

Tactics Ogre: Let Us Cling Together Item Guide

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Tactics Ogre: Let Us Cling Together (PSP)
Comprehensive Item Guide v0.94

By YoshiyukiBlade

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I n t r o d u c t i o n [2BD3]

Welcome! This item guide aims to document the descriptions, stats, and

sources of acquisition for every item in the game. An ambitious goal indeed, but one that can be achieved in due time.

Being more of a database than an actual guide, there will be virtually no recommendations, suggestions, or additional input about the FUNCTIONS of items from me. This guide assumes that you are already somewhat familiar and comfortable with the game mechanics. I will describe some of the subtler details of the game features where necessary, but I will not go very far in depth because a lot of the information is available in the game itself. If you want more detailed analyses and information on items and game mechanics, there are plenty of other guides on GameFAQs and the Internet that will meet your needs! Also, this guide mentions spoilers about certain plot elements, so a fair warning has been given!

Inventory

=====

The inventory is the "main" part of the guide. It contains information about every item in the game. Each entry follows a sequence of information in the following order:

--Names--

Most items simply have their names listed and nothing more. However, some items have a special designation. These are unique items, and they have a yellow box around their icons in-game. A subset unique items are unsellable, which have a border around the icon along with the yellow highlight. The earliest examples of such items should be familiar to you, as both Denam and Catiua are equipped with unique, unsellable items at the start of the game. For this guide, unique items are enclosed with inequalities (<>), and unique-unsellable ones with braces ({}). This naming scheme also applies to sections outside of the inventory.

--Descriptions--

Item descriptions have a number of uses. For trivial equipment and sundries, their descriptions are usually about the construction or function of the item. Rarer items have some background lore (a.k.a. flavor text) associated with them. The descriptions of Arcana and most consumables actually contain a lot of key information about their properties, emphasized in CAPITAL LETTERS.

--Stats--

You should be familiar with stats from playing through the game normally, so there is no need to elaborate on it much. However, one bit of information listed is not immediately visible from the game's item menu: charges.

--Charges--

Some pieces of equipment have "Effects," which allow the unit to use their gear as an item (without consuming them) for a limited number of times per battle. These are called charges. The number of charges aren't listed in the menu. Instead, it appears during combat just before you can use it. I've listed this value for all the relevant equipment. Charges reset after every battle, so there's no harm in using them as much as you want. Some exceptions are items of a darker variety: Cursed Weapons and the Ogre Blade. Not only are the items consumed upon use, but the wielders too! This guide won't cover this feature in detail, but information on them can easily be found in other guides.

--Classes--

This is a simple list of classes that can use the item. For arcana, the level requirements are not the same for all classes, so this list has the level requirements right next to the class names. For jewelry, all playable classes can equip them as long as they meet the level requirements, so I've excluded

the class list from that sub-section to reduce redundancy.

--Incantations--

The "Arcana" sub-section of the inventory has all the items that can be learned or used directly as a consumable item. When used, the invoker may occasionally yell out some incantation before finally casting the spell. Each entry will have their incantations listed.

--Sources--

Items come from a wide range of sources, which include: shops, crafting, quest rewards, stealing, buried treasure, and enemy bags of loot. Most items in the inventory will have at least one of those sources listed (provided that I implemented them). Items that don't have a source listed, or are missing their enemy drop sources, are ones I've considered to be trivial. Because they drop from enemies frequently, their lists are humongous, taking up a lot of space for very little use. Most items in the excluded list are sundries: consumables, reagents, and classmarks. The "Loot Tables" section will still have every item listed though.

Most sources are pretty self-explanatory, and are learned through the normal game experience. Each section will have a brief overview on how they work. Some areas will require detailed explanation, like the notation I will use for this guide. The names of battles and enemy coordinates are important pieces of information that will be used throughout this guide, so they will be described in detail soon.

--Notes--

Notes will contain something unusual about the item worth noting. Usually it's a misspelling of an item name, or an incorrect item description. Sometimes it's more important, like the item being "missable," or requires some condition to drop. Keep an eye out for notes to see what else you may want to know about the item.

Battle Types Notation

=====

There are many different types of battles in the game. To organize them all, I've established short-hand and full length notation that I use throughout different parts of the guide. The short-hand form is used the most, while the full length is only used in the "Loot Tables" section.

The first type of battle is called "Story Battles," which refers to battles that you must inevitably encounter in order to proceed through the game. There are some skippable story battles though, which include the major branching points of the story, where Denam's alignment changes (Neutral, Chaotic, Lawful), and in minor branches where you have the option to choose between 2-3 battles. Story Battles are labeled "SB" for short.

Example of a story battle using the full length notation:

=====
Chapter III (Lawful) Story Battle #7B: [####]
Coritanae Keep (Coritanae Ward)
=====

Short-hand notation:

CH3L-SB[7B] Coritanae Keep (Coritanae Ward)

Branching paths are denoted with letters "A," "B," and in one case, "C." You can't participate in the other battles once you've chosen one of them. Only when the World Tarot is unlocked, you can replay the game and choose different paths. Beyond story battles are Side Quests ("SQ" for short), which

refer to optional story battles that you can participate in during a particular chapter. This is not to be confused with "Optional Battles," which are battles not tied to the story. You can retreat from optional battles at any time, whereas you cannot retreat from story battles or side quests. Side quests consisting of multiple battles are denoted with decimal points (Ex. SQ[1.1], SQ[1.2], SQ[1.3], etc.). The decimal notation is also used for some CODA story battles that do not officially appear in the World Tarot timeline. They're usually involved with cutscenes before or after the battle.

Optional battles generally don't have short or long form notation because they are not tied to any specific chapter, so battle names without any tags appended to them are assumed to be optional. Optional battles can be encountered at random while on the world map. Other types of optional battles are informally known as "Dungeons," which function a lot like "Strongholds" during story battles. The main difference is that you can retreat from the battles or dungeons entirely.

Some special types of optional battles require the use of "story battle" notation. They are labeled as "Special Encounter," or "SE" for short because they appear only under specific conditions. Another subset of special encounters are battles against the Twelve Heavenly Generals. These battles are labeled as "Heavenly General," or "HG" for short. Even though these are all special encounters, they are still optional battles, so you can retreat from them as you please.

Shops, Crafting, Quest Rewards, and Stealing

=====
The "Inventory" section of the guide has just about everything you need to know about items. However, sometimes it's more convenient to look at a list of items offered by each source, with information on when or where they will become available. I've included sections that sort items by their respective sources and other peripheral information. Each of these sections have brief overview on what they cover, so I will not go into detail here. However, the last of these sources is so big that it's worthy of being a guide on its own: the loot tables.

Loot Tables

=====
This section will require a lot more explanation to go over than the previous sections. Being the source of the most powerful equipment and arcana in the game, it's easily the most complex section with regard to item acquisition.

--Contents--

Loot tables document items dropped by enemies on the battlefield after they are killed. So what exactly IS listed in these tables? First and foremost, the tables don't include tarot cards that drop directly onto the field. Tarot cards are added to your inventory whenever you have a character pick them up, and they also give your looter a permanent stat boost. The tables will only include items that come from bags of loot (which may contain a tarot card, but no stat boost unfortunately).

I won't include every single item an enemy can possibly drop from a loot bag. The main reason is that enemies can drop their own equipment, which changes depending on their level. Most of the time, their equipment is trivial, but a few exceptions make the list. This is what I decided on: the loot tables will include all items not equipped on the enemy (though some may have it equipped coincidentally), and all nontrivial equipped items. By "nontrivial equipped items," I'm specifically referring to the weapons equipped by the Dark Knights at high levels, the Twelve Heavenly Generals, and Rodrick. With the exception of Rodrick, whose weapon can also be found elsewhere, these weapons

drop exclusively from the hands of their owners, so it's important to document them. Non-equipped items can include anything from weapons and armor to arcana and sundries. Yes, this includes the most trivial of Copper, Bronze, and Silver Oberyths.

--Drop Rates and Spawn Locations--

Keep in mind that most item drops are random. Not only do most enemies have a chance to drop either a bag of loot or a tarot card, the various contents within the bags are seldom guaranteed to be there at any given moment. The loot tables list what items enemies can CARRY, not what they are guaranteed to drop. Getting all the items from a single bag would be an exceptionally rare case.

Furthermore, enemies aren't even guaranteed to SPAWN at their locations for a given battle. Although most story battles have a fixed setup, some of them have a small number of enemies that are randomly picked from a larger pool. If you're not interested in titles, or already earned the ones you wanted, you can retreat from optional battles and try again to get the enemy you want. Story battles are more time consuming because you can't retreat from them; you'd have to restart the game. As for the drops themselves, you can use the Chariot Tarot to kill your enemies in different ways to change what they drop, thus circumventing the random nature of this system. If you want to "game" the system further, you can use the Quick Save feature to avoid losing progress on certain titles. Using Quick Save is also the most feasible way to hunt items from "Targeted" enemies because the battle ends when they die. Other than that, you'll have to leave things up to chance.

Now that I've established the kinds of items listed in the loot tables, some of the notation needs to be explained.

--Coordinates--

This guide uses a three-dimensional Cartesian coordinate system with (x,y,z) axes, where the "origin" begins at the far-left corner of the map. The reason being is that this is where the game considers the lower-left-most part of the map in the default view. To test this during battle, just hold down until the cursor stops, then hold left until the cursor stops. You should end up in the corner I described. Another way of visualizing this is to hold Square and press Right (NOT Left!) whenever you have control of the game. This top-down view should give you a better intuition on how the coordinates work. Just imagine that the battlefield is the first quadrant on a graph (the region with all positive numbers). Since this corner of the battlefield is considered to be the "origin," the coordinates at this point is always (00,00,XX). The third coordinate describes the elevation at that point, which is not required but nice to have for confirmation. From here, one only needs to start counting boxes like a pre-algebra student: the first coordinate corresponds to how many times you press Right, and the second coordinate corresponds to how many times you press Up.

When inputting coordinates, be alert! In some cases, an enemy can make the first move before you can gain control of the battle, which disrupts their initial positions. This can be tricky without quickly noting their positions beforehand. Using the Chariot Tarot can help, provided that you can interrupt the battle before the enemy has time to react.

For some enemies, you may notice that the word "Summoned" is in place of their coordinates. This refers to a spell used exclusively by special enemy Necromancers and Liches, called "Summon Darkness." Sometimes, these summoned enemies have the same loot as others of the same type already present on the field, so I've excluded those from the loot tables. One thing worth noting is that a summoner can randomly spawn more than one of the same loot-carrying

enemy. This is can be very useful for rarer items like "Grimoire Abimes II" or "Grimoire Supplices II" from Nybeth's minions.

I think we've covered enough about coordinates. Because they are so important, they deserved the extra attention, but let's move on!

--Class--

The loot tables also list class of the unit. This is just an extra bit of information to help confirm the accuracy of the coordinates. Special unit names are listed where applicable. Typically, special units are the main targets of a battle, but this isn't always the case.

--Level Requirements--

One last important thing to note is many items only drop within a certain unit level range, including the "missable" items (more on those later). Although most of these level requirements are for story battles, a handful of optional battles are included. This is denoted with a (Lv.~XX) or (Lv.XX~) next to the item name. The level refers to the highest level character YOU have deployed, NOT the enemy's level. I know it seems awkward, and I've considered putting the enemy's level instead because it's a more natural association. However, I finally decided to use your character level because it's more convenient. Most enemies have a fixed minimum level, but the game also scales enemy levels by your high level unit; they're generally one level higher than your highest level unit. But for reasons unknown at the moment, the level difference isn't always consistent. This uncertainty contributed to my decision not to use the enemy's level. The tilde determines whether the character level should be below or above that value.

--Items of Interest--

I've gone through and marked many items with an arrow (->) next to the item name. Because most items in the loot tables are trivial, and are only there for the sake of completeness, they can obscure important or interesting items. I've marked items that are unique, exclusive, rare, or missable, so that they may be easier to spot at a glance. What constitutes an "interesting" item is arbitrary, as you may value items differently from me, but I decided to highlight items that can't be obtained very quickly (deep in a dungeon or chapter), and/or are important for collectors and end-game farmers. I don't recommend completely relying on these markers while ignoring everything else, especially if you're starting a fresh run and may want a few classmarks or arcana earlier than the shops will provide. Keep an eye out on all items in the loot table so you may decide what you want with confidence!

"Missable" Items

=====

Although missable items have long been well-documented in many other guides, I suppose that it's appropriate to mention them here as well. Missable items are items that are attainable only under restricted conditions, and they can be permanently missed once you irrevocably fall outside of those conditions. If this happens, these items can only be acquired by starting over from a new game. In this particular case, missables only drop when your playable classes are within a certain level range. Once all your classes exceed that range, it is no longer possible to acquire them. In practice, it will require a lot of effort to reach that point, but nevertheless the avenues for obtaining these items will disappear forever once that threshold is crossed. I've noted the known missable items in the main "Inventory" section, but it's nice to have them listed together in one place here:

Crescente - A two-handed bow that can drop from enemy equipment when their levels are around the early-mid 20s. There is also an enemy in the Hanging Gardens that carries one non-equipped, but still only for a limited level

range.

Scroll of the Cicada - A Ninjutsu arcana that only drops from certain enemies in Chapter IV story battles.

Treatise on Seduction - A War Dance arcana that only drops from certain enemies in Chapter IV story battles. This one is a bit more elusive because it only drops in two story battles. One of those battles can be missed depending on what choices you make earlier in the chapter. The second source can be missed as well, depending on the path taken in the Hanging Gardens.

Items By Class Compatibility

=====
This is a bit of a bonus section, as it didn't require much effort to implement, and it can be very useful. The inventory may list the class compatibility for each item, but it's virtually impossible to get a clear overview of what items a specific class can equip or learn. This section does just that. More information can be found in the section itself.

Alright! That about covers the introduction of this item guide. Now dive in!

===== F i s t s [79C1] =====

Fists are melee weapons worn on the hands to bolster hand-to-hand attacks.

Leather Caestus	[E8FD]
Leather Caestus +1	[A201]
Bronze Knuckles	[F1C0]
Bronze Knuckles +1	[831F]
Iron Claws	[2BAE]
Iron Claws +1	[9E2C]
Cat Bagh Nakh	[F0AD]
Cat Bagh Nakh +1	[F5DA]
Baldur Claws	[1F2D]
Baldur Claws +1	[EC0D]
Katara	[687C]
Katara +1	[6FB5]
Tiger Bagh Nakh	[594F]
Tiger Bagh Nakh +1	[063C]
Damasc Claws	[1CF9]
Damasc Claws +1	[C2B0]
Dragon Claws	[3E98]
Dragon Blades	[FDA3]
Jamadhar	[DA09]
Vishnu's Katara	[6FBE]
Hellhound Claws	[2359]
Kerberos Claws	[E86C]
Daedalus Knuckles	[5460]
Vaisravana	[B8FA]
<Trueno's Scales>	[08CD]
<Vainateya's Talons>	[93CE]
<Huitzilopochtli's Rays>	[264D]
<Cursed Weapon>	[287F]

===== Leather Caestus [E8FD] =====

A fist weapon consisting of metal-studded bands of leather wrapped around the

fingers.

Fists (2H) Lv.01~

RANGE: 1 AREA: 1 WEIGHT: 8 RT: +25
DAMAGE: Crushing 5

ATTRIBUTES:

ATK 45 HP 5 STR 1 AVD 3

CLASSES:

Warrior	Berserker	Rogue	Beast Tamer
Lord	Ranger	Vartan	White Knight
Buccaneer	Juggernaut		

Sold in General Shops for 1400 goth at the start of the game.

=====

Leather Caestus +1	[A201]
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=====

A fist weapon consisting of metal-studded bands of leather wrapped around the fingers.

Fists (2H) Lv.02~

RANGE: 1 AREA: 1 WEIGHT: 9 RT: +27
DAMAGE: Crushing 7

ATTRIBUTES:

ATK 56 HP 8 STR 3 AVD 5

CLASSES:

Warrior	Berserker	Rogue	Beast Tamer
Lord	Ranger	Vartan	White Knight
Buccaneer	Juggernaut		

Crafted using <Melee Weapons I>.

Materials:

Leather Caestus	x 1	Leather	x 3
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=====

Bronze Knuckles	[F1C0]
-----------------	--------

=====

A fist weapon made of solid bronze held using four finger holes in the side.

Fists (2H) Lv.04~

RANGE: 1 AREA: 1 WEIGHT: 9 RT: +27
DAMAGE: Crushing 5

ATTRIBUTES:

ATK 53 HP 6 STR 2 AGIL 2

CLASSES:

Warrior	Berserker	Rogue	Beast Tamer
Lord	Ranger	Vartan	White Knight
Buccaneer	Juggernaut		

Sold in General Shops for 2100 goth at the start of the game.

=====
Bronze Knuckles +1 [831F]
=====

A fist weapon made of solid bronze held using four finger holes in the side.

Fists (2H) Lv.05~

RANGE: 1 AREA: 1 WEIGHT: 10 RT: +29

DAMAGE: Crushing 7

ATTRIBUTES:

ATK 64 HP 9 STR 4 AGIL 3

CLASSES:

Warrior Berserker Rogue Beast Tamer
Lord Ranger Vartan White Knight
Buccaneer Juggernaut

Crafted using <Melee Weapons I>.

Materials:

Bronze Knuckles x 1 Bronze Ingot x 2
Leather x 1

=====
Iron Claws [2BAE]
=====

A fist weapon consisting of an iron knuckle duster fitted with sharp spikes.

Fists (2H) Lv.07~

RANGE: 1 AREA: 1 WEIGHT: 9 RT: +28

DAMAGE: Piercing 6

ATTRIBUTES:

ATK 61 HP 4 STR 1 VIT 2 AVD -1

CLASSES:

Warrior Berserker Rogue Beast Tamer
Lord Ranger Vartan White Knight
Buccaneer Juggernaut

Sold in General Shops for 2700 goth after CH1N-SB[7] The Arkhaiopolis of Rhime and returning to Almorica Castle.

=====
Iron Claws +1 [9E2C]
=====

A fist weapon consisting of an iron knuckle duster fitted with sharp spikes.

Fists (2H) Lv.08~

RANGE: 1 AREA: 1 WEIGHT: 10 RT: +30

DAMAGE: Piercing 8

ATTRIBUTES:

ATK 72 HP 7 STR 3 VIT 4 AVD -3

ON HIT: Knockback

CLASSES:

Warrior	Berserker	Rogue	Beast Tamer
Lord	Ranger	Vartan	White Knight
Buccaneer	Juggernaut		

Crafted using <Melee Weapons I>.

Materials:

Iron Claws	x 1	Iron Ingot	x 2
Leather	x 1		

=====
Cat Bagh Nakh [F0AD]
=====

A fist weapon with sharp claws that can be used to stab or rake.

Fists (2H) Lv.10~

RANGE: 1 AREA: 1 WEIGHT: 10 RT: +30

DAMAGE: Slashing 6

ATTRIBUTES:

ATK 69 HP 5 STR 1 VIT 1 AGIL 1 MIND -1

CLASSES:

Warrior	Berserker	Rogue	Beast Tamer
Lord	Ranger	Vartan	White Knight
Buccaneer	Juggernaut		

Sold in General Shops for 3600 goth after CH2C-SB[6] Krysaro or CH2L-SB[6] Qadriga Fortress.

=====
Cat Bagh Nakh +1 [F5DA]
=====

A fist weapon with sharp claws that can be used to stab or rake.

Fists (2H) Lv.11~

RANGE: 1 AREA: 1 WEIGHT: 11 RT: +32

DAMAGE: Slashing 8 RACIAL: Beast 5

ATTRIBUTES:

ATK 80 HP 8 STR 3 VIT 3 AGIL 3 MIND -2

ON HIT: Poisoned

CLASSES:

Warrior	Berserker	Rogue	Beast Tamer
Lord	Ranger	Vartan	White Knight
Buccaneer	Juggernaut		

Crafted using <Melee Weapons I>.

Materials:

Cat Bagh Nakh	x 1	Beast Fang	x 1
---------------	-----	------------	-----

Beast Claw

x 1

Grimoire Toxigaz

x 1

Baldur Claws

[1F2D]

A fist weapon consisting of a baldur knuckle duster fitted with sharp spikes.

Fists (2H) Lv.13~

RANGE: 1 AREA: 1 WEIGHT: 10 RT: +31

DAMAGE: Piercing 7

ATTRIBUTES:

ATK 77 HP 4 MP 5 LUCK -1 VIT 2 DEX 1 INT 4

CLASSES:

Warrior	Berserker	Rogue	Beast Tamer
Lord	Ranger	Vartan	White Knight
Buccaneer	Juggernaut		

Sold in General Shops for 5000 goth after CH3N-SB[4] Port Asyton, CH3C-SB[6] Bahanna Highlands or CH3L-SB[7]A/B Coritanae Keep (Coritanae Ward).

Baldur Claws +1

[ECOD]

A fist weapon consisting of a baldur knuckle duster fitted with sharp spikes.

Fists (2H) Lv.14~

RANGE: 1 AREA: 1 WEIGHT: 11 RT: +34

DAMAGE: Piercing 9 RACIAL: Faerie 5

ATTRIBUTES:

ATK 88 HP 7 MP 8 LUCK -3 VIT 4 DEX 3 INT 5

CLASSES:

Warrior	Berserker	Rogue	Beast Tamer
Lord	Ranger	Vartan	White Knight
Buccaneer	Juggernaut		

Crafted using <Melee Weapons II>.

Materials:

Baldur Claws	x 1	Silver Ingot	x 1
Baldur Ingot	x 2		

Katara

[687C]

A fist weapon consisting of a broad steel blade fitted to the arm. Said to pierce even the thickest of armor.

Fists (2H) Lv.16~

RANGE: 1 AREA: 1 WEIGHT: 11 RT: +33

DAMAGE: Piercing 7

ATTRIBUTES:

ATK 85 HP 5 STR 1 VIT 2 DEX 1

CLASSES:

Warrior	Berserker	Rogue	Beast Tamer
Lord	Ranger	Vartan	White Knight
Buccaneer	Juggernaut		

Sold in General Shops for 5700 goth at the start of Chapter IV.

Katara +1 [6FB5]

A fist weapon consisting of a broad steel blade fitted to the arm. Said to pierce even the thickest of armor.

Fists (2H) Lv.17~

RANGE: 1 AREA: 1 WEIGHT: 12 RT: +35
DAMAGE: Piercing 9

ATTRIBUTES:

ATK 96 HP 8 STR 3 VIT 4 DEX 3

CLASSES:

Warrior	Berserker	Rogue	Beast Tamer
Lord	Ranger	Vartan	White Knight
Buccaneer	Juggernaut		

Crafted using <Melee Weapons II>.

Materials:

Katara	x 1	Iron Ingot	x 1
Steel Ingot	x 2		

Tiger Bagh Nakh [594F]

A fist weapon with sharp claws that can be used to stab or rake.

Fists (2H) Lv.19~

RANGE: 1 AREA: 1 WEIGHT: 12 RT: +35
DAMAGE: Slashing 8

ATTRIBUTES:

ATK 93 HP 8 LUCK -1 STR 2 AGIL 1 AVD 2

CLASSES:

Warrior	Berserker	Rogue	Beast Tamer
Lord	Ranger	Vartan	White Knight
Buccaneer	Juggernaut		

Sold in General Shops for 7100 goth after CH4-SB[10] Barnicia Castle (Barnicia Grand Staircase) and returning to Phidoch Castle.

Tiger Bagh Nakh +1 [063C]

=====

A fist weapon with sharp claws that can be used to stab or rake.

Fists (2H) Lv.20~

RANGE: 1 AREA: 1 WEIGHT: 12 RT: +37
DAMAGE: Slashing 10

ATTRIBUTES:

ATK 104 HP 11 LUCK -3 STR 4 AGIL 3 AVD 4

ON HIT: Envenomed

CLASSES:

Warrior	Berserker	Rogue	Beast Tamer
Lord	Ranger	Vartan	White Knight
Buccaneer	Juggernaut		

Crafted using <Melee Weapons II>.

Materials:

Tiger Bagh Nakh	x 1	Beast Fang	x 1
Beast Claw	x 1	Grimoire Miasme	x 1

=====

Damasc Claws [1CF9]

=====

A fist weapon consisting of a damasc steel knuckle duster fitted with sharp spikes. Resistant to rust and said to hold its edge indefinitely.

Fists (2H) Lv.22~

RANGE: 1 AREA: 1 WEIGHT: 12 RT: +36
DAMAGE: Piercing 8

ATTRIBUTES:

ATK 101 HP 6 STR 2 VIT 3 MIND 1 RES 3

CLASSES:

Warrior	Berserker	Rogue	Beast Tamer
Lord	Ranger	Vartan	White Knight
Buccaneer	Juggernaut		

Sold in General Shops for 8900 goth after CODA-SB[1] Port Omish.

=====

Damasc Claws +1 [C2B0]

=====

A fist weapon consisting of a damasc steel knuckle duster fitted with sharp spikes. Resistant to rust and said to hold its edge indefinitely.

Fists (2H) Lv.23~

RANGE: 1 AREA: 1 WEIGHT: 13 RT: +39
DAMAGE: Piercing 10 RACIAL: Golem 5

ATTRIBUTES:

ATK 113 HP 9 STR 4 VIT 5 MIND 2 RES 5

SKILL BONUS: Fists +1

ON HIT: Stunned

CLASSES:

Warrior	Berserker	Rogue	Beast Tamer
Lord	Ranger	Vartan	White Knight
Buccaneer	Juggernaut		

Crafted using <The Fist>.

Materials:

Damasc Claws	x 1	Steel Ingot	x 1
Wootz Steel	x 2		

=====
Dragon Claws [3E98]
=====

A fist weapon consisting of a knuckle duster and gauntlet fashioned from dragon teeth and claws.

Fists (2H) Lv.25~

RANGE: 1 AREA: 1 WEIGHT: 13 RT: +38

DAMAGE: Crushing 9 RACIAL: Dragon 10

ATTRIBUTES:

ATK 109 HP 8 STR 2 DEX 1 AVD 2 RES 1

SKILL BONUS: Draconology +1

CLASSES:

Warrior	Berserker	Rogue	Beast Tamer
Lord	Ranger	Vartan	White Knight
Buccaneer	Juggernaut		

Crafted using <The Fist>.

Materials:

Wyrm Fang	x 1	Wyrm Claw	x 1
Wyrm Scale	x 1	Leather	x 1

=====
Dragon Blades [FDA3]
=====

A fist weapon consisting of a knuckle duster and gauntlet fashioned from dragon teeth and claws.

Fists (2H) Lv.26~

RANGE: 1 AREA: 1 WEIGHT: 13 RT: +40

DAMAGE: Crushing 11 AFFINITY: Fire 15 RACIAL: Dragon 15

ATTRIBUTES:

ATK 120 HP 11 STR 4 DEX 3 AVD 4 RES 2

SKILL BONUS: Draconology +2

ON HIT: Fire Averse

EFFECT: Flame Breath (1 charge)

CLASSES:

Warrior	Berserker	Rogue	Beast Tamer
Lord	Ranger	Vartan	White Knight
Buccaneer	Juggernaut		

 Crafted using <Fist Enchiridion>.

Materials:

Dragon Claws	x 1	Wyrmscale Sleeves	x 1
Wyrm Horn	x 1	Inferno Orb	x 1

=====
 Jamadhar [DA09]
 =====

A fist weapon fitted with three steel blades that enhance its offensive ability considerably.

 Fists (2H) Lv.28~

RANGE: 1 AREA: 1 WEIGHT: 13 RT: +39
 DAMAGE: Slashing 9

ATTRIBUTES:

ATK 117 HP 7 STR 3 VIT 1 DEX 2 MIND -1

 CLASSES:

Warrior	Berserker	Rogue	Beast Tamer
Lord	Ranger	Vartan	White Knight
Buccaneer	Juggernaut		

 Crafted using <The Fist>.

Materials:

Steel Ingot	x 1	Wootz Steel	x 1
Golden Ingot	x 1	Verdant Gems	x 1

=====
 Vishnu's Katara [6FBE]
 =====

A fist weapon fitted with three steel blades that enhance its offensive ability considerably.

 Fists (2H) Lv.29~

RANGE: 1 AREA: 1 WEIGHT: 14 RT: +42
 DAMAGE: Slashing 11 AFFINITY: Water 15

ATTRIBUTES:

ATK 128 HP 10 STR 6 VIT 3 DEX 4 MIND -3

SKILL BONUS: Fists +2

ON HIT: Water Averse

EFFECT: Instill Water (3 charges)

 CLASSES:

Warrior	Berserker	Rogue	Beast Tamer
Lord	Ranger	Vartan	White Knight
Buccaneer	Juggernaut		

 Crafted using <Fist Enchiridion>.

Materials:

Jamadhar x 1 Wootz Steel x 1
Golden Ingot x 1 Cataract Orb x 1

===== Hellhound Claws [2359] =====

A hybrid weapon made from the teeth and claws of hellhounds rendered with damasc steel.

Fists (2H) Lv.31~

RANGE: 1 AREA: 1 WEIGHT: 14 RT: +41
DAMAGE: Crushing 10

ATTRIBUTES:

ATK 125 HP 6 STR 2 VIT 1 AGIL 1 AVD 1 RES -2

CLASSES:

Warrior Berserker Rogue Beast Tamer
Lord Ranger Vartan White Knight
Buccaneer Juggernaut

Crafted using <The Fist>.

Materials:

 Tooth & Claw x 2 Wootz Steel x 1
 Regal Gems x 1

===== Kerberos Claws [E86C] =====

A hybrid weapon made from the teeth and claws of hellhounds rendered with damasc steel.

Fists (2H) Lv.32~

RANGE: 1 AREA: 1 WEIGHT: 14 RT: +43
DAMAGE: Crushing 12 AFFINITY: Dark 15

ATTRIBUTES:

ATK 136 HP 9 STR 4 VIT 3 AGIL 3 AVD 3 RES -4

SKILL BONUS: Augment Darkness +1

ON HIT: Dark Averse

EFFECT: Word of Pain II (1 charge)

CLASSES:

Warrior Berserker Rogue Beast Tamer
Lord Ranger Vartan White Knight
Buccaneer Juggernaut

Crafted using <The Fist>.

Materials:

 Hellhound Claws x 1 Tooth & Claw x 1
 Wootz Steel x 1 Gloom Orb x 1

===== Daedalus Knuckles [5460] =====

=====

A fist weapon forged by the Dragon Lord artisan Daedalus. Fitted with a mechanism that eviscerates the target upon impact.

Fists (2H) Lv.34~

RANGE: 1 AREA: 1 WEIGHT: 14 RT: +43
DAMAGE: Crushing 11 AFFINITY: Earth 15

ATTRIBUTES:

ATK 133 HP 7 LUCK 15 STR 4 VIT 2 INT 2

SKILL BONUS: Augment Earth +1
ON HIT: Earth Averse

CLASSES:

Warrior	Berserker	Rogue	Beast Tamer
Lord	Ranger	Vartan	White Knight
Buccaneer	Juggernaut		

Crafted using <Secrets of the Master>.

Materials:

Daedalus Pinion	x 1	Daedalus Rack	x 1
Skyiron	x 1	Dust Orb	x 1

=====

Vaisravana

[B8FA]

=====

A sacred arm-mounted melee weapon said to have been wielded by Vija, one of the Twelve Heavenly Generals.

Fists (2H) Lv.37~

RANGE: 1 AREA: 1 WEIGHT: 15 RT: +44
DAMAGE: Crushing 12 AFFINITY: Ice 15

ATTRIBUTES:

ATK 141 HP 10 STR 5 VIT 3 DEX 3 MIND 4

SKILL BONUS: Augment Ice +1
ON HIT: Stunned
DEBUFF RESIST: Stopproof

CLASSES:

Warrior	Berserker	Rogue	Beast Tamer
Lord	Ranger	Vartan	White Knight
Buccaneer	Juggernaut		

Dropped from the following unit(s):

HG[1] Palace of the Dead (Palace of the Dead - Level 86)
(07,20,16) Vija x 1

=====

<Trueno's Scales>

[08CD]

=====

A fist weapon crafted from the remains of Trueno the Magewyrm. Paired with a gauntlet made from his scales.

Fists (2H) Lv.34~

RANGE: 1 AREA: 1 WEIGHT: 15 RT: +46

DAMAGE: Piercing 11 AFFINITY: Lightning 15 RACIAL: Dragon 20

ATTRIBUTES:

ATK 149 HP 12 STR 3 VIT 1 AGIL 2

SKILL BONUS: Augment Lightning +1

ON HIT: Lightning Averse

DEBUFF RESIST: Slowproof

EFFECT: Thunder Breath (1 charge)

CLASSES:

Warrior	Berserker	Rogue	Beast Tamer
Lord	Ranger	Vartan	White Knight
Buccaneer	Juggernaut		

Dropped from the following unit(s):

CH4-SB[33] The Hanging Gardens (Twixt Heaven and Earth)
(09,19,20) Knight Commander Andoras x 1 (Lv.34~)

CODA-SB[9] Golyat (Golyat North Village)
(09,26,23) Knight Commander Andoras x 1

<Vainateya's Talons>

[93CE]

A legendary fist weapon said to be crafted from the talons of the golden-winged Vainateya.

Fists (2H) Lv.43~

RANGE: 1 AREA: 1 WEIGHT: 16 RT: +47

DAMAGE: Crushing 12 AFFINITY: Air 15

ATTRIBUTES:

ATK 157 HP 9 STR 4 VIT 2 DEX 3 AVD 3 INT 2
RES 5

SKILL BONUS: Augment Air +1

ON HIT: Air Averse

DEBUFF RESIST: Sleepproof

EFFECT: Sylphide II (1 charge)

CLASSES:

Warrior	Berserker	Rogue	Beast Tamer
Lord	Ranger	Vartan	White Knight
Buccaneer	Juggernaut		

Dropped from the following unit(s):

Ndamsa Fortress (Sanctum of Hahnela)
(02,04,19) Vainateya x 1

<Huitzilopochtli's Rays>

[264D]

A legendary fist weapon said to be a gift from Huitzilopochtli, God of Sun

and Harvest.

Fists (2H) Lv.46~

RANGE: 1 AREA: 1 WEIGHT: 16 RT: +49
DAMAGE: Slashing 13 AFFINITY: Light 15

ATTRIBUTES:

ATK 165 HP 13 LUCK 5 STR 6 VIT 3 DEX 4 MIND 5

SKILL BONUS: Augment Light +1
ON HIT: Light Averse
DEBUFF RESIST: Stunproof
EFFECT: Judgement III (1 charge)

CLASSES:

Warrior	Berserker	Rogue	Beast Tamer
Lord	Ranger	Vartan	White Knight
Buccaneer	Juggernaut		

Dropped from the following unit(s):
Palace of the Dead (Palace of the Dead - Level 106)
(09,10,06) Blood Gavial x 1

=====
<Cursed Weapon> [287F]

=====
A fist weapon enchanted by forbidden arts. Strongest when flesh and soul are sealed within the weapon.

Fists (2H) Lv.01~

RANGE: 1 AREA: 1

EFFECT: Snapdragon (1 charge)

CLASSES:

Warrior	Berserker	Rogue	Beast Tamer
Lord	Ranger	Vartan	White Knight
Buccaneer	Juggernaut		

Dropped from the following unit(s):
Palace of the Dead (Palace of the Dead - Level 70)
(14,13,13) Warrior x 1

Palace of the Dead (Palace of the Dead - Level 93)
(07,27,14) Night Crow x 1

Note: The item's effect can only be used by generic units and is consumed upon use.

=====
D a g g e r s [1064]

Daggers are melee weapons used to slash and stab.

Sticker [017D]

Sticker +1	[E829]
Battle Knife	[4697]
Battle Knife +1	[E3A7]
Dirk	[B231]
Dirk +1	[A305]
Butcher Knife	[8137]
Butcher Knife +1	[75FD]
Baldur Dagger	[7B45]
Baldur Dagger +1	[F294]
Kris	[06ED]
Kris +1	[70FD]
Kidney Spike	[3D12]
Kidney Spike +1	[10A9]
Damasc Dagger	[2730]
Damasc Dagger +1	[1096]
Valiant's Dagger	[3FAD]
Brilliant Dagger	[9DC4]
Marauder Knife	[80B4]
Predator Knife	[470A]
Xolotl's Canine	[F4D9]
Yama	[7DE6]
Dragon Fang	[9ECA]
<Pinion Blade>	[5730]
<Assassin Blade>	[7E1F]
<Cursed Weapon>	[6051]

=====

Sticker [017D]

=====

This inexpensive dagger is light and easy to wield, but inflicts little damage.

Daggers (1H) Lv.01~

RANGE: 1 AREA: 1 WEIGHT: 2 RT: +8

DAMAGE: Piercing 4

ATTRIBUTES:

ATK 30 DEX 2 AVD 3

CLASSES:

Warrior	Archer	Wizard	Berserker
Ninja	Rogue	Fusilier	Warlock
Necromancer	Lich	Lord	Ranger
Princess	Astromancer	Vartan	Wicce
Songstress	Buccaneer	Knight Commander	Patriarch
Familiar			

Sold in General Shops for 900 goth at the start of the game.

=====

Sticker +1 [E829]

=====

This inexpensive dagger is light and easy to wield, but inflicts little damage.

Daggers (1H) Lv.02~

RANGE: 1 AREA: 1 WEIGHT: 3 RT: +10

DAMAGE: Piercing 6

ATTRIBUTES:

ATK 40 DEX 4 AVD 5 INT 2

CLASSES:

Warrior	Archer	Wizard	Berserker
Ninja	Rogue	Fusilier	Warlock
Necromancer	Lich	Lord	Ranger
Princess	Astromancer	Vartan	Wicce
Songstress	Buccaneer	Knight Commander	Patriarch
Familiar			

Crafted using <Melee Weapons I>.

Materials:

Sticker	x 1	Bronze Ingot	x 2
Toneriwood	x 1		

Battle Knife [4697]

A knife tailored for battle. It can deal heavy damage with minimal force.

Daggers (1H) Lv.04~

RANGE: 1 AREA: 1 WEIGHT: 2 RT: +9

DAMAGE: Piercing 5

ATTRIBUTES:

ATK 37 STR 1 DEX 3 AGIL 1 AVD 1

CLASSES:

Warrior	Berserker	Ninja	Rogue
Fusilier	Lord	Ranger	Vartan
Songstress	Buccaneer	Knight Commander	Patriarch
Familiar			

Sold in General Shops for 1500 goth at the start of the game.

Battle Knife +1 [E3A7]

A knife tailored for battle. It can deal heavy damage with minimal force.

Daggers (1H) Lv.05~

RANGE: 1 AREA: 1 WEIGHT: 3 RT: +11

DAMAGE: Piercing 7

ATTRIBUTES:

ATK 47 STR 3 DEX 5 AGIL 3 AVD 3

CLASSES:

Warrior	Berserker	Ninja	Rogue
Fusilier	Lord	Ranger	Vartan
Songstress	Buccaneer	Knight Commander	Patriarch
Familiar			

Crafted using <Melee Weapons I>.

Materials:

Battle Knife	x 1	Bronze Ingot	x 2
Toneriwood	x 1		

Dirk [B231]

A short dagger with a double-edged blade. The hilt is inlaid with ivory and gems.

Daggers (1H) Lv.07~

RANGE: 1 AREA: 1 WEIGHT: 3 RT: +11

DAMAGE: Piercing 4

ATTRIBUTES:

ATK	44	HP	2	DEX	1	AGIL	2	AVD	4
-----	----	----	---	-----	---	------	---	-----	---

CLASSES:

Warrior	Berserker	Ninja	Rogue
Fusilier	Lord	Ranger	Vartan
Songstress	Buccaneer	Knight Commander	Patriarch
Familiar			

Sold in General Shops for 2100 goth after CH1N-SB[7] The Arkhaiopolis of Rhime and returning to Almorica Castle.

Dirk +1 [A305]

A short dagger with a double-edged blade. The hilt is inlaid with ivory and gems.

Daggers (1H) Lv.08~

RANGE: 1 AREA: 1 WEIGHT: 3 RT: +13

DAMAGE: Piercing 6 RACIAL: Beast 5

ATTRIBUTES:

ATK	54	HP	4	DEX	1	AGIL	3	AVD	5
-----	----	----	---	-----	---	------	---	-----	---

ON HIT: Silenced

CLASSES:

Warrior	Berserker	Ninja	Rogue
Fusilier	Lord	Ranger	Vartan
Songstress	Buccaneer	Knight Commander	Patriarch
Familiar			

Crafted using <Melee Weapons I>.

Materials:

Dirk	x 1	Bronze Ingot	x 1
Iron Ingot	x 1	Grimoire Scellant	x 1

Butcher Knife [8137]

=====

A broad-bladed knife used by butchers. Made for cleaving rather than stabbing.

Daggers (1H) Lv.10~

RANGE: 1 AREA: 1 WEIGHT: 3 RT: +12
DAMAGE: Slashing 4

ATTRIBUTES:

ATK 51 VIT 2 MIND 1 RES 2

CLASSES:

Warrior	Berserker	Rogue	Fusilier
Lord	Ranger	Vartan	Songstress
Buccaneer	Knight Commander	Patriarch	Familiar

Sold in General Shops for 2600 goth after CH2C-SB[6] Krysaro or CH2L-SB[6] Qadriga Fortress.

=====

Butcher Knife +1 [75FD]

=====

A broad-bladed knife used by butchers. Made for cleaving rather than stabbing.

Daggers (1H) Lv.11~

RANGE: 1 AREA: 1 WEIGHT: 4 RT: +14
DAMAGE: Slashing 6

ATTRIBUTES:

ATK 61 VIT 4 MIND 3 RES 4

CLASSES:

Warrior	Berserker	Rogue	Fusilier
Lord	Ranger	Vartan	Songstress
Buccaneer	Knight Commander	Patriarch	Familiar

Crafted using <Melee Weapons I>.

Materials:

Butcher Knife +1	x 1	Iron Ingot	x 2
Birnewood	x 1		

=====

Baldur Dagger [7B45]

=====

A dagger with a short, double-edged blade of baldur, an alchemically forged metal that amplifies magic.

Daggers (1H) Lv.13~

RANGE: 1 AREA: 1 WEIGHT: 3 RT: +14
DAMAGE: Slashing 5

ATTRIBUTES:

ATK 58 MP 5 LUCK -1 VIT 2 DEX 1 INT 4

CLASSES:

Warrior	Archer	Wizard	Berserker
Ninja	Rogue	Fusilier	Warlock
Necromancer	Lich	Lord	Ranger
Princess	Astromancer	Vartan	Wicce
Songstress	Buccaneer	Knight Commander	Patriarch
Familiar			

Sold in General Shops for 3700 goth after CH3N-SB[4] Port Asyton, CH3C-SB[6] Bahanna Highlands or CH3L-SB[7]A/B Coritanae Keep (Coritanae Ward).

Baldur Dagger +1 [F294]

A dagger with a short, double-edged blade of baldur, an alchemically forged metal that amplifies magic.

Daggers (1H) Lv.14~

RANGE: 1 AREA: 1 WEIGHT: 4 RT: +16
 DAMAGE: Slashing 7 RACIAL: Divine 5

ATTRIBUTES:

ATK 68 MP 8 LUCK -3 VIT 4 DEX 3 INT 5

CLASSES:

Warrior	Archer	Wizard	Berserker
Ninja	Rogue	Fusilier	Warlock
Necromancer	Lich	Lord	Ranger
Princess	Astromancer	Vartan	Wicce
Songstress	Buccaneer	Knight Commander	Patriarch
Familiar			

Crafted using <Melee Weapons II>.

Materials:

Baldur Dagger	x 1	Silver Ingot	x 1
Baldur Ingot	x 1	Leather	x 1

Kris [06ED]

A dagger with a sinuous, double-edged blade. Often used in rituals, it is a favored weapon of magi.

Daggers (1H) Lv.16~

RANGE: 1 AREA: 1 WEIGHT: 4 RT: +15
 DAMAGE: Piercing 5

ATTRIBUTES:

ATK 65 HP 5 DEX 2 AVD 1

CLASSES:

Warrior	Berserker	Rogue	Fusilier
Lord	Ranger	Vartan	Songstress
Buccaneer	Knight Commander	Patriarch	Familiar

Sold in General Shops for 400 goth at the start of Chapter IV.

Kris +1

[70FD]

A dagger with a sinuous, double-edged blade. Often used in rituals, it is a favored weapon of magi.

Daggers (1H) Lv.17~

RANGE: 1 AREA: 1 WEIGHT: 4 RT: +17

DAMAGE: Piercing 7

ATTRIBUTES:

ATK 75 HP 8 DEX 4 AVD 3

CLASSES:

Warrior	Berserker	Rogue	Fusilier
Lord	Ranger	Vartan	Songstress
Buccaneer	Knight Commander	Patriarch	Familiar

Crafted using <Melee Weapons II>.

Materials:

Kris	x 1	Silver Ingot	x 1
Iron Ingot	x 1	Ananawood	x 1

Kidney Spike

[3D12]

A dagger with a short blade resembling an elongated spear tip. Designed to slip through chinks in the armor of foes.

Daggers (1H) Lv.19~

RANGE: 1 AREA: 1 WEIGHT: 4 RT: +16

DAMAGE: Piercing 5

ATTRIBUTES:

ATK 72 HP 1 LUCK -1 VIT 1 DEX 1 AVD 2

CLASSES:

Warrior	Berserker	Rogue	Fusilier
Lord	Ranger	Vartan	Songstress
Buccaneer	Knight Commander	Patriarch	Familiar

Sold in General Shops for 5100 goth after CH4-SB[10] Barnicia Castle (Barnicia Grand Staircase) and returning to Phidoch Castle.

Kidney Spike +1

[10A9]

A dagger with a short blade resembling an elongated spear tip. Designed to slip through chinks in the armor of foes.

Daggers (1H) Lv.20~

RANGE: 1 AREA: 1 WEIGHT: 5 RT: +18

DAMAGE: Piercing 7

ATTRIBUTES:

ATK 82 HP 3 LUCK -3 VIT 3 DEX 3 AVD 4

CLASSES:

Warrior	Berserker	Rogue	Fusilier
Lord	Ranger	Vartan	Songstress
Buccaneer	Knight Commander	Patriarch	Familiar

Crafted using <Melee Weapons II>.

Materials:

Kidney Spike	x 1	Iron Ingot	x 1
Steel Ingot	x 1	Ananawood	x 1

Damasc Dagger [2730]

A dagger with a short, double-edged blade forged from damasc steel. Resistant to rust and said to hold its edge indefinitely.

Daggers (1H) Lv.22~

RANGE: 1 AREA: 1 WEIGHT: 4 RT: +18
DAMAGE: Slashing 6

ATTRIBUTES:

ATK 79 STR 1 DEX 2 RES 3

CLASSES:

Warrior	Archer	Wizard	Berserker
Ninja	Rogue	Fusilier	Warlock
Necromancer	Lich	Lord	Ranger
Princess	Astromancer	Vartan	Wicce
Songstress	Buccaneer	Knight Commander	Patriarch
Familiar			

Sold in General Shops for 6500 goth after CODA-SB[1] Port Omish.

Damasc Dagger +1 [1096]

A dagger with a short, double-edged blade forged from damasc steel. Resistant to rust and said to hold its edge indefinitely.

Daggers (1H) Lv.23~

RANGE: 1 AREA: 1 WEIGHT: 5 RT: +20
DAMAGE: Slashing 8 RACIAL: Golem 5

ATTRIBUTES:

ATK 89 STR 3 DEX 4 INT 5 MIND 3 RES 5

SKILL BONUS: Daggers +1
ON HIT: Stunned

CLASSES:

Warrior	Archer	Wizard	Berserker
Ninja	Rogue	Fusilier	Warlock

Necromancer	Lich	Lord	Ranger
Princess	Astromancer	Vartan	Wicce
Songstress	Buccaneer	Knight Commander	Patriarch
Familiar			

Crafted using <The Blade>.

Materials:

Damasc Dagger	x 1	Steel Ingot	x 1
Wootz Steel	x 1	Baobawood	x 1

=====

Valiant's Dagger [3FAD]

=====

A dagger bestowed upon knights of distinguished service by the late King Dorgalua. Divine glyphs are engraved upon its short blade.

Daggers (1H) Lv.25~

RANGE: 1 AREA: 1 WEIGHT: 5 RT: +19

DAMAGE: Piercing 7

ATTRIBUTES:

ATK 86 VIT 3 DEX 3 AVD 2 RES 2

SKILL BONUS: Daggers +1

CLASSES:

Warrior	Berserker	Rogue	Fusilier
Lord	Ranger	Vartan	Songstress
Buccaneer	Knight Commander	Patriarch	Familiar

Crafted using <The Blade>.

Materials:

Wootz Steel	x 2	Baobawood	x 1
Fiery Gems	x 1		

=====

Brilliant Dagger [9DC4]

=====

A dagger bestowed upon knights of distinguished service by the late King Dorgalua. Divine glyphs are engraved upon its short blade.

Daggers (1H) Lv.26~

RANGE: 1 AREA: 1 WEIGHT: 5 RT: +21

DAMAGE: Piercing 9 AFFINITY: Light 7 RACIAL: Umbra 10

ATTRIBUTES:

ATK 96 VIT 5 DEX 5 AVD 4 RES 4

SKILL BONUS: Augment Light +1

ON HIT: Light Averse

CLASSES:

Warrior	Berserker	Rogue	Fusilier
Lord	Ranger	Vartan	Songstress
Buccaneer	Knight Commander	Patriarch	Familiar

Crafted using <Dagger Enchiridion>.

Materials:

Valiant's Dagger	x 1	Wootz Steel	x 1
Golden Ingot	x 1	Radiant Orb	x 1

=====

Marauder Knife [80B4]

=====

A dagger with a razor-sharp blade. Favored by brigands for its menacing appearance.

Daggers (1H) Lv.28~

RANGE: 1 AREA: 1 WEIGHT: 5 RT: +21
DAMAGE: Slashing 8 AFFINITY: Water 7

ATTRIBUTES:

ATK 93 STR 2 DEX 2 AGIL 1 MIND 2 RES 1

SKILL BONUS: Augment Water +1
ON HIT: Water Averse

CLASSES:

Warrior	Berserker	Rogue	Fusilier
Lord	Ranger	Vartan	Songstress
Buccaneer	Knight Commander	Patriarch	Familiar

Crafted using <The Blade>.

Materials:

Steel Ingot	x 1	Wootz Steel	x 1
Platinum Ingot	x 1	Water Krystallos	x 1

=====

Predator Knife [470A]

=====

A dagger with a razor-sharp blade. Favored by brigands for its menacing appearance.

Daggers (1H) Lv.29~

RANGE: 1 AREA: 1 WEIGHT: 6 RT: +23
DAMAGE: Slashing 10 AFFINITY: Ice 15

ATTRIBUTES:

ATK 103 STR 5 DEX 4 AGIL 3 MIND 4 RES 3

SKILL BONUS: Augment Ice +1
ON HIT: Ice Averse
DEBUFF RESIST: Stunproof

CLASSES:

Warrior	Berserker	Rogue	Fusilier
Lord	Ranger	Vartan	Songstress
Buccaneer	Knight Commander	Patriarch	Familiar

Crafted using <Dagger Enchiridion>.

Materials:

Marauder Knife	x 1	Jamadhar	x 1
----------------	-----	----------	-----

Platinum Ingot

x 1

Black Ice Orb

x 1

=====

Xolotl's Canine

[F4D9]

=====

A weapon guarded by the stormbeast Xolotl. The ancient blade now harbors his defeated soul.

Daggers (1H) Lv.31~

RANGE: 1 AREA: 1 WEIGHT: 6 RT: +22

DAMAGE: Piercing 7 AFFINITY: Lightning 15

ATTRIBUTES:

ATK 100 VIT 3 DEX 5 MIND 5

SKILL BONUS: Augment Lightning +1

ON HIT: Lightning Averse

CLASSES:

Warrior	Berserker	Rogue	Fusilier
Lord	Ranger	Vartan	Songstress
Buccaneer	Knight Commander	Patriarch	Familiar

Dropped from the following unit(s):

Qadriga Fortress (Sanctum of Nestharot)
(17,07,05) Xolotl x 1

=====

Yama

[7DE6]

=====

This sacred blade is said to have been wielded by Enja, one of the Twelve Heavenly Generals.

Daggers (1H) Lv.34~

RANGE: 1 AREA: 1 WEIGHT: 6 RT: +23

DAMAGE: Piercing 9 AFFINITY: Fire 15

ATTRIBUTES:

ATK 107 HP -10 LUCK 5 DEX 9 AVD 2 RES 3

SKILL BONUS: Augment Fire +1

ON HIT: Fire Averse

DEBUFF RESIST: Stopproof

EFFECT: Firestorm II (1 charge)

CLASSES:

Warrior	Berserker	Rogue	Fusilier
Lord	Ranger	Vartan	Songstress
Buccaneer	Knight Commander	Patriarch	Familiar

Dropped from the following unit(s):

HG[2] The Pirate's Graveyard (Memories of Turquoise)
(07,19,12) Enja x 1

Dragon Fang

[9ECA]

=====

A tapered knife carved from a dragon's tooth. It drips with deadly poison.

Daggers (1H) Lv.37~

RANGE: 1 AREA: 1 WEIGHT: 6 RT: +25

DAMAGE: Piercing 10 AFFINITY: Earth 15 RACIAL: Dragon 20

ATTRIBUTES:

ATK 114 HP 10 DEX 6 AVD 3 MIND 5

SKILL BONUS: Draconology +2

ON HIT: Envenomed

EFFECT: Poison Breath (1 charge)

CLASSES:

Warrior	Berserker	Rogue	Fusilier
Lord	Ranger	Vartan	Songstress
Buccaneer	Knight Commander	Patriarch	Familiar

Crafted using <Dagger Enchiridion>.

Materials:

Wyrn Fang	x 1	Wyrn Horn	x 1
Wyrn Thighbone	x 1	Dust Orb	x 1

=====

<Pinion Blade>

[5730]

=====

A weapon forged from gryphon feathers by arcane means. The feathering can still be seen when the blade is held to the light.

Daggers (1H) Lv.40~

RANGE: 1 AREA: 1 WEIGHT: 7 RT: +26

DAMAGE: Piercing 12 AFFINITY: Air 15

ATTRIBUTES:

ATK 121 STR 2 DEX 5 AGIL 2 RES 5

SKILL BONUS: Augment Air +1

ON HIT: Air Averse

EFFECT: Tornado II (1 charge)

CLASSES:

Warrior	Berserker	Rogue	Fusilier
Lord	Ranger	Vartan	Songstress
Buccaneer	Knight Commander	Patriarch	Familiar

Dropped from the following unit(s):

Palace of the Dead (Palace of the Dead - Level 95)
(04,23,22) Hippogryph x 1

=====

<Assassin Blade>

[7E1F]

=====

A slender weapon used by assassins. Blackened to prevent the reflection of light.

Daggers (1H) Lv.43~

RANGE: 1 AREA: 1 WEIGHT: 7 RT: +28
DAMAGE: Slashing 13 AFFINITY: Dark 15

ATTRIBUTES:

ATK 128 HP 6 LUCK 15 VIT 5 DEX 6 AVD 2 MIND 3

SKILL BONUS: Augment Darkness +1
ON HIT: Dark Averse
DEBUFF RESIST: Charmproof
EFFECT: Meteor Strike II (1 charge)

CLASSES:

Warrior	Berserker	Rogue	Fusilier
Lord	Ranger	Vartan	Songstress
Buccaneer	Knight Commander	Patriarch	Familiar

Dropped from the following unit(s):

Palace of the Dead (Palace of the Dead - Level 113)
(08,00,03) Cannibal x 1

=====
<Cursed Weapon> [6051]
=====

A dagger enchanted by forbidden arts. Strongest when flesh and soul are sealed within the weapon.

Daggers (1H) Lv.01~

RANGE: 1 AREA: 1

EFFECT: Snapdragon (1 charge)

CLASSES:

Warrior	Archer	Berserker	Ninja
Rogue	Fusilier	Warlock	Necromancer
Lich	Lord	Ranger	Princess
Vartan	Songstress	Buccaneer	Knight Commander
Patriarch	Familiar		

Dropped from the following unit(s):

Palace of the Dead (Palace of the Dead - Level 64)
(14,09,09) Banshee x 1

Palace of the Dead (Palace of the Dead - Level 86)
(01,12,11) Grim Reaper x 1

Note: The item's effect can only be used by generic units and is consumed upon use.

=====
S w o r d s (1 H) [90CA]
=====

One-handed swords are melee weapons used primarily for slashing attacks.

Short Sword	[7F8E]
Short Sword +1	[F1B0]
Gladius	[C287]
Gladius +1	[6F48]
Rapier	[284A]
Rapier +1	[A4E1]
Shamshir	[14A2]
Shamshir +1	[A5EF]
Baldur Sword	[F523]
Bladur Sword +1	[E164]
Cutlass	[DCA0]
Cutlass +1	[B72D]
Khora	[7CE3]
Khora +1	[B43E]
Damasc Sword	[0BF7]
Damasc Sword +1	[A87E]
Walloon Sword	[A931]
Lightning Sword	[D9F4]
{Lombardia}	[086A]
Ice Blade	[014D]
Isberg	[6257]
Kukri	[3DE4]
Fandango	[87D9]
<Nifrit Sword>	[2ACF]
Kumbhira	[8631]
<Odiferous Waster>	[3018]
<Ambicion>	[DAFE]
{Brynhildir}	[20CD]
Daedalus Blade	[A4BF]
<Oracion>	[4239]
<Fafnir's Heart>	[F720]
<Leksar's Beloved>	[7BC8]
<Cursed Weapon>	[798B]

=====
Short Sword [7F8E]
=====

This sword is easily wielded, even by a novice.

Swords (1H) Lv.01~

RANGE: 1 AREA: 1 WEIGHT: 6 RT: +17

DAMAGE: Slashing 4

ATTRIBUTES:

ATK 37 STR 2

CLASSES:

Warrior	Rune Fencer	Knight	Dragoon
Divine Knight	Lord	Ranger	Princess
Paladin	White Knight	Buccaneer	Knight Commander
Hoplite			

Sold in General Shops for 1000 goth at the start of the game.

=====
Short Sword +1 [F1B0]
=====

This sword is easily wielded, even by a novice.

Swords (1H) Lv.02~

RANGE: 1 AREA: 1 WEIGHT: 6 RT: +19
DAMAGE: Slashing 5

ATTRIBUTES:

ATK 46 STR 3

CLASSES:

Warrior	Rune Fencer	Knight	Dragoon
Divine Knight	Lord	Ranger	Princess
Paladin	White Knight	Buccaneer	Knight Commander
Hoplite			

Crafted using <Melee Weapons I>.

Materials:

Short Sword	x 1	Bronze Ingot	x 1
Toneriwood	x 1	Leather	x 1

=====
Gladius [C287]
=====

A sword with a broad, double-edged blade. Its weight makes it well suited to thrusting attacks.

Swords (1H) Lv.03~

RANGE: 1 AREA: 1 WEIGHT: 6 RT: +19
DAMAGE: Piercing 4

ATTRIBUTES:

ATK 44 STR 1 DEX 2

CLASSES:

Warrior	Rune Fencer	Knight	Dragoon
Divine Knight	Lord	Ranger	Princess
Paladin	White Knight	Buccaneer	Knight Commander
Hoplite			

Sold in General Shops for 1400 goth at the start of the game.

=====
Gladius +1 [6F48]
=====

A sword with a broad, double-edged blade. Its weight makes it well suited to thrusting attacks.

Swords (1H) Lv.04~

RANGE: 1 AREA: 1 WEIGHT: 7 RT: +21
DAMAGE: Piercing 6

ATTRIBUTES:

ATK 53 STR 3 DEX 4

CLASSES:

Warrior	Rune Fencer	Knight	Dragoon
---------	-------------	--------	---------

Divine Knight	Lord	Ranger	Princess
Paladin	White Knight	Buccaneer	Knight Commander
Hoplite			

Crafted using <Melee Weapons I>.

Materials:

Gladius	x 1	Bronze Ingot	x 1
Toneriwood	x 1	Leather	x 1

=====
Rapier [284A]
=====

A sword with a sharply pointed tip. Though light and slender, it can turn aside even the heaviest of blades.

Swords (1H) Lv.06~

RANGE: 1 AREA: 1 WEIGHT: 7 RT: +20
DAMAGE: Piercing 4

ATTRIBUTES:

ATK 51 VIT 2 DEX 1

CLASSES:

Warrior	Rune Fencer	Knight	Dragoon
Divine Knight	Lord	Ranger	Princess
Paladin	White Knight	Buccaneer	Knight Commander
Hoplite			

Sold in General Shops for 2000 goth after CH1N-SB[5] Krysaro and returning to Almorica Castle.

=====
Rapier +1 [A4E1]
=====

A sword with a sharply pointed tip. Though light and slender, it can turn aside even the heaviest of blades.

Swords (1H) Lv.07~

RANGE: 1 AREA: 1 WEIGHT: 7 RT: +22
DAMAGE: Piercing 6 RACIAL: Golem 5

ATTRIBUTES:

ATK 58 VIT 4 DEX 3

ON HIT: Falsestrike

CLASSES:

Warrior	Rune Fencer	Knight	Dragoon
Divine Knight	Lord	Ranger	Princess
Paladin	White Knight	Buccaneer	Knight Commander
Hoplite			

Crafted using <Melee Weapons I>.

Materials:

Rapier	x 1	Iron Ingot	x 1
Toneriwood	x 1	The Hanged Man	x 1

Shamshir

[14A2]

A sword fashioned through a time-honored process. Its supple, curved blade allows for swift strikes.

Swords (1H) Lv.08~

RANGE: 1 AREA: 1 WEIGHT: 7 RT: +21

DAMAGE: Slashing 4

ATTRIBUTES:

ATK 56 HP 2 STR 1 AGIL 1

CLASSES:

Warrior	Rune Fencer	Knight	Dragoon
Divine Knight	Lord	Ranger	Princess
Paladin	White Knight	Buccaneer	Knight Commander
Hoplite			

Sold in General Shops for 2500 goth after CH2C-SB[3] Xeod Moors or CH2L-SB[2] Xeod Moors.

Shamshir +1

[A5EF]

A sword fashioned through a time-honored process. Its supple, curved blade allows for swift strikes.

Swords (1H) Lv.09~

RANGE: 1 AREA: 1 WEIGHT: 8 RT: +23

DAMAGE: Slashing 6 RACIAL: Human 5

ATTRIBUTES:

ATK 65 HP 5 STR 3 AGIL 3

CLASSES:

Warrior	Rune Fencer	Knight	Dragoon
Divine Knight	Lord	Ranger	Princess
Paladin	White Knight	Buccaneer	Knight Commander
Hoplite			

Crafted using <Melee Weapons I>.

Materials:

Shamshir	x 1	Iron Ingot	x 1
Birnewood	x 1	Leather	x 1

Baldur Sword

[F523]

A one-handed sword with a blade of baldur, an alchemically forged metal that amplifies magic.

Swords (1H) Lv.11~

RANGE: 1 AREA: 1 WEIGHT: 8 RT: +23
DAMAGE: Slashing 5

ATTRIBUTES:

ATK 63 MP 5 LUCK -1 VIT 2 DEX 1 INT 4

CLASSES:

Warrior Rune Fencer Knight Dragoon
Divine Knight Lord Ranger Princess
Paladin White Knight Buccaneer Knight Commander
Hoplite

Sold in General Shops for 3600 goth after CH2C-SB[10] The Arkhaiopolis of Rhime or CH2L-SB[9] The Arkhaiopolis of Rhime.

Bladur Sword +1 [E164]

A one-handed sword with a blade of baldur, an alchemically forged metal that amplifies magic.

Swords (1H) Lv.12~

RANGE: 1 AREA: 1 WEIGHT: 8 RT: +24
DAMAGE: Slashing 7 RACIAL: Phantom 5

ATTRIBUTES:

ATK 72 MP 8 LUCK -3 VIT 4 DEX 3 INT 5

CLASSES:

Warrior Rune Fencer Knight Dragoon
Divine Knight Lord Ranger Princess
Paladin White Knight Buccaneer Knight Commander
Hoplite

Crafted using <Melee Weapons II>.

Materials:

Baldur Sword x 1 Silver Ingot x 1
Baldur Ingot x 1 Birnewood x 1

Note: The item's name is misspelled in-game. It should be "Baldur Sword +1."

Cutlass [DCA0]

A sword with a broad, subtly curved blade. Its short length allows it to be used in confined spaces.

Swords (1H) Lv.13~

RANGE: 1 AREA: 1 WEIGHT: 8 RT: +24
DAMAGE: Slashing 5

ATTRIBUTES:

ATK 70 HP 4 STR 2 AGIL 1 MIND 2

CLASSES:

Warrior Rune Fencer Knight Dragoon

Khora +1

[B43E]

A sword with a curved blade that is broader towards the tip. Cumbersome, but well suited for hacking blows.

Swords (1H) Lv.17~

RANGE: 1 AREA: 1 WEIGHT: 9 RT: +27

DAMAGE: Slashing 8

ATTRIBUTES:

ATK 86 STR 3 DEX 4 AGIL 3 RES 3

CLASSES:

Warrior	Rune Fencer	Knight	Dragoon
Divine Knight	Lord	Ranger	Princess
Paladin	White Knight	Buccaneer	Knight Commander
Hoplite			

Crafted using <Melee Weapons II>.

Materials:

Khora	x 1	Iron Ingot	x 1
Steel Ingot	x 1	Ananawood	x 1

Damasc Sword

[0BF7]

A one-handed sword with a double-edged blade forged from damasc steel. Resistant to rust and said to hold its edge indefinitely.

Swords (1H) Lv.18~

RANGE: 1 AREA: 1 WEIGHT: 9 RT: +27

DAMAGE: Slashing 6

ATTRIBUTES:

ATK 84 HP 2 VIT 3 AVD 1 RES 3

CLASSES:

Warrior	Rune Fencer	Knight	Dragoon
Divine Knight	Lord	Ranger	Princess
Paladin	White Knight	Buccaneer	Knight Commander
Hoplite			

Sold in General Shops for 6000 goth after CH4-SB[10] Barnicia Castle (Barnicia Grand Staircase) and returning to Phidoch Castle.

Damasc Sword +1

[A87E]

A one-handed sword with a double-edged blade forged from damasc steel. Resistant to rust and said to hold its edge indefinitely.

Swords (1H) Lv.19~

RANGE: 1 AREA: 1 WEIGHT: 10 RT: +29

DAMAGE: Slashing 8 RACIAL: Golem 5

ATTRIBUTES:

ATK 93 HP 5 VIT 5 AVD 3 INT 2 RES 5

SKILL BONUS: Swords (1H) +1

ON HIT: Stunned

CLASSES:

Warrior	Rune Fencer	Knight	Dragoon
Divine Knight	Lord	Ranger	Princess
Paladin	White Knight	Buccaneer	Knight Commander
Hoplite			

Crafted using <The Blade>.

Materials:

Damasc Sword	x 1	Steel Ingot	x 1
Wootz Steel	x 1	Baobawood	x 1

Walloon Sword [A931]

A sword with a straight, slender blade made for thrusting attacks. A thumb spur atop the knuckle-bow provides leverage for swift counterattacks.

Swords (1H) Lv.21~

RANGE: 1 AREA: 1 WEIGHT: 9 RT: +28

DAMAGE: Piercing 6

ATTRIBUTES:

ATK 91 LUCK -1 STR 2 DEX 1 AGIL 2

CLASSES:

Warrior	Rune Fencer	Knight	Dragoon
Divine Knight	Lord	Ranger	Paladin
White Knight	Buccaneer	Knight Commander	Hoplite

Crafted using <The Blade>.

Materials:

Shamshir +1	x 1	Steel Ingot	x 1
Golden Ingot	x 1	Regal Gems	x 1

Lightning Sword [D9F4]

A sword with a straight, slender blade made for thrusting attacks. A thumb spur atop the knuckle-bow provides leverage for swift counterattacks.

Swords (1H) Lv.22~

RANGE: 1 AREA: 1 WEIGHT: 10 RT: +30

DAMAGE: Piercing 8 AFFINITY: Lightning 7 RACIAL: Umbra 5

ATTRIBUTES:

ATK 100 LUCK -3 STR 4 DEX 3 AGIL 4

ON HIT: Lightning Averse

CLASSES:

Warrior	Rune Fencer	Knight	Dragoon
Divine Knight	Lord	Ranger	Paladin
White Knight	Buccaneer	Knight Commander	Hoplite

 Crafted using <Sword Enchiridion>.

Materials:

Walloon Sword	x 1	Baldur Ingot	x 1
Lightning Krystallos	x 1	Storm Orb	x 1

=====
 {Lombardia} [086A]
 =====

A sword with a long blade forged for the Holy Knights. It is the mark of the captain of the Knights of Xenobia.

 Swords (1H) Lv.22~

RANGE: 1 AREA: 1 WEIGHT: 11 RT: +32
 DAMAGE: Slashing 7 AFFINITY: Air 15

ATTRIBUTES:

ATK 110 HP 5 STR 2 VIT 4 INT 3 RES 4

SKILL BONUS: Swords (1H) +1

ON HIT: Air Averse

 CLASSES:

Warrior	Rune Fencer	Knight	Dragoon
Divine Knight	Lord	Ranger	Paladin
White Knight	Buccaneer	Knight Commander	Hoplite

 Rewarded 1 after CH4-SB[15] The Royal City of Heim (Heim Great Hall).

=====
 Ice Blade [014D]
 =====

A one-handed sword treasured by Nibel, Hero of the North. Its blade is chilling to the touch.

 Swords (1H) Lv.23~

RANGE: 1 AREA: 1 WEIGHT: 10 RT: +30
 DAMAGE: Slashing 7 AFFINITY: Ice 7

ATTRIBUTES:

ATK 98 MP 2 STR 1 VIT 4 MIND 2

ON HIT: Ice Averse

 CLASSES:

Warrior	Rune Fencer	Knight	Dragoon
Divine Knight	Lord	Ranger	Paladin
White Knight	Buccaneer	Knight Commander	Hoplite

 Crafted using <The Blade>.

Materials:

Steel Ingot	x 1	Wootz Steel	x 1
Baobawood	x 1	Ice Krystallos	x 1

=====

Isberg

[6257]

=====

A one-handed sword treasured by Nibel, Hero of the North. Its blade is chilling to the touch.

Swords (1H) Lv.24~

RANGE: 1 AREA: 1 WEIGHT: 10 RT: +31

DAMAGE: Slashing 9 AFFINITY: Ice 15

ATTRIBUTES:

ATK 107 MP 5 STR 3 VIT 6 MIND 4

ON HIT: Ice Averse

CLASSES:

Warrior	Rune Fencer	Knight	Dragoon
Divine Knight	Lord	Ranger	Paladin
White Knight	Buccaneer	Knight Commander	Hoplite

Crafted using <Sword Enchiridion>.

Materials:

Ice Blade	x 1	Steel Ingot	x 1
Wootz Steel	x 1	Black Ice Orb	x 1

=====

Kukri

[3DE4]

=====

A sword with a curved, single-edged blade. Broader and heavier at the tip, it slices through enemies with ease.

Swords (1H) Lv.26~

RANGE: 1 AREA: 1 WEIGHT: 10 RT: +31

DAMAGE: Slashing 7

ATTRIBUTES:

ATK 105 STR 3 VIT 2 DEX 1

CLASSES:

Warrior	Rune Fencer	Knight	Dragoon
Divine Knight	Lord	Ranger	Paladin
White Knight	Buccaneer	Knight Commander	Hoplite

Crafted using <The Blade>.

Materials:

Steel Ingot	x 1	Wootz Steel	x 1
Baobawood	x 1	Fiery Gems	x 1

=====

Fandango

[87D9]

=====

A sword with a curved, single-edged blade. Broader and heavier at the tip, it slices through enemies with ease.

Swords (1H) Lv.27~

RANGE: 1 AREA: 1 WEIGHT: 11 RT: +33
DAMAGE: Slashing 9 AFFINITY: Fire 15 RACIAL: Phantom 5

ATTRIBUTES:

ATK 114 HP 3 STR 5 VIT 4 DEX 3 AVD 1

ON HIT: Fire Averse

CLASSES:

Warrior	Rune Fencer	Knight	Dragoon
Divine Knight	Lord	Ranger	Paladin
White Knight	Buccaneer	Knight Commander	Hoplite

Crafted using <Sword Enchiridion>.

Materials:

Kukri	x 1	Wootz Steel	x 2
Inferno Orb	x 1		

<Nifrit Sword> [2ACF]

A sword with a jade blade imbued with the essence of befouled water.

Swords (1H) Lv.34~

RANGE: 1 AREA: 1 WEIGHT: 11 RT: +32
DAMAGE: Slashing 6 AFFINITY: Water 15

ATTRIBUTES:

ATK 112 HP 2 VIT 2 INT 1 RES 2

SKILL BONUS: Augment Water +1

ON HIT: Poisoned

DEBUFF RESIST: Poisonproof

EFFECT: Poison Mist (3 charges)

CLASSES:

Warrior	Rune Fencer	Knight	Dragoon
Divine Knight	Lord	Ranger	Paladin
White Knight	Buccaneer	Knight Commander	Hoplite

Dropped from the following unit(s):

CH4-SB[36] The Hanging Gardens (Chamber of the Seal)
(16,11,15) Knight Commander Martym x 1 (Lv.35~)

CODA-SB[9] Golyat (Golyat North Village)
(07,01,10) Knight Commander Martym x 1

Kumbhira [8631]

This sacred blade is said to have been wielded by Maitreya, one of the Twelve Heavenly Generals.

Swords (1H) Lv.32~

RANGE: 1 AREA: 1 WEIGHT: 11 RT: +34
DAMAGE: Slashing 8 AFFINITY: Earth 15

ATTRIBUTES:

ATK 122 HP -10 LUCK -10 STR 8 DEX 5 AVD 3 MIND 5
RES -4

ON HIT: Earth Averse
DEBUFF RESIST: Stopproof

CLASSES:

Warrior	Rune Fencer	Knight	Dragoon
Divine Knight	Lord	Ranger	Paladin
White Knight	Buccaneer	Knight Commander	Hoplite

Dropped from the following unit(s):
HG[3] Phorampa Wildwood (Heart of the Wildwood)
(09,14,09) Maitreya x 1

=====
<Odiferous Waster> [3018]
=====

A bamboo sword used by countless warriors-in-training. It exudes an unpleasant smell.

Swords (1H) Lv.34~

RANGE: 1 AREA: 1 WEIGHT: 12 RT: +35
DAMAGE: Crushing 3

ATTRIBUTES:

ATK 127 MP 5 LUCK -5 STR 3 VIT 5 RES 5

CLASSES:

Warrior	Rune Fencer	Knight	Dragoon
Divine Knight	Lord	Ranger	Paladin
White Knight	Buccaneer	Knight Commander	Hoplite

Dropped from the following unit(s):
Palace of the Dead (Palace of the Dead - Level 81)
(03,20,12) Boogeyman x 1

=====
<Ambicion> [DAFE]
=====

A sword bestowed upon King Ambicion by the gods in a time of turmoil and war.

Swords (1H) Lv.20~

RANGE: 1 AREA: 1 WEIGHT: 12 RT: +37
DAMAGE: Slashing 10 AFFINITY: Light 15 RACIAL: Human 10

ATTRIBUTES:

ATK 136 HP 10 MP 10 STR 5 VIT 4 DEX 3 RES 5

SKILL BONUS: Anatomy +1
ON HIT: Light Averse
DEBUFF RESIST: Leadproof

CLASSES:

Warrior	Rune Fencer	Knight	Dragoon
Divine Knight	Lord	Ranger	Princess
Paladin	White Knight	Buccaneer	Knight Commander
Hoplite			

Dropped from the following unit(s):

CODA-SB[9] Golyat (Golyat North Village)
(05,19,31) Death Templar Lancelot x 1

Note: In order for Lancelot to die (and thus drop his bag of loot), he must be killed last. Denam, Catiua, and Vyce must also be the only participants in the battle, and they can not die or be incapacitated throughout the entire battle.

=====
{Brynhildr} [20CD]
=====

A sword that bridges the heavens and the abyss. This divine blade is said to have the power to sunder any seal.

Swords (1H) Lv.30~

RANGE: 1 AREA: 1 WEIGHT: 13 RT: +38
DAMAGE: Slashing 12 AFFINITY: Light 15 RACIAL: Umbra 10

ATTRIBUTES:

ATK 142 HP 15 MP 15 LUCK 10 STR 4 VIT 6 DEX 2
INT 5 MIND 3

SKILL BONUS: Augment Light +1
ON HIT: Light Averse
DEBUFF RESIST: Fearproof
EFFECT: Judgement II (1 charge)

CLASSES:

Warrior	Rune Fencer	Knight	Dragoon
Divine Knight	Lord	Ranger	Princess
Paladin	White Knight	Buccaneer	Knight Commander
Hoplite			

Rewarded 1 after CH4-SB[36] Heart of the Gardens (Chamber of the Seal).

=====
Daedalus Blade [A4BF]
=====

A one-handed sword forged by the Dragon Lord artisan Daedalus. Fitted with a mechanism that eviscerates the target upon impact.

Swords (1H) Lv.42~

RANGE: 1 AREA: 1 WEIGHT: 13 RT: +39
DAMAGE: Slashing 9 AFFINITY: Lightning 15

ATTRIBUTES:

ATK 147 STR 7 DEX 3 AVD 1

SKILL BONUS: Augment Lightning +1
ON HIT: Lightning Averse
EFFECT: Lightning Bow III (1 charge)

CLASSES:

Warrior	Rune Fencer	Knight	Dragoon
Divine Knight	Lord	Ranger	Paladin
White Knight	Buccaneer	Knight Commander	Hoplite

Crafted using <Secrets of the Master>.

Materials:

Daedalus Pinion	x 1	Daedalus Rack	x 1
Orichalcum	x 1	Storm Orb	x 1

=====
<Oracion> [4239]
=====

This divine blade is thought to have been gifted to a young girl by the Great Father Philaha in answer to her prayers for those suffering in the war.

Swords (1H) Lv.44~

RANGE: 1 AREA: 1 WEIGHT: 13 RT: +40
DAMAGE: Slashing 7 AFFINITY: Light 15 RACIAL: Phantom 15

ATTRIBUTES:

ATK 152 STR 1 VIT 5 INT 2 RES 8

SKILL BONUS: Augment Light +1
ON HIT: Light Averse
EFFECT: Exorcism II (1 charge)

CLASSES:

Warrior	Rune Fencer	Knight	Dragoon
Divine Knight	Lord	Ranger	Paladin
White Knight	Buccaneer	Knight Commander	Hoplite

Dropped from the following unit(s):

San Bronsa Ruins (Floating Ruins - Central Garden)
(13,27,19) Ethereal Vision x 1

=====
<Fafnir's Heart> [F720]
=====

A wicked sword plucked from the heart of Fafnir the Darkwyrn.

Swords (1H) Lv.46~

RANGE: 1 AREA: 1 WEIGHT: 14 RT: +41
DAMAGE: Slashing 8 AFFINITY: Dark 15 RACIAL: Dragon 20

ATTRIBUTES:

ATK 157 HP 5 STR 4 VIT 2 DEX 7 AVD 3

SKILL BONUS: Augment Darkness +1
ON HIT: Dark Averse
DEBUFF RESIST: Stunproof
EFFECT: Corpse Breath (1 charge)

CLASSES:

Warrior	Rune Fencer	Knight	Dragoon
Divine Knight	Lord	Ranger	Paladin
White Knight	Buccaneer	Knight Commander	Hoplite

Dropped from the following unit(s):

Palace of the Dead (Palace of the Dead - Level 106)
(18,10,06) Crimson Uhlan x 1

=====
<Leksar's Beloved>

[7BC8]

=====
A sword once wielded by the hero Leksar, who freed mankind from the shackles of the gods.

Swords (1H) Lv.48~

RANGE: 1 AREA: 1 WEIGHT: 14 RT: +42
DAMAGE: Slashing 13 AFFINITY: Fire 15 RACIAL: Divine 20

ATTRIBUTES:

ATK 162 STR 6 VIT 5 MIND 6 RES 1

SKILL BONUS: Augment Fire +1

ON HIT: Fire Averse

DEBUFF RESIST: Charmproof

EFFECT: Sparksphere III (1 charge)

CLASSES:

Warrior	Rune Fencer	Knight	Dragoon
Divine Knight	Lord	Ranger	Paladin
White Knight	Buccaneer	Knight Commander	Hoplite

Dropped from the following unit(s):

San Bronsa Ruins (Floating Ruins - Level 12)
(07,23,30) Ethereal Vision x 1

=====
<Cursed Weapon>

[798B]

=====
A one-handed sword enchanted by forbidden arts. Strongest when flesh and soul are sealed within the weapon.

Swords (1H) Lv.01~

RANGE: 1 AREA: 1

EFFECT: Snapdragon (1 charge)

CLASSES:

Warrior	Rune Fencer	Knight	Dragoon
Divine Knight	Lord	Ranger	Princess
Paladin	White Knight	Buccaneer	Knight Commander
Hoplite			

Dropped from the following unit(s):

Palace of the Dead (Palace of the Dead - Level 59)

(11,00,02) Rune Fencer

x 1

Palace of the Dead (Palace of the Dead - Level 90)

(13,11,09) Shadow Knight

x 1

Note: The item's effect can only be used by generic units and is consumed upon use.

S w o r d s (2 H)

[6B40]

Two-handed swords are melee weapons used primarily for slashing attacks.

Broadsword	[35AB]
Broadsword +1	[AD86]
Viking Sword	[A6F9]
Viking Sword +1	[86D0]
Zweihander	[2E7B]
Zweihander +1	[9804]
Baldur Blade	[F82C]
Baldur Blade +1	[B4E8]
Bastard Sword	[5F9E]
Bastard Sword +1	[EDC5]
Claymore	[7BAE]
Claymore +1	[3AEF]
Falx	[4ACF]
Falx +1	[725D]
Damasc Blade	[63AB]
Damasc Blade +1	[948F]
Desert Blade	[015D]
Gaia Blade	[90D5]
The Headsman	[2EB9]
The Dark Headsman	[E719]
Rhomphaia	[B071]
Grasshewer Blade	[E0C5]
Notos	[3601]
<Ogre Blade>	[658F]
<Balmung>	[BD86]
<Ishana>	[734B]
<Durandal>	[3E9A]
<Moon Blade>	[43D1]
<Cursed Weapon>	[B582]

Broadsword

[35AB]

A sword with a broad, double-edged blade ideal for slashing attacks. Even with a dulled edge its blows cut through to bone.

Swords (2H) Lv.01~

RANGE: 1 AREA: 1 WEIGHT: 9 RT: +26
DAMAGE: Slashing 4

ATTRIBUTES:

ATK 48 HP 5 STR 5 DEX -1 AVD -1

CLASSES:

Warrior	Terror Knight	Dragoon	Lord
Paladin	White Knight	Buccaneer	Knight Commander
Juggernaut			

Sold in General Shops for 1400 goth at the start of the game.

Broadsword +1 [AD86]

A sword with a broad, double-edged blade ideal for slashing attacks. Even with a dulled edge its blows cut through to bone.

Swords (2H) Lv.02~

RANGE: 1 AREA: 1 WEIGHT: 9 RT: +28
DAMAGE: Slashing 6

ATTRIBUTES:

ATK 59 HP 8 STR 7 DEX -3 AVD -3

CLASSES:

Warrior	Terror Knight	Dragoon	Lord
Paladin	White Knight	Buccaneer	Knight Commander
Juggernaut			

Crafted using <Melee Weapons I>.

Materials:

Broadsword	x 1	Bronze Ingot	x 2
Toneriwood	x 1		

Viking Sword [A6F9]

A sword with a thick, straight blade. The sharp tip makes it ideal for thrusting attacks.

Swords (2H) Lv.04~

RANGE: 1 AREA: 1 WEIGHT: 9 RT: +27
DAMAGE: Piercing 3

ATTRIBUTES:

ATK 56 STR 3 VIT 1 AGIL -1

CLASSES:

Warrior	Terror Knight	Dragoon	Lord
Paladin	White Knight	Buccaneer	Knight Commander
Juggernaut			

Sold in General Shops for 1900 goth at the start of the game.

Viking Sword +1 [86D0]

A sword with a thick, straight blade. The sharp tip makes it ideal for thrusting attacks.

Swords (2H) Lv.05~

RANGE: 1 AREA: 1 WEIGHT: 10 RT: +29

DAMAGE: Piercing 5

ATTRIBUTES:

ATK 67 STR 5 VIT 3 AGIL -3

ON HIT: Knockback

CLASSES:

Warrior	Terror Knight	Dragoon	Lord
Paladin	White Knight	Buccaneer	Knight Commander
Juggernaut			

Crafted using <Melee Weapons I>.

Materials:

Viking Sword	x 1	Bronze Ingot	x 1
Toneriwood	x 1	Leather	x 1

=====

Zweihander	[2E7B]
------------	--------

=====

A two-handed sword with a blade longer than most men are tall. Though difficult to wield, it has enormous destructive power.

Swords (2H) Lv.07~

RANGE: 1 AREA: 1 WEIGHT: 10 RT: +29

DAMAGE: Crushing 4

ATTRIBUTES:

ATK 64 STR 2 VIT 2 AVD -1 MIND -1

CLASSES:

Warrior	Terror Knight	Dragoon	Lord
Paladin	White Knight	Buccaneer	Knight Commander
Juggernaut			

Sold in General Shops for 2600 goth after CH1N-SB[7] The Arkhaiopolis of Rhime and returning to Almorica Castle.

=====

Zweihander +1	[9804]
---------------	--------

=====

A two-handed sword with a blade longer than most men are tall. Though difficult to wield, it has enormous destructive power.

Swords (2H) Lv.08~

RANGE: 1 AREA: 1 WEIGHT: 10 RT: +31

DAMAGE: Crushing 6 RACIAL: Phantom 5

ATTRIBUTES:

ATK 75 STR 4 VIT 4 AVD -3 MIND -3

ON HIT: Breached

CLASSES:

Warrior	Terror Knight	Dragoon	Lord
Paladin	White Knight	Buccaneer	Knight Commander
Juggernaut			

Crafted using <Melee Weapons I>.

Materials:

Zweihander	x 1	Iron Ingot	x 1
Birnewood	x 1	The Chariot	x 1

=====

Baldur Blade [F82C]

=====

A two-handed sword with a blade of baldur, an alchemically forged metal that amplifies magic.

Swords (2H) Lv.10~

RANGE: 1 AREA: 1 WEIGHT: 10 RT: +30
DAMAGE: Slashing 5

ATTRIBUTES:

ATK	72	MP	5	LUCK	-1	VIT	2	DEX	1	INT	4
-----	----	----	---	------	----	-----	---	-----	---	-----	---

CLASSES:

Warrior	Terror Knight	Dragoon	Lord
Paladin	White Knight	Buccaneer	Knight Commander
Juggernaut			

Sold in General Shops for 3900 goth after CH2C-SB[6] Krysaro or CH2L-SB[6] Qadriga Fortress.

=====

Baldur Blade +1 [B4E8]

=====

A two-handed sword with a blade of baldur, an alchemically forged metal that amplifies magic.

Swords (2H) Lv.11~

RANGE: 1 AREA: 1 WEIGHT: 11 RT: +33
DAMAGE: Slashing 7 RACIAL: Umbra 5

ATTRIBUTES:

ATK	83	MP	8	LUCK	-3	VIT	4	DEX	3	INT	5
-----	----	----	---	------	----	-----	---	-----	---	-----	---

CLASSES:

Warrior	Terror Knight	Dragoon	Lord
Paladin	White Knight	Buccaneer	Knight Commander
Juggernaut			

Crafted using <Melee Weapons I>.

Materials:

Baldur Blade	x 1	Silver Ingot	x 1
Baldur Ingot	x 1	Birnewood	x 1

=====

Bastard Sword

[5F9E]

=====

A weapon combining strong offensive and defensive capabilities. Shorter and easier to wield than other two-handed swords.

Swords (2H) Lv.13~

RANGE: 1 AREA: 1 WEIGHT: 11 RT: +32

DAMAGE: Slashing 4

ATTRIBUTES:

ATK 80 HP 2 STR 3 DEX 2 RES 1

CLASSES:

Warrior	Terror Knight	Dragoon	Lord
Paladin	White Knight	Buccaneer	Knight Commander
Juggernaut			

Sold in General Shops for 4600 goth after CH3N-SB[4] Port Asyton, CH3C-SB[6] Bahanna Highlands or CH3L-SB[7]A/B Coritanae Keep (Coritanae Ward).

Bastard Sword +1

[EDC5]

=====

A weapon combining strong offensive and defensive capabilities. Shorter and easier to wield than other two-handed swords.

Swords (2H) Lv.14~

RANGE: 1 AREA: 1 WEIGHT: 11 RT: +34

DAMAGE: Slashing 6

ATTRIBUTES:

ATK 91 HP 4 STR 5 DEX 4 MIND 2 RES 3

ON HIT: Knockback

CLASSES:

Warrior	Terror Knight	Dragoon	Lord
Paladin	White Knight	Buccaneer	Knight Commander
Juggernaut			

Crafted using <Melee Weapons II>.

Materials:

Bastard Sword	x 1	Iron Ingot	x 1
Steel Ingot	x 1	Ananawood	x 1

Claymore

[7BAE]

=====

A broad-bladed sword with a large crossguard. The blade is thin and flexible, yet strong enough to cut through chainmail with ease.

Swords (2H) Lv.16~

RANGE: 1 AREA: 1 WEIGHT: 11 RT: +34

DAMAGE: Slashing 5

ATTRIBUTES:

ATK 88 AGIL 2 AVD 1 RES 4

CLASSES:

Warrior Terror Knight Dragoon Lord
Paladin White Knight Buccaneer Knight Commander
Juggernaut

Sold in General Shops for 5700 goth at the start of Chapter IV.

Claymore +1 [3AEF]

A broad-bladed sword with a large crossguard. The blade is thin and flexible, yet strong enough to cut through chainmail with ease.

Swords (2H) Lv.17~

RANGE: 1 AREA: 1 WEIGHT: 12 RT: +36
DAMAGE: Slashing 7

ATTRIBUTES:

ATK 99 STR 1 AGIL 4 AVD 3 RES 7

ON HIT: Breached

CLASSES:

Warrior Terror Knight Dragoon Lord
Paladin White Knight Buccaneer Knight Commander
Juggernaut

Crafted using <Melee Weapons II>.

Materials:

Claymore x 1 Iron Ingot x 1
Steel Ingot x 1 Dynast-King's Mead x 1

Falx [4ACF]

A sword of solid metal from blade to hilt. The tip is double-edged, allowing its wielder to aim for extra damage on the return.

Swords (2H) Lv.19~

RANGE: 1 AREA: 1 WEIGHT: 12 RT: +35
DAMAGE: Slashing 6

ATTRIBUTES:

ATK 96 STR 2 VIT 1 INT 2

CLASSES:

Warrior Terror Knight Dragoon Lord
Paladin White Knight Buccaneer Knight Commander
Juggernaut

Sold in General Shops for 6800 goth after CH4-SB[10] Barnicia Castle (Barnicia Grand Staircase) and returning to Phidoch Castle.

=====
Falx +1 [725D]
=====

A sword of solid metal from blade to hilt. The tip is double-edged, allowing its wielder to aim for extra damage on the return.

Swords (2H) Lv.20~

RANGE: 1 AREA: 1 WEIGHT: 12 RT: +37
DAMAGE: Slashing 8

ATTRIBUTES:

ATK 107 LUCK -2 STR 4 VIT 3 DEX 1 INT 4

CLASSES:

Warrior	Terror Knight	Dragoon	Lord
Paladin	White Knight	Buccaneer	Knight Commander
Juggernaut			

Crafted using <Melee Weapons II>.

Materials:

Falx	x 1	Steel Ingot	x 1
Golden Ingot	x 1	Ananawood	x 1

=====
Damasc Blade [63AB]
=====

A two-handed sword with a double-edged blade forged from damasc steel. Resistant to rust and said to hold its edge indefinitely.

Swords (2H) Lv.22~

RANGE: 1 AREA: 1 WEIGHT: 12 RT: +37
DAMAGE: Slashing 6

ATTRIBUTES:

ATK 104 VIT 2 AGIL 1 AVD 2 RES 1

CLASSES:

Warrior	Terror Knight	Dragoon	Lord
Paladin	White Knight	Buccaneer	Knight Commander
Juggernaut			

Sold in General Shops for 8400 goth after CODA-SB[1] Port Omish.

=====
Damasc Blade +1 [948F]
=====

A two-handed sword with a double-edged blade forged from damasc steel. Resistant to rust and said to hold its edge indefinitely.

Swords (2H) Lv.23~

RANGE: 1 AREA: 1 WEIGHT: 13 RT: +39
DAMAGE: Slashing 8 RACIAL: Golem 5

ATTRIBUTES:

EFFECT: Vulcan Lance III (1 charge)

CLASSES:

Warrior	Terror Knight	Dragoon	Lord
Paladin	White Knight	Buccaneer	Knight Commander
Juggernaut			

Crafted using <2-H Sword Enchiridion>.

Materials:

Desert Blade	x 1	Steel Ingot	x 1
Wootz Steel	x 1	Dust Orb	x 1

=====
The Headsman [2EB9]
=====

A single-edged sword used by executioners. Its broad, curved blade is well suited for parting heads from shoulders.

Swords (2H) Lv.28~

RANGE: 1 AREA: 1 WEIGHT: 13 RT: +40
DAMAGE: Slashing 6 AFFINITY: Dark 7 RACIAL: Human 5

ATTRIBUTES:

ATK 120 LUCK -3 STR 3 VIT 2 AGIL 2

SKILL BONUS: Augment Darkness +1

ON HIT: Dark Averse

CLASSES:

Warrior	Terror Knight	Dragoon	Lord
Paladin	White Knight	Buccaneer	Knight Commander
Juggernaut			

Crafted using <The Blade>.

Materials:

Steel Ingot	x 1	Wootz Steel	x 1
Baobawood	x 1	Dark Krystallos	x 1

=====
The Dark Headsman [E719]
=====

A single-edged sword used by executioners. Its broad, curved blade is well suited for parting heads from shoulders.

Swords (2H) Lv.29~

RANGE: 1 AREA: 1 WEIGHT: 14 RT: +42
DAMAGE: Slashing 8 AFFINITY: Dark 15 RACIAL: Umbra 5

ATTRIBUTES:

ATK 131 LUCK -5 STR 5 VIT 4 AGIL 4 RES 2

SKILL BONUS: Lament of the Dead +2

ON HIT: Dark Averse

DEBUFF RESIST: Fearproof

CLASSES:

Warrior	Terror Knight	Dragoon	Lord
Paladin	White Knight	Buccaneer	Knight Commander
Juggernaut			

Crafted using <2-H Sword Enchiridion>.

Materials:

The Headsman	x 1	Wootz Steel	x 1
Platinum Ingot	x 1	Gloom Orb	x 1

=====
Rhomphaia [B071]
=====

A two-handed sword with a blade and hilt roughly equal in length. Designed to be swung with a hacking motion.

Swords (2H) Lv.31~

RANGE: 1 AREA: 1 WEIGHT: 14 RT: +42
DAMAGE: Crushing 7

ATTRIBUTES:

ATK 128 VIT 3 DEX 1 AVD 3 MIND 2 RES 1

CLASSES:

Warrior	Terror Knight	Dragoon	Lord
Paladin	White Knight	Buccaneer	Knight Commander
Juggernaut			

Crafted using <The Blade>.

Materials:

Steel Ingot	x 1	Wootz Steel	x 2
Lightning Krystallos	x 1		

=====
Grasshewer Blade [E0C5]
=====

A two-handed sword with a blade and hilt roughly equal in length. Designed to be swung with a hacking motion.

Swords (2H) Lv.32~

RANGE: 1 AREA: 1 WEIGHT: 15 RT: +44
DAMAGE: Crushing 9 AFFINITY: Lightning 15 RACIAL: Beast 10

ATTRIBUTES:

ATK 139 VIT 5 DEX 3 AVD 5 MIND 4 RES 3

SKILL BONUS: Augment Lightning +1

ON HIT: Lightning Averse

DEBUFF RESIST: Stoneproof

CLASSES:

Warrior	Terror Knight	Dragoon	Lord
Paladin	White Knight	Buccaneer	Knight Commander
Juggernaut			

Crafted using <2-H Sword Enchiridion>.

Materials:

Rhomphaia x 1 Steel Ingot x 1
Wootz Steel x 1 Storm Orb x 1

Notos [3601]

A sword with a large, double-edged blade imbued with the power of Notos, God of the South Wind.

Swords (2H) Lv.34~

RANGE: 1 AREA: 1 WEIGHT: 14 RT: +43
DAMAGE: Slashing 8 AFFINITY: Air 15 RACIAL: Divine 15

ATTRIBUTES:

ATK 136 HP 10 MP 10 VIT 4 DEX 2 AGIL 2 AVD 1
INT 4

SKILL BONUS: Parry +1
ON HIT: Air Averse
DEBUFF RESIST: Sleepproof
EFFECT: Deadshot III (1 charge)

CLASSES:

Warrior Terror Knight Dragoon Lord
Paladin White Knight Buccaneer Knight Commander
Juggernaut

Dropped from the following unit(s):

Palace of the Dead (Palace of the Dead - Level 99)
(03,08,18) Dreadnought x 1

<Ogre Blade> [658F]

A two-handed sword thought to be forged by an ogre of the abyss. Shadows seem to gather around it.

Swords (2H) Lv.36~

RANGE: 1 AREA: 1 WEIGHT: 15 RT: +45
DAMAGE: Slashing 8 AFFINITY: Dark 15

ATTRIBUTES:

ATK 146 HP 5 STR 4 VIT 10 DEX 3 AVD -5 RES -6

ON HIT: Dark Averse
EFFECT: Bodysnatch (1 charge)

CLASSES:

Warrior Terror Knight Dragoon Lord
Paladin White Knight Buccaneer Knight Commander
Juggernaut

Dropped from the following unit(s):

CODA-SB[3.4] Palace of the Dead (Palace - Chamber of the Seal)
(14,20,15) Revenant Rodrick x 1

SE[5] Palace of the Dead (Palace - Altar of the Beyond)

(07,04,08) Lich Queen x 1

(07,09,08) Lich King x 1

Note: The item's effect can only be used by generic units and is consumed upon use.

=====

<Balmung> [BD86]

=====

A two-handed sword crafted from a razor-sharp talon of Fafnir the Darkwyrn. Famed for its dragon-slaying abilities.

Swords (2H) Lv.34~

RANGE: 1 AREA: 1 WEIGHT: 15 RT: +45
DAMAGE: Slashing 10 AFFINITY: Fire 15 RACIAL: Dragon 20

ATTRIBUTES:

ATK 144 LUCK -5 STR 8 VIT 5 AVD 3 RES 2

SKILL BONUS: Augment Fire +1

ON HIT: Fire Averse

DEBUFF RESIST: Charmproof

EFFECT: Flame Breath (1 charge)

CLASSES:

Warrior	Terror Knight	Dragoon	Lord
Paladin	White Knight	Buccaneer	Knight Commander
Juggernaut			

Dropped from the following unit(s):

CODA-SB[9] Golyat (Golyat North Village)

(10,22,17) Knight Commander Volaq x 1

=====

<Ishana> [734B]

=====

This sacred blade is said to have been wielded by Ijana, one of the Twelve Heavenly Generals.

Swords (2H) Lv.40~

RANGE: 1 AREA: 1 WEIGHT: 15 RT: +46
DAMAGE: Slashing 9 AFFINITY: Water 15

ATTRIBUTES:

ATK 152 HP 5 LUCK -5 VIT 5 DEX 8 AGIL 4 MIND 2

SKILL BONUS: Augment Water +1

ON HIT: Water Averse

DEBUFF RESIST: Stopproof

EFFECT: Quench (3 charges)

CLASSES:

Warrior	Terror Knight	Dragoon	Lord
Paladin	White Knight	Buccaneer	Knight Commander
Juggernaut			

Dropped from the following unit(s):

HG[4] Palace of the Dead (Palace of the Dead - Level 96)
(09,11,16) Ijana x 1

=====

<Durandal>

[3E9A]

This sacred blade is said to have been gifted by the hosts of heaven to the Holy Knight Laurent in his hour of need.

Swords (2H) Lv.43~

RANGE: 1 AREA: 1 WEIGHT: 16 RT: +48
DAMAGE: Slashing 11 AFFINITY: Light 15 RACIAL: Umbra 15

ATTRIBUTES:

ATK 160 MP 5 STR 5 VIT 2 DEX 3 MIND 4 RES 5

SKILL BONUS: Augment Light +1

ON HIT: Light Averse

EFFECT: Instill Light (1 charge)

CLASSES:

Warrior	Terror Knight	Dragoon	Lord
Paladin	White Knight	Buccaneer	Knight Commander
Juggernaut			

Dropped from the following unit(s):

San Bronsa Ruins (Floating Ruins - Level 8)
(17,28,15) Ethereal Vision x 1

=====

<Moon Blade>

[43D1]

A sword with a narrow blade once wielded by the hero of old, Gan Wu. Also known as the Crescent Blade of the Green Dragon.

Swords (2H) Lv.46~

RANGE: 1 AREA: 1 WEIGHT: 17 RT: +50
DAMAGE: Slashing 12 AFFINITY: Ice 15

ATTRIBUTES:

ATK 168 HP 15 MP 5 LUCK 5 STR 6 DEX 5 AVD 5
INT 2

SKILL BONUS: Augment Ice +1

ON HIT: Ice Averse

DEBUFF RESIST: Stunproof

EFFECT: Avalanche II (1 charge)

CLASSES:

Warrior	Terror Knight	Dragoon	Lord
Paladin	White Knight	Buccaneer	Knight Commander
Juggernaut			

Dropped from the following unit(s):

<Cursed Weapon> [B582]

A two-handed sword enchanted by forbidden arts. Strongest when flesh and soul are sealed within the weapon.

Swords (2H) Lv.01~

RANGE: 1 AREA: 1

EFFECT: Snapdragon (1 charge)

CLASSES:

Warrior	Terror Knight	Dragoon	Lord
Paladin	White Knight	Buccaneer	Knight Commander
Juggernaut			

Dropped from the following unit(s):

Palace of the Dead (Palace of the Dead - Level 58)
(05,04,10) Crimson Uhlan x 1

Palace of the Dead (Palace of the Dead - Level 92)
(04,06,12) Warrior x 1

Note: The item's effect can only be used by generic units and is consumed upon use.

A x e s [A97C]

Axes are melee weapons used primarily for slashing attacks.

Hand Axe	[64A0]
Hand Axe +1	[927F]
Battle Axe	[21E0]
Battle Axe +1	[CDE6]
Heavy Axe	[1BF6]
Heavy Axe +1	[F124]
Baldur Axe	[5CD4]
Baldur Axe +1	[D19B]
Tabar Zin	[3C4B]
Tabar Zin +1	[1D72]
Chakmak	[ECBD]
Chakmak +1	[9360]
Guisarme	[079C]
Guisarme +1	[B657]
Damasc Axe	[D64E]
Damasc Axe +1	[D3F0]
Balbriggan	[8DB7]
Trovaon	[A732]
Dragon Axe	[3F8C]
Terre Axe	[6B0F]
<Glamrock>	[7203]
Stardust	[1B32]

Prox [4A3D]
 Boreas [0F8B]
 <Kshuparaka> [5907]
 <Shaytan's Bulova> [D3F9]
 <Rune Axe> [9453]
 <Cursed Weapon> [15CA]

=====
 Hand Axe [64A0]
 =====

A single-edged axe often used to fell trees. While lacking in offensive power, it can be wielded by almost anyone.

 Axes (1H) Lv.01~

RANGE: 1 AREA: 1 WEIGHT: 6 RT: +18
 DAMAGE: Slashing 1

ATTRIBUTES:

ATK 40 VIT 2 AVD 1

 CLASSES:

Warrior	Knight	Berserker	Dragoon
Beast Tamer	Lord	Ranger	Princess
Paladin	Vartan	White Knight	Buccaneer
Hoplite	Juggernaut		

 Sold in General Shops for 1000 goth at the start of the game.

=====
 Hand Axe +1 [927F]
 =====

A single-edged axe often used to fell trees. While lacking in offensive power, it can be wielded by almost anyone.

 Axes (1H) Lv.02~

RANGE: 1 AREA: 1 WEIGHT: 7 RT: +20
 DAMAGE: Slashing 3

ATTRIBUTES:

ATK 49 VIT 4 AVD 2

 CLASSES:

Warrior	Knight	Berserker	Dragoon
Beast Tamer	Lord	Ranger	Princess
Paladin	Vartan	White Knight	Buccaneer
Hoplite	Juggernaut		

 Crafted using <Melee Weapons I>.

Materials:

Hand Axe	x 1	Bronze Ingot	x 2
Toneriwood	x 1		

=====
 Battle Axe [21E0]
 =====

An axe tailored to slashing attacks. Cuts through light armor with ease.

Axes (1H) Lv.05~

RANGE: 1 AREA: 1 WEIGHT: 6 RT: +19
DAMAGE: Slashing 2

ATTRIBUTES:

ATK 47 HP 6 AGIL 1

CLASSES:

Warrior	Knight	Berserker	Dragoon
Beast Tamer	Lord	Ranger	Princess
Paladin	Vartan	White Knight	Buccaneer
Hoplite	Juggernaut		

Sold in General Shops for 1800 goth after CH1N-SB[5] Kryсаро and returning to Almorica Castle.

=====
Battle Axe +1 [CDE6]
=====

An axe tailored to slashing attacks. Cuts through light armor with ease.

Axes (1H) Lv.06~

RANGE: 1 AREA: 1 WEIGHT: 7 RT: +21
DAMAGE: Slashing 4

ATTRIBUTES:

ATK 56 HP 8 AGIL 3

ON HIT: Misstep

CLASSES:

Warrior	Knight	Berserker	Dragoon
Beast Tamer	Lord	Ranger	Princess
Paladin	Vartan	White Knight	Buccaneer
Hoplite	Juggernaut		

Crafted using <Melee Weapons I>.

Materials:

Battle Axe	x 1	Bronze Ingot	x 1
Toneriwood	x 1	The Tower	x 1

=====
Heavy Axe [1BF6]
=====

A two-handed axe that can be wielded to devastating effect, with an iron head able to fell mighty trees in one blow.

Axes (2H) Lv.07~

RANGE: 1 AREA: 1 WEIGHT: 10 RT: +29
DAMAGE: Slashing 3

ATTRIBUTES:

ATK 65 STR 1 VIT 2

CLASSES:

Warrior	Terror Knight	Berserker	Dragoon
Beast Tamer	Lord	Ranger	Buccaneer
Juggernaut			

Sold in General Shops for 2600 goth after CH1N-SB[7] The Arkhaiopolis of Rhime and returning to Almorica Castle.

Heavy Axe +1 [F124]

A two-handed axe that can be wielded to devastating effect, with an iron head able to fell mighty trees in one blow.

Axes (2H) Lv.08~

RANGE: 1 AREA: 1 WEIGHT: 10 RT: +31

DAMAGE: Slashing 5 RACIAL: Reptile 5

ATTRIBUTES:

ATK 76 STR 3 VIT 4

ON HIT: Knockback

CLASSES:

Warrior	Terror Knight	Berserker	Dragoon
Beast Tamer	Lord	Ranger	Buccaneer
Juggernaut			

Crafted using <Melee Weapons I>.

Materials:

Heavy Axe	x 1	Iron Ingot	x 1
Toneriwood	x 1	Leather	x 1

Baldur Axe [5CD4]

A two-handed axe with a single-edged blade of baldur, an alchemically forged metal that amplifies magic.

Axes (2H) Lv.10~

RANGE: 1 AREA: 1 WEIGHT: 10 RT: +31

DAMAGE: Slashing 5

ATTRIBUTES:

ATK 74 MP 5 LUCK -1 VIT 2 DEX 1 INT 4

CLASSES:

Warrior	Terror Knight	Berserker	Dragoon
Beast Tamer	Lord	Ranger	Buccaneer
Juggernaut			

Sold in General Shops for 3900 goth after CH2C-SB[6] Krysaros or CH2L-SB[6] Qadriga Fortress.

Baldur Axe +1

[D19B]

=====
A two-handed axe with a single-edged blade of baldur, an alchemically forged metal that amplifies magic.

Axes (2H) Lv.11~

RANGE: 1 AREA: 1 WEIGHT: 11 RT: +33

DAMAGE: Slashing 7 RACIAL: Phantom 5

ATTRIBUTES:

ATK 84 MP 8 LUCK -3 VIT 4 DEX 3 INT 5

CLASSES:

Warrior Terror Knight Berserker Dragoon
Beast Tamer Lord Ranger Buccaneer
Juggernaut

Crafted using <Melee Weapons I>.

Materials:

Baldur Axe x 1 Silver Ingot x 1
Baldur Ingot x 1 Birnewood x 1

=====
Tabar Zin

[3C4B]

=====
A one-handed axe with an arched, single-edged axe head.

Axes (1H) Lv.13~

RANGE: 1 AREA: 1 WEIGHT: 8 RT: +24

DAMAGE: Slashing 4

ATTRIBUTES:

ATK 68 STR 1 DEX 2 AGIL 1

CLASSES:

Warrior Knight Berserker Dragoon
Beast Tamer Lord Ranger Princess
Paladin Vartan White Knight Buccaneer
Hoplite Juggernaut

Sold in General Shops for 3800 goth after CH3N-SB[4] Port Asyton, CH3C-SB[6] Bahanna Highlands or CH3L-SB[7]A/B Coritanae Keep (Coritanae Ward).

=====
Tabar Zin +1

[1D72]

=====
A one-handed axe with an arched, single-edged axe head.

Axes (1H) Lv.14~

RANGE: 1 AREA: 1 WEIGHT: 8 RT: +25

DAMAGE: Slashing 6

ATTRIBUTES:

ATK 77 STR 3 DEX 4 AGIL 3

CLASSES:

Warrior	Knight	Berserker	Dragoon
Beast Tamer	Lord	Ranger	Princess
Paladin	Vartan	White Knight	Buccaneer
Hoplite	Juggernaut		

Crafted using <Melee Weapons II>.

Materials:

Tabar Zin	x 1	Iron Ingot	x 1
Steel Ingot	x 1	Ananawood	x 1

=====
Chakmak [ECBD]
=====

A one-handed axe with half-moon axe blades on either side, giving it a circular appearance.

Axes (1H) Lv.16~

RANGE: 1 AREA: 1 WEIGHT: 8 RT: +25
DAMAGE: Slashing 3

ATTRIBUTES:

ATK 75 HP 4 DEX 1 AVD 2 RES 1

CLASSES:

Warrior	Knight	Berserker	Dragoon
Beast Tamer	Lord	Ranger	Princess
Paladin	Vartan	White Knight	Buccaneer
Hoplite	Juggernaut		

Sold in General Shops for 4800 goth at the start of Chapter IV.

=====
Chakmak +1 [9360]
=====

A one-handed axe with half-moon axe blades on either side, giving it a circular appearance.

Axes (1H) Lv.17~

RANGE: 1 AREA: 1 WEIGHT: 9 RT: +27
DAMAGE: Slashing 5 RACIAL: Human 5

ATTRIBUTES:

ATK 84 HP 7 VIT 1 DEX 3 AVD 4 RES 3

ON HIT: Misstep

CLASSES:

Warrior	Knight	Berserker	Dragoon
Beast Tamer	Lord	Ranger	Princess
Paladin	Vartan	White Knight	Buccaneer
Hoplite	Juggernaut		

Crafted using <Melee Weapons II>.

Materials:

Chakmak	x 1	Iron Ingot	x 1
---------	-----	------------	-----

Steel Ingot

x 1

Skulldust Nostrum

x 1

Guisarme

[079C]

A two-handed axe consisting of a long, straight-edged blade paired with a spike for stabbing.

Axes (2H) Lv.19~

RANGE: 1 AREA: 1 WEIGHT: 12 RT: +36

DAMAGE: Slashing 4

ATTRIBUTES:

ATK 99 MP 3 STR 2 INT 2

CLASSES:

Warrior Terror Knight Berserker Dragoon
Beast Tamer Lord Ranger Buccaneer
Juggernaut

Sold in General Shops for 6900 goth after CH4-SB[10] Barnicia Castle (Barnicia Grand Staircase) and returning to Phidoch Castle.

Guisarme +1

[B657]

A two-handed axe consisting of a long, straight-edged blade paired with a spike for stabbing.

Axes (2H) Lv.20~

RANGE: 1 AREA: 1 WEIGHT: 13 RT: +38

DAMAGE: Slashing 7

ATTRIBUTES:

ATK 110 MP 5 STR 4 DEX 1 INT 4 RES 2

CLASSES:

Warrior Terror Knight Berserker Dragoon
Beast Tamer Lord Ranger Buccaneer
Juggernaut

Crafted using <Melee Weapons II>.

Materials:

Guisarme x 1 Steel Ingot x 1

Golden Ingot x 1 Ananawood x 1

Damasc Axe

[D64E]

A two-handed axe with a double-edged blade forged from damasc steel. Resistant to rust and said to hold its edge indefinitely.

Axes (2H) Lv.22~

RANGE: 1 AREA: 1 WEIGHT: 12 RT: +37

DAMAGE: Slashing 6

ATTRIBUTES:

ATK 107 HP 5 VIT 1 AGIL 2

CLASSES:

Warrior Terror Knight Berserker Dragoon
Beast Tamer Lord Ranger Buccaneer
Juggernaut

Sold in General Shops for 8700 goth after CODA-SB[1] Port Omish.

Damasc Axe +1 [D3F0]

A two-handed axe with a double-edged blade forged from damasc steel.
Resistant to rust and said to hold its edge indefinitely.

Axes (2H) Lv.23~

RANGE: 1 AREA: 1 WEIGHT: 13 RT: +40
DAMAGE: Slashing 8 RACIAL: Golem 5

ATTRIBUTES:

ATK 118 HP 8 VIT 3 AGIL 4

SKILL BONUS: Axes +1
ON HIT: Stunned

CLASSES:

Warrior Terror Knight Berserker Dragoon
Beast Tamer Lord Ranger Buccaneer
Juggernaut

Crafted using <Axe, Spear & Hammer>.

Materials:

Damasc Axe x 1 Steel Ingot x 1
Wootz Steel x 1 Baobawood x 1

Balbriggan [8DB7]

A one-handed axe with a blade that is curved at the center and has sharp protrusions on both ends.

Axes (1H) Lv.25~

RANGE: 1 AREA: 1 WEIGHT: 10 RT: +29
DAMAGE: Piercing 5

ATTRIBUTES:

ATK 96 STR 3 DEX 2 MIND 2

CLASSES:

Warrior Knight Berserker Dragoon
Beast Tamer Lord Ranger Princess
Paladin Vartan White Knight Buccaneer
Hoplite Juggernaut

Crafted using <Axe, Spear & Hammer>.

Materials:

Steel Ingot	x 1	Wootz Steel	x 1
Baobawood	x 1	Leather	x 1

=====
Trovaon [A732]
=====

A one-handed axe with a blade that is curved at the center and has sharp protrusions on both ends.

Axes (1H) Lv.26~

RANGE: 1 AREA: 1 WEIGHT: 10 RT: +31
DAMAGE: Piercing 7 AFFINITY: Lightning 7

ATTRIBUTES:

ATK 105 STR 5 VIT 2 DEX 3 MIND 3

SKILL BONUS: Anatomy +1
ON HIT: Lightning Averse

CLASSES:

Warrior	Knight	Berserker	Dragoon
Beast Tamer	Lord	Ranger	Princess
Paladin	Vartan	White Knight	Buccaneer
Hoplite	Juggernaut		

Crafted using <Axe Enchiridion>.

Materials:

Balbriggan	x 1	Wootz Steel	x 2
Storm Orb	x 1		

=====
Dragon Axe [3F8C]
=====

A two-handed axe consisting of a single-edged blade carved from dragon spines. Famed for its dragon-slaying abilities.

Axes (2H) Lv.28~

RANGE: 1 AREA: 1 WEIGHT: 14 RT: +41
DAMAGE: Slashing 6 RACIAL: Dragon 10

ATTRIBUTES:

ATK 124 MP 2 LUCK -2 STR 1 DEX 3 RES 2

SKILL BONUS: Draconology +1

CLASSES:

Warrior	Terror Knight	Berserker	Dragoon
Beast Tamer	Lord	Ranger	Buccaneer
Juggernaut			

Crafted using <Axe, Spear & Hammer>.

Materials:

Wyrms Fang	x 1	Wyrms Claw	x 1
------------	-----	------------	-----

Wyrm Scale

x 1

Wootz Steel

x 1

Terre Axe

[6B0F]

A two-handed axe consisting of a single-edged blade carved from dragon spines. Famed for its dragon-slaying abilities.

Axes (2H) Lv.29~

RANGE: 1 AREA: 1 WEIGHT: 14 RT: +43

DAMAGE: Slashing 8 AFFINITY: Earth 10 RACIAL: Dragon 15

ATTRIBUTES:

ATK 135 MP 4 LUCK -4 STR 3 DEX 5 RES 4

SKILL BONUS: Draconology +2

ON HIT: Earth Averse

EFFECT: Sand Breath (1 charge)

CLASSES:

Warrior	Terror Knight	Berserker	Dragoon
Beast Tamer	Lord	Ranger	Buccaneer
Juggernaut			

Crafted using <Axe Enchiridion>.

Materials:

Dragon Axe	x 1	Wyrm Horn	x 1
Wootz Steel	x 1	Dust Orb	x 1

<Glamrock>

[7203]

A two-handed axe with a double-edged head forged from the iron of a fallen star found on the Sky Continent of Muspelm.

Axes (2H) Lv.31~

RANGE: 1 AREA: 1 WEIGHT: 14 RT: +42

DAMAGE: Slashing 7 AFFINITY: Fire 10

ATTRIBUTES:

ATK 132 HP 20 STR 3 VIT 3 DEX 3 AVD 5 MIND 4

SKILL BONUS: Augment Fire +1

ON HIT: Fire Averse

DEBUFF RESIST: Stunproof

CLASSES:

Warrior	Terror Knight	Berserker	Dragoon
Beast Tamer	Lord	Ranger	Buccaneer
Juggernaut			

Dropped from the following unit(s):

CH3N-SB[2] Boed Fortress (Boed Fortress)

(07,13,25) Knight Commander Oz x 1 (Lv.29~)

CH3C-SB[16] Phidoch Castle (Phidoch Great Hall)

(10,14,05) Knight Commander Oz x 1 (Lv.31~)

CH3L-SB[15] Phidoch Castle (Phidoch Great Hall)

(10,14,05) Knight Commander Oz x 1 (Lv.31~)

CODA-SB[9] Golyat (Golyat North Village)

(07,08,11) Knight Commander Oz x 1

===== Stardust [1B32] =====

A two-handed axe with a double-edged head forged from the iron of a fallen star found on the Sky Continent of Muspelm.

Axes (2H) Lv.32~

RANGE: 1 AREA: 1 WEIGHT: 15 RT: +45
DAMAGE: Slashing 9 AFFINITY: Light 15

ATTRIBUTES:

ATK 143 MP 15 VIT 3 DEX 1 INT 4 RES 6

SKILL BONUS: Augment Light +1
ON HIT: Light Averse

CLASSES:

Warrior Terror Knight Berserker Dragoon
Beast Tamer Lord Ranger Buccaneer
Juggernaut

Crafted using <Axe Enchiridion>.

Materials:

<Glamrock> x 1 Skyiron x 1
Platinum Ingot x 1 Radiant Orb x 1

===== Prox [4A3D] =====

A two-handed axe blessed by the spirits of flame. The blade belches forth gouts of hellfire.

Axes (2H) Lv.34~

RANGE: 1 AREA: 1 WEIGHT: 15 RT: +44
DAMAGE: Slashing 6 AFFINITY: Fire 15 RACIAL: Umbra 15

ATTRIBUTES:

ATK 141 HP 5 STR 5 DEX 2 AGIL 4 MIND 5

SKILL BONUS: Augment Fire +1
ON HIT: Fire Averse
EFFECT: Misery (3 charges)

CLASSES:

Warrior Terror Knight Berserker Dragoon
Beast Tamer Lord Ranger Buccaneer
Juggernaut

Dropped from the following unit(s):

Palace of the Dead (Palace of the Dead - Level 76)
(12,09,02) Crimson Uhlan x 1

=====

Boreas [0F8B]

=====

A single-edged axe imbued with the power of Boreas, God of the North Wind.

Axes (1H) Lv.37~

RANGE: 1 AREA: 1 WEIGHT: 12 RT: +37
DAMAGE: Slashing 8 AFFINITY: Air 15 RACIAL: Divine 15

ATTRIBUTES:

ATK 136 MP 5 STR 2 DEX 5 AVD 3 MIND 2 RES 4

SKILL BONUS: Augment Air +1

ON HIT: Air Averse

DEBUFF RESIST: Sleepproof

EFFECT: Deadshot III (1 charge)

CLASSES:

Warrior	Knight	Berserker	Dragoon
Beast Tamer	Lord	Ranger	Princess
Paladin	Vartan	White Knight	Buccaneer
Hoplite	Juggernaut		

Dropped from the following unit(s):

Palace of the Dead (Palace of the Dead - Level 64)
(18,04,09) Gryphon x 1

=====

<Kshuparaka> [5907]

=====

This sacred axe is said to have been wielded by Chandra, one of the Twelve Heavenly Generals.

Axes (2H) Lv.40~

RANGE: 1 AREA: 1 WEIGHT: 16 RT: +48
DAMAGE: Slashing 9 AFFINITY: Ice 15

ATTRIBUTES:

ATK 158 VIT 3 DEX 4 AGIL 3 RES 6

SKILL BONUS: Augment Ice +1

ON HIT: Ice Averse

DEBUFF RESIST: Stopproof

EFFECT: Instill Ice (3 charges)

CLASSES:

Warrior	Terror Knight	Berserker	Dragoon
Beast Tamer	Lord	Ranger	Buccaneer
Juggernaut			

Dropped from the following unit(s):

HG[5] Palace of the Dead (Palace of the Dead - Level 93)

<Shaytan's Bulova>

[D3F9]

A two-handed axe with a blade like a reaper's scythe. Said to claim the life force of its victims.

Axes (2H) Lv.43~

RANGE: 1 AREA: 1 WEIGHT: 16 RT: +49
DAMAGE: Slashing 10 AFFINITY: Dark 15 RACIAL: Faerie 20

ATTRIBUTES:

ATK 166 HP 8 MP 14 LUCK -5 STR 3 VIT 5 DEX 2
AVD 2 INT 5

SKILL BONUS: Augment Darkness +1
ON HIT: Dark Averse
DEBUFF RESIST: Fearproof
EFFECT: Drain Mind (1 charge)

CLASSES:

Warrior Terror Knight Berserker Dragoon
Beast Tamer Lord Ranger Buccaneer
Juggernaut

Dropped from the following unit(s):
Palace of the Dead (Palace of the Dead - Level 109)
(26,02,06) Night Crow x 1

<Rune Axe>

[9453]

A one-handed axe with divine glyphs etched across its broad, gleaming blade.

Axes (1H) Lv.46~

RANGE: 1 AREA: 1 WEIGHT: 14 RT: +42
DAMAGE: Slashing 12 AFFINITY: Water 15

ATTRIBUTES:

ATK 162 HP 3 LUCK 5 DEX 4 AGIL 5 MIND 8 RES 5

SKILL BONUS: Augment Water +1
ON HIT: Water Averse
DEBUFF RESIST: Charmproof
EFFECT: Aquablast III (1 charge)

CLASSES:

Warrior Knight Berserker Dragoon
Beast Tamer Lord Ranger Princess
Paladin Vartan White Knight Buccaneer
Hoplite Juggernaut

Dropped from the following unit(s):
San Bronsa Ruins (Floating Ruins - Level 11)
(03,10,16) Ethereal Vision x 1

=====

<Cursed Weapon>

[15CA]

=====

An axe enchanted by forbidden arts. Strongest when flesh and soul are sealed within the weapon.

Axes (2H) Lv.01~

RANGE: 1 AREA: 1

EFFECT: Snapdragon (1 charge)

CLASSES:

Warrior	Terror Knight	Berserker	Dragoon
Beast Tamer	Lord	Ranger	Buccaneer
Juggernaut			

Dropped from the following unit(s):

Palace of the Dead (Palace of the Dead - Level 60)
(25,07,14) Executioner x 1

Palace of the Dead (Palace of the Dead - Level 91)
(03,01,15) Executioner x 1

Note: The item's effect can only be used by generic units and is consumed upon use.

=====

S p e a r s

[E471]

=====

Spears are melee weapons capable of piercing targets up to two tiles away.

Bronze Spear	[C986]
Bronze Spear +1	[345A]
Xyston	[2C16]
Xyston +1	[9673]
Voulge	[359E]
Voulge +1	[CFE4]
Baldur Spear	[47C0]
Baldur Spear +1	[C0F8]
Scorpion	[C94D]
Scorpion +1	[943B]
Trident	[E275]
Trident +1	[C2F5]
Bardiche	[EDB5]
Bardiche +1	[5EF1]
Damasc Spear	[27CB]
Damasc Spear +1	[2E58]
Poleaxe	[028A]
Hache	[F08E]
Culnrikolnne	[D05B]
Holy Lance	[0BD3]
<Volcaetus>	[1459]
Ignis	[D8C7]
Zephyros	[32EB]
Bentisca	[E69C]

<Tlaloc's Bolt> [EDF5]
<Pavana> [DF81]
<Dark Spear> [CA39]
<Cursed Weapon> [3FEB]

=====
Bronze Spear [C986]
=====

A spear with a tip made of bronze. Can be handled by even the greenest of warriors.

Spears (2H) Lv.01~

RANGE: 1 ~ 2 AREA: 1 WEIGHT: 8 RT: +24
DAMAGE: Piercing 4

ATTRIBUTES:

ATK 41 HP 5 STR 3 RES 2

CLASSES:

Rune Fencer Dragoon Lord Paladin
White Knight Hoplite Juggernaut

Sold in General Shops for 1300 goth at the start of the game.

=====
Bronze Spear +1 [345A]
=====

A spear with a tip made of bronze. Can be handled by even the greenest of warriors.

Spears (2H) Lv.02~

RANGE: 1 ~ 2 AREA: 1 WEIGHT: 9 RT: +26
DAMAGE: Piercing 6

ATTRIBUTES:

ATK 52 HP 8 STR 5 RES 4

CLASSES:

Rune Fencer Dragoon Lord Paladin
White Knight Hoplite Juggernaut

Crafted using <Melee Weapons I>.

Materials:

Bronze Spear x 1 Bronze Ingot x 2
Toneriwood x 1

=====
Xyston [2C16]
=====

A slender spear made of bronze. Lighter and more deadly than a simple bronze spear.

Spears (2H) Lv.05~

RANGE: 1 ~ 2 AREA: 1 WEIGHT: 9 RT: +26
DAMAGE: Piercing 4

ATTRIBUTES:

ATK 49 MP 4 STR 1 VIT 2

CLASSES:

Rune Fencer Dragoon Lord Paladin
White Knight Hoplite Juggernaut

Sold in General Shops for 2000 goth after CH1N-SB[5] Krysaro and returning to Almorica Castle.

=====
Xyston +1 [9673]
=====

A slender spear made of bronze. Lighter and more deadly than a simple bronze spear.

Spears (2H) Lv.06~

RANGE: 1 ~ 2 AREA: 1 WEIGHT: 9 RT: +28
DAMAGE: Piercing 6

ATTRIBUTES:

ATK 60 MP 7 STR 3 VIT 4

CLASSES:

Rune Fencer Dragoon Lord Paladin
White Knight Hoplite Juggernaut

Crafted using <Melee Weapons I>.

Materials:

Xyston x 1 Bronze Ingot x 1
Toneriwood x 1 Leather x 1

=====
Voulge [359E]
=====

A spear with a pointed tip for thrusting attacks and a broad blade for cleaving the enemy.

Spears (2H) Lv.07~

RANGE: 1 ~ 2 AREA: 1 WEIGHT: 9 RT: +27
DAMAGE: Piercing 5

ATTRIBUTES:

ATK 57 HP 2 DEX 3 AGIL 2

CLASSES:

Rune Fencer Dragoon Lord Paladin
White Knight Hoplite Juggernaut

Sold in General Shops for 2500 goth after CH1N-SB[7] The Arkhaiopolis of Rhime and returning to Almorica Castle.

=====
Voulge +1 [CFE4]
=====

=====

A spear with a pointed tip for thrusting attacks and a broad blade for cleaving the enemy.

Spears (2H) Lv.08~

RANGE: 1 ~ 2 AREA: 1 WEIGHT: 10 RT: +30
DAMAGE: Piercing 7 RACIAL: Golem 5

ATTRIBUTES:

ATK 68 HP 5 DEX 5 AGIL 4

ON HIT: Breached

CLASSES:

Rune Fencer	Dragoon	Lord	Paladin
White Knight	Hoplite	Juggernaut	

Crafted using <Melee Weapons I>.

Materials:

Voulge	x 1	Iron Ingot	x 1
Toneriwood	x 1	The Chariot	x 1

=====

Baldur Spear [47C0]

=====

A spear with a tip made of baldur, an alchemically forged metal that amplifies magic.

Spears (2H) Lv.10~

RANGE: 1 ~ 2 AREA: 1 WEIGHT: 10 RT: +29
DAMAGE: Piercing 5

ATTRIBUTES:

ATK 65 MP 5 LUCK -1 VIT 2 DEX 1 INT 4

CLASSES:

Rune Fencer	Dragoon	Lord	Paladin
White Knight	Hoplite	Juggernaut	

Sold in General Shops for 3600 goth after CH2C-SB[6] Krysaro or CH2L-SB[6] Qadriga Fortress.

=====

Baldur Spear +1 [C0F8]

=====

A spear with a tip made of baldur, an alchemically forged metal that amplifies magic.

Spears (2H) Lv.11~

RANGE: 1 ~ 2 AREA: 1 WEIGHT: 10 RT: +31
DAMAGE: Piercing 7 RACIAL: Umbra 5

ATTRIBUTES:

ATK 76 MP 8 LUCK -3 VIT 4 DEX 3 INT 5

CLASSES:

Rune Fencer	Dragoon	Lord	Paladin
White Knight	Hoplite	Juggernaut	

Crafted using <Melee Weapons II>.

Materials:

Baldur Spear	x 1	Silver Ingot	x 1
Baldur Ingot	x 1	Birnewood	x 1

=====

Scorpion

[C94D]

A spear fitted with an axe blade that can be exchanged with a traditional tip for thrusting attacks.

Spears (2H) Lv.13~

RANGE: 1 ~ 2 AREA: 1 WEIGHT: 10 RT: +31
DAMAGE: Piercing 4

ATTRIBUTES:

ATK 73 STR 2 VIT 1 AVD 1 MIND 2

SKILL BONUS: Resist Poison +1

CLASSES:

Rune Fencer	Dragoon	Lord	Paladin
White Knight	Hoplite	Juggernaut	

Sold in General Shops for 5100 goth after CH3N-SB[4] Port Asyton, CH3C-SB[6] Bahanna Highlands or CH3L-SB[7]A/B Coritanae Keep (Coritanae Ward).

=====

Scorpion +1

[943B]

A spear fitted with an axe blade that can be exchanged with a traditional tip for thrusting attacks.

Spears (2H) Lv.14~

RANGE: 1 ~ 2 AREA: 1 WEIGHT: 11 RT: +33
DAMAGE: Piercing 6

ATTRIBUTES:

ATK 84 STR 4 VIT 3 AVD 3 MIND 3

SKILL BONUS: Resist Poison +2
ON HIT: Poisoned

CLASSES:

Rune Fencer	Dragoon	Lord	Paladin
White Knight	Hoplite	Juggernaut	

Crafted using <Melee Weapons II>.

Materials:

Scorpion	x 1	Iron Ingot	x 1
Birnewood	x 1	Nightshade Extract	x 1

=====
Trident [E275]
=====

A spear with three long tines at its tip, enabling it to both impale and disarm its target.

Spears (2H) Lv.16~

RANGE: 1 ~ 2 AREA: 1 WEIGHT: 11 RT: +32
DAMAGE: Piercing 5

ATTRIBUTES:

ATK 81 HP 5 VIT 2 DEX 1 RES 5

CLASSES:

Rune Fencer Dragoon Lord Paladin
White Knight Hoplite Juggernaut

Sold in General Shops for 5600 goth at the start of Chapter IV.

=====
Trident +1 [C2F5]
=====

A spear with three long tines at its tip, enabling it to both impale and disarm its target.

Spears (2H) Lv.17~

RANGE: 1 ~ 2 AREA: 1 WEIGHT: 11 RT: +34
DAMAGE: Piercing 7

ATTRIBUTES:

ATK 92 HP 8 VIT 4 DEX 3 RES 8

CLASSES:

Rune Fencer Dragoon Lord Paladin
White Knight Hoplite Juggernaut

Crafted using <Melee Weapons II>.

Materials:

Trident	x 1	Iron Ingot	x 1
Steel Ingot	x 1	Ananawood	x 1

=====
Bardiche [EDB5]
=====

A spear with a broad blade. It resembles a long axe, but also features a sharply spiked tip.

Spears (2H) Lv.19~

RANGE: 1 ~ 2 AREA: 1 WEIGHT: 11 RT: +34
DAMAGE: Piercing 6

ATTRIBUTES:

ATK 89 STR 1 VIT 2 AVD 2 MIND 1

CLASSES:

Rune Fencer	Dragoon	Lord	Paladin
White Knight	Hoplite	Juggernaut	

Sold in General Shops for 6400 goth after CH4-SB[10] Barnicia Castle (Barnicia Grand Staircase) and returning to Phidoch Castle.

Bardiche +1 [5EF1]

A spear with a broad blade. It resembles a long axe, but also features a sharply spiked tip.

Spears (2H) Lv.20~

RANGE: 2 ~ 3 AREA: 1 WEIGHT: 12 RT: +36

DAMAGE: Piercing 8

ATTRIBUTES:

ATK 100 STR 3 VIT 4 AGIL 1 AVD 4 MIND 3

ON HIT: Knockback

CLASSES:

Rune Fencer	Dragoon	Lord	Paladin
White Knight	Hoplite	Juggernaut	

Crafted using <Melee Weapons II>.

Materials:

Bardiche	x 1	Steel Ingot	x 2
Ananawood	x 1		

Damasc Spear [27CB]

A spear whose tip is forged from damasc steel. Resistant to rust and said to hold its edge indefinitely.

Spears (2H) Lv.22~

RANGE: 1 ~ 2 AREA: 1 WEIGHT: 12 RT: +35

DAMAGE: Piercing 6

ATTRIBUTES:

ATK 97 STR 3 AGIL 2 INT 1 RES 2

CLASSES:

Rune Fencer	Dragoon	Lord	Paladin
White Knight	Hoplite	Juggernaut	

Sold in General Shops for 8000 goth after CODA-SB[1] Port Omish.

Damasc Spear +1 [2E58]

A spear whose tip is forged from damasc steel. Resistant to rust and said to hold its edge indefinitely.

Spears (2H) Lv.23~

RANGE: 2 ~ 3 AREA: 1 WEIGHT: 13 RT: +38
DAMAGE: Piercing 8 RACIAL: Golem 5

ATTRIBUTES:

ATK 108 STR 5 VIT 2 AGIL 4 AVD 1 INT 3 RES 4

SKILL BONUS: Spears +1
ON HIT: Stunned

CLASSES:

Rune Fencer Dragoon Lord Paladin
White Knight Hoplite Juggernaut

Crafted using <Axe, Spear & Hammer>.

Materials:

Damasc Spear x 1 <Shieldcraft> x 1
Wootz Steel x 1 Baobawood x 1

===== Poleaxe [028A] =====

A long spear fitted with a pointed spike, an axe blade for slashing attacks,
and a hammer for crushing foes.

Spears (2H) Lv.25~

RANGE: 2 ~ 3 AREA: 1 WEIGHT: 12 RT: +37
DAMAGE: Piercing 7

ATTRIBUTES:

ATK 105 HP 4 STR 1 DEX 2 MIND 3 RES 1

CLASSES:

Rune Fencer Dragoon Lord Paladin
White Knight Hoplite Juggernaut

Crafted using <Axe, Spear & Hammer>.

Materials:

Steel Ingot x 1 Wootz Steel x 1
Baobawood x 1 Verdant Gems x 1

===== Hache [F08E] =====

A long spear fitted with a pointed spike, an axe blade for slashing attacks,
and a hammer for crushing foes.

Spears (2H) Lv.26~

RANGE: 2 ~ 3 AREA: 1 WEIGHT: 13 RT: +39
DAMAGE: Piercing 9 AFFINITY: Earth 7

ATTRIBUTES:

ATK 116 HP 7 STR 3 DEX 4 AGIL 2 MIND 5 RES 2

SKILL BONUS: Augment Earth +1
ON HIT: Earth Averse

CLASSES:

Rune Fencer	Dragoon	Lord	Paladin
White Knight	Hoplite	Juggernaut	

Crafted using <Spear Enchiridion>.

Materials:

Poleaxe	x 1	Steel Ingot	x 1
Wootz Steel	x 1	Dust Orb	x 1

=====
Culnrikolnne [D05B]
=====

A spear whose tip is fashioned from a unicorn horn engraved with divine glyphs.

Spears (2H) Lv.28~

RANGE: 2 ~ 3 AREA: 1 WEIGHT: 13 RT: +39
DAMAGE: Piercing 6 AFFINITY: Light 7 RACIAL: Umbra 5

ATTRIBUTES:

ATK 113 MP 5 LUCK -3 VIT 3 DEX 1 INT 1 MIND 1

SKILL BONUS: Augment Light +1
ON HIT: Light Averse

CLASSES:

Rune Fencer	Dragoon	Lord	Paladin
White Knight	Hoplite	Juggernaut	

Crafted using <Axe, Spear & Hammer>.

Materials:

Unicorn Horn	x 1	Baldur Ingot	x 1
Platinum Ingot	x 1	Light Krystallos	x 1

=====
Holy Lance [0BD3]
=====

A spear whose tip is fashioned from a unicorn horn engraved with divine glyphs.

Spears (2H) Lv.29~

RANGE: 2 ~ 3 AREA: 1 WEIGHT: 14 RT: +41
DAMAGE: Piercing 8 AFFINITY: Light 15 RACIAL: Umbra 10

ATTRIBUTES:

ATK 124 MP 8 LUCK -5 VIT 5 DEX 3 INT 3 MIND 3

SKILL BONUS: Daemonology +1
ON HIT: Light Averse

CLASSES:

Rune Fencer	Dragoon	Lord	Paladin
White Knight	Hoplite	Juggernaut	

Crafted using <Spear Enchiridion>.

Materials:

Culnrikolnne	x 1	Unicorn Horn	x 1
Wootz Steel	x 1	Radiant Orb	x 1

=====
<Volcaetus> [1459]
=====

This legendary spear was discovered on Mount Volcana.

Spears (2H) Lv.31~

RANGE: 2 ~ 3 AREA: 1 WEIGHT: 13 RT: +40
DAMAGE: Piercing 7 AFFINITY: Fire 7

ATTRIBUTES:

ATK 121 HP 3 STR 3 VIT 2 AVD 2 RES 5

SKILL BONUS: Anatomy +1
ON HIT: Knockback
DEBUFF RESIST: Stunproof

CLASSES:

Rune Fencer	Dragoon	Lord	Paladin
White Knight	Hoplite	Juggernaut	

Dropped from the following unit(s):

CODA-SB[9] Golyat (Golyat North Village)
(04,18,31) Knight Commander Balxephon x 1

=====
Ignis [D8C7]
=====

This legendary spear was discovered on Mount Volcana.

Spears (2H) Lv.32~

RANGE: 2 ~ 3 AREA: 1 WEIGHT: 14 RT: +42
DAMAGE: Piercing 9 AFFINITY: Fire 15

ATTRIBUTES:

ATK 132 HP 5 STR 5 VIT 4 AVD 4 RES 7

SKILL BONUS: Augment Fire +1
ON HIT: Fire Averse
DEBUFF RESIST: Stunproof

CLASSES:

Rune Fencer	Dragoon	Lord	Paladin
White Knight	Hoplite	Juggernaut	

Crafted using <Spear Enchiridion>.

Materials:

<Volcaetus>	x 1	Wootz Steel	x 1
Fire Krystallos	x 1	Inferno Orb	x 1

=====

Zephyros

[32EB]

=====

A spear imbued with the power of Zephyros, God of the West Wind.

Spears (2H) Lv.34~

RANGE: 2 ~ 3 AREA: 1 WEIGHT: 14 RT: +42

DAMAGE: Piercing 8 AFFINITY: Air 15

ATTRIBUTES:

ATK 129 HP 5 MP 5 VIT 3 AGIL 4 INT 4 MIND 3

SKILL BONUS: Augment Air +1

ON HIT: Air Averse

DEBUFF RESIST: Sleepproof

EFFECT: Balmy Breeze (3 charges)

CLASSES:

Rune Fencer	Dragoon	Lord	Paladin
White Knight	Hoplite	Juggernaut	

Dropped from the following unit(s):

San Bronsa Ruins (Floating Ruins - Level 1)

(21,04,14) Rukh x 1

=====

Bentisca

[E69C]

=====

A spear retrieved from the lair of the dragon Isberg after it was slain by Nibel, Hero of the North. Famed for its efficacy against dragons.

Spears (2H) Lv.37~

RANGE: 2 ~ 3 AREA: 1 WEIGHT: 14 RT: +43

DAMAGE: Piercing 9 AFFINITY: Ice 15 RACIAL: Dragon 15

ATTRIBUTES:

ATK 137 HP 10 STR 7 DEX 2 MIND 4 RES 5

SKILL BONUS: Draconology +2

ON HIT: Ice Averse

EFFECT: Frost Breath (1 charge)

CLASSES:

Rune Fencer	Dragoon	Lord	Paladin
White Knight	Hoplite	Juggernaut	

Dropped from the following unit(s):

Palace of the Dead (Palace of the Dead - Level 93)

(08,24,11) Cannibal x 1

=====

<Tlaloc's Bolt>

[EDF5]

=====

A spear bearing the name of the rain god Tlaloc. Also known as the god of catastrophe, Tlaloc is said to unleash floods and storms.

Spears (2H) Lv.40~

RANGE: 2 ~ 3 AREA: 1 WEIGHT: 15 RT: +45

DAMAGE: Piercing 10 AFFINITY: Water 15

ATTRIBUTES:

ATK 145 MP 13 VIT 3 DEX 5 INT 8

SKILL BONUS: Augment Water +1

ON HIT: Water Averse

DEBUFF RESIST: Charmproof

CLASSES:

Rune Fencer Dragoon Lord Paladin
White Knight Hoplite Juggernaut

Dropped from the following unit(s):

Geyld Fortress (Sanctum of Greuza)
(05,05,09) Tlaloc x 1

<Pavana> [DF81]

This sacred spear is a melee weapon said to have been wielded by Vayu, one of the Twelve Heavenly Generals.

Spears (2H) Lv.43~

RANGE: 2 ~ 3 AREA: 1 WEIGHT: 16 RT: +47

DAMAGE: Piercing 11 AFFINITY: Lightning 15 RACIAL: Human 15

ATTRIBUTES:

ATK 153 STR 4 VIT 6 DEX 3 AVD 1 MIND 4 RES 1

SKILL BONUS: Augment Lightning +1

ON HIT: Lightning Averse

DEBUFF RESIST: Stopproof

EFFECT: Instill Lightning (3 charges)

CLASSES:

Rune Fencer Dragoon Lord Paladin
White Knight Hoplite Juggernaut

Dropped from the following unit(s):

HG[6] San Bronsa Ruins (Floating Ruins - Level 4)
(04,18,21) Vayu x 1

<Dark Spear> [CA39]

A spear wielded by the minions of the Dark. Said to be a conduit for sorrow and despair.

Spears (2H) Lv.46~

RANGE: 2 ~ 3 AREA: 1 WEIGHT: 16 RT: +48

DAMAGE: Piercing 13 AFFINITY: Dark 15

ATTRIBUTES:

ATK 161 HP 5 MP 8 LUCK -5 STR 2 VIT 5 AGIL 3
AVD 2 RES 5

SKILL BONUS: Augment Darkness +1
ON HIT: Dark Averse
DEBUFF RESIST: Fearproof
EFFECT: Paralytic Wave (3 charges)

CLASSES:

Rune Fencer Dragoon Lord Paladin
White Knight Hoplite Juggernaut

Dropped from the following unit(s):
 Palace of the Dead (Palace of the Dead - Level 112)
 (02,21,20) Blood Gavial x 1

=====

<Cursed Weapon>	[3FEB]
-----------------	--------

=====

A spear enchanted by forbidden arts. Strongest when flesh and soul are sealed within the weapon.

Spears (2H) Lv.01~

RANGE: 1 ~ 2 AREA: 1

EFFECT: Snapdragon (1 charge)

CLASSES:

Rune Fencer Dragoon Lord Paladin
White Knight Hoplite Juggernaut

Dropped from the following unit(s):
 Palace of the Dead (Palace of the Dead - Level 56)
 (05,04,04) Blood Gavial x 1

 Palace of the Dead (Palace of the Dead - Level 95)
 (05,19,22) Cannibal x 1

Note: The item's effect can only be used by generic units and is consumed upon use.

=====

H a m m e r s	[7D05]
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=====

Hammers are melee weapons used to deliver crushing attacks.

- Halt Hammer [ECB4]
- Halt Hammer +1 [ED8B]
- Caldia [1AC5]
- Iron Fan [213F]
- Morning Star [5E7F]
- Morning Star +1 [270E]
- Baldur Hammer [C078]
- Baldur Hammer +1 [5736]
- War Hammer [632B]

War Hammer +1 [2A76]
 War Maul [BD64]
 War Maul +1 [4AEF]
 Spiked Flail [73DA]
 Spiked Flail +1 [3D57]
 Damasc Hammer [730A]
 Damasc Hammer +1 [248E]
 Dragon Hammer [B062]
 Sanguine Hammer [83D1]
 Yggdrasil Gnarl [2C97]
 Glacies [34E7]
 Aqua Hammer [6B9F]
 Vajra [61ED]
 <Sanscion> [213A]
 Flame Flail [24E0]
 Euros [87D2]
 <Dagda's Hammer> [E378]
 <Walitas> [CAEB]
 <Cursed Weapon> [F1A5]

=====
 Halt Hammer [ECB4]
 =====

A small, one-handed hammer used to break stone blocks.

 Hammers (1H) Lv.01~

RANGE: 1 AREA: 1 WEIGHT: 7 RT: +20

DAMAGE: Crushing 3

ATTRIBUTES:

ATK 48 STR 3 AVD -3

 CLASSES:

Warrior	Knight	Terror Knight	Berserker
Beast Tamer	Lord	Paladin	Vartan
White Knight	Hoplite	Juggernaut	

 Sold in General Shops for 1200 goth at the start of the game.

=====
 Halt Hammer +1 [ED8B]
 =====

A small, one-handed hammer used to break stone blocks.

 Hammers (1H) Lv.02~

RANGE: 1 AREA: 1 WEIGHT: 7 RT: +22

DAMAGE: Crushing 5

ATTRIBUTES:

ATK 58 STR 4 AVD -4

 CLASSES:

Warrior	Knight	Terror Knight	Berserker
Beast Tamer	Lord	Paladin	Vartan
White Knight	Hoplite	Juggernaut	

 Crafted using <Melee Weapons I>.

Materials:

Halt Hammer x 1 Bronze Ingot x 2
Toneriwood x 1

Caldia [1AC5]
=====

A heart-shaped fan used in dances performed by followers of the goddess of beauty. It inflicts little damage and can only be used by women.

Hammers (1H) Lv.05~

RANGE: 1 AREA: 1 WEIGHT: 5 RT: +14
DAMAGE: Crushing 1

ATTRIBUTES:

ATK 18 MP 3 LUCK 5 DEX 4 INT 5 MIND 1 RES 5

SKILL BONUS: Augment Darkness +1
DEBUFF RESIST: Charmproof
EFFECT: Charm (1 charge)

CLASSES:

Warrior	Wizard	Cleric	Rune Fencer
Knight	Terror Knight	Berserker	Ninja
Rogue	Beast Tamer	Warlock	Necromancer
Lich	Divine Knight	Priest	Princess
Dark Priest	Shaman	Wicce	Songstress
Knight Commander	Hoplite	Juggernaut	Familiar

Sold in General Shops for 2000 goth after CH1N-SB[5] Krysaro and returning to Almorica Castle.

Crafted using <Melee Weapons I>.

Materials:

Enchanted Feather x 1 Zolia Draught x 1
Dark Krystallos x 1 Cotton Thread x 1

Iron Fan [213F]
=====

An iron-bladed fan far more deadly than it appears. Can only be used by men.

Hammers (1H) Lv.06~

RANGE: 1 AREA: 1 WEIGHT: 8 RT: +23
DAMAGE: Crushing 5 RACIAL: Human 5

ATTRIBUTES:

ATK 64 HP 10 STR 5 VIT 4 AGIL -4

ON HIT: Stunned

CLASSES:

Warrior	Knight	Terror Knight	Berserker
Ninja	Rogue	Beast Tamer	Lord
Paladin	Vartan	White Knight	Hoplite
Juggernaut	Familiar		

Crafted using <Melee Weapons I>.

Materials:

Caldia x 1 Iron Ingot x 2
Nightshade Extract x 1

=====
Morning Star [5E7F]
=====

A mace with numerous sharp spikes protruding from its head.

Hammers (1H) Lv.06~

RANGE: 1 AREA: 1 WEIGHT: 7 RT: +22
DAMAGE: Crushing 4

ATTRIBUTES:

ATK 62 HP 2 STR 2 MIND 1

CLASSES:

Warrior	Knight	Terror Knight	Berserker
Beast Tamer	Lord	Paladin	Vartan
White Knight	Hoplite	Juggernaut	

Sold in General Shops for 2400 goth after CH1N-SB[7] The Arkhaiopolis of Rhime and returning to Almorica Castle.

=====
Morning Star +1 [270E]
=====

A mace with numerous sharp spikes protruding from its head.

Hammers (1H) Lv.07~

RANGE: 1 AREA: 1 WEIGHT: 8 RT: +24
DAMAGE: Crushing 6 RACIAL: Reptile 5

ATTRIBUTES:

ATK 72 HP 5 STR 4 MIND 3

ON HIT: Knockback

CLASSES:

Warrior	Knight	Terror Knight	Berserker
Beast Tamer	Lord	Paladin	Vartan
White Knight	Hoplite	Juggernaut	

Crafted using <Melee Weapons I>.

Materials:

Morning Star x 1 Iron Ingot x 2
Leather x 1

=====
Baldur Hammer [C078]
=====

A two-handed hammer made of baldur, an alchemically forged metal that amplifies magic.

Hammers (2H) Lv.10~

RANGE: 1 AREA: 1 WEIGHT: 11 RT: +34
DAMAGE: Crushing 5

ATTRIBUTES:

ATK 88 MP 5 LUCK -1 VIT 2 DEX 1 INT 4

CLASSES:

Warrior	Knight	Terror Knight	Berserker
Beast Tamer	Lord	Paladin	Vartan
White Knight	Hoplite	Juggernaut	

Sold in General Shops for 4500 goth after CH2C-SB[6] Krysar or CH2L-SB[6] Qadriga Fortress.

Baldur Hammer +1 [5736]

A two-handed hammer made of baldur, an alchemically forged metal that amplifies magic.

Hammers (2H) Lv.11~

RANGE: 1 AREA: 1 WEIGHT: 12 RT: +36
DAMAGE: Crushing 7 RACIAL: Divine 5

ATTRIBUTES:

ATK 100 MP 8 LUCK -3 VIT 4 DEX 3 INT 5

ON HIT: Silenced

CLASSES:

Warrior	Knight	Terror Knight	Berserker
Beast Tamer	Lord	Paladin	Vartan
White Knight	Hoplite	Juggernaut	

Crafted using <Melee Weapons I>.

Materials:

Baldur Hammer	x 1	Silver Ingot	x 1
Baldur Ingot	x 1	Nightshade Extract	x 1

War Hammer [632B]

A one-handed hammer resembling a large pick axe. The head and haft are forged as a single piece.

Hammers (1H) Lv.13~

RANGE: 1 AREA: 1 WEIGHT: 9 RT: +26
DAMAGE: Piercing 4

ATTRIBUTES:

ATK 80 STR 4 DEX 2

CLASSES:

Warrior	Knight	Terror Knight	Berserker
Beast Tamer	Lord	Paladin	Vartan
White Knight	Hoplite	Juggernaut	

Sold in General Shops for 4500 goth after CH3N-SB[4] Port Asyton, CH3C-SB[6] Bahanna Highlands or CH3L-SB[7]A/B Coritanae Keep (Coritanae Ward).

War Hammer +1 [2A76]

A one-handed hammer resembling a large pick axe. The head and haft are forged as a single piece.

Hammers (1H) Lv.14~

RANGE: 1 AREA: 1 WEIGHT: 9 RT: +28
DAMAGE: Piercing 6

ATTRIBUTES:

ATK 90 STR 6 DEX 3 AVD 2 MIND 2

CLASSES:

Warrior	Knight	Terror Knight	Berserker
Beast Tamer	Lord	Paladin	Vartan
White Knight	Hoplite	Juggernaut	

Crafted using <Melee Weapons II>.

Materials:

War Hammer	x 1	Iron Ingot	x 1
Steel Ingot	x 1	Ananawood	x 1

War Maul [BD64]

A two-handed, intricately engraved ceremonial hammer. Its considerable heft crushes even heavily armored foes.

Hammers (2H) Lv.16~

RANGE: 1 AREA: 1 WEIGHT: 12 RT: +37
DAMAGE: Crushing 5

ATTRIBUTES:

ATK 105 STR 1 VIT 2 INT 1

CLASSES:

Warrior	Knight	Terror Knight	Berserker
Beast Tamer	Lord	Paladin	Vartan
White Knight	Hoplite	Juggernaut	

Sold in General Shops for 6400 goth at the start of Chapter IV.

War Maul +1 [4AEF]

A two-handed, intricately engraved ceremonial hammer. Its considerable heft crushes even heavily armored foes.

Hammers (2H) Lv.17~

RANGE: 1 AREA: 1 WEIGHT: 13 RT: +39
DAMAGE: Crushing 7

ATTRIBUTES:

ATK 117 STR 3 VIT 4 AGIL 2 INT 3 RES 1

ON HIT: Knockback

CLASSES:

Warrior	Knight	Terror Knight	Berserker
Beast Tamer	Lord	Paladin	Vartan
White Knight	Hoplite	Juggernaut	

Crafted using <Melee Weapons II>.

Materials:

War Maul	x 1	Silver Ingot	x 1
Steel Ingot	x 1	Ananawood	x 1

=====
Spiked Flail [73DA]
=====

A spiked iron ball attached to a wooden shaft by a chain. Made for one-handed use, it is deadly at close quarters.

Hammers (1H) Lv.19~

RANGE: 1 AREA: 1 WEIGHT: 10 RT: +29
DAMAGE: Crushing 6

ATTRIBUTES:

ATK 94 HP 2 STR 2 DEX 1 MIND 2

CLASSES:

Warrior	Knight	Terror Knight	Berserker
Beast Tamer	Lord	Paladin	Vartan
White Knight	Hoplite	Juggernaut	

Sold in General Shops for 6700 goth after CH4-SB[10] Barnicia Castle (Barnicia Grand Staircase) and returning to Phidoch Castle.

=====
Spiked Flail +1 [3D57]
=====

A spiked iron ball attached to a wooden shaft by a chain. Made for one-handed use, it is deadly at close quarters.

Hammers (1H) Lv.20~

RANGE: 1 AREA: 1 WEIGHT: 10 RT: +31
DAMAGE: Crushing 8

ATTRIBUTES:

ATK 104 HP 5 STR 4 DEX 3 MIND 4

CLASSES:

Warrior	Knight	Terror Knight	Berserker
Beast Tamer	Lord	Paladin	Vartan
White Knight	Hoplite	Juggernaut	

 Crafted using <Melee Weapons II>.

Materials:

Spiked Flail	x 1	Steel Ingot	x 2
Ananawood	x 1		

=====

Damasc Hammer	[730A]
---------------	--------

=====

A two-handed hammer with a head forged from damasc steel. Resistant to rust and said to be nigh indestructible.

 Hammers (2H) Lv.22~

RANGE: 1 AREA: 1 WEIGHT: 13 RT: +40
 DAMAGE: Crushing 6 RACIAL: Golem 5

ATTRIBUTES:

ATK	122	MP	2	VIT	3	DEX	1	AGIL	2	RES	2
-----	-----	----	---	-----	---	-----	---	------	---	-----	---

 CLASSES:

Warrior	Knight	Terror Knight	Berserker
Beast Tamer	Lord	Paladin	Vartan
White Knight	Hoplite	Juggernaut	

 Sold in General Shops for 10300 goth after CODA-SB[1] Port Omish.

=====

Damasc Hammer +1	[248E]
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=====

A two-handed hammer with a head forged from damasc steel. Resistant to rust and said to be nigh indestructible.

 Hammers (2H) Lv.23~

RANGE: 1 AREA: 1 WEIGHT: 14 RT: +43
 DAMAGE: Crushing 8

ATTRIBUTES:

ATK	134	HP	3	MP	5	VIT	4	DEX	2	AGIL	4	RES	3
-----	-----	----	---	----	---	-----	---	-----	---	------	---	-----	---

SKILL BONUS: Hammers +1
 ON HIT: Stunned

 CLASSES:

Warrior	Knight	Terror Knight	Berserker
Beast Tamer	Lord	Paladin	Vartan
White Knight	Hoplite	Juggernaut	

 Crafted using <Axe, Spear & Hammer>.

Materials:

Damasc Hammer	x 1	Steel Ingot	x 1
Wootz Steel	x 1	Baobawood	x 1

=====
Dragon Hammer

[B062]

=====
A one-handed hammer carved from a large dragon femur. Dragon teeth are set on its tip to add extra bite to its blows.

Hammers (1H) Lv.25~

RANGE: 1 AREA: 1 WEIGHT: 11 RT: +32
DAMAGE: Crushing 7 RACIAL: Dragon 5

ATTRIBUTES:

ATK 108 LUCK 5 STR 2 AVD 4 MIND 1

SKILL BONUS: Draconology +1

CLASSES:

Warrior	Knight	Terror Knight	Berserker
Beast Tamer	Lord	Paladin	Vartan
White Knight	Hoplite	Juggernaut	

Crafted using <Axe, Spear & Hammer>.

Materials:

Wurm Thighbone	x 1	Wurm Fang	x 1
Wootz Steel	x 1	Baobawood	x 1

=====
Sanguine Hammer

[83D1]

=====
A one-handed hammer carved from a large dragon femur. Dragon teeth are set on its tip to add extra bite to its blows.

Hammers (1H) Lv.26~

RANGE: 1 AREA: 1 WEIGHT: 11 RT: +34
DAMAGE: Crushing 9 RACIAL: Dragon 10

ATTRIBUTES:

ATK 118 LUCK 8 STR 3 AVD 5 MIND 2

SKILL BONUS: Draconology +2

EFFECT: Stun Breath (1 charge)

CLASSES:

Warrior	Knight	Terror Knight	Berserker
Beast Tamer	Lord	Paladin	Vartan
White Knight	Hoplite	Juggernaut	

Crafted using <Hammer Enchiridion>.

Materials:

Dragon Hammer	x 1	Wurm Horn	x 1
Wurm Whisker	x 1	Wootz Steel	x 1

=====
Yggdrasil Gnarl

[2C97]

=====
A gigantic, two-handed hammer. Carved from the petrified wood of the World Tree.
=====

Hammers (2H) Lv.28~

RANGE: 1 AREA: 1 WEIGHT: 15 RT: +44
DAMAGE: Crushing 7

ATTRIBUTES:

ATK 138 MP 3 VIT 4 DEX 2 INT 1 MIND 1 RES 2

CLASSES:

Warrior	Knight	Terror Knight	Berserker
Beast Tamer	Lord	Paladin	Vartan
White Knight	Hoplite	Juggernaut	

Crafted using <Axe, Spear & Hammer>.

Materials:

Ancient Wood	x 1	Wootz Steel	x 1
Platinum Ingot	x 1	Baobawood	x 1

=====
Glacies

[34E7]
=====

A gigantic, two-handed hammer. Carved from the petrified wood of the World Tree.

Hammers (2H) Lv.29~

RANGE: 1 AREA: 1 WEIGHT: 15 RT: +46
DAMAGE: Crushing 9 AFFINITY: Ice 7 RACIAL: Beast 10

ATTRIBUTES:

ATK 150 MP 7 VIT 5 DEX 3 INT 3 MIND 2 RES 3

SKILL BONUS: Augment Ice +1

ON HIT: Ice Averse

CLASSES:

Warrior	Knight	Terror Knight	Berserker
Beast Tamer	Lord	Paladin	Vartan
White Knight	Hoplite	Juggernaut	

Crafted using <Hammer Enchiridion>.

Materials:

Yggdrasil Gnarl	x 1	Worm Thighbone	x 1
Wootz Steel	x 1	Black Ice Orb	x 1

=====
Aqua Hammer

[6B9F]
=====

A one-handed hammer said to have sprung, fully formed, from the tears of the Sea God Vasque.

Hammers (1H) Lv.31~

RANGE: 1 AREA: 1 WEIGHT: 11 RT: +34
DAMAGE: Crushing 9 AFFINITY: Water 7

ATTRIBUTES:

ATK 122 HP 8 STR 3 VIT 2 AGIL 2 AVD 4 RES 2

SKILL BONUS: Augment Water +1
ON HIT: Water Averse
DEBUFF RESIST: Stunproof
EFFECT: Quench (1 charge)

CLASSES:

Warrior	Knight	Terror Knight	Berserker
Beast Tamer	Lord	Paladin	Vartan
White Knight	Hoplite	Juggernaut	

Dropped from the following unit(s):

San Bronsa Ruins (Tower of Law Eternal - Level 11)
(11,08,10) Flood Dragon x 1

=====

Vajra	[61ED]
-------	--------

This sacred hammer is said to have been wielded by Indra, one of the Twelve Heavenly Generals.

Hammers (1H) Lv.32~

RANGE: 1 AREA: 1 WEIGHT: 12 RT: +36
DAMAGE: Crushing 10 AFFINITY: Lightning 10

ATTRIBUTES:

ATK 132 VIT 8 DEX 2 AGIL 4

SKILL BONUS: Augment Lightning +1
ON HIT: Lightning Averse
DEBUFF RESIST: Stopproof

CLASSES:

Warrior	Knight	Terror Knight	Berserker
Beast Tamer	Lord	Paladin	Vartan
White Knight	Hoplite	Juggernaut	

Dropped from the following unit(s):

HG[7] Phorampa Wildwood (Wonder at the Gods Above)
(08,17,21) Indra x 1

=====

<Sanscion>	[213A]
------------	--------

A two-handed hammer once used by Galf, an overlord of the abyss. This great hammer is said to hold dominion over the land.

Hammers (2H) Lv.34~

RANGE: 1 AREA: 1 WEIGHT: 16 RT: +47
DAMAGE: Crushing 11 AFFINITY: Earth 10 RACIAL: Reptile 10

ATTRIBUTES:

ATK 155 HP 10 MP 5 VIT 4 DEX 1 AVD 2 INT 2
RES 5

SKILL BONUS: Herpetology +1
ON HIT: Bound
DEBUFF RESIST: Fearproof

CLASSES:

Warrior	Knight	Terror Knight	Berserker
Beast Tamer	Lord	Paladin	Vartan
White Knight	Hoplite	Juggernaut	

Dropped from the following unit(s):

CH4-SB[36] The Hanging Gardens (Chamber of the Seal)
(19,09,15) Knight Commander Barbas x 1 (Lv.35~)

CODA-SB[9] Golyat (Golyat North Village)
(13,11,09) Knight Commander Barbas x 1

=====

Flame Flail	[24E0]
-------------	--------

A one-handed chain flail that burns with incandescent brilliance when swung.

Hammers (1H) Lv.37~

RANGE: 1 AREA: 1 WEIGHT: 12 RT: +37
DAMAGE: Crushing 10 AFFINITY: Fire 15

ATTRIBUTES:

ATK 136 LUCK 5 STR 4 VIT 2 AGIL 2 AVD 2 MIND 4

SKILL BONUS: Augment Fire +1
ON HIT: Fire Averse
EFFECT: Sparksphere III (1 charge)

CLASSES:

Warrior	Knight	Terror Knight	Berserker
Beast Tamer	Lord	Paladin	Vartan
White Knight	Hoplite	Juggernaut	

Dropped from the following unit(s):

Palace of the Dead (Palace of the Dead - Level 91)
(06,00,09) Executioner x 1

=====

Euros	[87D2]
-------	--------

A two-handed hammer imbued with the power of Euros, God of the East Wind.

Hammers (2H) Lv.40~

RANGE: 1 AREA: 1 WEIGHT: 17 RT: +50
DAMAGE: Crushing 9 AFFINITY: Air 15

ATTRIBUTES:

ATK 172 RES 3

SKILL BONUS: Augment Air +1
ON HIT: Air Averse
DEBUFF RESIST: Sleepproof

EFFECT: Black Williwaw (3 charges)

CLASSES:

Warrior	Knight	Terror Knight	Berserker
Beast Tamer	Lord	Paladin	Vartan
White Knight	Hoplite	Juggernaut	

Dropped from the following unit(s):

Palace of the Dead (Palace of the Dead - Level 99)
(02,05,18) Executioner x 1

=====
<Dagda's Hammer> [E378]
=====

A two-handed hammer formed from the blood of the Dark Lord Dagda. A dark magic relic.

Hammers (2H) Lv.43~

RANGE: 1 AREA: 1 WEIGHT: 17 RT: +52
DAMAGE: Crushing 12 AFFINITY: Dark 15

ATTRIBUTES:

ATK 180 HP 8 MP 12 STR 3 VIT 5 INT 5 MIND 3
RES 8

SKILL BONUS: Augment Darkness +1

ON HIT: Dark Averse

DEBUFF RESIST: Stoneproof

EFFECT: Petriburst (1 charge)

CLASSES:

Warrior	Knight	Terror Knight	Berserker
Beast Tamer	Lord	Paladin	Vartan
White Knight	Hoplite	Juggernaut	

Dropped from the following unit(s):

Palace of the Dead (Palace of the Dead - Level 112)
(15,14,08) Blood Gavial x 1

=====
<Walitas> [CAEB]
=====

A two-handed hammer engraved with the ten precepts of the Great Father Philaha.

Hammers (2H) Lv.46~

RANGE: 1 AREA: 1 WEIGHT: 18 RT: +54
DAMAGE: Crushing 13 AFFINITY: Light 15 RACIAL: Phantom 15

ATTRIBUTES:

ATK 189 LUCK 5 VIT 3 DEX 6 AGIL 5 AVD 3 RES 2

SKILL BONUS: Augment Light +1

ON HIT: Light Averse

DEBUFF RESIST: Charmproof

EFFECT: Spiritsurge III (1 charge)

CLASSES:

Warrior	Knight	Terror Knight	Berserker
Beast Tamer	Lord	Paladin	Vartan
White Knight	Hoplite	Juggernaut	

Dropped from the following unit(s):

Palace of the Dead (Palace of the Dead - Level 108)
(10,14,12) Executioner x 1

=====
<Cursed Weapon> [F1A5]
=====

A hammer enchanted by forbidden arts. Strongest when flesh and soul are sealed within the weapon.

Hammers (2H) Lv.01~

RANGE: 1 AREA: 1

EFFECT: Snapdragon (1 charge)

CLASSES:

Warrior	Knight	Terror Knight	Berserker
Beast Tamer	Lord	Paladin	Vartan
White Knight	Hoplite	Juggernaut	

Dropped from the following unit(s):

Palace of the Dead (Palace of the Dead - Level 63)
(04,21,18) Hoplite x 1

Palace of the Dead (Palace of the Dead - Level 81)
(05,18,12) Blood Gavial x 1

Note: The item's effect can only be used by generic units and is consumed upon use.

=====
K a t a n a (1 H) [50A9]
=====

One-handed katana are melee weapons used primarily for slashing attacks.

Hisyu	[0A32]
Superior Hisyu	[97C2]
Wakizashi	[EBD6]
Superior Wakizashi	[12FE]
Jitte	[7892]
Superior Jitte	[69D2]
Spiritblade	[E8BF]
Superior Spiritblade	[D87B]
Ninja Sword	[7216]
Superior Ninja Sword	[1F9D]
Moon Sickle	[4EA6]
Superior Moon Sickle	[863A]
Sai	[2937]
Superior Sai	[CA43]
Muso Blade	[F7ED]

Superior Muso Blade [BC36]
 Tigerblade [EF13]
 Superior Tigerblade [ADC7]
 Ghostblade [CB0F]
 Superior Ghostblade [5A06]
 Brahma [2874]
 Superior Brahma [6AEC]
 The Awakener [D0CB]
 Thunderfire [EBCF]
 <Golok> [DE9F]
 <Bakasura> [EFB6]
 <Shimmer Sword> [0FA7]
 <Cursed Weapon> [D5F6]

Hisyu [0A32]

A katana with a short, straight blade favored by assassins for its ease of concealment. Made for stabbing rather than cutting.

Katana (1H) Lv.01~

RANGE: 1 AREA: 1 WEIGHT: 2 RT: +9
 DAMAGE: Piercing 1

ATTRIBUTES:

ATK 29 DEX 3 AGIL 1 MIND 2

CLASSES:

Ninja Lord

Sold in General Shops for 900 goth after CH2C-SB[10] The Arkhaiopolis of Rhime or CH2L-SB[9] The Arkhaiopolis of Rhime.

Superior Hisyu [97C2]

A katana with a short, straight blade favored by assassins for its ease of concealment. Made for stabbing rather than cutting.

Katana (1H) Lv.02~

RANGE: 1 AREA: 1 WEIGHT: 3 RT: +11
 DAMAGE: Piercing 3

ATTRIBUTES:

ATK 40 DEX 5 AGIL 3 MIND 4

CLASSES:

Ninja Lord

Crafted using <Melee Weapons I>.

Materials:

Hisyu x 1 Iron Ingot x 2
 Toneriwood x 1

Wakizashi [EBD6]

=====

A katana with a short, slightly cambered blade.

Katana (1H) Lv.04~

RANGE: 1 AREA: 1 WEIGHT: 3 RT: +10
DAMAGE: Slashing 1

ATTRIBUTES:

ATK 37 STR 1 AGIL 2

CLASSES:

Ninja Lord

Sold in General Shops for 1300 goth after CH2C-SB[10] The Arkhaiopolis of Rhime or CH2L-SB[9] The Arkhaiopolis of Rhime.

=====

Superior Wakizashi [12FE]

=====

A katana with a short, slightly cambered blade.

Katana (1H) Lv.05~

RANGE: 1 AREA: 1 WEIGHT: 3 RT: +13
DAMAGE: Slashing 3 RACIAL: Human 5

ATTRIBUTES:

ATK 48 STR 2 AGIL 4

CLASSES:

Ninja Lord

Crafted using <Melee Weapons I>.

Materials:

Wakizashi	x 1	Iron Ingot	x 1
Toneriwood	x 1	Cotton Thread	x 1

=====

Jitte [7892]

=====

A katana used to subdue opponents. Its blunt edge is used to strike out while evading counterattack.

Katana (1H) Lv.07~

RANGE: 1 AREA: 1 WEIGHT: 3 RT: +12
DAMAGE: Crushing 1

ATTRIBUTES:

ATK 45 STR 2 VIT 1 AVD 2

CLASSES:

Ninja Lord

Sold in General Shops for 1900 goth after CH2C-SB[10] The Arkhaiopolis of Rhime or CH2L-SB[9] The Arkhaiopolis of Rhime.

=====

Superior Jitte

[69D2]

=====

A katana used to subdue opponents. Its blunt edge is used to strike out while evading counterattack.

Katana (1H) Lv.08~

RANGE: 1 AREA: 1 WEIGHT: 4 RT: +14

DAMAGE: Crushing 3

ATTRIBUTES:

ATK 56 HP 2 STR 4 VIT 3 AVD 4

CLASSES:

Ninja Lord

Crafted using <Melee Weapons I>.

Materials:

Jitte	x 1	Iron Ingot	x 1
Birnewood	x 1	Cotton Thread	x 1

=====

Spiritblade

[E8BF]

=====

A one-handed katana with a blade of baldur, an alchemically forged metal that amplifies magic.

Katana (1H) Lv.10~

RANGE: 1 AREA: 1 WEIGHT: 3 RT: +14

DAMAGE: Slashing 2

ATTRIBUTES:

ATK 53 MP 5 LUCK -1 VIT 2 DEX 1 INT 4

CLASSES:

Ninja Lord

Sold in General Shops for 2900 goth after CH2C-SB[10] The Arkhaiopolis of Rhime or CH2L-SB[9] The Arkhaiopolis of Rhime.

=====

Superior Spiritblade

[D87B]

=====

A one-handed katana with a blade of baldur, an alchemically forged metal that amplifies magic.

Katana (1H) Lv.11~

RANGE: 1 AREA: 1 WEIGHT: 4 RT: +16

DAMAGE: Slashing 4 RACIAL: Phantom 5

ATTRIBUTES:

ATK 64 MP 8 LUCK -3 VIT 4 DEX 3 INT 5

CLASSES:

Ninja Lord

Crafted using <Melee Weapons I>.

Materials:

Spiritblade	x 1	Silver Ingot	x 1
Baldur Ingot	x 1	Birnewood	x 1

=====

Ninja Sword	[7216]
-------------	--------

=====

A katana with a slender, straight blade. Finely balanced for precision and maneuverability.

Katana (1H) Lv.13~

RANGE: 1 AREA: 1 WEIGHT: 4 RT: +15
DAMAGE: Slashing 2

ATTRIBUTES:

ATK	61	HP	5	STR	2	VIT	3	MIND	2
-----	----	----	---	-----	---	-----	---	------	---

CLASSES:

Ninja	Lord
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Sold in General Shops for 3700 goth after CH3N-SB[4] Port Asyton, CH3C-SB[6] Bahanna Highlands or CH3L-SB[7]A/B Coritanae Keep (Coritanae Ward).

=====

Superior Ninja Sword	[1F9D]
----------------------	--------

=====

A katana with a slender, straight blade. Finely balanced for precision and maneuverability.

Katana (1H) Lv.14~

RANGE: 1 AREA: 1 WEIGHT: 4 RT: +17
DAMAGE: Slashing 4

ATTRIBUTES:

ATK	72	HP	8	STR	3	VIT	5	MIND	4
-----	----	----	---	-----	---	-----	---	------	---

CLASSES:

Ninja	Lord
-------	------

Crafted using <Melee Weapons II>.

Materials:

Ninja Sword	x 1	Iron Ingot	x 1
Steel Ingot	x 1	Birnewood	x 1

=====

Moon Sickle	[4EA6]
-------------	--------

=====

A katana fitted with a crescent-shaped sickle blade. The inner edge is used to lacerate opponents.

Katana (1H) Lv.16~

RANGE: 1 AREA: 1 WEIGHT: 4 RT: +17
DAMAGE: Slashing 2

ATTRIBUTES:

ATK 69 VIT 1 AVD 3 RES 2

CLASSES:

Ninja Lord

Sold in General Shops for 4300 goth at the start of Chapter IV.

=====
Superior Moon Sickle [863A]
=====

A katana fitted with a crescent-shaped sickle blade. The inner edge is used to lacerate opponents.

Katana (1H) Lv.17~

RANGE: 1 AREA: 1 WEIGHT: 5 RT: +19
DAMAGE: Slashing 4

ATTRIBUTES:

ATK 80 VIT 3 AVD 4 RES 4

CLASSES:

Ninja Lord

Crafted using <Melee Weapons II>.

Materials:

Moon Sickle	x 1	Steel Ingot	x 1
Hagane Steel	x 1	Ananawood	x 1

=====
Sai [2937]
=====

A katana with a slender, straight blade for stabbing and two curved prongs projecting from the handle.

Katana (1H) Lv.19~

RANGE: 1 AREA: 1 WEIGHT: 5 RT: +18
DAMAGE: Piercing 3

ATTRIBUTES:

ATK 77 HP 1 LUCK 6 STR 2 DEX 1 INT 5

CLASSES:

Ninja Lord

Sold in General Shops for 6000 goth after CH4-SB[10] Barnicia Castle (Barnicia Grand Staircase) and returning to Phidoch Castle.

=====
Superior Sai [CA43]
=====

A katana with a slender, straight blade for stabbing and two curved prongs

projecting from the handle.

Katana (1H) Lv.20~

RANGE: 1 AREA: 1 WEIGHT: 5 RT: +21
DAMAGE: Piercing 5

ATTRIBUTES:

ATK 88 HP 4 LUCK 9 STR 4 VIT 2 DEX 3 INT 7

CLASSES:

Ninja Lord

Crafted using <Melee Weapons II>.

Materials:

Sai	x 1	Steel Ingot	x 1
Hagane Steel	x 1	Silken Thread	x 1

Muso Blade

[F7ED]

A one-handed katana with a blade forged from damasc steel. Resistant to rust and said to hold its edge indefinitely.

Katana (1H) Lv.22~

RANGE: 1 AREA: 1 WEIGHT: 5 RT: +20
DAMAGE: Slashing 3

ATTRIBUTES:

ATK 85 VIT 2 AGIL 2 INT 1

CLASSES:

Ninja Lord

Sold in General Shops for 6700 goth after CODA-SB[1] Port Omish.

Superior Muso Blade

[BC36]

A one-handed katana with a blade forged from damasc steel. Resistant to rust and said to hold its edge indefinitely.

Katana (1H) Lv.23~

RANGE: 1 AREA: 1 WEIGHT: 6 RT: +22
DAMAGE: Slashing 5 RACIAL: Golem 5

ATTRIBUTES:

ATK 96 VIT 4 AGIL 3 INT 3 RES 2

SKILL BONUS: Katana (1H) +1
ON HIT: Stunned

CLASSES:

Ninja Lord

Crafted using <The Katana>.

Materials:

Muso Blade	x 1	Hagane Steel	x 1
Wootz Steel	x 1	Silver Thread	x 1

=====
Tigerblade [EF13]
=====

A one-handed katana with claw-like protrusions on the back of the blade for breaking enemy weapons.

Katana (1H) Lv.25~

RANGE: 1 AREA: 1 WEIGHT: 5 RT: +22
DAMAGE: Slashing 4

ATTRIBUTES:

ATK 93 HP 4 LUCK 10 VIT 3 DEX 1 AVD 1

CLASSES:

Ninja Lord

Crafted using <The Katana>.

Materials:

Hagane Steel	x 1	Wootz Steel	x 1
Baobawood	x 1	Golden Thread	x 1

=====
Superior Tigerblade [ADC7]
=====

A one-handed katana with claw-like protrusions on the back of the blade for breaking enemy weapons.

Katana (1H) Lv.26~

RANGE: 1 AREA: 1 WEIGHT: 6 RT: +24
DAMAGE: Slashing 6

ATTRIBUTES:

ATK 104 HP 7 LUCK 15 STR 2 VIT 5 DEX 3 AVD 3

CLASSES:

Ninja Lord

Crafted using <Katana Enchiridion>.

Materials:

Tigerblade	x 1	Hagane Steel	x 2
Wootz Steel	x 1		

=====
Ghostblade [CB0F]
=====

A katana that emits a pallid blue glow. The blade is chill to the touch.

Katana (1H) Lv.28~

RANGE: 1 AREA: 1 WEIGHT: 6 RT: +23
DAMAGE: Slashing 4

ATTRIBUTES:

ATK 101 VIT 2 DEX 5 MIND 1 RES 4

CLASSES:

Ninja Lord

Crafted using <The Katana>.

Materials:

Muso Blade	x 1	Hagane Steel	x 1
Golden Thread	x 1	Regal Gems	x 1

Superior Ghostblade [5A06]

A katana that emits a pallid blue glow. The blade is chill to the touch.

Katana (1H) Lv.29~

RANGE: 1 AREA: 1 WEIGHT: 6 RT: +25
DAMAGE: Slashing 6 AFFINITY: Water 10

ATTRIBUTES:

ATK 112 VIT 4 DEX 8 MIND 3 RES 6

SKILL BONUS: Augment Water +1
ON HIT: Water Averse
DEBUFF RESIST: Charmproof
EFFECT: Aquablast II (1 charge)

CLASSES:

Ninja Lord

Crafted using <Katana Enchiridion>.

Materials:

Ghostblade	x 1	Hagane Steel	x 1
Wootz Steel	x 1	Cataract Orb	x 1

Brahma [2874]

A katana forged in the eastern lands. The blade has a pronounced camber, and is honed to a perfect edge.

Katana (1H) Lv.31~

RANGE: 1 AREA: 1 WEIGHT: 6 RT: +25
DAMAGE: Slashing 5 AFFINITY: Earth 5

ATTRIBUTES:

ATK 109 HP 5 STR 1 VIT 3 DEX 1 AVD 1

SKILL BONUS: Augment Earth +1
ON HIT: Earth Averse
EFFECT: Vulcan Lance III (1 charge)

CLASSES:

Ninja Lord

Crafted using <The Katana>.

Materials:

Ghostblade	x 1	Hagane Steel	x 1
Wootz Steel	x 1	Earth Krystallos	x 1

=====

Superior Brahma	[6AEC]
-----------------	--------

=====

A katana forged in the eastern lands. The blade has a pronounced camber, and is honed to a perfect edge.

Katana (1H) Lv.32~

RANGE: 1 AREA: 1 WEIGHT: 7 RT: +27
DAMAGE: Slashing 7 AFFINITY: Light 10 RACIAL: Umbra 10

ATTRIBUTES:

ATK 120 HP 8 STR 2 VIT 4 DEX 2 AVD 2

SKILL BONUS: Augment Light +1

ON HIT: Light Averse

DEBUFF RESIST: Charmproof

CLASSES:

Ninja Lord

Crafted using <Katana Enchiridion>.

Materials:

Brahma	x 1	Hagane Steel	x 1
Platinum Ingot	x 1	Radiant Orb	x 1

=====

The Awakener	[DOCB]
--------------	--------

=====

A legendary katana wielded by the Awakener, a high priest who slew the fey beast Hoesin.

Katana (1H) Lv.34~

RANGE: 1 AREA: 1 WEIGHT: 7 RT: +26
DAMAGE: Slashing 6 AFFINITY: Ice 15 RACIAL: Reptile 10

ATTRIBUTES:

ATK 117 LUCK -5 DEX 2 MIND 5 RES 3

SKILL BONUS: Augment Ice +1

ON HIT: Ice Averse

DEBUFF RESIST: Stunproof

EFFECT: Iceblast III (1 charge)

CLASSES:

Ninja Lord

Dropped from the following unit(s):

Palace of the Dead (Palace of the Dead - Level 94)

(01,13,17) Dark Stalker x 1

Thunderfire

[EBCF]

A one-handed katana imbued with the power of the mischievous imp Thunderfire. Thunder rolls with each sweep of its blade.

Katana (1H) Lv.37~

RANGE: 1 AREA: 1 WEIGHT: 7 RT: +28
DAMAGE: Slashing 7 AFFINITY: Lightning 15

ATTRIBUTES:

ATK 125 HP 5 VIT 3 DEX 2 AGIL 2 INT 2

SKILL BONUS: Augment Lightning +1
ON HIT: Lightning Averse
EFFECT: Lightning Bow III (0 charge)

CLASSES:

Ninja Lord

Dropped from the following unit(s):

Palace of the Dead (Palace of the Dead - Level 88)
(03,22,22) Dark Stalker x 1

<Golok>

[DE9F]

A katana said to have been gifted to mankind by the legendary Garuda, devourer of dragons.

Katana (1H) Lv.40~

RANGE: 1 AREA: 1 WEIGHT: 7 RT: +30
DAMAGE: Slashing 8 AFFINITY: Air 15 RACIAL: Dragon 15

ATTRIBUTES:

ATK 133 DEX 3 INT 6 RES 2

SKILL BONUS: Draconology +1
ON HIT: Air Averse
DEBUFF RESIST: Fearproof
EFFECT: Vortex Breath (1 charge)

CLASSES:

Ninja Lord

Dropped from the following unit(s):

Palace of the Dead (Palace of the Dead - Level 104)
(04,07,16) Dark Stalker x 1

<Bakasura>

[EFB6]

This sacred katana is said to have been wielded by Rakshas, one of the Twelve Heavenly Generals.

Katana (1H) Lv.43~

RANGE: 1 AREA: 1 WEIGHT: 8 RT: +31

DAMAGE: Slashing 9 AFFINITY: Dark 15

ATTRIBUTES:

ATK 141 HP 6 STR 4 VIT 3 DEX 1 AVD 3 INT 2
MIND 1

SKILL BONUS: Augment Darkness +1

ON HIT: Dark Averse

DEBUFF RESIST: Stopproof

CLASSES:

Ninja Lord

Dropped from the following unit(s):

HG[8] San Bronsa Ruins (Floating Ruins - Level 8)
(13,12,24) Rakshas x 1

=====
<Shimmer Sword>

[0FA7]

A legendary katana crafted by the sword smith Forxan Taccasumi of the Empire of Xipang to the east. Forged from the iron of a fallen star.

Katana (1H) Lv.46~

RANGE: 1 AREA: 1 WEIGHT: 8 RT: +33

DAMAGE: Slashing 10 AFFINITY: Fire 15 RACIAL: Divine 15

ATTRIBUTES:

ATK 148 HP 10 STR 2 VIT 5 DEX 3 INT 5 RES 4

SKILL BONUS: Augment Fire +1

ON HIT: Fire Averse

DEBUFF RESIST: Leadproof

EFFECT: Firestorm II (1 charge)

CLASSES:

Ninja Lord

Dropped from the following unit(s):

Palace of the Dead (Palace of the Dead - Level 104)
(08,02,13) Dark Stalker x 1

=====
<Cursed Weapon>

[D5F6]

A one-handed katana enchanted by forbidden arts. Strongest when flesh and soul are sealed within the weapon.

Katana (1H) Lv.01~

RANGE: 1 AREA: 1

EFFECT: Snapdragon (1 charge)

CLASSES:

Ninja Lord

Dropped from the following unit(s):

Palace of the Dead (Palace of the Dead - Level 73)
(12,18,13) Dark Stalker x 1

Palace of the Dead (Palace of the Dead - Level 85)
(14,14,06) Dark Stalker x 1

Note: The item's effect can only be used by generic units and is consumed upon use.

K a t a n a (2 H) [6214]

Two-handed katana are melee weapons used primarily for slashing attacks.

- Tachi [21CD]
Superior Tachi [041C]
Siege Sword [0C78]
Sawblade [1F5E]
Nodachi [A3BC]
Superior Nodachi [062D]
Mageblade [4726]
Superior Mageblade [4E0C]
Cane Blade [8F10]
Superior Cane Blade [C07B]
Dechevalier [9A4B]
Superior Dechevalier [157A]
Blacksteel Blade [DE10]
Laquersteel Blade [E3C6]
Helm Halver [916A]
Superior Helm Halver [1CB5]
Oakblade [CA74]
Nene Bane [4E6C]
Whispertouch Blade [046C]
Firefly [DF98]
Macuahuitl [D601]
Bringer of Light [6B8A]
Asura [95B1]
Crescent Sword [D8E6]
<Beadbound Blade> [4F3A]
<Ogresbane> [D740]
<Sweepblade> [FBA5]
<Cursed Weapon> [5F26]

Tachi [21CD]

A katana with a deeply curved blade of average length. Well suited to slashing attacks.

Katana (2H) Lv.01~

RANGE: 1 AREA: 1 WEIGHT: 8 RT: +24

DAMAGE: Slashing 3

ATTRIBUTES:

ATK 38 STR 2 AVD 1

CLASSES:

Swordmaster Lord

Sold in General Shops for 1100 goth after CH2C-SB[10] The Arkhaiopolis of Rhime or CH2L-SB[9] The Arkhaiopolis of Rhime.

=====
Superior Tachi [041C]
=====

A katana with a deeply curved blade of average length. Well suited to slashing attacks.

Katana (2H) Lv.02~

RANGE: 1 AREA: 1 WEIGHT: 9 RT: +26
DAMAGE: Slashing 5

ATTRIBUTES:

ATK 52 STR 4 AVD 2

CLASSES:

Swordmaster Lord

Crafted using <Melee Weapons I>.

Materials:

Tachi	x 1	Iron Ingot	x 2
Toneriwood	x 1		

=====
Siege Sword [0C78]
=====

A katana with a heavy, dull blade made to crush the armor of foes.

Katana (2H) Lv.04~

RANGE: 1 AREA: 1 WEIGHT: 9 RT: +26
DAMAGE: Crushing 4

ATTRIBUTES:

ATK 48 STR 1 DEX 2

CLASSES:

Swordmaster Lord

Sold in General Shops for 1700 goth after CH2C-SB[10] The Arkhaiopolis of Rhime or CH2L-SB[9] The Arkhaiopolis of Rhime.

=====
Sawblade [1F5E]
=====

A katana with a heavy, dull blade made to crush the armor of foes.

Katana (2H) Lv.05~

RANGE: 1 AREA: 1 WEIGHT: 9 RT: +28
DAMAGE: Crushing 6

ATTRIBUTES:

ATK 61 STR 3 DEX 4

CLASSES:

Swordmaster Lord

Crafted using <Melee Weapons I>.

Materials:

Siege Sword	x 1	Iron Ingot	x 1
Toneriwood	x 1	Cotton Thread	x 1

Nodachi [A3BC]

A two-handed katana with a blade almost as long as a man is tall. Requires great strength to wield in combat.

Katana (2H) Lv.07~

RANGE: 1 AREA: 1 WEIGHT: 9 RT: +28
DAMAGE: Slashing 3

ATTRIBUTES:

ATK 58 STR 1 VIT 2 AVD 1

CLASSES:

Swordmaster Lord

Sold in General Shops for 2400 goth after CH2C-SB[10] The Arkhaiopolis of Rhime or CH2L-SB[9] The Arkhaiopolis of Rhime.

Superior Nodachi [062D]

A two-handed katana with a blade almost as long as a man is tall. Requires great strength to wield in combat.

Katana (2H) Lv.08~

RANGE: 1 AREA: 1 WEIGHT: 10 RT: +30
DAMAGE: Slashing 5 RACIAL: Human 5

ATTRIBUTES:

ATK 71 STR 2 VIT 3 AVD 2

ON HIT: Knockback

CLASSES:

Swordmaster Lord

Crafted using <Melee Weapons I>.

Materials:

Nodachi	x 1	Iron Ingot	x 1
Birnewood	x 1	Cotton Thread	x 1

=====

Mageblade

[4726]

=====

A two-handed katana with a blade of baldur, an alchemically forged metal that amplifies magic.

Katana (2H) Lv.10~

RANGE: 1 AREA: 1 WEIGHT: 10 RT: +29

DAMAGE: Slashing 4

ATTRIBUTES:

ATK 67 MP 5 LUCK -1 VIT 2 DEX 1 INT 4

CLASSES:

Swordmaster Lord

Sold in General Shops for 3600 goth after CH2C-SB[10] The Arkhaiopolis of Rhime or CH2L-SB[9] The Arkhaiopolis of Rhime.

=====

Superior Mageblade

[4E0C]

=====

A two-handed katana with a blade of baldur, an alchemically forged metal that amplifies magic.

Katana (2H) Lv.11~

RANGE: 1 AREA: 1 WEIGHT: 11 RT: +32

DAMAGE: Slashing 6 RACIAL: Umbra 5

ATTRIBUTES:

ATK 80 MP 8 LUCK -3 VIT 4 DEX 3 INT 5

ON HIT: Silenced

CLASSES:

Swordmaster Lord

Crafted using <Melee Weapons II>.

Materials:

Mageblade	x 1	Silver Ingot	x 1
Baldur Ingot	x 1	Grimoire Scellant	x 1

=====

Cane Blade

[8F10]

=====

A katana that appears at first glance to be a simple wooden cane, but in fact conceals a deadly blade. Often used for assassination and self-defense.

Katana (2H) Lv.13~

RANGE: 1 AREA: 1 WEIGHT: 10 RT: +31

DAMAGE: Slashing 4

ATTRIBUTES:

ATK 77 STR 2 DEX 3 AVD 1 MIND 1

DAMAGE: Slashing 7

ATTRIBUTES:

ATK 100 HP 3 VIT 4 AGIL 2 INT 2 RES 3

ON HIT: Knockback

CLASSES:

Swordmaster Lord

Crafted using <Melee Weapons II>.

Materials:

Dechevalier	x 1	Steel Ingot	x 1
Hagane Steel	x 1	Silken Thread	x 1

Blacksteel Blade [DE10]

A katana with a straight, single-edged blade forged from a solid piece of dark metal. Appears almost completely black.

Katana (2H) Lv.19~

RANGE: 1 AREA: 1 WEIGHT: 12 RT: +35

DAMAGE: Slashing 5

ATTRIBUTES:

ATK 96 LUCK -5 STR 1 VIT 1 DEX 2 MIND 2

CLASSES:

Swordmaster Lord

Sold in General Shops for 6500 goth after CH4-SB[10] Barnicia Castle (Barnicia Grand Staircase) and returning to Phidoch Castle.

Lacquersteel Blade [E3C6]

A katana with a straight, single-edged blade forged from a solid piece of dark metal. Appears almost completely black.

Katana (2H) Lv.20~

RANGE: 1 AREA: 1 WEIGHT: 13 RT: +38

DAMAGE: Slashing 7

ATTRIBUTES:

ATK 109 LUCK -10 STR 2 VIT 3 DEX 4 MIND 3

CLASSES:

Swordmaster Lord

Crafted using <Melee Weapons II>.

Materials:

Blacksteel Blade	x 1	Steel Ingot	x 1
Hagane Steel	x 1	Silver Thread	x 1

Note: The item's name is misspelled in-game. It should be "Lacquersteel

Blade."

Helm Halver

[916A]

A two-handed katana with a blade forged from damasc steel. Resistant to rust and said to hold its edge indefinitely.

Katana (2H) Lv.22~

RANGE: 1 AREA: 1 WEIGHT: 12 RT: +37

DAMAGE: Slashing 6

ATTRIBUTES:

ATK 106 HP 5 STR 2 DEX 1 INT 1

CLASSES:

Swordmaster Lord

Sold in General Shops for 8700 goth after CODA-SB[1] Port Omish.

Superior Helm Halver

[1CB5]

A two-handed katana with a blade forged from damasc steel. Resistant to rust and said to hold its edge indefinitely.

Katana (2H) Lv.23~

RANGE: 1 AREA: 1 WEIGHT: 13 RT: +40

DAMAGE: Slashing 8 RACIAL: Golem 5

ATTRIBUTES:

ATK 119 HP 8 STR 4 VIT 2 DEX 3 INT 2

SKILL BONUS: Katana (2H) +1

ON HIT: Stunned

CLASSES:

Swordmaster Lord

Crafted using <The Katana>.

Materials:

Helm Halver	x 1	Hagane Steel	x 1
Wootz Steel	x 1	Silver Thread	x 1

Oakblade

[CA74]

A katana with a straight, double-edged blade rare among swords of its type. It somewhat resembles a broadsword, and is said to have been used to fell fey beasts.

Katana (2H) Lv.25~

RANGE: 1 AREA: 1 WEIGHT: 13 RT: +39

DAMAGE: Slashing 6

ATTRIBUTES:

ATK 115 VIT 1 AGIL 2 RES 3

CLASSES:

Swordmaster Lord

Crafted using <The Katana>.

Materials:

Hagane Steel	x 1	Wootz Steel	x 1
Baobawood	x 1	Silver Thread	x 1

=====

Nene Bane

[4E6C]

=====

A katana with a straight, double-edged blade rare among swords of its type. It somewhat resembles a broadsword, and is said to have been used to fell fey beasts.

Katana (2H) Lv.26~

RANGE: 1 AREA: 1 WEIGHT: 14 RT: +42

DAMAGE: Slashing 8

ATTRIBUTES:

ATK 128 STR 1 VIT 3 AGIL 4 RES 5

SKILL BONUS: Anatomy +1

DEBUFF RESIST: Stunproof

CLASSES:

Swordmaster Lord

Crafted using <2-H Katana Enchiridion>.

Materials:

Oakblade	x 1	Hagane Steel	x 2
Golden Thread	x 1		

=====

Whispertouch Blade

[046C]

=====

A katana with a blade so sharp that even its lightest touch cuts deep.

Katana (2H) Lv.28~

RANGE: 1 AREA: 1 WEIGHT: 14 RT: +41

DAMAGE: Slashing 7 AFFINITY: Dark 10

ATTRIBUTES:

ATK 125 DEX 2 INT 3 MIND 1

SKILL BONUS: Augment Darkness +1

ON HIT: Dark Averse

CLASSES:

Swordmaster Lord

Crafted using <The Katana>.

Materials:

Muso Blade	x 1	Hagane Steel	x 1
Golden Thread	x 1	Dark Krystallos	x 1

Firefly [DF98]

A katana blessed by the wind gods. Its blade glows like a firefly after darkness falls.

Katana (2H) Lv.29~

RANGE: 1 AREA: 1 WEIGHT: 15 RT: +44
DAMAGE: Slashing 7 AFFINITY: Air 10

ATTRIBUTES:

ATK 138 HP 5 VIT 2 DEX 4 INT 5 MIND 3 RES 2

SKILL BONUS: Augment Air +1
ON HIT: Air Averse
DEBUFF RESIST: Silenceproof

CLASSES:

Swordmaster Lord

Crafted using <2-H Katana Enchiridion>.

Materials:

Whispertouch Blade	x 1	Hagane Steel	x 1
Wootz Steel	x 1	Gale Orb	x 1

Macuahuitl [D601]

A katana said to have been used to defeat Xolotl. It once had a massive blade taller than a man, but it was broken in half during the battle with the stormbeast.

Katana (2H) Lv.31~

RANGE: 1 AREA: 1 WEIGHT: 14 RT: +43
DAMAGE: Slashing 8 AFFINITY: Earth 10 RACIAL: Beast 10

ATTRIBUTES:

ATK 134 VIT 3 AGIL 3 AVD 1 RES 4

SKILL BONUS: Parry +1
ON HIT: Earth Averse
DEBUFF RESIST: Stoneproof
EFFECT: Petrifog (3 charges)

CLASSES:

Swordmaster Lord

Crafted using <The Katana>.

Materials:

Tigerblade	x 1	Hagane Steel	x 1
Wootz Steel	x 1	Earth Krystallos	x 1

=====

Bringer of Light

[6B8A]

=====

A katana with an extremely thick and broad blade half the height of a man.

Katana (2H) Lv.32~

RANGE: 1 AREA: 1 WEIGHT: 15 RT: +46
DAMAGE: Slashing 8 AFFINITY: Lightning 10

ATTRIBUTES:

ATK 148 HP 4 STR 4 VIT 5

SKILL BONUS: Augment Lightning +1

ON HIT: Lightning Averse

EFFECT: Galvanize (3 charges)

CLASSES:

Swordmaster Lord

Crafted using <2-H Katana Enchiridion>.

Materials:

Macuahuitl	x 1	Hagane Steel	x 1
Platinum Ingot	x 1	Storm Orb	x 1

=====

Asura

[95B1]

=====

This sacred katana is said to have been wielded by Ahurama, one of the Twelve Heavenly Generals.

Katana (2H) Lv.34~

RANGE: 1 AREA: 1 WEIGHT: 15 RT: +45
DAMAGE: Slashing 9 AFFINITY: Fire 15 RACIAL: Dragon 10

ATTRIBUTES:

ATK 144 STR 5 VIT 3 DEX 2 MIND 4

SKILL BONUS: Draconology +1

ON HIT: Fire Averse

DEBUFF RESIST: Stopproof

EFFECT: Flame Breath (1 charge)

CLASSES:

Swordmaster Lord

Dropped from the following unit(s):

HG[9] Palace of the Dead (Palace of the Dead - Level 77)
(04,23,22) Ahurama x 1

=====

Crescent Sword

[D8E6]

=====

A two-handed katana with a distinctively elegant pattern along its slender, curved blade.

Katana (2H) Lv.37~

RANGE: 1 AREA: 1 WEIGHT: 16 RT: +47
DAMAGE: Slashing 8 AFFINITY: Water 15

ATTRIBUTES:

ATK 154 LUCK 5 STR 1 VIT 2 AGIL 4 INT 5 RES 6

SKILL BONUS: Augment Water +1

ON HIT: Water Averse

DEBUFF RESIST: Stunproof

CLASSES:

Swordmaster Lord

Dropped from the following unit(s):

Palace of the Dead (Palace of the Dead - Level 70)

(07,02,02) Kill Seeker x 1

<Beadbound Blade>

[4F3A]

A katana sealed in its scabbard by an eastern priest. The beads that bind the sword also bind the ice demon within.

Katana (2H) Lv.40~

RANGE: 1 AREA: 1 WEIGHT: 16 RT: +49
DAMAGE: Slashing 11 AFFINITY: Ice 15

ATTRIBUTES:

ATK 163 HP 5 VIT 5 DEX 2 AVD 1 INT 1 RES 1

SKILL BONUS: Overpower +1

ON HIT: Ice Averse

EFFECT: Iceblast III (1 charge)

CLASSES:

Swordmaster Lord

Dropped from the following unit(s):

Palace of the Dead (Palace of the Dead - Level 75)

(06,20,13) Baldur Golem x 1

<Ogresbane>

[D740]

A katana said to drive evil from the earth. The blade is intricately engraved, and the hilt inlaid with gold and silver.

Katana (2H) Lv.43~

RANGE: 1 AREA: 1 WEIGHT: 17 RT: +51
DAMAGE: Slashing 10 AFFINITY: Light 15 RACIAL: Phantom 15

ATTRIBUTES:

ATK 173 HP 3 STR 4 VIT 2 AGIL 1 INT 2 RES 3

SKILL BONUS: Augment Light +1
ON HIT: Light Averse
DEBUFF RESIST: Fearproof
EFFECT: Hearten (3 charges)

CLASSES:
Swordmaster Lord

Dropped from the following unit(s):
Palace of the Dead (Palace of the Dead - Level 104)
(03,05,16) Kill Seeker x 1

<Sweepblade> [FBA5]

A katana said to be able to sever the torsos of six men in a single sweep.
Its dark blade bears a blood-red temper.

Katana (2H) Lv.46~

RANGE: 1 AREA: 1 WEIGHT: 17 RT: +52
DAMAGE: Slashing 12 AFFINITY: Dark 15 RACIAL: Human 15

ATTRIBUTES:

ATK 182 HP 10 STR 2 VIT 6 DEX 2 AVD 1 MIND 3
RES 1

SKILL BONUS: Augment Darkness +1
ON HIT: Dark Averse
DEBUFF RESIST: Charmproof
EFFECT: Hellhound (1 charge)

CLASSES:
Swordmaster Lord

Dropped from the following unit(s):
Palace of the Dead (Palace of the Dead - Level 110)
(19,00,03) Kill Seeker x 1

<Cursed Weapon> [5F26]

A two-handed katana enchanted by forbidden arts. Strongest when flesh and
soul are sealed within the weapon.

Katana (2H) Lv.01~

RANGE: 1 AREA: 1

EFFECT: Snapdragon (1 charge)

CLASSES:
Swordmaster Lord

Dropped from the following unit(s):
Palace of the Dead (Palace of the Dead - Level 70)
(08,00,02) Kill Seeker x 1

 Note: The item's effect can only be used by generic units and is consumed upon use.

=====
 C u d g e l s [C351]
 =====

Cudgels are melee weapons used to deliver crushing attacks.

- Sibyl's Staff [5C39]
- Sibyl's Staff +1 [CD30]
- Mage Staff [7815]
- Mage Staff +1 [0E7B]
- Baldur Mace [B248]
- Baldur Mace +1 [731A]
- Exarch's Staff [287E]
- Exarch's Staff +1 [39E0]
- Magus Staff [B7FE]
- Magus Staff +1 [B984]
- Damasc Mace [6A49]
- Damasc Mace +1 [C574]
- Staff of Restoration [5720]
- Staff of Purification [B678]
- Malitza's Staff [F27B]
- Wand of Air [8462]
- Wand of Earth [896B]
- Wand of Lightning [8F96]
- Wand of Water [DBA7]
- Wand of Fire [B072]
- Wand of Ice [C247]
- Lipul's Rod [6E3D]
- Sagara [8D6C]
- <Sage Staff> [415F]
- <Wiseman's Staff> [A9F7]
- <Cursed Weapon> [19A8]

=====
 Sibyl's Staff [5C39]
 =====

A two-handed cudgel made of cypress, a common wood found throughout the Valerian Isles.

 Cudgels (2H) Lv.01~

RANGE: 1 AREA: 1 WEIGHT: 6 RT: +19
 DAMAGE: Crushing 1

ATTRIBUTES:

ATK 14 MP 5 VIT 1 INT 2 MIND 4 RES 3

 CLASSES:

Wizard	Cleric	Warlock	Necromancer
Lich	Lord	Priest	Princess
Dark Priest	Astromancer	Shaman	Wicce
Songstress	Patriarch	Familiar	

Sold in General Shops for 800 goth at the start of the game.

Sibyl's Staff +1 [CD30]

A two-handed cudgel made of cypress, a common wood found throughout the Valerian Isles.

Cudgels (2H) Lv.02~

RANGE: 1 AREA: 1 WEIGHT: 7 RT: +22

DAMAGE: Crushing 3 RACIAL: Phantom 5

ATTRIBUTES:

ATK 30 MP 8 VIT 3 INT 4 MIND 8 RES 5

CLASSES:

Wizard	Cleric	Warlock	Necromancer
Lich	Lord	Priest	Princess
Dark Priest	Astromancer	Shaman	Wicce
Songstress	Patriarch	Familiar	

Crafted using <Melee Weapons I>.

Materials:

Sibyl's Staff	x 1	Silver Ingot	x 2
Toneriwood	x 1		

Mage Staff [7815]

A cudgel with a shaft fashioned from unicorn horn and gryphon feathers.

Cudgels (1H) Lv.04~

RANGE: 1 AREA: 1 WEIGHT: 5 RT: +14

DAMAGE: Crushing 1

ATTRIBUTES:

ATK 21 MP 8 AVD 1 INT 5 MIND 2

CLASSES:

Wizard	Cleric	Warlock	Necromancer
Lich	Lord	Princess	Dark Priest
Astromancer	Shaman	Wicce	Songstress
Patriarch	Familiar		

Sold in General Shops for 1200 goth after CH1N-SB[5] Krysaro and returning to Almorica Castle.

Mage Staff +1 [0E7B]

A cudgel with a shaft fashioned from unicorn horn and gryphon feathers.

Cudgels (1H) Lv.05~

RANGE: 1 AREA: 1 WEIGHT: 6 RT: +17

DAMAGE: Crushing 3 RACIAL: Divine 5

ATTRIBUTES:

ATK 34 MP 11 VIT 1 AVD 3 INT 7 MIND 4

CLASSES:

Wizard	Cleric	Warlock	Necromancer
Lich	Lord	Princess	Dark Priest
Astromancer	Shaman	Wicce	Songstress
Patriarch	Familiar		

Crafted using <Melee Weapons I>.

Materials:

Mage Staff	x 1	Unicorn Horn	x 1
Enchanted Feather	x 1	Silver Ingot	x 1

Baldur Mace [B248]

A two-handed cudgel made of baldur, an alchemically forged metal that amplifies magic.

Cudgels (2H) Lv.10~

RANGE: 1 AREA: 1 WEIGHT: 8 RT: +23

DAMAGE: Crushing 6

ATTRIBUTES:

ATK 36 HP 8 MP 5 LUCK -1 STR 3 VIT 2 INT 4
MIND -2

CLASSES:

Warrior	Cleric	Terror Knight	Berserker
Dragoon	Beast Tamer	Warlock	Necromancer
Lich	Lord	Princess	Paladin
Vartan	White Knight		

Sold in General Shops for 2700 goth after CH2C-SB[6] Krysaro or CH2L-SB[6] Qadriga Fortress.

Baldur Mace +1 [731A]

A two-handed cudgel made of baldur, an alchemically forged metal that amplifies magic.

Cudgels (2H) Lv.11~

RANGE: 1 AREA: 1 WEIGHT: 9 RT: +26

DAMAGE: Crushing 8 RACIAL: Beast 5

ATTRIBUTES:

ATK 52 HP 10 MP 8 LUCK -3 STR 5 VIT 4 INT 5
MIND -3

CLASSES:

Warrior	Cleric	Terror Knight	Berserker
Dragoon	Beast Tamer	Warlock	Necromancer

Lich Lord Princess Paladin
Vartan White Knight

Crafted using <Melee Weapons I>.

Materials:

Baldur Mace	x 1	Silver Ingot	x 1
Baldur Ingot	x 1	Leather	x 1

=====

Exarch's Staff [287E]

=====

A two-handed cudgel carved from the petrified wood of a sacred, thousand-year-old tree. Intricate carvings and divine glyphs cover its surface.

Cudgels (2H) Lv.14~

RANGE: 1 AREA: 1 WEIGHT: 8 RT: +25
DAMAGE: Crushing 3

ATTRIBUTES:

ATK 47 MP 8 VIT 2 INT 2 MIND 7

CLASSES:

Wizard	Cleric	Necromancer	Lich
Lord	Priest	Princess	Dark Priest
Astromancer	Shaman	Wicce	Songstress
Patriarch	Familiar		

Sold in General Shops for 3700 goth after CH3N-SB[9] Coritanae Keep (Coritanae Ward), CH3C-SB[11]A/B Coritanae Keep (Coritanae Ward) or CH3L-SB[11] Almorica Castle (Almorica Passageway).

=====

Exarch's Staff +1 [39E0]

=====

A two-handed cudgel carved from the petrified wood of a sacred, thousand-year-old tree. Intricate carvings and divine glyphs cover its surface.

Cudgels (2H) Lv.15~

RANGE: 1 AREA: 1 WEIGHT: 9 RT: +28
DAMAGE: Crushing 4

ATTRIBUTES:

ATK 62 MP 11 VIT 4 INT 4 MIND 9

ON HIT: Silenced

CLASSES:

Wizard	Cleric	Necromancer	Lich
Lord	Priest	Princess	Dark Priest
Astromancer	Shaman	Wicce	Songstress
Patriarch	Familiar		

Crafted using <Melee Weapons II>.

Materials:

Exarch's Staff x 1 Ancient Wood x 1
Baldur Ingot x 1 White Gems x 1

Magus Staff [B7FE]

A cudgel made of baldur and inlaid with numerous precious gems.

Cudgels (1H) Lv.18~

RANGE: 1 AREA: 1 WEIGHT: 7 RT: +20
DAMAGE: Crushing 1

ATTRIBUTES:

ATK 48 MP 10 VIT 1 INT 8 MIND 1

CLASSES:

Wizard Cleric Warlock Necromancer
Lich Lord Princess Dark Priest
Astromancer Shaman Wicce Songstress
Patriarch Familiar

Sold in General Shops for 4200 goth after CH4-SB[10] Barnicia Castle
(Barnicia Grand Staircase) and returning to Phidoch Castle.

Magus Staff +1 [B984]

A cudgel made of baldur and inlaid with numerous precious gems.

Cudgels (1H) Lv.19~

RANGE: 1 AREA: 1 WEIGHT: 7 RT: +22
DAMAGE: Crushing 2

ATTRIBUTES:

ATK 61 MP 13 VIT 3 INT 10 MIND 3

CLASSES:

Wizard Cleric Warlock Necromancer
Lich Lord Princess Dark Priest
Astromancer Shaman Wicce Songstress
Patriarch Familiar

Crafted using <Melee Weapons II>.

Materials:

Magus Staff x 1 Baldur Ingot x 1
Verdant Gems x 1 Black Gems x 1

Damasc Mace [6A49]

A two-handed cudgel forged from damasc steel. Resistant to rust and said to
be nigh indestructible.

Cudgels (2H) Lv.21~

RANGE: 1 AREA: 1 WEIGHT: 10 RT: +30
DAMAGE: Crushing 7 RACIAL: Human 5

ATTRIBUTES:

ATK 68 HP 5 STR 4 DEX 3

SKILL BONUS: Anatomy +1

CLASSES:

Warrior	Cleric	Terror Knight	Berserker
Dragoon	Beast Tamer	Warlock	Necromancer
Lich	Lord	Princess	Paladin
Vartan	White Knight		

Sold in General Shops for 7600 goth after CH4-SB[15] The Royal City of Heim
(Heim Great Hall).

Damasc Mace +1 [C574]

A two-handed cudgel forged from damasc steel. Resistant to rust and said to
be nigh indestructible.

Cudgels (2H) Lv.22~

RANGE: 1 AREA: 1 WEIGHT: 11 RT: +33
DAMAGE: Crushing 9 RACIAL: Golem 5

ATTRIBUTES:

ATK 84 HP 8 STR 6 DEX 5 AVD 2 RES 2

SKILL BONUS: Cudgels +1

ON HIT: Stunned

CLASSES:

Warrior	Cleric	Terror Knight	Berserker
Dragoon	Beast Tamer	Warlock	Necromancer
Lich	Lord	Princess	Paladin
Vartan	White Knight		

Crafted using <Cudgel & Whip>.

Materials:

Damasc Mace	x 1	Steel Ingot	x 1
Wootz Steel	x 2		

Staff of Restoration [5720]

A one-handed cudgel blessed by Phelana, Goddess of Love. Can restore HP.

Cudgels (1H) Lv.25~

RANGE: 1 AREA: 1 WEIGHT: 8 RT: +23
DAMAGE: Crushing 2 AFFINITY: Light 5 RACIAL: Phantom 5

ATTRIBUTES:

ATK 66 MP 12 VIT 3 INT 5 MIND 9

EFFECT: Heal 100 (3 charges)

CLASSES:

Wizard	Cleric	Lord	Priest
Princess	Astromancer	Shaman	Wicce
Songstress	Patriarch	Familiar	

Crafted using <Cudgel & Whip>.

Materials:

Exarch's Staff +1	x 1	Unicorn Horn	x 1
Grimoire Vitalite III	x 1	Radiant Orb	x 1

=====
Staff of Purification [B678]
=====

A one-handed cudgel blessed by Phelana, Goddess of Love. Can exorcise evil spirits.

Cudgels (1H) Lv.26~

RANGE: 1 AREA: 1 WEIGHT: 9 RT: +26
DAMAGE: Crushing 2 AFFINITY: Light 5 RACIAL: Phantom 5

ATTRIBUTES:

ATK 79 MP 12 VIT 3 INT 9 MIND 5

EFFECT: Exorcism (3 charges)

CLASSES:

Wizard	Cleric	Lord	Priest
Princess	Astromancer	Shaman	Wicce
Songstress	Patriarch	Familiar	

Crafted using <Cudgel & Whip>.

Materials:

Exarch's Staff +1	x 1	Enchanted Feather	x 1
Grimoire Exorcisme	x 1	Radiant Orb	x 1

=====
Malitza's Staff [F27B]
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A one-handed cudgel wielded by the Archmage Malitza. Can restore MP.

Cudgels (1H) Lv.30~

RANGE: 1 AREA: 1 WEIGHT: 8 RT: +25
DAMAGE: Crushing 1 RACIAL: Umbra 5

ATTRIBUTES:

ATK 75 MP 10 STR 3 VIT 6 AVD 3 INT 8 MIND 8
RES 10

SKILL BONUS: Resist Silence +2

DEBUFF RESIST: Leadproof

EFFECT: Charge 100 (3 charges)

CLASSES:

Wizard	Warlock	Necromancer	Lich
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Lord	Princess	Dark Priest	Astromancer
Shaman	Wicce	Songstress	Patriarch
Familiar			

Dropped from the following unit(s):

Palace of the Dead (Palace of the Dead - Level 23)
(11,04,02) Matriarch x 1

Palace of the Dead (Palace of the Dead - Level 44)
(02,10,22) Death Eater x 1

SE[3] The Pirate's Graveyard (On Holy Ground)
(07,02,06) Lich x 1

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Wand of Air	[8462]
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A wand used by air sprites to play tricks on mortals. Inlaid with air krystallos.

Cudgels (1H) Lv.30~

RANGE: 1 AREA: 1 WEIGHT: 9 RT: +27
DAMAGE: Crushing 2 AFFINITY: Air 5

ATTRIBUTES:

ATK 84 MP 16 VIT 3 INT 11 MIND 4 RES 2

SKILL BONUS: Augment Air +1
ON HIT: Air Averse

CLASSES:

Wizard	Warlock	Necromancer	Lich
Lord	Princess	Dark Priest	Astromancer
Shaman	Wicce	Songstress	Patriarch
Familiar			

Crafted using <Cudgel Enchiridion>.

Materials:

Magus Staff +1	x 1	Golden Ingot	x 1
Platinum Ingot	x 1	Gale Orb	x 1

=====

Wand of Earth	[896B]
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=====

A wand crafted to locate ley lines. Inlaid with earth krystallos.

Cudgels (1H) Lv.30~

RANGE: 1 AREA: 1 WEIGHT: 9 RT: +27
DAMAGE: Crushing 2 AFFINITY: Earth 5

ATTRIBUTES:

ATK 84 MP 16 VIT 3 INT 11 MIND 4 RES 2

SKILL BONUS: Augment Earth +1
ON HIT: Earth Averse

CLASSES:

Wizard	Warlock	Necromancer	Lich
Lord	Princess	Dark Priest	Astromancer
Shaman	Wicce	Songstress	Patriarch
Familiar			

Crafted using <Cudgel Enchiridion>.

Materials:

Magus Staff +1	x 1	Golden Ingot	x 1
Platinum Ingot	x 1	Dust Orb	x 1

=====

Wand of Lightning [8F96]

=====

A wand imbued with the power of the thunder spirit Perkunas. Inlaid with lightning krystallos.

Cudgels (1H) Lv.30~

RANGE: 1 AREA: 1 WEIGHT: 9 RT: +27
DAMAGE: Crushing 2 AFFINITY: Lightning 5

ATTRIBUTES:

ATK 84 MP 16 VIT 3 INT 11 MIND 4 RES 2

SKILL BONUS: Augment Lightning +1
ON HIT: Lightning Averse

CLASSES:

Wizard	Warlock	Necromancer	Lich
Lord	Princess	Dark Priest	Astromancer
Shaman	Wicce	Songstress	Patriarch
Familiar			

Crafted using <Cudgel Enchiridion>.

Materials:

Magus Staff +1	x 1	Golden Ingot	x 1
Platinum Ingot	x 1	Storm Orb	x 1

=====

Wand of Water [DBA7]

=====

A wand said to have been gifted to mankind by the lake spirit Caledfwlch. Inlaid with water krystallos.

Cudgels (1H) Lv.30~

RANGE: 1 AREA: 1 WEIGHT: 9 RT: +27
DAMAGE: Crushing 2 AFFINITY: Water 5

ATTRIBUTES:

ATK 84 MP 16 VIT 3 INT 11 MIND 4 RES 2

SKILL BONUS: Augment Water +1
ON HIT: Water Averse

CLASSES:

Wizard	Warlock	Necromancer	Lich
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Lord	Princess	Dark Priest	Astromancer
Shaman	Wicce	Songstress	Patriarch
Familiar			

 Crafted using <Cudgel Enchiridion>.

Materials:

Magus Staff +1	x 1	Golden Ingot	x 1
Platinum Ingot	x 1	Cataract Orb	x 1

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Wand of Fire	[B072]
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A wand imbued with the power of the flame spirit Firebird. Inlaid with fire krystallos.

 Cudgels (1H) Lv.30~

RANGE: 1 AREA: 1 WEIGHT: 9 RT: +27
 DAMAGE: Crushing 2 AFFINITY: Fire 5

ATTRIBUTES:

ATK 84 MP 16 VIT 3 INT 11 MIND 4 RES 2

SKILL BONUS: Augment Fire +1
 ON HIT: Fire Averse

 CLASSES:

Wizard	Warlock	Necromancer	Lich
Lord	Princess	Dark Priest	Astromancer
Shaman	Wicce	Songstress	Patriarch
Familiar			

 Crafted using <Cudgel Enchiridion>.

Materials:

Magus Staff +1	x 1	Golden Ingot	x 1
Platinum Ingot	x 1	Inferno Orb	x 1

=====

Wand of Ice	[C247]
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=====

A wand said to have been stolen from a firbolg of the north as it slept in a drunken stupor. Inlaid with ice krystallos.

 Cudgels (1H) Lv.30~

RANGE: 1 AREA: 1 WEIGHT: 9 RT: +27
 DAMAGE: Crushing 2 AFFINITY: Ice 5

ATTRIBUTES:

ATK 84 MP 16 VIT 3 INT 11 MIND 4 RES 2

SKILL BONUS: Augment Ice +1
 ON HIT: Ice Averse

 CLASSES:

Wizard	Warlock	Necromancer	Lich
Lord	Princess	Dark Priest	Astromancer
Shaman	Wicce	Songstress	Patriarch

Familiar

Crafted using <Cudgel Enchiridion>.

Materials:

Magus Staff +1 x 1 Golden Ingot x 1
Platinum Ingot x 1 Black Ice Orb x 1

=====

Lipul's Rod [6E3D]

=====

A wand used by the Wicce Lipul. It is said to be imbued with the power of the stars. Inlaid with light krystallos.

Cudgels (1H) Lv.35~

RANGE: 1 AREA: 1 WEIGHT: 10 RT: +29
DAMAGE: Crushing 3 AFFINITY: Light 10 RACIAL: Human 10

ATTRIBUTES:

ATK 93 HP 5 MP 20 LUCK 10 STR 1 VIT 6 INT 12
MIND 7

SKILL BONUS: Augment Light +1
ON HIT: Light Averse
EFFECT: Spiritsurge III (1 charge)

CLASSES:

Wizard	Cleric	Warlock	Necromancer
Lich	Lord	Priest	Princess
Dark Priest	Astromancer	Shaman	Wicce
Songstress	Patriarch	Familiar	

Dropped from the following unit(s):
 Palace of the Dead (Palace of the Dead - Level 84)
 (03,06,22) Death Eater x 1

=====

Sagara [8D6C]

=====

This sacred cudgel is said to have been wielded by Asurama, one of the Twelve Heavenly Generals.

Cudgels (1H) Lv.38~

RANGE: 1 AREA: 1 WEIGHT: 10 RT: +30
DAMAGE: Crushing 12 AFFINITY: Dark 10

ATTRIBUTES:

ATK 102 HP 15 LUCK 5 STR 8 DEX 6 AGIL 2 AVD 4
RES 5

SKILL BONUS: Augment Darkness +1
ON HIT: Dark Averse
DEBUFF RESIST: Stopproof
EFFECT: Word of Pain III (1 charge)

CLASSES:

Warrior	Terror Knight	Berserker	Dragoon
---------	---------------	-----------	---------

Beast Tamer Lord Princess Paladin
Vartan White Knight

Dropped from the following unit(s):

HG[10] Palace of the Dead (Palace of the Dead - Level 89)
(05,08,20) Asurama x 1

<Sage Staff> [415F]

A two-handed cudgel carved from a pure white rib of the god Titan, slain in a war of the deities long ago.

Cudgels (2H) Lv.41~

RANGE: 1 AREA: 1 WEIGHT: 14 RT: +43
DAMAGE: Crushing 3 AFFINITY: Light 15

ATTRIBUTES:

ATK 133 MP 25 VIT 4 INT 13 MIND 13 RES 10

SKILL BONUS: Augment Light +1

ON HIT: Light Averse

DEBUFF RESIST: Fearproof

EFFECT: Ease (1 charge)

CLASSES:

Wizard	Cleric	Warlock	Necromancer
Lich	Lord	Priest	Princess
Dark Priest	Astromancer	Shaman	Wicce
Songstress	Patriarch	Familiar	

Dropped from the following unit(s):

San Bronsa Ruins (Floating Ruins - Level 10)
(22,13,31) Ethereal Vision x 1

<Wiseman's Staff> [A9F7]

A legendary cudgel of great magical power. It is said he who possesses it shall have domain over all the lands.

Cudgels (2H) Lv.45~

RANGE: 1 AREA: 1 WEIGHT: 15 RT: +45
DAMAGE: Crushing 5 AFFINITY: Dark 15

ATTRIBUTES:

ATK 144 HP 15 MP 35 VIT 6 AVD 3 INT 15 MIND 15
RES 3

SKILL BONUS: Augment Darkness +1

ON HIT: Dark Averse

DEBUFF RESIST: Silenceproof

EFFECT: Dispel (1 charge)

CLASSES:

Wizard	Cleric	Warlock	Necromancer
--------	--------	---------	-------------

Lich	Lord	Priest	Princess
Dark Priest	Astromancer	Shaman	Wicce
Songstress	Patriarch	Familiar	

Dropped from the following unit(s):

Palace of the Dead (Palace of the Dead - Level 102)
(10,08,03) Loremaster x 1

=====

<Cursed Weapon> [19A8]

=====

A cudgel enchanted by forbidden arts. Strongest when flesh and soul are sealed within the weapon.

Cudgels (2H) Lv.01~

RANGE: 1 AREA: 1

EFFECT: Snapdragon (1 charge)

CLASSES:

Warrior	Wizard	Cleric	Terror Knight
Berserker	Dragoon	Beast Tamer	Warlock
Necromancer	Lich	Lord	Priest
Princess	Dark Priest	Paladin	Astromancer
Vartan	White Knight	Shaman	Wicce
Songstress	Patriarch	Familiar	

Dropped from the following unit(s):

Palace of the Dead (Palace of the Dead - Level 72)
(03,08,16) Lich King x 1

Palace of the Dead (Palace of the Dead - Level 89)
(03,05,19) Witch Queen x 1

Note: The item's effect can only be used by generic units and is consumed upon use.

=====

W h i p s [9D34]

=====

Whips are melee weapons capable of delivering crushing attacks to targets up to two tiles away.

Bullwhip	[7C8D]
Bullwhip +1	[92D0]
Spiked Laurel	[BFC7]
Spiked Laurel +1	[16F3]
Clearcrack Whip	[8AB1]
Holy Comet	[CD65]
<Rose Whip>	[BD67]
Blood Whip	[F702]
<Supple Whip>	[21A4]
<Cat o' Nine Tails>	[F0BD]
<Cursed Weapon>	[3D5C]

=====

Bullwhip

[7C8D]

=====

A whip used for herding cattle. Its distinctive crack can be used to drive vast herds across the open range.

Whips (2H) Lv.09~

RANGE: 1 ~ 2 AREA: 1 WEIGHT: 9 RT: +28

DAMAGE: Crushing 3

ATTRIBUTES:

ATK 62 STR 3 VIT 2

CLASSES:

Warrior	Beast Tamer	Lord	Princess
Wicce	Songstress	Buccaneer	Knight Commander

Sold in General Shops for 2900 goth after CH2C-SB[3] Xeod Moors or CH2L-SB[2] Xeod Moors.

=====

Bullwhip +1

[92D0]

=====

A whip used for herding cattle. Its distinctive crack can be used to drive vast herds across the open range.

Whips (2H) Lv.10~

RANGE: 1 ~ 2 AREA: 1 WEIGHT: 10 RT: +31

DAMAGE: Crushing 5 RACIAL: Beast 5

ATTRIBUTES:

ATK 74 STR 5 VIT 4 AVD 2

CLASSES:

Warrior	Beast Tamer	Lord	Princess
Wicce	Songstress	Buccaneer	Knight Commander

Crafted using <Melee Weapons I>.

Materials:

Bullwhip	x 1	Leather	x 2
Toneriwood	x 1		

=====

Spiked Laurel

[BFC7]

=====

A whip consisting of twelve spiked steel rods linked with chain. Extremely deadly in skilled hands.

Whips (2H) Lv.15~

RANGE: 1 ~ 2 AREA: 1 WEIGHT: 11 RT: +33

DAMAGE: Crushing 4

ATTRIBUTES:

ATK 86 HP 4 VIT 3 DEX 2 RES 1

CLASSES:

Warrior	Beast Tamer	Lord	Princess
Wicce	Songstress	Buccaneer	Knight Commander

Sold in General Shops for 5400 goth at the start of Chapter IV.

Spiked Laurel +1 [16F3]

A whip consisting of twelve spiked steel rods linked with chain. Extremely deadly in skilled hands.

Whips (2H) Lv.16~

RANGE: 1 ~ 2 AREA: 1 WEIGHT: 12 RT: +36
DAMAGE: Crushing 6

ATTRIBUTES:

ATK 98 HP 7 STR 2 VIT 5 DEX 3 RES 3

CLASSES:

Warrior	Beast Tamer	Lord	Princess
Wicce	Songstress	Buccaneer	Knight Commander

Crafted using <Melee Weapons II>.

Materials:

Spiked Laurel	x 1	Steel Ingot	x 2
Leather	x 1		

Clearcrack Whip [8AB1]

A whip favored by heretical priests. Its wicked lash is said to drain magical power.

Whips (2H) Lv.20~

RANGE: 1 ~ 2 AREA: 1 WEIGHT: 13 RT: +38
DAMAGE: Crushing 7

ATTRIBUTES:

ATK 110 STR 3 DEX 5 AGIL 2 INT 6

EFFECT: Drain Mind (3 charges)

CLASSES:

Warrior	Beast Tamer	Lord	Princess
Wicce	Songstress	Buccaneer	Knight Commander

Crafted using <Cudgel & Whip>.

Materials:

Silver Ingot	x 1	Baldur Ingot	x 2
Leather	x 1		

Holy Comet [CD65]

A whip that emanates white light with each crack. It was used by hunters of

heretics.

Whips (2H) Lv.25~

RANGE: 1 ~ 2 AREA: 1 WEIGHT: 13 RT: +40
DAMAGE: Crushing 6 AFFINITY: Light 10 RACIAL: Phantom 5

ATTRIBUTES:

ATK 122 HP 5 STR 1 VIT 4 AVD 3 RES 4

SKILL BONUS: Augment Light +1

CLASSES:

Warrior	Beast Tamer	Lord	Princess
Wicce	Songstress	Buccaneer	Knight Commander

Crafted using <Whip Enchiridion>.

Materials:

Clearcrack Whip	x 1	Unicorn Horn	x 1
Enchanted Feather	x 1	Radiant Orb	x 1

=====
<Rose Whip>

[BD67]

=====
A thorny whip woven from scarlet roses, it strips flesh effortlessly from bone. Can only be used by women.

Whips (2H) Lv.31~

RANGE: 1 ~ 2 AREA: 1 WEIGHT: 14 RT: +43
DAMAGE: Crushing 8 AFFINITY: Ice 10 RACIAL: Beast 10

ATTRIBUTES:

ATK 134 LUCK 8 VIT 5 DEX 6 MIND 2

SKILL BONUS: Teratology +1

ON HIT: Charmed

DEBUFF RESIST: Charmproof

EFFECT: Indomitable Will (3 charges)

CLASSES:

Warrior	Beast Tamer	Princess	Wicce
Songstress	Knight Commander		

Dropped from the following unit(s):

CH3N-SB[13] Phidoch Castle (Phidoch Great Hall)
(10,18,11) Knight Commander Ozma x 1 (Lv.31~)

CH3C-SB[16] Phidoch Castle (Phidoch Great Hall)
(10,19,11) Knight Commander Ozma x 1 (Lv.31~)

CH4-SQ[4] Kryсаро
(08,16,05) Knight Commander Ozma x 1 (Lv.33~)

CODA-SB[9] Golyat (Golyat North Village)
(07,10,12) Knight Commander Ozma x 1

=====

Blood Whip

[F702]

=====
A whip once used by a vampire from the continent as he stalked young maidens.

Whips (2H) Lv.35~

RANGE: 1 ~ 2 AREA: 1 WEIGHT: 15 RT: +45
DAMAGE: Crushing 9 AFFINITY: Dark 10

ATTRIBUTES:

ATK 146 STR 6 DEX 4 INT -5 MIND 3

SKILL BONUS: Augment Darkness +1
DEBUFF RESIST: Stunproof
EFFECT: Drain Heart (3 charges)

CLASSES:

Warrior Beast Tamer Lord Princess
Wicce Songstress Buccaneer Knight Commander

Crafted using <Whip Enchiridion>.

Materials:

Clearcrack Whip x 1 Tooth & Claw x 1
Wyrn Whisker x 1 Gloom Orb x 1

<Supple Whip>

[21A4]

A whip consisting of short leather strips attached to a long, supple grip.
Inflicts great pain but little damage.

Whips (1H) Lv.40~

RANGE: 1 AREA: 1 WEIGHT: 12 RT: +36
DAMAGE: Crushing 10

ATTRIBUTES:

ATK 132 MP 10 LUCK 15 DEX 8 RES 5

ON HIT: Addled

CLASSES:

Warrior Beast Tamer Lord Princess
Wicce Songstress Buccaneer Knight Commander

Dropped from the following unit(s):

CODA-SB[9] Golyat (Golyat North Village)
(07,10,12) Knight Commander Ozma x 1

<Cat o' Nine Tails>

[F0BD]

A whip used as an instrument of torture. It consists of a grip that splits
off into nine barbed cords.

Whips (2H) Lv.45~

RANGE: 1 ~ 2 AREA: 1 WEIGHT: 17 RT: +50

DAMAGE: Crushing 12 AFFINITY: Dark 15 RACIAL: Dragon 15

ATTRIBUTES:

ATK 170 LUCK -5 STR 8 VIT 3 AVD 3 MIND 2

SKILL BONUS: Augment Darkness +2

DEBUFF RESIST: Fearproof

EFFECT: Drain Power (3 charges)

CLASSES:

Warrior	Beast Tamer	Lord	Princess
Wicce	Songstress	Buccaneer	Knight Commander

Dropped from the following unit(s):

Palace of the Dead (Palace of the Dead - Level 107)
(06,12,16) Iron Fist x 1

=====
<Cursed Weapon>

[3D5C]

=====

A whip enchanted by forbidden arts. Strongest when flesh and soul are sealed within the weapon.

Whips (2H) Lv.01~

RANGE: 1 ~ 2 AREA: 1

EFFECT: Snapdragon (1 charge)

CLASSES:

Warrior	Beast Tamer	Lord	Princess
Wicce	Songstress	Buccaneer	Knight Commander

Dropped from the following unit(s):

Palace of the Dead (Palace of the Dead - Level 74)
(20,03,05) Iron Fist x 1

Palace of the Dead (Palace of the Dead - Level 79)
(15,09,04) Iron Fist x 1

Note: The item's effect can only be used by generic units and is consumed upon use.

=====
S p e l l b o o k s

[864B]

=====

Spellbooks are melee weapons used to deliver crushing attacks.

Biblion Anatomiae	[9EDA]
Biblion Teratos	[C8B7]
Biblion Herpetou	[B802]
Biblion Drakontos	[0BA7]
Biblion Sacri	[C685]
Biblion Daemonis	[FA71]
Biblion Spiritus	[F2DE]
Biblion Thanatos	[94DE]
Biblion Pupparris	[7F51]

<Gran Grimoire> [3EA9]
<Cursed Weapon> [A691]

=====

Biblion Anatomiae [9EDA]

=====

A tome detailing the inner workings of the human body.

Spellbooks (1H) Lv.15~

RANGE: 1 AREA: 1 WEIGHT: 7 RT: +21

DAMAGE: Crushing 10 RACIAL: Human 15

ATTRIBUTES:

ATK 55 MP 15 STR -5 INT 10 MIND 5 RES 6

SKILL BONUS: Anatomy +2

CLASSES:

Warlock	Lich	Lord	Dark Priest
Astromancer	Shaman	Wicce	Familiar

Crafted using <Transcription>.

Materials:

Parchment x 2 Ink x 1

Goldleaf x 1

Dropped from the following unit(s):

CH3N-SB[12A] Phidoch Castle (Phidoch South Curtain Wall)
(05,07,18) Warlock x 1

CH3C-SB[8] Brigantys Castle (Brigantys Great Hall)
(03,02,06) Witch x 1

CH3L-SB[8A] The Psonji Weald
(07,02,03) Warlock x 1
(10,02,04) Witch x 1

=====

Biblion Teratos [C8B7]

=====

A tome detailing the ecology and inner workings of beasts.

Spellbooks (1H) Lv.15~

RANGE: 1 AREA: 1 WEIGHT: 7 RT: +21

DAMAGE: Crushing 10 RACIAL: Beast 15

ATTRIBUTES:

ATK 55 MP 15 STR -5 INT 10 MIND 5 RES 6

SKILL BONUS: Teratology +2

CLASSES:

Warlock	Lich	Lord	Dark Priest
Astromancer	Shaman	Wicce	Familiar

Crafted using <Transcription>.

Materials:

Parchment x 2 Ink x 1
Goldleaf x 1

=====

Biblion Herpetou [B802]

=====

A tome detailing the ecology and inner workings of reptiles.

Spellbooks (1H) Lv.15~

RANGE: 1 AREA: 1 WEIGHT: 7 RT: +21

DAMAGE: Crushing 10 RACIAL: Reptile 15

ATTRIBUTES:

ATK 55 MP 15 STR -5 INT 10 MIND 5 RES 6

SKILL BONUS: Herpetology +2

CLASSES:

Warlock	Lich	Lord	Dark Priest
Astromancer	Shaman	Wicce	Familiar

Crafted using <Transcription>.

Materials:

Parchment x 2 Ink x 1
Goldleaf x 1

=====

Biblion Drakontos [0BA7]

=====

A tome detailing the ecology and inner workings of dragons.

Spellbooks (1H) Lv.15~

RANGE: 1 AREA: 1 WEIGHT: 7 RT: +21

DAMAGE: Crushing 10 RACIAL: Dragon 15

ATTRIBUTES:

ATK 55 MP 15 STR -5 INT 10 MIND 5 RES 6

SKILL BONUS: Draconology +2

CLASSES:

Warlock	Lich	Lord	Dark Priest
Astromancer	Shaman	Wicce	Familiar

Crafted using <Transcription>.

Materials:

Parchment x 2 Ink x 1
Goldleaf x 1

=====

Biblion Sacri [C685]

=====

A tome detailing the concepts, hierarchy, and characteristics of divine entities.

Spellbooks (1H) Lv.15~

RANGE: 1 AREA: 1 WEIGHT: 7 RT: +21

DAMAGE: Crushing 10 RACIAL: Divine 15

ATTRIBUTES:

ATK 55 MP 15 STR -5 INT 10 MIND 5 RES 6

SKILL BONUS: Sacrology +2

CLASSES:

Warlock	Lich	Lord	Dark Priest
Astromancer	Shaman	Wicce	Familiar

Crafted using <Transcription>.

Materials:

Parchment	x 2	Ink	x 1
Goldleaf	x 1		

Biblion Daemonis

[FA71]

A tome detailing the concepts, hierarchy, and characteristics of umbra.

Spellbooks (1H) Lv.15~

RANGE: 1 AREA: 1 WEIGHT: 7 RT: +21

DAMAGE: Crushing 10 RACIAL: Umbra 15

ATTRIBUTES:

ATK 55 MP 15 STR -5 INT 10 MIND 5 RES 6

SKILL BONUS: Daemonology +2

CLASSES:

Warlock	Lich	Lord	Dark Priest
Astromancer	Shaman	Wicce	Familiar

Crafted using <Transcription>.

Materials:

Parchment	x 2	Ink	x 1
Goldleaf	x 1		

Biblion Spiritus

[F2DE]

A tome detailing the concepts, hierarchy, and characteristics of faeries.

Spellbooks (1H) Lv.15~

RANGE: 1 AREA: 1 WEIGHT: 7 RT: +21

DAMAGE: Crushing 10 RACIAL: Faerie 15

ATTRIBUTES:

ATK 55 MP 15 STR -5 INT 10 MIND 5 RES 6

SKILL BONUS: Aurology +2

CLASSES:

Warlock	Lich	Lord	Dark Priest
Astromancer	Shaman	Wicce	Familiar

Crafted using <Transcription>.

Materials:

Parchment	x 2	Ink	x 1
Goldleaf	x 1		

=====

Biblion Thanatos	[94DE]
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=====

A tome detailing the concepts, hierarchy, and characteristics of phantoms.

Spellbooks (1H) Lv.15~

RANGE: 1 AREA: 1 WEIGHT: 7 RT: +21
DAMAGE: Crushing 10 RACIAL: Phantom 15

ATTRIBUTES:

ATK 55 MP 15 STR -5 INT 10 MIND 5 RES 6

SKILL BONUS: Thanatology +2

CLASSES:

Warlock	Lich	Lord	Dark Priest
Astromancer	Shaman	Wicce	Familiar

Crafted using <Transcription>.

Materials:

Parchment	x 2	Ink	x 1
Goldleaf	x 1		

=====

Biblion Pupparris	[7F51]
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=====

A tome detailing the animation and structure of golems.

Spellbooks (1H) Lv.15~

RANGE: 1 AREA: 1 WEIGHT: 7 RT: +21
DAMAGE: Crushing 10 RACIAL: Golem 15

ATTRIBUTES:

ATK 55 MP 15 STR -5 INT 10 MIND 5 RES 6

SKILL BONUS: Golemy +2

CLASSES:

Warlock	Lich	Lord	Dark Priest
Astromancer	Shaman	Wicce	Familiar

Crafted using <Transcription>.

Materials:

Parchment	x 2	Ink	x 1
Goldleaf	x 1		

<Gran Grimoire>

[3EA9]

A melee weapon said to bestow transcendental knowledge and powerful magical powers upon its bearer.

Spellbooks (2H) Lv.45~

RANGE: 1 AREA: 1 WEIGHT: 13 RT: +38
DAMAGE: Crushing 15 AFFINITY: Light 10

ATTRIBUTES:

ATK 110 HP 30 MP 5 LUCK 5 VIT 10 DEX 3 INT 8
MIND 8 RES 4

SKILL BONUS: Augment Light +1
EFFECT: Radius (1 charge)

CLASSES:

Warlock	Lich	Lord	Dark Priest
Astromancer	Shaman	Wicce	Familiar

Dropped from the following unit(s):

SE[5] Palace of the Dead (Palace - Altar of the Beyond)
(08,07,08) Blackmoor x 1

<Cursed Weapon>

[A691]

A spellbook enchanted by forbidden arts. Strongest when flesh and soul are sealed within the weapon.

Spellbooks (2H) Lv.01~

RANGE: 1 AREA: 1

EFFECT: Snapdragon (1 charge)

CLASSES:

Warlock	Lich	Lord	Dark Priest
Astromancer	Shaman	Wicce	Familiar

Dropped from the following unit(s):

Palace of the Dead (Palace of the Dead - Level 61)
(07,03,05) Loremaster x 1

Palace of the Dead (Palace of the Dead - Level 91)
(11,05,04) Loremaster x 1

Note: The item's effect can only be used by generic units and is consumed upon use.

I n s t r u m e n t s

[20AB]

Musical instruments are melee weapons used to deliver crushing attacks.

Pandeiro [7DEB]
 Pandeiro +1 [D1CB]
 Bolon [790A]
 Bolon +1 [418E]
 Cavaquinho [963C]
 Cavaquinho +1 [FAD9]
 Gerza's Atabaque [E0F8]
 Rabana's Kemenche [2C93]
 Rabana's Tanbur [4732]
 <Livela's Harp> [36F5]
 <Cursed Weapon> [ED7A]

=====

Pandeiro [7DEB]

=====

A flat goatskin drum. Small metal disks attached to it reverberate when it is struck.

Instruments (1H) Lv.08~

RANGE: 1 AREA: 1 WEIGHT: 6 RT: +17
 DAMAGE: Crushing 1

ATTRIBUTES:

ATK 35 MP 15 MIND 2

SKILL BONUS: Instruments +1

CLASSES:

Songstress

Sold in General Shops for 2800 goth after CODA-SB[5] The Arkhaiopolis of Rhime (Torakoria Way).

Dropped from the following unit(s):

San Bronsa Ruins (Tower of Law Eternal - Level 1)

(09,04,12) Enchantress x 1

(10,12,12) Enchantress x 1

(15,03,02) Enchantress x 1

San Bronsa Ruins (Tower of Law Eternal - Level 2)

(11,01,09) Earth Dragon x 1

San Bronsa Ruins (Tower of Law Eternal - Level 3)

(06,12,32) Hydra x 1

San Bronsa Ruins (Tower of Law Eternal - Level 4)

(05,12,12) Cleric x 1

(09,12,12) Cleric x 1

San Bronsa Ruins (Tower of Law Eternal - Level 5)

(04,02,21) Wizard x 1

San Bronsa Ruins (Tower of Law Eternal - Level 6)

(03,10,20) Witch x 1

San Bronsa Ruins (Tower of Law Eternal - Level 7)

(06,24,17) Rune Fencer x 1

(08,24,17) Rune Fencer x 1

San Bronsa Ruins (Tower of Law Eternal -Level 8)
(04,11,13) Hoplite x 1
(05,12,13) Dark Dragon x 1

San Bronsa Ruins (Tower of Law Eternal - Level 9)
(06,17,17) Spriggan x 1
(07,25,18) Rogue x 1

San Bronsa Ruins (Tower of Law Eternal - Level 10)
(08,14,10) Terror Knight x 1
(11,20,12) Flame Dragon x 1

=====
Pandeiro +1 [D1CB]
=====

A flat goatskin drum. Small metal disks attached to it reverberate when it is struck.

Instruments (1H) Lv.09~

RANGE: 1 AREA: 1 WEIGHT: 6 RT: +19
DAMAGE: Crushing 1

ATTRIBUTES:

ATK 44 MP 23 VIT 2 INT 1 MIND 4 RES 1

SKILL BONUS: Instruments +2

CLASSES:

Songstress

Crafted using <Musical Instruments I>.

Materials:

Pandeiro	x 1	Beasthide	x 1
Birnewood	x 1	Steel Ingot	x 1

=====
Bolon [790A]
=====

A calabash drum covered with animal skin. Gut is stretched over a number of protruding bars, giving it the appearance of a stringed instrument.

Instruments (2H) Lv.16~

RANGE: 1 AREA: 1 WEIGHT: 9 RT: +27
DAMAGE: Crushing 2

ATTRIBUTES:

ATK 53 MP 10 VIT 1 MIND 3

SKILL BONUS: Instruments +1

CLASSES:

Songstress

Dropped from the following unit(s):

San Bronsa Ruins (Tower of Law Eternal - Level 1)
(01,09,32) Gryphon x 1

(03,02,25) Gryphon x 1
(03,15,26) Gryphon x 1

San Bronsa Ruins (Tower of Law Eternal - Level 5)
(15,04,18) Familiar x 1

=====

Bolon +1 [418E]

=====

A calabash drum covered with animal skin. Gut is stretched over a number of protruding bars, giving it the appearance of a stringed instrument.

Instruments (2H) Lv.17~

RANGE: 1 AREA: 1 WEIGHT: 9 RT: +28
DAMAGE: Crushing 2

ATTRIBUTES:

ATK 62 MP 18 VIT 3 INT 1 MIND 5 RES 3

SKILL BONUS: Instruments +2

CLASSES:

Songstress

Crafted using <Musical Instruments I>.

Materials:

Bolon x 1 Beasthide x 1
Ananawood x 1 Steel Ingot x 1

=====

Cavaquinho [963C]

=====

A sophisticated instrument with eleven strings. It has a wide musical range.

Instruments (2H) Lv.24~

RANGE: 1 AREA: 1 WEIGHT: 10 RT: +30
DAMAGE: Crushing 3

ATTRIBUTES:

ATK 71 MP 20 DEX 2 MIND 4

SKILL BONUS: Instruments +1

CLASSES:

Songstress

Dropped from the following unit(s):

San Bronsa Ruins (Tower of Law Eternal - Level 2)
(03,02,03) Matriarch x 1

=====

Cavaquinho +1 [FAD9]

=====

A sophisticated instrument with eleven strings. It has a wide musical range.

Instruments (2H) Lv.25~

RANGE: 1 AREA: 1 WEIGHT: 11 RT: +32
DAMAGE: Crushing 3

ATTRIBUTES:

ATK 80 MP 28 DEX 3 INT 2 MIND 6 RES 2

SKILL BONUS: Instruments +2

CLASSES:

Songstress

Crafted using <Musical Instruments II>.

Materials:

Cavaquinho	x 1	Baobawood	x 1
Steel Ingot	x 1	Golden Ingot	x 1

Gerza's Atabaque [E0F8]

A drum said to have been used by the hearth god Gerza as he watched over his fires.

Instruments (2H) Lv.28~

RANGE: 1 AREA: 1 WEIGHT: 11 RT: +34
DAMAGE: Crushing 4 AFFINITY: Fire 15

ATTRIBUTES:

ATK 89 MP 15 STR 4 MIND 5

SKILL BONUS: Instruments +2

DEBUFF RESIST: Charmproof

EFFECT: Pyroguard (3 charges)

CLASSES:

Songstress

Dropped from the following unit(s):

San Bronsa Ruins (Tower of Law Eternal - Level 12)
(09,00,09) Baldur Golem x 1

Rabana's Kemenche [2C93]

An instrument with a history stretching back to the ancient Galteans. A single string is stretched across its vessel-shaped body. Played with a horsehair bow.

Instruments (2H) Lv.32~

RANGE: 1 AREA: 1 WEIGHT: 12 RT: +36
DAMAGE: Crushing 4 AFFINITY: Earth 15

ATTRIBUTES:

ATK 98 MP 23 STR 3 VIT 2 MIND 6

SKILL BONUS: Instruments +2
DEBUFF RESIST: Stunproof
EFFECT: Vulcan Lance III (1 charge)

CLASSES:
Songstress

Dropped from the following unit(s):
San Bronsa Ruins (Tower of Law Eternal - Level 7)
(12,22,06) Arc Dragon x 1

=====
Rabana's Tanbur [4732]
=====

An instrument with a history stretching back to the ancient Galteans. Eight strings are stretched across its rounded body. Played with the fingers.

Instruments (2H) Lv.36~

RANGE: 1 AREA: 1 WEIGHT: 12 RT: +37
DAMAGE: Crushing 5 AFFINITY: Dark 15

ATTRIBUTES:

ATK 107 HP 5 MP 16 VIT 1 AVD 2 MIND 8

SKILL BONUS: Instruments +3
DEBUFF RESIST: Foolproof
EFFECT: Word of Pain III (1 charge)

CLASSES:
Songstress

Dropped from the following unit(s):
San Bronsa Ruins (Floating Ruins - Level 3)
(06,16,24) Ethereal Vision x 1

=====
<Livela's Harp> [36F5]
=====

The harp once used by Livela, the god of song. Said to possess divine powers.

Instruments (2H) Lv.40~

RANGE: 1 AREA: 1 WEIGHT: 13 RT: +39
DAMAGE: Crushing 5 AFFINITY: Light 15

ATTRIBUTES:

ATK 116 MP 21 AGIL 3 MIND 10 RES 5

SKILL BONUS: Instruments +3
DEBUFF RESIST: Poisonproof
EFFECT: Spiritsurge III (1 charge)

CLASSES:
Songstress

Dropped from the following unit(s):
San Bronsa Ruins (Floating Ruins - Central Garden)

<Cursed Weapon>

[ED7A]

A musical instrument enchanted by forbidden arts. Strongest when flesh and soul are sealed within the weapon.

Instruments (2H) Lv.01~

RANGE: 1 AREA: 1

EFFECT: Snapdragon (1 charge)

CLASSES:

Songstress

Dropped from the following unit(s):

Palace of the Dead (Palace of the Dead - Level 56)
(18,04,04) Boogeyman x 1

Palace of the Dead (Palace of the Dead - Level 94)
(07,14,14) Boogeyman x 1

Note: The item's effect can only be used by generic units and is consumed upon use.

B l o w g u n s

[3401]

Blowguns are ranged weapons with a straight trajectory. Many blowguns also inflict debuffs.

- Gerges Blowgun [16DE]
- Stundart Blowgun [7BE3]
- Wortdart Blowgun [F531]
- Baldur Blowgun [D69E]
- Frogdart Blowgun [C678]
- Mutedart Blowgun [9F02]
- Petridart Blowgun [C124]
- Damasc Blowgun [CF1B]
- Femakk's Blowgun [57AE]
- <Rahula> [65D3]
- <Cursed Weapon> [7C25]

Gerges Blowgun

[16DE]

A blowgun used by young hunters of the Gerges tribe on the island of Boh-Boh.

Blowguns (1H) Lv.01~

RANGE: 2 ~ 4 AREA: 1 WEIGHT: 3 RT: +9

DAMAGE: Piercing 8 RACIAL: Reptile 5

ATTRIBUTES:

ATK 30 LUCK 10 DEX 5 AGIL 4 AVD 5

=====

Baldur Blowgun [D69E]

=====

A blowgun made of baldur, an alchemically forged metal that amplifies magic.

Blowguns (1H) Lv.12~

RANGE: 3 ~ 5 AREA: 1 WEIGHT: 8 RT: +25

DAMAGE: Piercing 9 RACIAL: Umbra 5

ATTRIBUTES:

ATK 45 HP 4 LUCK -1 STR 5 VIT 2 DEX 1 INT 8
RES 3

SKILL BONUS: Blowguns +1

CLASSES:

Ninja Rogue Beast Tamer Lord
Juggernaut Familiar

Sold in General Shops for 4800 goth after CODA-SB[1] Port Omish.

Crafted using <Ranged Weapons II>.

Materials:

Silver Ingot x 1 Baldur Ingot x 2
Golden Ingot x 1

=====

Frogdart Blowgun [C678]

=====

A blowgun used by the Gerges tribe on the island of Boh-Boh. The blow darts are laced with a poison often used for assassination.

Blowguns (1H) Lv.13~

RANGE: 2 ~ 4 AREA: 1 WEIGHT: 8 RT: +23

DAMAGE: Piercing 10 RACIAL: Reptile 5

ATTRIBUTES:

ATK 39 DEX 9 AGIL 7 AVD 6 MIND 2 RES 2

ON HIT: Poisoned

DEBUFF RESIST: Poisonproof

CLASSES:

Ninja Rogue Beast Tamer Lord
Juggernaut Familiar

Crafted using <Ways of Gerges>.

Materials:

Gerges Blowgun x 1 Iron Ingot x 1
Nightshade Extract x 1 Grimoire Toxigaz x 1

=====

Mutedart Blowgun [9F02]

=====

A blowgun used by the Gerges tribe on the island of Boh-Boh. The blow darts are laced with a substance that mutes the target.

Blowguns (1H) Lv.17~

RANGE: 2 ~ 4 AREA: 1 WEIGHT: 8 RT: +24
DAMAGE: Piercing 10 RACIAL: Reptile 5

ATTRIBUTES:

ATK 41 DEX 10 AGIL 6 AVD 4 INT 3 MIND 1

ON HIT: Silenced

DEBUFF RESIST: Silenceproof

CLASSES:

Ninja Rogue Beast Tamer Lord
Juggernaut Familiar

Crafted using <Ways of Gerges>.

Materials:

Gerges Blowgun x 1 Iron Ingot x 1
Nightshade Extract x 1 Grimoire Scellant x 1

Petridart Blowgun [C124]

A blowgun used by the Gerges tribe on the island of Boh-Boh. The blow darts are laced with a substance that turns the target to stone.

Blowguns (1H) Lv.20~

RANGE: 3 ~ 5 AREA: 1 WEIGHT: 8 RT: +24
DAMAGE: Piercing 11 RACIAL: Reptile 5

ATTRIBUTES:

ATK 43 STR 15 VIT 6 AVD 4

ON HIT: Petrified

DEBUFF RESIST: Stoneproof

CLASSES:

Ninja Rogue Beast Tamer Lord
Juggernaut Familiar

Crafted using <Ways of Gerges>.

Materials:

Gerges Blowgun x 1 Iron Ingot x 1
Nightshade Extract x 1 Grimoire Petrifiant x 1

Damasc Blowgun [CF1B]

A blowgun forged from damasc steel. Resistant to rust and said to be nigh indestructible.

Blowguns (1H) Lv.24~

RANGE: 3 ~ 5 AREA: 1 WEIGHT: 11 RT: +33

DAMAGE: Piercing 12 RACIAL: Golem 5

ATTRIBUTES:

ATK 69 HP 15 VIT 8 AGIL 6 AVD 8

SKILL BONUS: Blowguns +1

CLASSES:

Ninja Rogue Beast Tamer Lord
Juggernaut Familiar

Crafted using <Ranged Weapons II>.

Materials:

Baldur Blowgun x 1 Wootz Steel x 1
Golden Ingot x 1 Platinum Ingot x 1

=====
Femakk's Blowgun [57AE]
=====

A blowgun given to the beast people by Femakk, Lord of the Aurora.

Blowguns (1H) Lv.36~

RANGE: 3 ~ 5 AREA: 1 WEIGHT: 13 RT: +40
DAMAGE: Piercing 13 AFFINITY: Light 15 RACIAL: Phantom 10

ATTRIBUTES:

ATK 89 MP 14 DEX 6 AGIL 7 MIND 4 RES 6

SKILL BONUS: Blowguns +2

DEBUFF RESIST: Foolproof

EFFECT: Divine Breath (1 charge)

CLASSES:

Ninja Rogue Beast Tamer Lord
Juggernaut Familiar

Dropped from the following unit(s):

Palace of the Dead (Palace of the Dead - Level 98)
(13,12,05) Scylla x 1

=====
<Rahula> [65D3]
=====

This blowgun is said to have been used by Aditi, one of the Twelve Heavenly Generals.

Blowguns (1H) Lv.44~

RANGE: 3 ~ 5 AREA: 1 WEIGHT: 16 RT: +49
DAMAGE: Piercing 15 AFFINITY: Dark 15 RACIAL: Human 15

ATTRIBUTES:

ATK 118 HP 5 MP 5 STR 7 DEX 9 INT 3 MIND 5
RES 6

SKILL BONUS: Blowguns +2

DEBUFF RESIST: Stopproof

Cupido Bow [3F17]
 Permafrost Bow [D107]
 Ixquimilli's Bow [547B]
 Tempest Bow [A05E]
 Garuda Bow [AFD5]
 Thunder Bow [0B4C]
 Indra's Bow [F741]
 Brimstone Bow [9327]
 Sirocco Bow [0A85]
 <Ji'ygla's Bow> [FC23]
 <Pajra> [2B3C]
 <Centeotl's Rib> [2049]
 <Cursed Weapon> [65F0]

=====
 Shortbow [8D51]
 =====

A wooden bow that has limited range and power, but is small and light.

 Bows (1H) Lv.01~

RANGE: 3 ~ 6 AREA: 1 WEIGHT: 5 RT: +16
 DAMAGE: Piercing 10

ATTRIBUTES:

ATK 28 DEX 1 AVD 2

 CLASSES:

Warrior	Archer	Rune Fencer	Ninja
Rogue	Beast Tamer	Divine Knight	Lord
Ranger	Vartan	Juggernaut	Familiar

 Sold in General Shops for 1000 goth at the start of the game.

=====
 Shortbow +1 [C431]
 =====

A wooden bow that has limited range and power, but is small and light.

 Bows (1H) Lv.02~

RANGE: 3 ~ 6 AREA: 1 WEIGHT: 6 RT: +18
 DAMAGE: Piercing 12

ATTRIBUTES:

ATK 39 DEX 3 AVD 4

ON HIT: Stunned

 CLASSES:

Warrior	Archer	Rune Fencer	Ninja
Rogue	Beast Tamer	Divine Knight	Lord
Ranger	Vartan	Juggernaut	Familiar

 Crafted using <Ranged Weapons I>.

Materials:

Shortbow	x 1	Toneriwood	x 2
Hempen Thread	x 1		

=====
Great Bow [5EDB]
=====

A bow reinforced with three layers of yak horn.

Bows (2H) Lv.04~

RANGE: 4 ~ 7 AREA: 1 WEIGHT: 8 RT: +24
DAMAGE: Piercing 10

ATTRIBUTES:

ATK 40 DEX 2

CLASSES:

Archer Lord Ranger

Sold in General Shops for 1600 goth at the start of the game.

=====
Great Bow +1 [D7C8]
=====

A bow reinforced with three layers of yak horn.

Bows (2H) Lv.05~

RANGE: 4 ~ 7 AREA: 1 WEIGHT: 9 RT: +26
DAMAGE: Piercing 12

ATTRIBUTES:

ATK 52 DEX 4

CLASSES:

Archer Lord Ranger

Crafted using <Ranged Weapons I>.

Materials:

Great Bow	x 1	Toneriwood	x 1
Beast Horn	x 1	Hempen Thread	x 1

=====
Longbow [CBE1]
=====

A bow that sacrifices power and accuracy for greatly extended range.

Bows (2H) Lv.07~

RANGE: 5 ~ 8 AREA: 1 WEIGHT: 9 RT: +26
DAMAGE: Piercing 11

ATTRIBUTES:

ATK 48 STR 1 VIT -1 DEX 2 AGIL 1

CLASSES:

Archer Lord Ranger

Sold in General Shops for 2300 goth after CH1N-SB[7] The Arkhaiopolis of Rhime and returning to Almorica Castle.

=====
Longbow +1 [F835]
=====

A bow that sacrifices power and accuracy for greatly extended range.

Bows (2H) Lv.08~

RANGE: 5 ~ 8 AREA: 1 WEIGHT: 9 RT: +28

DAMAGE: Piercing 13 RACIAL: Reptile 5

ATTRIBUTES:

ATK 61 STR 3 VIT -3 DEX 4 AGIL 3

ON HIT: Knockback

CLASSES:

Archer Lord Ranger

Crafted using <Ranged Weapons I>.

Materials:

Longbow x 1 Birnewood x 1

Iron Ingot x 1 Hempten Thread x 1

=====
Baldur Bow [2841]
=====

A bow made of baldur, an alchemically forged metal that amplifies magic.

Bows (1H) Lv.10~

RANGE: 3 ~ 6 AREA: 1 WEIGHT: 7 RT: +20

DAMAGE: Piercing 11

ATTRIBUTES:

ATK 52 MP 5 LUCK -1 VIT 2 DEX 1 INT 4

CLASSES:

Warrior Archer Rune Fencer Ninja
Rogue Beast Tamer Divine Knight Lord
Ranger Vartan Juggernaut Familiar

Sold in General Shops for 3300 goth after CH2C-SB[6] Kryсарo or CH2L-SB[6]
Qadriga Fortress.

=====
Baldur Bow +1 [A238]
=====

A bow made of baldur, an alchemically forged metal that amplifies magic.

Bows (1H) Lv.11~

RANGE: 3 ~ 6 AREA: 1 WEIGHT: 8 RT: +23

DAMAGE: Piercing 13 RACIAL: Golem 5

ATTRIBUTES:

ATK 63 MP 8 LUCK -3 VIT 4 DEX 3 INT 5

ON HIT: Silenced

CLASSES:

Warrior	Archer	Rune Fencer	Ninja
Rogue	Beast Tamer	Divine Knight	Lord
Ranger	Vartan	Juggernaut	Familiar

Crafted using <Ranged Weapons II>.

Materials:

Baldur Bow	x 1	Silver Ingot	x 1
Baldur Ingot	x 1	Hempen Thread	x 1

=====
Composite Bow [45C7]
=====

A bow with a sheave that allows arrows to be nocked with little effort. It has considerably more power than a standard bow.

Bows (2H) Lv.14~

RANGE: 4 ~ 7 AREA: 1 WEIGHT: 10 RT: +29

DAMAGE: Piercing 12

ATTRIBUTES:

ATK 66 DEX 2 AGIL 1

CLASSES:

Archer	Lord	Ranger
--------	------	--------

Sold in General Shops for 4200 goth after CH3N-SB[9] Coritanae Keep (Coritanae Ward), CH3C-SB[11]A/B Coritanae Keep (Coritanae Ward) or CH3L-SB[11] Almorica Castle (Almorica Passageway).

=====
Composite Bow +1 [AD30]
=====

A bow with a sheave that allows arrows to be nocked with little effort. It has considerably more power than a standard bow.

Bows (2H) Lv.15~

RANGE: 4 ~ 7 AREA: 1 WEIGHT: 11 RT: +32

DAMAGE: Piercing 14

ATTRIBUTES:

ATK 78 DEX 3 AGIL 4 MIND 2 RES 2

ON HIT: Knockback

CLASSES:

Archer	Lord	Ranger
--------	------	--------

Crafted using <Ranged Weapons II>.

Materials:

Composite Bow	x 1	Iron Ingot	x 1
Steel Ingot	x 2		

=====

Seige Bow

[08D4]

=====

A bow made using a combination of hardened steel and flexible iron. Extremely powerful at medium range.

Bows (2H) Lv.18~

RANGE: 5 ~ 8 AREA: 1 WEIGHT: 10 RT: +31

DAMAGE: Piercing 12

ATTRIBUTES:

ATK 75 STR 4 AVD 2

SKILL BONUS: Bows +1

CLASSES:

Archer Lord Ranger

Sold in General Shops for 6800 goth after CH4-SB[10] Barnicia Castle (Barnicia Grand Staircase) and returning to Phidoch Castle.

Note: The item's name is misspelled in-game. It should be "Siege Bow."

=====

Seige Bow +1

[6951]

=====

A bow made using a combination of hardened steel and flexible iron. Extremely powerful at medium range.

Bows (2H) Lv.19~

RANGE: 5 ~ 8 AREA: 1 WEIGHT: 11 RT: +33

DAMAGE: Piercing 14

ATTRIBUTES:

ATK 87 STR 6 VIT 1 DEX 2 AVD 3 INT 1

SKILL BONUS: Bows +2

ON HIT: Bound

CLASSES:

Archer Lord Ranger

Crafted using <Ranged Weapons II>.

Materials:

Seige Bow x 1 Iron Ingot x 1
Steel Ingot x 2

Note: The item's name is misspelled in-game. It should be "Siege Bow +1."

=====

Damasc Bow

[804D]

=====

A bow forged from damasc steel. Resistant to rust and said to be nigh indestructible.

Bows (1H) Lv.22~

RANGE: 3 ~ 6 AREA: 1 WEIGHT: 8 RT: +25
DAMAGE: Piercing 12

ATTRIBUTES:

ATK 76 HP 5 VIT 5 MIND 4 RES 1

CLASSES:

Warrior	Archer	Rune Fencer	Ninja
Rogue	Beast Tamer	Divine Knight	Lord
Ranger	Vartan	Juggernaut	Familiar

Sold in General Shops for 7400 goth after CODA-SB[1] Port Omish.

Damasc Bow +1 [F37E]

A bow forged from damasc steel. Resistant to rust and said to be nigh indestructible.

Bows (1H) Lv.23~

RANGE: 3 ~ 6 AREA: 1 WEIGHT: 9 RT: +27
DAMAGE: Piercing 14 RACIAL: Golem 10

ATTRIBUTES:

ATK 87 HP 8 VIT 8 DEX 2 MIND 6 RES 3

SKILL BONUS: Bows +1
ON HIT: Stunned

CLASSES:

Warrior	Archer	Rune Fencer	Ninja
Rogue	Beast Tamer	Divine Knight	Lord
Ranger	Vartan	Juggernaut	Familiar

Crafted using <The Bow>.

Materials:

Damasc Bow	x 1	Steel Ingot	x 1
Wootz Steel	x 2		

Crescente [D941]

A bow consisting of a great crescent bow said to have been used by a young maiden to loose a love letter to the heavens.

Bows (2H) Lv.24~

RANGE: 4 ~ 7 AREA: 1 WEIGHT: 11 RT: +34
DAMAGE: Piercing 12

ATTRIBUTES:

ATK 92 STR 3 DEX 2 AGIL 1

CLASSES:

Archer	Lord	Ranger
--------	------	--------

Dropped from the following unit(s):

CH4-SB[28] The Hanging Gardens (Sounding of the Hours)
(06,10,19) Templar (Archer) x 1 (Lv.~33)

Note: Also drops from enemies equipped with it in a limited level range.
This item is missable. Once all playable classes exceed a certain level
range, enemies will no longer be able to carry it. There are no alternative
sources.

=====
Cupido Bow [3F17]
=====

A bow consisting of a great crescent bow said to have been used by a young
maiden to loose a love letter to the heavens.

Bows (2H) Lv.25~

RANGE: 4 ~ 7 AREA: 1 WEIGHT: 12 RT: +37
DAMAGE: Piercing 14

ATTRIBUTES:

ATK 105 STR 5 DEX 4 AGIL 2 AVD 1 INT 1

ON HIT: Charmed

CLASSES:

Archer Lord Ranger

Crafted using <The Bow>.

Materials:

Crescente x 1 Steel Ingot x 1
Wootz Steel x 1 Golden Ingot x 1

=====
Permafrost Bow [D107]
=====

A bow that was found encased within a glacial wall. Those pierced by its
arrows are said to freeze where they stand.

Bows (2H) Lv.26~

RANGE: 5 ~ 8 AREA: 1 WEIGHT: 12 RT: +36
DAMAGE: Piercing 13 AFFINITY: Ice 7

ATTRIBUTES:

ATK 101 HP 2 DEX 5 INT 1 RES 5

SKILL BONUS: Bows +1

CLASSES:

Archer Lord Ranger

Dropped from the following unit(s):

The Pirate's Graveyard (Astride the Border)
(00,16,15) Archer x 1

Palace of the Dead (Palace of the Dead - Level 18)

(08,01,07) Archer

x 1

Palace of the Dead (Palace of the Dead - Level 33)

(10,14,05) Blood Hunter

x 1

Ixquimilli's Bow

[547B]

=====

A bow that was found encased within a glacial wall. Those pierced by its arrows are said to freeze where they stand.

Bows (2H) Lv.27~

RANGE: 5 ~ 8 AREA: 1 WEIGHT: 13 RT: +39

DAMAGE: Piercing 15 AFFINITY: Ice 15

ATTRIBUTES:

ATK 113 HP 3 DEX 6 INT 3 RES 8

SKILL BONUS: Augment Ice +1

ON HIT: Shackled

DEBUFF RESIST: Stoneproof

EFFECT: Instill Ice (3 charges)

CLASSES:

Archer

Lord

Ranger

Crafted using <The Bow>.

Materials:

Permafrost Bow x 1 Steel Ingot x 1

Wootz Steel x 1 Black Ice Orb x 1

=====

Tempest Bow

[A05E]

=====

A bow belonging to Hahnela, Goddess of Air. Crafted from gryphon and hippogryph feathers.

Bows (2H) Lv.29~

RANGE: 6 ~ 9 AREA: 1 WEIGHT: 13 RT: +38

DAMAGE: Piercing 13 AFFINITY: Air 7 RACIAL: Beast 10

ATTRIBUTES:

ATK 110 VIT 4 DEX 1

SKILL BONUS: Bows +1

CLASSES:

Archer

Lord

Ranger

Dropped from the following unit(s):

The Pirate's Graveyard (Crystal Halls)

(11,00,07) Archer

x 1

Palace of the Dead (Palace of the Dead - Level 17)

(02,14,13) Archer

x 1

Note: This item also drops from end-game enemy equipment, so it does not need to be hunted exclusively from the enemies listed above.

Garuda Bow

[AFD5]

A bow belonging to Hahnela, Goddess of Air. Crafted from gryphon and hippogryph feathers.

Bows (2H) Lv.30~

RANGE: 6 ~ 9 AREA: 1 WEIGHT: 13 RT: +40

DAMAGE: Piercing 15 AFFINITY: Air 15 RACIAL: Beast 15

ATTRIBUTES:

ATK 122 VIT 6 DEX 3 AVD 2 RES 3

SKILL BONUS: Augment Air +1

ON HIT: Air Averse

EFFECT: Instill Air (3 charges)

CLASSES:

Archer

Lord

Ranger

Crafted using <Bow Enchiridion>.

Materials:

Tempest Bow x 1 Enchanted Feather x 1

Wootz Steel x 1 Gale Orb x 1

Thunder Bow

[0B4C]

A bow belonging to Nestharot, Goddess of Lightning. Strikes foes with powerful thunderbolts.

Bows (2H) Lv.32~

RANGE: 4 ~ 7 AREA: 1 WEIGHT: 13 RT: +40

DAMAGE: Piercing 14 AFFINITY: Lightning 7 RACIAL: Reptile 10

ATTRIBUTES:

ATK 119 STR 5 DEX 2 INT 1 MIND 1

SKILL BONUS: Bows +1

CLASSES:

Archer

Lord

Ranger

Dropped from the following unit(s):

Palace of the Dead (Palace of the Dead - Level 75)

(12,21,03) Hippogryph

x 1

Note: This item also drops from end-game enemy equipment, so it does not need to be hunted exclusively from the enemies listed above.

=====
Indra's Bow

[F741]
=====

A bow belonging to Nestharot, Goddess of Lightning. Strikes foes with powerful thunderbolts.

Bows (2H) Lv.33~

RANGE: 4 ~ 7 AREA: 1 WEIGHT: 14 RT: +42

DAMAGE: Piercing 16 AFFINITY: Lightning 15 RACIAL: Reptile 15

ATTRIBUTES:

ATK 131 STR 7 DEX 4 AVD 2 INT 2 MIND 2

SKILL BONUS: Augment Lightning +1

ON HIT: Lightning Averse

DEBUFF RESIST: Silenceproof

EFFECT: Instill Lightning (3 charges)

CLASSES:

Archer Lord Ranger

Crafted using <Bow Enchiridion>.

Materials:

Thunder Bow	x 1	Baldur Ingot	x 1
Wootz Steel	x 1	Storm Orb	x 1

=====
Brimstone Bow

[9327]
=====

A bow that fires explosive arrows filled with blasting powder and flaming pitch.

Bows (2H) Lv.35~

RANGE: 5 ~ 8 AREA: 1 WEIGHT: 14 RT: +42

DAMAGE: Piercing 15 AFFINITY: Fire 15 RACIAL: Human 15

ATTRIBUTES:

ATK 128 STR 3 VIT 7 DEX 2 MIND 3 RES 1

SKILL BONUS: Augment Fire +1

ON HIT: Fire Averse

EFFECT: Instill Fire (3 charges)

CLASSES:

Archer Lord Ranger

Dropped from the following unit(s):

Palace of the Dead (Palace of the Dead - Level 73)
(02,05,11) Blood Hunter x 1

=====
Sirocco Bow

[0A85]
=====

A bow from Habiram, an ancient kingdom swallowed by the desert sands.

Bows (2H) Lv.38~

RANGE: 5 ~ 8 AREA: 1 WEIGHT: 14 RT: +43

DAMAGE: Piercing 15 AFFINITY: Earth 15

ATTRIBUTES:

ATK 136 HP 5 VIT 9 DEX 3 AVD 4

SKILL BONUS: Augment Earth +1

ON HIT: Earth Averse

EFFECT: Instill Earth (3 charges)

CLASSES:

Archer Lord Ranger

Dropped from the following unit(s):

Palace of the Dead (Palace of the Dead - Level 55)

(04,13,13) Earth Dragon x 1

<Ji'ygla's Bow>

[FC23]

A bow made from the bones of Ji'ygla, an evil spirit who promised eternal pleasure to those who relinquished their souls.

Bows (2H) Lv.41~

RANGE: 6 ~ 9 AREA: 1 WEIGHT: 15 RT: +45

DAMAGE: Piercing 16 AFFINITY: Dark 15

ATTRIBUTES:

ATK 145 STR 1 DEX 4 AVD 2 INT 3 RES 5

SKILL BONUS: Augment Darkness +1

ON HIT: Dark Averse

DEBUFF RESIST: Charmproof

EFFECT: Instill Shadow (3 charges)

CLASSES:

Archer Lord Ranger

Dropped from the following unit(s):

Palace of the Dead (Palace of the Dead - Level 114)

(17,16,20) Blood Hunter x 1

<Pajra>

[2B3C]

This bow is said to have been used by Saranga, one of the Twelve Heavenly Generals.

Bows (2H) Lv.44~

RANGE: 6 ~ 9 AREA: 1 WEIGHT: 16 RT: +47

DAMAGE: Piercing 16 AFFINITY: Light 15 RACIAL: Phantom 15

ATTRIBUTES:

ATK 154 STR 3 VIT 1 AGIL 8 MIND 4

SKILL BONUS: Augment Light +1
ON HIT: Light Averse
DEBUFF RESIST: Stopproof
EFFECT: Instill Light (3 charges)

CLASSES:

Archer Lord Ranger

Dropped from the following unit(s):

 HG[12] San Bronsa Ruins (Floating Ruins - Level 14)
 (03,12,31) Saranga x 1

=====

<Centeotl's Rib>

[2049]

A bow plucked from the belly of Centeotl the Magewyrm.

Bows (2H) Lv.47~

RANGE: 6 ~ 9 AREA: 1 WEIGHT: 16 RT: +48
DAMAGE: Piercing 17 AFFINITY: Water 15 RACIAL: Dragon 15

ATTRIBUTES:

ATK 162 HP 10 STR 4 DEX 5 AGIL 3 AVD 4 RES 6

SKILL BONUS: Augment Water +1
ON HIT: Water Averse
DEBUFF RESIST: Stunproof
EFFECT: Acid Breath (1 charge)

CLASSES:

Archer Lord Ranger

Dropped from the following unit(s):

 San Bronsa Ruins (Floating Ruins - Level 9)
 (04,28,24) Ethereal Vision x 1

=====

<Cursed Weapon>

[65F0]

A bow enchanted by forbidden arts. Strongest when flesh and soul are sealed within the weapon.

Bows (2H) Lv.01~

RANGE: 3 ~ 8 AREA: 1

EFFECT: Snapdragon (1 charge)

CLASSES:

Archer Ninja Lord Ranger

Dropped from the following unit(s):

 Palace of the Dead (Palace of the Dead - Level 51)
 (04,06,05) Blood Hunter x 1

 Palace of the Dead (Palace of the Dead - Level 77)

Note: The item's effect can only be used by generic units and is consumed upon use.

C r o s s b o w s [D13F]

Crossbows are ranged weapons with a straight trajectory.

- Crossbow [B398]
- Crossbow +1 [FAC3]
- Stonebow [6308]
- Stonebow +1 [CA83]
- Bowgun [A7BD]
- Bowgun +1 [8DCE]
- Baldur Crossbow [9F85]
- Baldur Crossbow +1 [0EB3]
- Heavy Crossbow [45C0]
- Heavy Crossbow +1 [A86F]
- Arbalest [FBE1]
- Arbalest +1 [EB19]
- Steelbow [FEDB]
- Steelbow +1 [E517]
- Damasc Crossbow [B218]
- Damasc Crossbow +1 [DFC0]
- Roodbow [890B]
- Al-iklil [0364]
- Keening Bowgun [B7AC]
- Daedalus Bowgun [61E8]
- Samak [CFBA]
- Leilah [A580]
- Shams [2B0F]
- Khalmid [FA72]
- <Ysaar> [4E78]
- <Barad> [B15D]
- <Raed> [46EF]
- <Cursed Weapon> [3A1B]

Crossbow [B398]

A wooden crossbow with limited range and accuracy.

Crossbows (1H) Lv.01~

RANGE: 3 ~ 6 AREA: 1 WEIGHT: 5 RT: +16
DAMAGE: Piercing 11

ATTRIBUTES:

ATK 30 AGIL 2

CLASSES:

- | | | | |
|------------------|---------------|--------------|-----------|
| Warrior | Archer | Rune Fencer | Knight |
| Terror Knight | Dragoon | Ninja | Rogue |
| Fusilier | Divine Knight | Lord | Ranger |
| Paladin | Vartan | White Knight | Buccaneer |
| Knight Commander | Hoplite | | |

Sold in General Shops for 1000 goth at the start of the game.

=====
Crossbow +1 [FAC3]
=====

A wooden crossbow with limited range and accuracy.

Crossbows (1H) Lv.02~

RANGE: 3 ~ 6 AREA: 1 WEIGHT: 6 RT: +18
DAMAGE: Piercing 13

ATTRIBUTES:

ATK 41 DEX 1 AGIL 3

CLASSES:

Warrior	Archer	Rune Fencer	Knight
Terror Knight	Dragoon	Ninja	Rogue
Fusilier	Divine Knight	Lord	Ranger
Paladin	Vartan	White Knight	Buccaneer
Knight Commander	Hoplite		

Crafted using <Ranged Weapons I>.

Materials:

Crossbow	x 1	Toneriwood	x 2
Bronze Ingot	x 1		

=====
Stonebow [6308]
=====

A crossbow designed to fire small stones instead of bolts.

Crossbows (2H) Lv.05~

RANGE: 3 ~ 6 AREA: 1 WEIGHT: 8 RT: +24
DAMAGE: Crushing 12

ATTRIBUTES:

ATK 42 STR 3 VIT 1

CLASSES:

Archer	Dragoon	Rogue	Fusilier
Lord	Ranger	Vartan	Knight Commander

Sold in General Shops for 1900 goth after CH1N-SB[5] Krysaro and returning to Almorica Castle.

=====
Stonebow +1 [CA83]
=====

A crossbow designed to fire small stones instead of bolts.

Crossbows (2H) Lv.06~

RANGE: 3 ~ 6 AREA: 1 WEIGHT: 9 RT: +27
DAMAGE: Crushing 14

ATTRIBUTES:

ATK 54 STR 5 VIT 4

ON HIT: Knockback

CLASSES:

Archer	Dragoon	Rogue	Fusilier
Lord	Ranger	Vartan	Knight Commander

Crafted using <Ranged Weapons I>.

Materials:

Stonebow	x 1	Birnewood	x 1
Bronze Ingot	x 1	Inferior Ore	x 1

Bowgun [A7BD]

A crossbow that employs a goat's foot lever for greatly increased power.

Crossbows (2H) Lv.08~

RANGE: 4 ~ 7 AREA: 1 WEIGHT: 9 RT: +26
DAMAGE: Piercing 12

ATTRIBUTES:

ATK 51 HP 6 STR 2 AVD 2 RES 1

CLASSES:

Archer	Dragoon	Rogue	Fusilier
Lord	Ranger	Vartan	Knight Commander

Sold in General Shops for 2900 goth after CH2C-SB[3] Xeod Moors or CH2L-SB[2] Xeod Moors.

Bowgun +1 [8DCE]

A crossbow that employs a goat's foot lever for greatly increased power.

Crossbows (2H) Lv.09~

RANGE: 4 ~ 7 AREA: 1 WEIGHT: 10 RT: +29
DAMAGE: Piercing 14 RACIAL: Beast 5

ATTRIBUTES:

ATK 63 HP 9 STR 4 AVD 3 RES 2

ON HIT: Stunned

CLASSES:

Archer	Dragoon	Rogue	Fusilier
Lord	Ranger	Vartan	Knight Commander

Crafted using <Ranged Weapons I>.

Materials:

Bowgun	x 1	Birnewood	x 1
Bronze Ingot	x 1	Iron Ingot	x 1

=====

Baldur Crossbow

[9F85]

=====

A light crossbow made of baldur, an alchemically forged metal that amplifies magic.

Crossbows (1H) Lv.11~

RANGE: 3 ~ 6 AREA: 1 WEIGHT: 7 RT: +21

DAMAGE: Piercing 11

ATTRIBUTES:

ATK 54 MP 5 LUCK -1 VIT 2 DEX 1 INT 4

CLASSES:

Warrior	Archer	Rune Fencer	Knight
Terror Knight	Dragoon	Ninja	Rogue
Fusilier	Divine Knight	Lord	Ranger
Paladin	Vartan	White Knight	Buccaneer
Knight Commander	Hoplite		

Sold in General Shops for 3500 goth after CH2C-SB[10] The Arkhaiopolis of Rhime or CH2L-SB[9] The Arkhaiopolis of Rhime.

=====

Baldur Crossbow +1

[0EB3]

=====

A light crossbow made of baldur, an alchemically forged metal that amplifies magic.

Crossbows (1H) Lv.12~

RANGE: 3 ~ 6 AREA: 1 WEIGHT: 8 RT: +23

DAMAGE: Piercing 13 RACIAL: Divine 5

ATTRIBUTES:

ATK 65 MP 8 LUCK -3 VIT 4 DEX 3 INT 5

ON HIT: Silenced

CLASSES:

Warrior	Archer	Rune Fencer	Knight
Terror Knight	Dragoon	Ninja	Rogue
Fusilier	Divine Knight	Lord	Ranger
Paladin	Vartan	White Knight	Buccaneer
Knight Commander	Hoplite		

Crafted using <Ranged Weapons II>.

Materials:

Baldur Crossbow	x 1	Silver Ingot	x 1
Baldur Ingot	x 2		

=====

Heavy Crossbow

[45C0]

=====

A crossbow that uses a cranequin mechanism for drastically improved power.

Crossbows (2H) Lv.14~

RANGE: 4 ~ 7 AREA: 1 WEIGHT: 10 RT: +30
DAMAGE: Piercing 11

ATTRIBUTES:

ATK 68 HP 3 STR 3 DEX 2 RES 2

CLASSES:

Archer Dragoon Rogue Fusilier
Lord Ranger Vartan Knight Commander

Sold in General Shops for 4700 goth after CH3N-SB[9] Coritanae Keep
(Coritanae Ward), CH3C-SB[11]A/B Coritanae Keep (Coritanae Ward) or
CH3L-SB[11] Almorica Castle (Almorica Passageway).

=====

Heavy Crossbow +1	[A86F]
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=====

A crossbow that uses a cranequin mechanism for drastically improved power.

Crossbows (2H) Lv.15~

RANGE: 4 ~ 7 AREA: 1 WEIGHT: 11 RT: +32
DAMAGE: Piercing 13

ATTRIBUTES:

ATK 80 HP 7 STR 5 DEX 4 RES 3

ON HIT: Knockback

CLASSES:

Archer Dragoon Rogue Fusilier
Lord Ranger Vartan Knight Commander

Crafted using <Ranged Weapons II>.

Materials:

Heavy Crossbow	x 1	Iron Ingot	x 2
Steel Ingot	x 1		

=====

Arbalest	[FBE1]
----------	--------

=====

A crossbow with a curved flight groove and metal string for greatly enhanced offensive power.

Crossbows (2H) Lv.17~

RANGE: 4 ~ 7 AREA: 1 WEIGHT: 10 RT: +31
DAMAGE: Piercing 12

ATTRIBUTES:

ATK 77 VIT 4 MIND 5

CLASSES:

Archer Dragoon Rogue Fusilier
Lord Ranger Vartan Knight Commander

Sold in General Shops for 5800 goth after CH4-SB[4] Hagia Banhamuba and
returning to Phidoch Castle.

=====
Arbalest +1 [EB19]
=====

A crossbow with a curved flight groove and metal string for greatly enhanced
offensive power.

Crossbows (2H) Lv.18~

RANGE: 4 ~ 7 AREA: 1 WEIGHT: 11 RT: +34
DAMAGE: Piercing 14

ATTRIBUTES:

ATK 89 VIT 6 AGIL 2 AVD 2 MIND 7

ON HIT: Knockback

CLASSES:

Archer	Dragoon	Rogue	Fusilier
Lord	Ranger	Vartan	Knight Commander

Crafted using <Ranged Weapons II>.

Materials:

Arbalest	x 1	Iron Ingot	x 1
Steel Ingot	x 2		

=====
Steelbow [FEDB]
=====

A crossbow designed to fire small steel balls instead of bolts.

Crossbows (2H) Lv.20~

RANGE: 5 ~ 8 AREA: 1 WEIGHT: 11 RT: +33
DAMAGE: Crushing 12

ATTRIBUTES:

ATK 86 HP 3 STR 1 VIT 1 AGIL 2

CLASSES:

Archer	Dragoon	Rogue	Fusilier
Lord	Ranger	Vartan	Knight Commander

Sold in General Shops for 6900 goth after CH4-SB[15] The Royal City of Heim
(Heim Great Hall).

=====
Steelbow +1 [E517]
=====

A crossbow designed to fire small steel balls instead of bolts.

Crossbows (2H) Lv.21~

RANGE: 5 ~ 8 AREA: 1 WEIGHT: 12 RT: +36

DAMAGE: Crushing 14

ATTRIBUTES:

ATK 98 HP 6 STR 2 VIT 3 AGIL 4 INT 1 MIND 2

ON HIT: Knockback

CLASSES:

Archer Dragoon Rogue Fusilier
Lord Ranger Vartan Knight Commander

Crafted using <Ranged Weapons II>.

Materials:

Steelbow x 1 Steel Ingot x 3

Damasc Crossbow [B218]

A crossbow forged from damasc steel. Resistant to rust and said to be nigh indestructible.

Crossbows (1H) Lv.23~

RANGE: 3 ~ 6 AREA: 1 WEIGHT: 9 RT: +27

DAMAGE: Piercing 12

ATTRIBUTES:

ATK 86 DEX 4 AVD 1 RES 2

SKILL BONUS: Crossbows +1

CLASSES:

Warrior Archer Rune Fencer Knight
Terror Knight Dragoon Ninja Rogue
Fusilier Divine Knight Lord Ranger
Paladin Vartan White Knight Buccaneer
Knight Commander Hoplite

Sold in General Shops for 9500 goth after CODA-SB[1] Port Omish.

Damasc Crossbow +1 [DFC0]

A crossbow forged from damasc steel. Resistant to rust and said to be nigh indestructible.

Crossbows (1H) Lv.24~

RANGE: 3 ~ 6 AREA: 1 WEIGHT: 10 RT: +29

DAMAGE: Piercing 14 RACIAL: Golem 5

ATTRIBUTES:

ATK 97 STR 2 DEX 6 AVD 3 RES 4

SKILL BONUS: Crossbows +2

ON HIT: Stunned

CLASSES:

Warrior	Archer	Rune Fencer	Knight
Terror Knight	Dragoon	Ninja	Rogue
Fusilier	Divine Knight	Lord	Ranger
Paladin	Vartan	White Knight	Buccaneer
Knight Commander	Hoplite		

Crafted using <The Crossbow>.

Materials:

Damasc Crossbow	x 1	Steel Ingot	x 1
Wootz Steel	x 2		

=====

Roodbow	[890B]
---------	--------

=====

A crossbow used by knights of the hagia. Engraved with divine glyphs, it is also prized for its beauty.

Crossbows (2H) Lv.26~

RANGE: 4 ~ 7 AREA: 1 WEIGHT: 12 RT: +37
DAMAGE: Piercing 13 AFFINITY: Light 5 RACIAL: Phantom 5

ATTRIBUTES:

ATK 103 HP 5 STR 1 VIT 2 INT 1

SKILL BONUS: Augment Light +1

ON HIT: Light Averse

CLASSES:

Archer	Dragoon	Rogue	Fusilier
Lord	Ranger	Vartan	Knight Commander

Dropped from the following unit(s):

The Pirate's Graveyard (Ripples of Grief)
(07,02,05) Hoplite x 1

Palace of the Dead (Palace of the Dead - Level 13)
(18,02,05) Archer x 1

Palace of the Dead (Palace of the Dead - Level 49)
(16,14,02) Blood Hunter x 1

Note: This item also drops from end-game enemy equipment, so it does not need to be hunted exclusively from the enemies listed above.

=====

Al-iklil	[0364]
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=====

A crossbow used by knights of the hagia. Engraved with divine glyphs, it is also prized for its beauty.

Crossbows (2H) Lv.27~

RANGE: 5 ~ 8 AREA: 1 WEIGHT: 13 RT: +39
DAMAGE: Piercing 15 AFFINITY: Light 5 RACIAL: Umbra 10

ATTRIBUTES:

ATK 116 HP 8 STR 3 VIT 4 AGIL 2 INT 3 MIND 2

SKILL BONUS: Crossbows +1
ON HIT: Light Averse
EFFECT: Instill Light (3 charges)

CLASSES:

Archer	Dragoon	Rogue	Fusilier
Lord	Ranger	Vartan	Knight Commander

Crafted using <Crossbow Enchiridion>.

Materials:

Roodbow	x 1	Wootz Steel	x 1
Golden Ingot	x 1	Radiant Orb	x 1

Keening Bowgun [B7AC]

A crossbow designed to produce a distinctively shrill sound when fired.
Highly effective against beasts.

Crossbows (2H) Lv.29~

RANGE: 5 ~ 7 AREA: 1 WEIGHT: 13 RT: +38
DAMAGE: Piercing 13 RACIAL: Beast 10

ATTRIBUTES:

ATK 112 STR 5 DEX 1 AVD 2

CLASSES:

Archer	Dragoon	Rogue	Fusilier
Lord	Ranger	Vartan	Knight Commander

Dropped from the following unit(s):

The Pirate's Graveyard (Crumbling Garden)
(02,15,10) Hoplite x 1

Palace of the Dead (Palace of the Dead - Level 12)
(06,10,12) Archer x 1

Palace of the Dead (Palace of the Dead - Level 26)
(15,10,08) Blood Hunter x 1

Note: This item also drops from end-game enemy equipment, so it does not need to be hunted exclusively from the enemies listed above.

Daedalus Bowgun [61E8]

A crossbow forged by the Dragon Lord artisan Daedalus. The bolts it fires are fitted with a mechanism that eviscerates the target upon impact.

Crossbows (2H) Lv.30~

RANGE: 5 ~ 8 AREA: 1 WEIGHT: 14 RT: +41
DAMAGE: Piercing 20

ATTRIBUTES:

ATK 124 STR 7 DEX 3 AVD 4

ON HIT: Bound
DEBUFF RESIST: Stunproof

CLASSES:

Archer	Dragoon	Rogue	Fusilier
Lord	Ranger	Vartan	Knight Commander

Crafted using <Secrets of the Master>.

Materials:

Keening Bowgun	x 1	Daedalus Pinion	x 1
Daedalus Rack	x 1	Orichalcum	x 1

=====
Samak [CFBA]
=====

A crossbow with sea serpents intricately carved along the stock.

Crossbows (2H) Lv.32~

RANGE: 5 ~ 8 AREA: 1 WEIGHT: 13 RT: +40
DAMAGE: Piercing 14 AFFINITY: Water 10 RACIAL: Dragon 10

ATTRIBUTES:

ATK 121 VIT 3 DEX 4 INT 2 MIND 2

SKILL BONUS: Augment Water +1
ON HIT: Water Averse
DEBUFF RESIST: Poisonproof
EFFECT: Acid Breath (1 charge)

CLASSES:

Archer	Dragoon	Rogue	Fusilier
Lord	Ranger	Vartan	Knight Commander

Dropped from the following unit(s):

Palace of the Dead (Palace of the Dead - Level 67)
(09,03,06) Blood Hunter x 1

=====
Leilah [A580]
=====

A jet-black crossbow. Its flexibility and elegance bring to mind the dark locks of a raven-haired beauty.

Crossbows (2H) Lv.34~

RANGE: 5 ~ 8 AREA: 1 WEIGHT: 14 RT: +43
DAMAGE: Piercing 14 AFFINITY: Dark 10

ATTRIBUTES:

ATK 133 LUCK -5 STR 2 VIT 5 AGIL 4 RES 3

SKILL BONUS: Augment Darkness +1
ON HIT: Dark Averse
DEBUFF RESIST: Charmproof
EFFECT: Instill Shadow (3 charges)

CLASSES:

Archer	Dragoon	Rogue	Fusilier
Lord	Ranger	Vartan	Knight Commander

Dropped from the following unit(s):

Palace of the Dead (Palace of the Dead - Level 59)
(24,04,07) Blood Hunter x 1

Shams [2B0F]

A vermilion crossbow engraved with the insignia of Shams, a descendent of the sun god.

Crossbows (2H) Lv.36~

RANGE: 5 ~ 8 AREA: 1 WEIGHT: 14 RT: +42
DAMAGE: Piercing 15 AFFINITY: Fire 10

ATTRIBUTES:

ATK 130 HP 6 STR 5 DEX 5 AVD 1

SKILL BONUS: Augment Fire +1

ON HIT: Fire Averse

EFFECT: Instill Fire (3 charges)

CLASSES:

Archer	Dragoon	Rogue	Fusilier
Lord	Ranger	Vartan	Knight Commander

Dropped from the following unit(s):

Palace of the Dead (Palace of the Dead - Level 78)
(14,07,09) Onyx Dragon x 1

Khalmid [FA72]

An ornate arbalest inlaid with marble.

Crossbows (2H) Lv.38~

RANGE: 5 ~ 8 AREA: 1 WEIGHT: 15 RT: +44
DAMAGE: Piercing 16 AFFINITY: Earth 10 RACIAL: Reptile 10

ATTRIBUTES:

ATK 139 HP 10 STR 3 VIT 1 DEX 6 MIND 5

SKILL BONUS: Augment Earth +1

ON HIT: Earth Averse

DEBUFF RESIST: Stoneproof

EFFECT: Instill Earth (3 charges)

CLASSES:

Archer	Dragoon	Rogue	Fusilier
Lord	Ranger	Vartan	Knight Commander

Dropped from the following unit(s):

Palace of the Dead (Palace of the Dead - Level 79)

<Ysaar>

[4E78]

An arbalest blessed by the wind spirit Djinn. Said to unleash a tornado each time it is fired.

Crossbows (2H) Lv.40~

RANGE: 5 ~ 8 AREA: 1 WEIGHT: 15 RT: +45

DAMAGE: Piercing 16 AFFINITY: Air 15

ATTRIBUTES:

ATK 147 STR 5 VIT 8 DEX 2 INT 3

SKILL BONUS: Augment Air +1

ON HIT: Air Averse

EFFECT: Instill Air (3 charges)

CLASSES:

Archer	Dragoon	Rogue	Fusilier
Lord	Ranger	Vartan	Knight Commander

Dropped from the following unit(s):

Palace of the Dead (Palace of the Dead - Level 96)

(10,10,16) Hippogryph x 1

<Barad>

[B15D]

A crossbow unearthed from the Royal Mausoleum. The bolts it looses ice over immediately.

Crossbows (2H) Lv.43~

RANGE: 5 ~ 8 AREA: 1 WEIGHT: 16 RT: +47

DAMAGE: Piercing 17 AFFINITY: Ice 15

ATTRIBUTES:

ATK 156 HP 12 VIT 6 AGIL 7 AVD 2 RES 2

SKILL BONUS: Augment Ice +1

ON HIT: Ice Averse

DEBUFF RESIST: Stunproof

EFFECT: Instill Ice (3 charges)

CLASSES:

Archer	Dragoon	Rogue	Fusilier
Lord	Ranger	Vartan	Knight Commander

Dropped from the following unit(s):

Palace of the Dead (Palace of the Dead - Level 108)

(03,08,16) Blood Hunter x 1

<Raed>

[46EF]

=====

A crossbow thought forged by Ylmarch, god of lightning. The bolts it looses crackle with energy as they fly.

Crossbows (2H) Lv.46~

RANGE: 5 ~ 8 AREA: 1 WEIGHT: 16 RT: +49
DAMAGE: Piercing 17 AFFINITY: Lightning 15 RACIAL: Beast 15

ATTRIBUTES:

ATK 164 STR 5 VIT 5 DEX 3 AVD 4 MIND 5

SKILL BONUS: Augment Lightning +1
ON HIT: Lightning Averse
DEBUFF RESIST: Stopproof
EFFECT: Instill Lightning (3 charges)

CLASSES:

Archer	Dragoon	Rogue	Fusilier
Lord	Ranger	Vartan	Knight Commander

Dropped from the following unit(s):
Palace of the Dead (Palace of the Dead - Level 114)
(21,10,08) Blood Hunter x 1

=====

<Cursed Weapon> [3A1B]

=====

A crossbow enchanted by forbidden arts. Strongest when flesh and soul are sealed within the weapon.

Crossbows (2H) Lv.01~

RANGE: 3 ~ 7 AREA: 1

EFFECT: Snapdragon (1 charge)

CLASSES:

Archer	Dragoon	Rogue	Fusilier
Lord	Ranger	Vartan	Knight Commander

Dropped from the following unit(s):
Palace of the Dead (Palace of the Dead - Level 75)
(09,14,11) Blood Hunter x 1

Palace of the Dead (Palace of the Dead - Level 90)
(12,02,12) Blood Hunter x 1

Note: The item's effect can only be used by generic units and is consumed upon use.

=====

F u s i l s [E8A5]

=====

Fusils are ranged weapons with a straight trajectory.

Rimfire [06DE]

Rimfire +1 [F6A4]
Commander's Gun [847C]
Commander's Gun +1 [EF0C]
Musket [8EFD]
Musket +1 [2B3E]
Petronel [B927]
Banduq-i-chaqmaqi [43FD]
<Snub Fusil> [61D3]
<Longgun> [F843]
<Cursed Weapon> [0C35]

=====
Rimfire [06DE]
=====

A small matchlock pistol. Its ease of concealment makes it a perfect weapon for assassination.

Fusils (1H) Lv.15~

RANGE: 1 ~ 4 AREA: 1 WEIGHT: 9 RT: +26
DAMAGE: Piercing 11

ATTRIBUTES:

ATK 80 HP 2 DEX 3

SKILL BONUS: Fusils +1

CLASSES:

Fusilier Buccaneer

Crafted using <The Fusil>.

Materials:

Steel Ingot x 2 Blackpowder x 1
Birnewood x 1

Dropped from the following unit(s):

CH4-SB[9] Barnicia Castle (Barnicia Courtyard)
(07,13,13) Templar (Wizard) x 1

=====
Rimfire +1 [F6A4]
=====

A small matchlock pistol. Its ease of concealment makes it a perfect weapon for assassination.

Fusils (1H) Lv.16~

RANGE: 1 ~ 4 AREA: 1 WEIGHT: 9 RT: +28
DAMAGE: Piercing 13

ATTRIBUTES:

ATK 88 HP 5 STR 2 DEX 5 AVD 1

SKILL BONUS: Fusils +2

CLASSES:

Fusilier Buccaneer

Crafted using <Fusil Enchiridion>.

Materials:

Rimfire	x 1	Wootz Steel	x 1
Blackpowder	x 1	Beast Horn	x 1

=====
Commander's Gun [847C]
=====

A matchlock rifle that penetrates light armor with ease.

Fusils (2H) Lv.22~

RANGE: 4 ~ 7 AREA: 1 WEIGHT: 13 RT: +39
DAMAGE: Piercing 13

ATTRIBUTES:

ATK 115 DEX 1 MIND 5 RES 3

SKILL BONUS: Fusils +1
ON HIT: Knockback

CLASSES:

Fusilier Ranger

Crafted using <The Fusil>.

Materials:

Steel Ingot	x 2	Blackpowder	x 1
Ananawood	x 1		

Dropped from the following unit(s):

CH4-SQ[10] Oeram
(07,23,27) Fusilier Pherenian x 1 (Lv.~31)

=====
Commander's Gun +1 [EFOC]
=====

A matchlock rifle that penetrates light armor with ease.

Fusils (2H) Lv.23~

RANGE: 4 ~ 7 AREA: 1 WEIGHT: 14 RT: +41
DAMAGE: Piercing 15

ATTRIBUTES:

ATK 125 HP 4 STR 2 DEX 3 AVD 2

SKILL BONUS: Fusils +2
ON HIT: Knockback

CLASSES:

Fusilier Ranger

Crafted using <Fusil Enchiridion>.

Materials:

Commander's Gun	x 1	Wootz Steel	x 1
Blackpowder	x 1	Worm Horn	x 1

Musket

[8EFD]

=====

A powerful flintlock rifle. It is easier to handle and has improved range over more basic firearms.

Fusils (2H) Lv.29~

RANGE: 5 ~ 8 AREA: 1 WEIGHT: 14 RT: +43

DAMAGE: Piercing 15

ATTRIBUTES:

ATK 134 HP 8 STR 1 DEX 2

SKILL BONUS: Fusils +1

ON HIT: Knockback

CLASSES:

Fusilier Ranger

Crafted using <The Fusil>.

Materials:

Steel Ingot	x 2	Blackpowder	x 1
Baobawood	x 1		

Dropped from the following unit(s):

CH4-SQ[10] Oeram

(07,23,27) Fusilier Pherenian x 1 (Lv.32~)

=====

Musket +1

[2B3E]

=====

A powerful flintlock rifle. It is easier to handle and has improved range over more basic firearms.

Fusils (2H) Lv.30~

RANGE: 5 ~ 8 AREA: 1 WEIGHT: 15 RT: +45

DAMAGE: Piercing 17

ATTRIBUTES:

ATK 144 STR 3 DEX 4 AVD 2 INT 1 RES 3

SKILL BONUS: Fusils +2

ON HIT: Knockback

CLASSES:

Fusilier Ranger

Crafted using <Fusil Enchiridion>.

Materials:

Musket	x 1	Wootz Steel	x 1
Blackpowder	x 1	Unicorn Horn	x 1

=====

Petronel

[B927]

=====

A powerful flintlock pistol carved with intricate designs.

Fusils (1H) Lv.33~

RANGE: 3 ~ 5 AREA: 1 WEIGHT: 12 RT: +36

DAMAGE: Piercing 18

ATTRIBUTES:

ATK 128 STR 3 DEX 3

SKILL BONUS: Fusils +2

CLASSES:

Fusilier Buccaneer

Dropped from the following unit(s):

Palace of the Dead (Palace of the Dead - Level 93)

(15,26,12) Spriggan x 1

=====
Banduq-i-chaqmaqi

[43FD]
=====

A powerful flintlock rifle fitted with a bayonet.

Fusils (2H) Lv.37~

RANGE: 5 ~ 8 AREA: 1 WEIGHT: 17 RT: +51

DAMAGE: Piercing 19

ATTRIBUTES:

ATK 173 HP 5 STR 5 DEX 3 AVD 2 MIND 2

SKILL BONUS: Fusils +2

ON HIT: Knockback

CLASSES:

Fusilier Ranger

Dropped from the following unit(s):

Palace of the Dead (Palace of the Dead - Level 83)

(03,06,21) Sniper x 1

=====
<Snub Fusil>

[61D3]
=====

A percussion lock pistol. The rounds it fires are small but inflict terrible damage.

Fusils (1H) Lv.41~

RANGE: 1 ~ 4 AREA: 1 WEIGHT: 14 RT: +42

DAMAGE: Piercing 20

ATTRIBUTES:

ATK 160 HP 10 STR 4 DEX 6 AGIL 4 RES 1

SKILL BONUS: Fusils +3

CLASSES:

Fusilier Buccaneer

Dropped from the following unit(s):

Palace of the Dead (Palace of the Dead - Level 110)

(14,02,10) Sniper x 1

=====
<Longgun>

[F843]
=====

A percussion lock rifle. Its range and destructive power are extremely high.

Fusils (2H) Lv.45~

RANGE: 6 ~ 9 AREA: 1 WEIGHT: 19 RT: +58

DAMAGE: Piercing 21

ATTRIBUTES:

ATK 210 HP 9 STR 5 DEX 5 AVD 3 MIND 2

SKILL BONUS: Fusils +3

ON HIT: Knockback

CLASSES:

Fusilier Ranger

Dropped from the following unit(s):

Palace of the Dead (Palace of the Dead - Level 105)

(22,00,02) Sniper x 1

=====
<Cursed Weapon>

[0C35]
=====

A fusil enchanted by forbidden arts. Strongest when flesh and soul are sealed within the weapon.

Fusils (2H) Lv.01~

RANGE: 3 ~ 9 AREA: 1

EFFECT: Snapdragon (1 charge)

CLASSES:

Fusilier Ranger

Dropped from the following unit(s):

Palace of the Dead (Palace of the Dead - Level 74)

(20,12,05) Sniper x 1

Palace of the Dead (Palace of the Dead - Level 83)

(08,05,08) Sniper x 1

Note: The item's effect can only be used by generic units and is consumed upon use.

=====
T h r o w n

[FB83]
=====

Thrown weapons travel in an arched trajectory that varies with the distance and terrain cover of the target. Thrown items are removed from the party's inventory.

Tomahawk	[EBF4]
Tomahawk +1	[AB47]
Javelin	[E7A9]
Javelin +1	[19D4]
Woshele	[16BF]
Woshele +1	[23D6]
Francisca	[34D0]
Francisca +1	[0D93]
Pilum	[D5BF]
Pilum +1	[D901]
Bola	[1ED3]
Bola +1	[9873]
Chakram	[DCB5]
Chakram +1	[C469]
Urchin Bola	[249A]
Urchin Bola +1	[FD79]
Lobber	[34C9]
Lobber +1	[E786]
Lobber +2	[37EA]

=====
Tomahawk [EBF4]
=====

A lightweight throwing axe. The shaft is covered in ornamental carvings and has a long cord attached for ease of swinging.

Thrown (1H) Lv.05~

RANGE: 3 ~ 6 AREA: 1 WEIGHT: 6 RT: +19

DAMAGE: Slashing 5

ATTRIBUTES:

ATK 45 STR 1 DEX 2

CLASSES:

Warrior	Archer	Rune Fencer	Berserker
Dragoon	Rogue	Beast Tamer	Lord
Ranger	Vartan	Buccaneer	Knight Commander
Hoplite	Juggernaut		

Sold in General Shops for 200 goth after CH2C-SB[3] Xeod Moors or CH2L-SB[2] Xeod Moors.

=====
Tomahawk +1 [AB47]
=====

A lightweight throwing axe. The shaft is covered in ornamental carvings and has a long cord attached for ease of swinging.

Thrown (1H) Lv.07~

RANGE: 3 ~ 6 AREA: 1 WEIGHT: 7 RT: +21

DAMAGE: Slashing 5

ATTRIBUTES:

ATK 54 STR 2 DEX 4

SKILL BONUS: Thrown +1

CLASSES:

Warrior	Archer	Rune Fencer	Berserker
Dragoon	Rogue	Beast Tamer	Lord
Ranger	Vartan	Buccaneer	Knight Commander
Hoplite	Juggernaut		

Crafted using <Ranged Weapons I>.

Materials:

Tomahawk	x 1	Copper Ore	x 1
----------	-----	------------	-----

Javelin [E7A9]

A lightweight throwing spear crafted from a single piece of metal, adding force and range to its attacks.

Thrown (1H) Lv.10~

RANGE: 3 ~ 6 AREA: 1 WEIGHT: 7 RT: +22

DAMAGE: Piercing 8

ATTRIBUTES:

ATK 59 STR 2 DEX 1

CLASSES:

Warrior	Archer	Rune Fencer	Berserker
Dragoon	Rogue	Beast Tamer	Lord
Ranger	Vartan	Buccaneer	Knight Commander
Hoplite	Juggernaut		

Sold in General Shops for 400 goth after CH3N-SB[4] Port Asyton, CH3C-SB[6] Bahanna Highlands or CH3L-SB[7]A/B Coritanae Keep (Coritanae Ward).

Dropped from the following unit(s):

CH3N-SB[12A] Phidoch Castle (Phidoch South Curtain Wall)
 (07,18,20) Beast Tamer x10

CH3C-SB[7B] Brigantys Castle (Brigantys West Curtain Wall)
 (07,21,28) Beast Tamer Orgeau x10

CH3L-SB[14A] Phidoch Castle (Phidoch South Curtain Wall)
 (07,18,20) Beast Tamer x10

Javelin +1 [19D4]

A lightweight throwing spear crafted from a single piece of metal, adding force and range to its attacks.

Thrown (1H) Lv.12~

RANGE: 3 ~ 6 AREA: 1 WEIGHT: 8 RT: +24

DAMAGE: Piercing 8

ATTRIBUTES:

ATK 68 STR 4 DEX 3

SKILL BONUS: Thrown +1

CLASSES:

Warrior	Archer	Rune Fencer	Berserker
Dragoon	Rogue	Beast Tamer	Lord
Ranger	Vartan	Buccaneer	Knight Commander
Hoplite	Juggernaut		

Crafted using <Ranged Weapons II>.

Materials:

Javelin x 1 Copper Ore x 1

Woshele [16BF]

A thrown weapon with three blades set at different angles. It is spun as it is released.

Thrown (1H) Lv.16~

RANGE: 3 ~ 7 AREA: 1 WEIGHT: 8 RT: +25

DAMAGE: Slashing 5

ATTRIBUTES:

ATK 73 AVD 3 RES 2

CLASSES:

Warrior	Archer	Rune Fencer	Berserker
Dragoon	Ninja	Rogue	Beast Tamer
Lord	Ranger	Princess	Vartan
Buccaneer	Knight Commander	Hoplite	Juggernaut

Sold in General Shops for 500 goth after CH4-SB[10] Barnicia Castle (Barnicia Grand Staircase) and returning to Phidoch Castle.

Woshele +1 [23D6]

A thrown weapon with three blades set at different angles. It is spun as it is released.

Thrown (1H) Lv.18~

RANGE: 3 ~ 7 AREA: 1 WEIGHT: 9 RT: +26

DAMAGE: Slashing 5

ATTRIBUTES:

ATK 82 VIT 1 AVD 5 RES 4

SKILL BONUS: Thrown +1

CLASSES:

Warrior	Archer	Rune Fencer	Berserker
Dragoon	Ninja	Rogue	Beast Tamer
Lord	Ranger	Princess	Vartan

Buccaneer Knight Commander Hoplite Juggernaut

Crafted using <Ranged Weapons II>.

Materials:

Woshele x 1 Iron Ore x 1

=====
Francisca [34D0]
=====

A thrown weapon with an arch-shaped axe head that widens towards the cutting edge. Too heavy to be thrown far, but inflicts significant damage.

Thrown (1H) Lv.26~

RANGE: 2 ~ 5 AREA: 1 WEIGHT: 11 RT: +32

DAMAGE: Slashing 10

ATTRIBUTES:

ATK 111 VIT 3 DEX 1

CLASSES:

Warrior	Archer	Rune Fencer	Berserker
Dragoon	Rogue	Beast Tamer	Lord
Ranger	Vartan	Buccaneer	Knight Commander
Hoplite	Juggernaut		

Sold in General Shops for 1200 goth after CODA-SB[1] Port Omish.

=====
Francisca +1 [0D93]
=====

A thrown weapon with an arch-shaped axe head that widens towards the cutting edge. Too heavy to be thrown far, but inflicts significant damage.

Thrown (1H) Lv.28~

RANGE: 2 ~ 5 AREA: 1 WEIGHT: 11 RT: +34

DAMAGE: Slashing 10

ATTRIBUTES:

ATK 121 VIT 5 DEX 3

SKILL BONUS: Thrown +1

CLASSES:

Warrior	Archer	Rune Fencer	Berserker
Dragoon	Rogue	Beast Tamer	Lord
Ranger	Vartan	Buccaneer	Knight Commander
Hoplite	Juggernaut		

Crafted using <Axe, Spear & Hammer>.

Materials:

Francisca x 1 Copper Ore x 1
Iron Ore x 1

=====
Pilum [D5BF]
=====

=====

A heavy throwing spear. The tip is slender but hefty, and the weighted shaft adds to its penetrative force.

Thrown (1H) Lv.31~

RANGE: 3 ~ 7 AREA: 1 WEIGHT: 11 RT: +33
DAMAGE: Piercing 5

ATTRIBUTES:

ATK 115 HP 10 STR 2 INT 3

CLASSES:

Warrior	Archer	Rune Fencer	Berserker
Dragoon	Rogue	Beast Tamer	Lord
Ranger	Vartan	Buccaneer	Knight Commander
Hoplite	Juggernaut		

Sold in General Shops for 1600 goth after CODA-SB[5] The Arkhaiopolis of Rhime (Torakoria Way).

=====

Pilum +1 [D901]

=====

A heavy throwing spear. The tip is slender but hefty, and the weighted shaft adds to its penetrative force.

Thrown (1H) Lv.33~

RANGE: 3 ~ 7 AREA: 1 WEIGHT: 12 RT: +35
DAMAGE: Piercing 5

ATTRIBUTES:

ATK 124 HP 15 STR 4 INT 5 MIND 2

SKILL BONUS: Thrown +1

CLASSES:

Warrior	Archer	Rune Fencer	Berserker
Dragoon	Rogue	Beast Tamer	Lord
Ranger	Vartan	Buccaneer	Knight Commander
Hoplite	Juggernaut		

Crafted using <Thrown Weapons I>.

Materials:

Pilum	x 1	Copper Ore	x 1
Iron Ore	x 1		

=====

Bola [1ED3]

=====

A thrown weapon consisting of a long cord with heavy rocks attached to both ends. Designed to subdue prey.

Thrown (1H) Lv.21~

RANGE: 3 ~ 6 AREA: 1 WEIGHT: 9 RT: +27
DAMAGE: Crushing 5

ATTRIBUTES:

ATK 87 DEX 2 AGIL 4 MIND 5

ON HIT: Leadened

CLASSES:

Warrior	Archer	Rune Fencer	Berserker
Dragoon	Ninja	Rogue	Beast Tamer
Lord	Ranger	Princess	Vartan
Buccaneer	Knight Commander	Hoplite	Juggernaut

Sold in General Shops for 700 goth after CODA-SB[5] The Arkhaiopolis of Rhime (Torakoria Way).

Bola +1 [9873]

A thrown weapon consisting of a long cord with heavy rocks attached to both ends. Designed to subdue prey.

Thrown (1H) Lv.23~

RANGE: 3 ~ 6 AREA: 1 WEIGHT: 10 RT: +29

DAMAGE: Crushing 5

ATTRIBUTES:

ATK 96 DEX 4 AGIL 6 MIND 7

SKILL BONUS: Thrown +1

ON HIT: Leadened

CLASSES:

Warrior	Archer	Rune Fencer	Berserker
Dragoon	Ninja	Rogue	Beast Tamer
Lord	Ranger	Princess	Vartan
Buccaneer	Knight Commander	Hoplite	Juggernaut

Crafted using <Axe, Spear & Hammer>.

Materials:

Bola	x 1	Iron Ore	x 1
------	-----	----------	-----

Chakram [DCB5]

A thrown weapon consisting of a metal hoop ringed with razor-sharp blades that can even cut through armor.

Thrown (1H) Lv.37~

RANGE: 3 ~ 8 AREA: 1 WEIGHT: 12 RT: +36

DAMAGE: Slashing 5

ATTRIBUTES:

ATK 129 STR 3 VIT 2 DEX 1 RES 2

CLASSES:

Warrior	Archer	Rune Fencer	Berserker
---------	--------	-------------	-----------

Dragoon	Rogue	Beast Tamer	Lord
Ranger	Vartan	Buccaneer	Knight Commander
Hoplite	Juggernaut		

Sold in General Shops for 2000 goth after CODA-SB[5] The Arkhaiopolis of Rhime (Torakoria Way).

Chakram +1 [C469]

A thrown weapon consisting of a metal hoop ringed with razor-sharp blades that can even cut through armor.

Thrown (1H) Lv.39~

RANGE: 3 ~ 8 AREA: 1 WEIGHT: 13 RT: +38

DAMAGE: Slashing 5

ATTRIBUTES:

ATK 138 HP 5 STR 5 VIT 4 DEX 3 RES 3

SKILL BONUS: Thrown +1

CLASSES:

Warrior	Archer	Rune Fencer	Berserker
Dragoon	Rogue	Beast Tamer	Lord
Ranger	Vartan	Buccaneer	Knight Commander
Hoplite	Juggernaut		

Crafted using <Thrown Weapons II>.

Materials:

Chakram	x 1	Copper Ore	x 1
Iron Ore	x 1	Graphite	x 1

Urchin Bola [249A]

A thrown weapon with spiked iron balls used in place of bola stones. Can be used to maim as well as subdue.

Thrown (1H) Lv.42~

RANGE: 3 ~ 7 AREA: 1 WEIGHT: 13 RT: +39

DAMAGE: Crushing 5

ATTRIBUTES:

ATK 143 VIT 3 DEX 2 AVD 2 MIND 4

ON HIT: Leadened

CLASSES:

Warrior	Archer	Rune Fencer	Berserker
Dragoon	Ninja	Rogue	Beast Tamer
Lord	Ranger	Princess	Vartan
Buccaneer	Knight Commander	Hoplite	Juggernaut

Dropped from the following unit(s):

Palace of the Dead (Palace of the Dead - Level 107)

Note: This item also drops from end-game enemy equipment, so it does not need to be hunted exclusively from the enemies listed above.

Urchin Bola +1

[FD79]

A thrown weapon with spiked iron balls used in place of bola stones. Can be used to maim as well as subdue.

Thrown (1H) Lv.44~

RANGE: 3 ~ 7 AREA: 1 WEIGHT: 13 RT: +40

DAMAGE: Crushing 5

ATTRIBUTES:

ATK 152 HP 10 VIT 5 DEX 5 AVD 4 MIND 6

SKILL BONUS: Thrown +1

ON HIT: Leadened

CLASSES:

Warrior	Archer	Rune Fencer	Berserker
Dragoon	Ninja	Rogue	Beast Tamer
Lord	Ranger	Princess	Vartan
Buccaneer	Knight Commander	Hoplite	Juggernaut

Crafted using <Thrown Weapons II>.

Materials:

Urchin Bola	x 1	Copper Ore	x 1
Iron Ore	x 1	Graphite	x 1

Lobber

[34C9]

A weapon made to launch items over great distances. Can be used with a wider range of items when the Field Alchemy skill is assigned.

Thrown (1H) Lv.03~

RANGE: 3 ~ 5 AREA: 1 WEIGHT: 3 RT: +20

ATTRIBUTES:

DEX 2 AGIL 1

CLASSES:

Archer	Cleric	Rune Fencer	Knight
Terror Knight	Berserker	Swordmaster	Rogue
Beast Tamer	Divine Knight	Lord	Ranger
Princess	Paladin	White Knight	Songstress
Familiar			

Sold in General Shops for 3600 goth after CH1N-SB[5] Krysaros and returning to Almorica Castle.

Lobber +1

[E786]

A weapon made to launch items over great distances. Can be used with a wider range of items when the Field Alchemy skill is assigned.

Thrown (1H) Lv.13~

RANGE: 4 ~ 7 AREA: 1 WEIGHT: 3 RT: +20

ATTRIBUTES:

DEX 3 AGIL 3

CLASSES:

Archer	Rune Fencer	Berserker	Rogue
Beast Tamer	Lord	Ranger	Princess
Familiar			

Crafted using <Thrown Weapons I>.

Materials:

Lobber	x 1	Birnewood	x 1
Iron Ingot	x 1	Steel Ingot	x 1

Lobber +2

[37EA]

A weapon made to launch items over great distances. Can be used with a wider range of items when the Field Alchemy skill is assigned.

Thrown (1H) Lv.23~

RANGE: 5 ~ 9 AREA: 1 WEIGHT: 3 RT: +20

ATTRIBUTES:

DEX 4 AGIL 5

CLASSES:

Archer	Berserker	Rogue	Beast Tamer
Lord	Ranger	Princess	Familiar

Crafted using <Thrown Weapons II>.

Materials:

Lobber +1	x 1	Baobawood	x 1
Wootz Steel	x 1	Wyrms Whisker	x 1

S h i e l d s

[75AE]

Shields are held in one hand. In addition to raising defense (DEF), shields can also deliver attacks.

Buckler	[E76C]
Buckler +1	[891D]
Pelta	[2BA4]
Pelta +1	[062E]
Aspis	[490C]
Aspis +1	[294F]
Tower Shield	[3FAE]

Tower Shield +1 [B58E]
 Spiked Shield [2604]
 Spiked Shield +1 [971A]
 Baldur Shield [6921]
 Baldur Shield +1 [8F63]
 Heater Shield [F69C]
 Heater Shield +1 [CA3B]
 Damasc Shield [CF67]
 Damasc Shield +1 [8B0F]
 Dragon Scale [8DC3]
 Ancient Dragon Scale [24D9]
 Rozenzi Shield [F086]
 Dread Shield [F45D]
 Shield of the Winds [A078]
 Shield of the Loam [624F]
 Shield of the Storm [9471]
 Shield of the Waves [CDB4]
 Shield of the Flames [0A7C]
 Shield of the Tundra [5321]
 Shield of Sages [8D76]
 <Ogre Shield> [108A]
 Aegis [C7AE]
 Medusa Shield [3DB6]

=====
 Buckler [E76C]
 =====

A small shield used to deflect rather than withstand attacks.

 Shields Lv.01~

RANGE: 1 AREA: 1 WEIGHT: 5 RT: +15
 DAMAGE: Crushing 1

ATTRIBUTES:

ATK 27 DEF 8 VIT 1 DEX 1 AVD 3

SKILL BONUS: Resist Silence +1

ON HIT: Knockback

RESISTANCES:

Slashing 2 Piercing 2

 CLASSES:

Warrior	Archer	Wizard	Cleric
Rune Fencer	Knight	Terror Knight	Berserker
Dragoon	Ninja	Rogue	Fusilier
Beast Tamer	Warlock	Necromancer	Lich
Divine Knight	Lord	Ranger	Priest
Princess	Dark Priest	Paladin	Astromancer
Vartan	White Knight	Shaman	Wicce
Songstress	Buccaneer	Knight Commander	Hoplite
Juggernaut	Patriarch	Familiar	

 Sold in General Shops for 1500 goth at the start of the game.

=====
 Buckler +1 [891D]
 =====

A small shield used to deflect rather than withstand attacks.

Shields Lv.02~

RANGE: 1 AREA: 1 WEIGHT: 5 RT: +16
DAMAGE: Crushing 1

ATTRIBUTES:

ATK 28 DEF 10 VIT 2 DEX 2 AVD 5 RES 2

SKILL BONUS: Deflect +1
ON HIT: Knockback
DEBUFF RESIST: Silenceproof

RESISTANCES:

Crushing 3 Slashing 4 Piercing 3

CLASSES:

Warrior	Archer	Wizard	Cleric
Rune Fencer	Knight	Terror Knight	Berserker
Dragoon	Ninja	Rogue	Fusilier
Beast Tamer	Warlock	Necromancer	Lich
Divine Knight	Lord	Ranger	Priest
Princess	Dark Priest	Paladin	Astromancer
Vartan	White Knight	Shaman	Wicce
Songstress	Buccaneer	Knight Commander	Hoplite
Juggernaut	Patriarch	Familiar	

Crafted using <Smithing Armor I>.

Materials:

Buckler	x 1	Toneriwood	x 1
Bronze Ingot	x 1	Illumina Nectar	x 1

=====

Pelta	[2BA4]
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=====

A crescent-shaped shield with a small gap to help the bearer see incoming attacks.

Shields Lv.04~

RANGE: 1 AREA: 1 WEIGHT: 5 RT: +16
DAMAGE: Crushing 1

ATTRIBUTES:

ATK 29 DEF 10 HP 5 VIT 1 DEX 1 AVD 2

SKILL BONUS: Resist Stun +1
ON HIT: Knockback

RESISTANCES:

Crushing 2 Slashing 3

CLASSES:

Warrior	Archer	Rune Fencer	Knight
Terror Knight	Berserker	Dragoon	Rogue
Fusilier	Divine Knight	Lord	Ranger
Paladin	Vartan	White Knight	Songstress
Buccaneer	Knight Commander	Hoplite	Juggernaut

Sold in General Shops for 2200 goth at the start of the game.

=====
Pelta +1 [062E]
=====

A crescent-shaped shield with a small gap to help the bearer see incoming attacks.

Shields Lv.05~

RANGE: 1 AREA: 1 WEIGHT: 5 RT: +16
DAMAGE: Crushing 1

ATTRIBUTES:

ATK 30 DEF 12 HP 10 VIT 2 DEX 2 AVD 4 RES 3

SKILL BONUS: Parry +1

ON HIT: Knockback

DEBUFF RESIST: Stunproof

RESISTANCES:

Crushing 4 Slashing 4 Piercing 3

CLASSES:

Warrior	Archer	Rune Fencer	Knight
Terror Knight	Berserker	Dragoon	Rogue
Fusilier	Divine Knight	Lord	Ranger
Paladin	Vartan	White Knight	Songstress
Buccaneer	Knight Commander	Hoplite	Juggernaut

Crafted using <Smithing Armor I>.

Materials:

Pelta	x 1	Birnewood	x 1
Bronze Ingot	x 1	Zena Wine	x 1

=====
Aspis [490C]
=====

A medium-sized round shield covered in animal skins. Reduces the impact of crushing blows.

Shields Lv.07~

RANGE: 1 AREA: 1 WEIGHT: 5 RT: +16
DAMAGE: Crushing 2

ATTRIBUTES:

ATK 31 DEF 11 STR 2 DEX 1 AGIL 1 AVD 2

SKILL BONUS: Resist Sleep +1

ON HIT: Knockback

RESISTANCES:

Crushing 3 Piercing 2

CLASSES:

Warrior	Archer	Rune Fencer	Knight
---------	--------	-------------	--------

Terror Knight	Berserker	Dragoon	Rogue
Fusilier	Divine Knight	Lord	Ranger
Paladin	Vartan	White Knight	Songstress
Buccaneer	Knight Commander	Hoplite	Juggernaut

Sold in General Shops for 2700 goth after CH1N-SB[7] The Arkhaiopolis of Rhime and returning to Almorica Castle.

Aspis +1 [294F]

A medium-sized round shield covered in animal skins. Reduces the impact of crushing blows.

Shields Lv.08~

RANGE: 1 AREA: 1 WEIGHT: 5 RT: +16
DAMAGE: Crushing 2

ATTRIBUTES:

ATK 32 DEF 14 STR 4 VIT 2 DEX 2 AGIL 3 AVD 4
RES 2

SKILL BONUS: Deflect +1

ON HIT: Knockback

DEBUFF RESIST: Sleepproof

RESISTANCES:

Crushing 5 Slashing 2 Piercing 4

CLASSES:

Warrior	Archer	Rune Fencer	Knight
Terror Knight	Berserker	Dragoon	Rogue
Fusilier	Divine Knight	Lord	Ranger
Paladin	Vartan	White Knight	Songstress
Buccaneer	Knight Commander	Hoplite	Juggernaut

Crafted using <Smithing Armor I>.

Materials:

Aspis	x 1	Bronze Ingot	x 1
Iron Ingot	x 1	Zolia Draught	x 1

Tower Shield [3FAE]

A large, rectangular shield that boasts superlative defense but hinders movement.

Shields Lv.10~

RANGE: 1 AREA: 1 WEIGHT: 6 RT: +17
DAMAGE: Crushing 2

ATTRIBUTES:

ATK 33 DEF 13 HP 4 STR 1 DEX 1 AVD 3

SKILL BONUS: Resist Charm +1

ON HIT: Knockback

RESISTANCES:

Slashing 3 Piercing 3

CLASSES:

Warrior	Rune Fencer	Knight	Terror Knight
Berserker	Dragoon	Divine Knight	Lord
Paladin	White Knight	Knight Commander	Hoplite
Juggernaut			

Sold in General Shops for 3500 goth after CH2C-SB[6] Krysaros or CH2L-SB[6] Qadriga Fortress.

Tower Shield +1 [B58E]

A large, rectangular shield that boasts superlative defense but hinders movement.

Shields Lv.11~

RANGE: 1 AREA: 1 WEIGHT: 6 RT: +17

DAMAGE: Crushing 2

ATTRIBUTES:

ATK 34 DEF 15 HP 8 STR 2 DEX 2 AVD 5 RES 2

SKILL BONUS: Parry +1

ON HIT: Knockback

DEBUFF RESIST: Charmproof

RESISTANCES:

Crushing 2 Slashing 5 Piercing 4

CLASSES:

Warrior	Rune Fencer	Knight	Terror Knight
Berserker	Dragoon	Divine Knight	Lord
Paladin	White Knight	Knight Commander	Hoplite
Juggernaut			

Crafted using <Smithing Armor I>.

Materials:

Tower Shield	x 1	Iron Ingot	x 1
Silver Ingot	x 1	Zolia Draught	x 1

Spiked Shield [2604]

A circular shield with a number of spikes protruding from the edge and surface.

Shields Lv.13~

RANGE: 1 AREA: 1 WEIGHT: 6 RT: +17

DAMAGE: Crushing 3

ATTRIBUTES:

ATK 35 DEF 14 HP 2 DEX 2 AGIL 2 AVD 4

SKILL BONUS: Resist Poison +1
ON HIT: Knockback

RESISTANCES:

Crushing 4 Piercing 3 Human 1

CLASSES:

Warrior	Archer	Rune Fencer	Knight
Terror Knight	Berserker	Dragoon	Rogue
Fusilier	Divine Knight	Lord	Ranger
Paladin	Vartan	White Knight	Songstress
Buccaneer	Knight Commander	Hoplite	Juggernaut

Sold in General Shops for 4400 goth after CH3N-SB[4] Port Asyton, CH3C-SB[6] Bahanna Highlands or CH3L-SB[7]A/B Coritanae Keep (Coritanae Ward).

Spiked Shield +1 [971A]

A circular shield with a number of spikes protruding from the edge and surface.

Shields Lv.14~

RANGE: 1 AREA: 1 WEIGHT: 6 RT: +17
DAMAGE: Crushing 3

ATTRIBUTES:

ATK 36 DEF 17 HP 4 DEX 3 AGIL 3 AVD 6 RES 3

SKILL BONUS: Deflect +1
ON HIT: Knockback
DEBUFF RESIST: Poisonproof

RESISTANCES:

Crushing 6 Slashing 2 Piercing 4 Human 3

CLASSES:

Warrior	Archer	Rune Fencer	Knight
Terror Knight	Berserker	Dragoon	Rogue
Fusilier	Divine Knight	Lord	Ranger
Paladin	Vartan	White Knight	Songstress
Buccaneer	Knight Commander	Hoplite	Juggernaut

Crafted using <Smithing Armor I>.

Materials:

Spiked Shield	x 1	Iron Ingot	x 2
Maca Antidote	x 1		

Baldur Shield [6921]

A shield made of baldur, an alchemically forged metal that amplifies magic.

Shields Lv.16~

RANGE: 1 AREA: 1 WEIGHT: 6 RT: +17

DAMAGE: Crushing 3

ATTRIBUTES:

ATK 37 DEF 16 MP 5 LUCK -1 VIT 2 DEX 1 AVD 2
INT 4

SKILL BONUS: Resist Slow +1
ON HIT: Knockback

RESISTANCES:

Slashing 4 Piercing 3 Air 1 Earth 1 Lightning 1
Water 1 Fire 1 Ice 1 Light 1 Dark 1
Divine 3 Umbra 3 Faerie 3 Phantom 3

CLASSES:

Warrior	Archer	Wizard	Cleric
Rune Fencer	Knight	Terror Knight	Berserker
Dragoon	Ninja	Rogue	Fusilier
Beast Tamer	Warlock	Necromancer	Lich
Divine Knight	Lord	Ranger	Priest
Princess	Dark Priest	Paladin	Astromancer
Vartan	White Knight	Shaman	Wicce
Songstress	Buccaneer	Knight Commander	Hoplite
Juggernaut	Patriarch	Familiar	

Sold in General Shops for 5900 goth at the start of Chapter IV.

Baldur Shield +1 [8F63]

A shield made of baldur, an alchemically forged metal that amplifies magic.

Shields Lv.17~

RANGE: 1 AREA: 1 WEIGHT: 6 RT: +18
DAMAGE: Crushing 3

ATTRIBUTES:

ATK 38 DEF 18 MP 8 LUCK -3 VIT 3 DEX 3 AVD 4
INT 5 RES 2

SKILL BONUS: Parry +1
ON HIT: Knockback
DEBUFF RESIST: Slowproof

RESISTANCES:

Crushing 2 Slashing 6 Piercing 5 Air 3 Earth 3
Lightning 3 Water 3 Fire 3 Ice 3 Light 3
Dark 3 Divine 6 Umbra 6 Faerie 6 Phantom 6

CLASSES:

Warrior	Archer	Wizard	Cleric
Rune Fencer	Knight	Terror Knight	Berserker
Dragoon	Ninja	Rogue	Fusilier
Beast Tamer	Warlock	Necromancer	Lich
Divine Knight	Lord	Ranger	Priest
Princess	Dark Priest	Paladin	Astromancer
Vartan	White Knight	Shaman	Wicce
Songstress	Buccaneer	Knight Commander	Hoplite

Juggernaut Patriarch Familiar

Crafted using <Smithing Armor II>.

Materials:

Baldur Shield	x 1	Silver Ingot	x 1
Baldur Ingot	x 1	Grimoire Celerite	x 1

=====

Heater Shield	[F69C]
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=====

A knight's shield decorated with a coat of arms. Arcane runes engraved upon its face bolster defense against magic.

Shields Lv.19~

RANGE: 1 AREA: 1 WEIGHT: 6 RT: +18

DAMAGE: Crushing 4

ATTRIBUTES:

ATK 39 DEF 18 HP 5 VIT 4 DEX 2 AVD 2

SKILL BONUS: Parry +1

ON HIT: Knockback

RESISTANCES:

Crushing	4	Slashing	3	Air	2	Earth	2	Lightning	2
Water	2	Fire	2	Ice	2	Light	2	Dark	2
Human	5								

CLASSES:

Warrior	Rune Fencer	Knight	Terror Knight
Berserker	Dragoon	Divine Knight	Lord
Paladin	White Knight	Knight Commander	Hoplite
Juggernaut			

Sold in General Shops for 7000 goth after CH4-SB[10] Barnicia Castle (Barnicia Grand Staircase) and returning to Phidoch Castle.

=====

Heater Shield +1	[CA3B]
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=====

A knight's shield decorated with a coat of arms. Arcane runes engraved upon its face bolster defense against magic.

Shields Lv.20~

RANGE: 1 AREA: 1 WEIGHT: 6 RT: +18

DAMAGE: Crushing 4

ATTRIBUTES:

ATK 40 DEF 20 HP 8 VIT 5 DEX 3 AVD 4 RES 3

SKILL BONUS: Deflect +1

ON HIT: Knockback

RESISTANCES:

Crushing	6	Slashing	5	Piercing	3	Air	4	Earth	4
Lightning	4	Water	4	Fire	4	Ice	4	Light	4

Dark 4 Human 8

CLASSES:

Warrior	Rune Fencer	Knight	Terror Knight
Berserker	Dragoon	Divine Knight	Lord
Paladin	White Knight	Knight Commander	Hoplite
Juggernaut			

Crafted using <Smithing Armor II>.

Materials:

Heater Shield	x 1	Iron Ingot	x 1
Steel Ingot	x 1	White Gems	x 1

=====
Damasc Shield [CF67]
=====

A shield forged from damasc steel.

Shields Lv.22~

RANGE: 1 AREA: 1 WEIGHT: 6 RT: +18
DAMAGE: Crushing 4

ATTRIBUTES:

ATK 41 DEF 19 HP 3 STR 1 VIT 2 DEX 2 AVD 1
MIND 1

SKILL BONUS: Overpower +1
ON HIT: Knockback

RESISTANCES:

Crushing	4	Piercing	4	Air	3	Earth	3	Lightning	3
Water	3	Fire	3	Ice	3	Light	3	Dark	3
Golem	5								

CLASSES:

Warrior	Rune Fencer	Knight	Terror Knight
Berserker	Dragoon	Beast Tamer	Divine Knight
Lord	Paladin	White Knight	Knight Commander
Hoplite	Juggernaut		

Sold in General Shops for 8200 goth after CODA-SB[1] Port Omish.

=====
Damasc Shield +1 [8B0F]
=====

A shield forged from damasc steel.

Shields Lv.23~

RANGE: 1 AREA: 1 WEIGHT: 6 RT: +18
DAMAGE: Crushing 4

ATTRIBUTES:

ATK 42 DEF 22 HP 5 STR 3 VIT 3 DEX 3 AVD 3
MIND 2 RES 3

SKILL BONUS: Overpower +2

ON HIT: Knockback

RESISTANCES:

Crushing	5	Slashing	3	Piercing	6	Air	5	Earth	5
Lightning	5	Water	5	Fire	5	Ice	5	Light	5
Dark	5	Golem	10						

CLASSES:

Warrior	Rune Fencer	Knight	Terror Knight
Berserker	Dragoon	Beast Tamer	Divine Knight
Lord	Paladin	White Knight	Knight Commander
Hoplite	Juggernaut		

Crafted using <Shieldcraft>.

Materials:

Damasc Shield	x 1	Steel Ingot	x 1
Wootz Steel	x 1	Fiery Gems	x 1

Dragon Scale [8DC3]

A shield covered with rigid dragon scales. It affords superlative defense.

Shields Lv.25~

RANGE: 1 AREA: 1 WEIGHT: 6 RT: +19

DAMAGE: Crushing 5 RACIAL: Dragon 5

ATTRIBUTES:

ATK 43 DEF 21 VIT 4 DEX 2 AVD 5

SKILL BONUS: Draconology +1

ON HIT: Knockback

RESISTANCES:

Slashing	5	Piercing	3	Air	4	Earth	4	Lightning	4
Water	4	Fire	4	Ice	4	Light	4	Dark	4
Dragon	10								

CLASSES:

Warrior	Rune Fencer	Knight	Terror Knight
Berserker	Dragoon	Beast Tamer	Divine Knight
Lord	Paladin	White Knight	Knight Commander
Hoplite	Juggernaut		

Dropped from the following unit(s):

Palace of the Dead (Palace of the Dead - Level 10)

(16,01,08) Dragoon x 1

Palace of the Dead (Palace of the Dead - Level 30)

(03,06,10) Juggernaut x 1

Note: This item also drops from end-game enemy equipment, so it does not need to be hunted exclusively from the enemies listed above.

Ancient Dragon Scale [24D9]

A shield covered with rigid dragon scales. It affords superlative defense.

Shields Lv.26~

RANGE: 1 AREA: 1 WEIGHT: 6 RT: +19
DAMAGE: Crushing 5 RACIAL: Dragon 10

ATTRIBUTES:

ATK 44 DEF 23 VIT 5 DEX 3 AVD 7 MIND 1 RES 3

SKILL BONUS: Draconology +2

ON HIT: Knockback

DEBUFF RESIST: Poisonproof

EFFECT: Poison Breath (1 charge)

RESISTANCES:

Crushing 2 Slashing 7 Piercing 5 Air 6 Earth 6
Lightning 6 Water 6 Fire 6 Ice 6 Light 6
Dark 6 Dragon 20

CLASSES:

Warrior	Rune Fencer	Knight	Terror Knight
Berserker	Dragoon	Beast Tamer	Divine Knight
Lord	Paladin	White Knight	Knight Commander
Hoplite	Juggernaut		

Crafted using <Shieldcraft>.

Materials:

Dragon Scale	x 1	Wyrm Scale	x 1
Wyrm Whisker	x 1	Inferno Orb	x 1

=====
Rozenzi Shield [F086]
=====

A shield crafted using a method devised by Lord Rozenzi, liege of Felinias.
Widely used during Dorgalua's great war, it affords superior defense.

Shields Lv.28~

RANGE: 1 AREA: 1 WEIGHT: 6 RT: +19
DAMAGE: Crushing 5

ATTRIBUTES:

ATK 45 DEF 22 HP 8 MP 8 VIT 1 DEX 4 AVD 6
INT 8

SKILL BONUS: Parry +2

ON HIT: Knockback

DEBUFF RESIST: Foolproof

RESISTANCES:

Crushing 3 Slashing 3 Piercing 3 Air 3 Earth 3
Lightning 3 Water 3 Fire 3 Ice 3 Light 3
Dark 3 Human 1 Beast 1 Reptile 1 Dragon 1
Divine 1 Umbra 1 Faerie 1 Phantom 1 Golem 1

CLASSES:

Warrior	Rune Fencer	Knight	Terror Knight
Berserker	Dragoon	Beast Tamer	Divine Knight

Lord Paladin White Knight Knight Commander
Hoplite Juggernaut

Crafted using <Shield Enchiridion>.

Materials:

Damasc Shield +1	x 1	Wootz Steel	x 1
Baldur Ingot	x 1	Ancient Wood	x 1

=====

Dread Shield [F45D]

=====

A shield with several improvements over Rozenzi's design. They were crafted to defeat the army of Lord Rozenzi, who was himself beaten to death with one.

Shields Lv.29~

RANGE: 1 AREA: 1 WEIGHT: 6 RT: +19

DAMAGE: Crushing 5

ATTRIBUTES:

ATK	46	DEF	25	HP	10	MP	10	VIT	2	DEX	6	AVD	8
INT	3	RES	3										

SKILL BONUS: Deflect +2

ON HIT: Knockback

DEBUFF RESIST: Fearproof

RESISTANCES:

Crushing	6	Slashing	4	Piercing	5	Air	5	Earth	5
Lightning	5	Water	5	Fire	5	Ice	5	Light	5
Dark	5	Human	3	Beast	3	Reptile	3	Dragon	3
Divine	3	Umbr	3	Faerie	3	Phantom	3	Golem	3

CLASSES:

Warrior	Knight	Terror Knight	Berserker
Dragoon	Lord	Knight Commander	Hoplite
Juggernaut			

Crafted using <Shield Enchiridion>.

Materials:

Rozenzi Shield	x 1	Wootz Steel	x 1
Baldur Ingot	x 1	Ancient Bone	x 1

=====

Shield of the Winds [A078]

=====

A shield said to be imbued with the power of the wind spirit Sylphide. Enhances air abilities and resistance.

Shields Lv.31~

RANGE: 1 AREA: 1 WEIGHT: 6 RT: +19

DAMAGE: Crushing 6 AFFINITY: Air 10

ATTRIBUTES:

ATK	47	DEF	24	MP	5	VIT	2	DEX	2	AVD	5	RES	6
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SKILL BONUS: Augment Air +1

ON HIT: Knockback
EFFECT: Aeroguard (3 charges)

RESISTANCES:

Crushing 4 Piercing 5 Air 30

CLASSES:

Warrior	Rune Fencer	Knight	Terror Knight
Berserker	Dragoon	Rogue	Beast Tamer
Divine Knight	Lord	Ranger	Paladin
Vartan	White Knight	Buccaneer	Knight Commander
Hoplite	Juggernaut		

Dropped from the following unit(s):

Palace of the Dead (Palace of the Dead - Level 85)
(17,19,10) Hippogryph x 1

Shield of the Loam [624F]

A shield said to be instilled with the power of the forest spirit Dryad.
Enhances earth abilities and resistance.

Shields Lv.32~

RANGE: 1 AREA: 1 WEIGHT: 7 RT: +20
DAMAGE: Crushing 6 AFFINITY: Earth 10

ATTRIBUTES:

ATK 48 DEF 26 MP 5 VIT 2 DEX 2 AVD 5 RES 6

SKILL BONUS: Augment Earth +1
ON HIT: Knockback
EFFECT: Petroguard (3 charges)

RESISTANCES:

Crushing 6 Slashing 2 Piercing 7 Earth 30

CLASSES:

Warrior	Rune Fencer	Knight	Terror Knight
Berserker	Dragoon	Rogue	Beast Tamer
Divine Knight	Lord	Ranger	Paladin
Vartan	White Knight	Buccaneer	Knight Commander
Hoplite	Juggernaut		

Dropped from the following unit(s):

Palace of the Dead (Palace of the Dead - Level 80)
(05,17,11) Onyx Dragon x 1

Shield of the Storm [9471]

A shield said to have been bathed in the blood of the stormbeast Xolotl.
Enhances lightning abilities and resistance.

Shields Lv.33~

RANGE: 1 AREA: 1 WEIGHT: 7 RT: +20

DAMAGE: Crushing 6 AFFINITY: Lightning 10

ATTRIBUTES:

ATK 49 DEF 27 MP 5 VIT 2 DEX 2 AVD 5 RES 6

SKILL BONUS: Augment Lightning +1

ON HIT: Knockback

EFFECT: Electriguard (3 charges)

RESISTANCES:

Crushing 2 Slashing 7 Piercing 6 Lightning 30

CLASSES:

Warrior	Rune Fencer	Knight	Terror Knight
Berserker	Dragoon	Rogue	Beast Tamer
Divine Knight	Lord	Ranger	Paladin
Vartan	White Knight	Buccaneer	Knight Commander
Hoplite	Juggernaut		

Dropped from the following unit(s):

Palace of the Dead (Palace of the Dead - Level 71)

(20,17,06) Hippogryph x 1

Shield of the Waves [CDB4]

A shield said to be enchanted with the tears of the water spirit Undine.
Enhances water abilities and resistance.

Shields Lv.34~

RANGE: 1 AREA: 1 WEIGHT: 7 RT: +20

DAMAGE: Crushing 6 AFFINITY: Water 10

ATTRIBUTES:

ATK 50 DEF 29 MP 5 VIT 2 DEX 2 AVD 5 RES 6

SKILL BONUS: Augment Water +1

ON HIT: Knockback

EFFECT: Aquaguard (3 charges)

RESISTANCES:

Crushing 7 Slashing 6 Piercing 2 Water 30

CLASSES:

Warrior	Rune Fencer	Knight	Terror Knight
Berserker	Dragoon	Rogue	Beast Tamer
Divine Knight	Lord	Ranger	Paladin
Vartan	White Knight	Buccaneer	Knight Commander
Hoplite	Juggernaut		

Dropped from the following unit(s):

Palace of the Dead (Palace of the Dead - Level 66)

(05,02,09) Scylla x 1

Shield of the Flames [0A7C]

A shield said to be forged by the fire spirit Ifrit. Enhances fire abilities and resistance.

Shields Lv.35~

RANGE: 1 AREA: 1 WEIGHT: 7 RT: +20
DAMAGE: Crushing 7 AFFINITY: Fire 10

ATTRIBUTES:

ATK 51 DEF 30 MP 5 VIT 2 DEX 2 AVD 5 RES 6

SKILL BONUS: Augment Fire +1

ON HIT: Knockback

EFFECT: Pyroguard (3 charges)

RESISTANCES:

Crushing 3 Slashing 5 Piercing 7 Fire 30

CLASSES:

Warrior	Rune Fencer	Knight	Terror Knight
Berserker	Dragoon	Rogue	Beast Tamer
Divine Knight	Lord	Ranger	Paladin
Vartan	White Knight	Buccaneer	Knight Commander
Hoplite	Juggernaut		

Dropped from the following unit(s):

Boed Fortress (Sanctum of Xoshonell)

(09,16,08) Ifrit x 1

=====

Shield of the Tundra	[5321]
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=====

A shield said to be forged by the firbolg ice giants. Enhances ice abilities and resistance.

Shields Lv.36~

RANGE: 1 AREA: 1 WEIGHT: 7 RT: +20
DAMAGE: Crushing 7 AFFINITY: Ice 10

ATTRIBUTES:

ATK 52 DEF 32 MP 5 VIT 2 DEX 2 AVD 5 RES 6

SKILL BONUS: Augment Ice +1

ON HIT: Knockback

EFFECT: Frostguard (3 charges)

RESISTANCES:

Crushing 5 Slashing 7 Piercing 3 Ice 30

CLASSES:

Warrior	Rune Fencer	Knight	Terror Knight
Berserker	Dragoon	Rogue	Beast Tamer
Divine Knight	Lord	Ranger	Paladin
Vartan	White Knight	Buccaneer	Knight Commander
Hoplite	Juggernaut		

Dropped from the following unit(s):

Palace of the Dead (Palace of the Dead - Level 58)

Shield of Sages

[8D76]

A sacred shield engraved with the name of the Saint-King Oberon. Enhances light abilities and dark resistance.

Shields Lv.38~

RANGE: 1 AREA: 1 WEIGHT: 7 RT: +21

DAMAGE: Crushing 7 AFFINITY: Light 10

ATTRIBUTES:

ATK 53 DEF 34 MP 5 VIT 4 DEX 3 AVD 6 RES 6

SKILL BONUS: Augment Light +1

ON HIT: Knockback

EFFECT: Lightguard (3 charges)

RESISTANCES:

Crushing 7 Slashing 5 Piercing 3 Light 30 Divine 10

CLASSES:

Knight Divine Knight Lord Paladin
White Knight

Dropped from the following unit(s):

San Bronsa Ruins (Floating Ruins - Level 7)

(06,11,25) Crystal Dragon x 1

<Ogre Shield>

[108A]

A shield thought to be forged by an ogre of the abyss. It is extremely cumbersome, but affords excellent defense. Enhances dark abilities and light resistance.

Shields Lv.40~

RANGE: 1 AREA: 1 WEIGHT: 7 RT: +21

DAMAGE: Crushing 7 AFFINITY: Dark 10 RACIAL: Human 15

ATTRIBUTES:

ATK 54 DEF 35 HP 15 MP 15 LUCK -5 STR 5 VIT 4
DEX 3 AVD 6 INT 2 RES 6

SKILL BONUS: Augment Darkness +1

ON HIT: Knockback

DEBUFF RESIST: Stopproof

EFFECT: Deadscream (3 charges)

RESISTANCES:

Crushing 5 Slashing 5 Piercing 5 Dark 30 Divine 5
Umbra 15 Faerie 5 Phantom 15 Golem 5

CLASSES:

Terror Knight Knight Commander Hoplite

Dropped from the following unit(s):

SE[5] Palace of the Dead (Palace - Altar of the Beyond)

(07,04,08) Lich Queen x 1

(07,09,08) Lich King x 1

=====

Aegis

[C7AE]

A shield crafted by the Dragon Lord artisan Daedalus. It is said to boast unrivalled defense.

Shields Lv.44~

RANGE: 1 AREA: 1 WEIGHT: 7 RT: +21

DAMAGE: Crushing 8 AFFINITY: Light 15

ATTRIBUTES:

ATK 55 DEF 37 HP 15 MP 8 VIT 5 DEX 4 AVD 5

MIND 5 RES 10

SKILL BONUS: Resist Petrify +2

ON HIT: Knockback

DEBUFF RESIST: Stunproof

RESISTANCES:

Crushing 8 Slashing 7 Piercing 2 Air 15 Earth 15

Lightning 15 Water 15 Fire 15 Ice 15 Light 40

Dark 40 Human 5 Beast 5 Reptile 5 Dragon 5

Divine 5 Umbra 5 Faerie 5 Phantom 5 Golem 5

CLASSES:

Knight Terror Knight Divine Knight Lord
Paladin White Knight Knight Commander Hoplite

Dropped from the following unit(s):

San Bronsa Ruins (Floating Ruins - Level 14)

(04,12,31) Ethereal Vision x 1

=====

Medusa Shield

[3DB6]

An aegis shield with the head of a medusa mounted upon it, its malevolent gaze undiminished in death.

Shields Lv.46~

RANGE: 1 AREA: 1 WEIGHT: 7 RT: +21

DAMAGE: Crushing 8 AFFINITY: Light 15

ATTRIBUTES:

ATK 56 DEF 38 HP 25 MP 13 VIT 6 DEX 4 AVD 10

MIND 10 RES 15

ON HIT: Knockback

DEBUFF RESIST: Stoneproof

EFFECT: Evil Eye (1 charge)

RESISTANCES:

Crushing	5	Slashing	4	Piercing	8	Air	25	Earth	25
Lightning	25	Water	25	Fire	25	Ice	25	Light	50
Dark	50	Human	10	Beast	5	Reptile	5	Dragon	5
Divine	5	Umbr	15	Faerie	5	Phantom	5	Golem	10

CLASSES:

Knight	Terror Knight	Divine Knight	Lord
Paladin	White Knight	Knight Commander	Hoplite

Crafted using <Secrets of the Master>.

Materials:

Aegis	x 1	Daedalus Pinion	x 1
Orichalcum	x 1	<Gorgon Head>	x 1

=====
H e l m s [801F]
=====

Helms protect the head. Units can equip up to two pieces of armor and a shield.

Circlet	[16AB]
Circlet +1	[E369]
Bronze Helm	[D94B]
Bronze Helm +1	[A7F8]
Baldur Helm	[D90C]
Baldur Helm +1	[9586]
Wizard's Hat	[BE90]
Wizard's Hat +1	[7DF6]
Damasc Helm	[C8D9]
Damasc Helm +1	[F7B5]
Holy Crown	[D14A]
Wyrmscale Helm	[293D]
<Glistening Helm>	[76D4]
<Ogre Helm>	[CF45]
<Skull Mask>	[F8E9]
<Fruede Helm>	[184E]

=====
Circlet [16AB]
=====

An ornamental metal circlet. Its outer edge is engraved with arcane symbols that bolster magic.

Helms Lv.03~

WEIGHT: 4

ATTRIBUTES:

DEF	8	MP	10	VIT	1	INT	2	MIND	2	RES	3
-----	---	----	----	-----	---	-----	---	------	---	-----	---

RESISTANCES:

Air	5	Earth	5	Lightning	5	Water	5	Fire	5
Ice	5	Light	5	Dark	5				

CLASSES:

Archer	Wizard	Cleric	Swordmaster
Ninja	Rogue	Fusilier	Beast Tamer

Warlock	Necromancer	Lich	Ranger
Priest	Princess	Dark Priest	Astromancer
Vartan	Shaman	Wicce	Songstress
Patriarch	Familiar		

Sold in General Shops for 1300 goth at the start of the game.

=====
 Circlet +1 [E369]
 =====

An ornamental metal circlet. Its outer edge is engraved with arcane symbols that bolster magic.

Helms Lv.04~

WEIGHT: 4

ATTRIBUTES:

DEF 13 MP 20 VIT 2 INT 4 MIND 4 RES 6

SKILL BONUS: Resist Silence +1

RESISTANCES:

Crushing	2	Slashing	2	Piercing	2	Air	8	Earth	8
Lightning	8	Water	8	Fire	8	Ice	8	Light	8
Dark	8								

CLASSES:

Archer	Wizard	Cleric	Swordmaster
Ninja	Rogue	Fusilier	Beast Tamer
Warlock	Necromancer	Lich	Ranger
Priest	Princess	Dark Priest	Astromancer
Vartan	Shaman	Wicce	Songstress
Patriarch	Familiar		

Crafted using <Smithing Armor I>.

Materials:

Circlet	x 1	Bronze Ingot	x 2
Illumina Nectar	x 1		

=====
 Bronze Helm [D94B]
 =====

A spangenhelm made of bronze. Despite its weight it provides little protection.

Helms Lv.05~

WEIGHT: 4

ATTRIBUTES:

DEF 12 HP 5 STR 1 VIT 2

RESISTANCES:

Crushing	2	Piercing	1	Human	5	Beast	5	Reptile	5
Dragon	5	Divine	5	Umbra	5	Faerie	5	Phantom	5
Golem	5								

CLASSES:

Warrior	Archer	Rune Fencer	Knight
Terror Knight	Berserker	Swordmaster	Dragoon
Ninja	Rogue	Fusilier	Beast Tamer
Divine Knight	Lord	Ranger	Paladin
Vartan	White Knight	Songstress	Buccaneer
Knight Commander	Hoplite	Juggernaut	

Sold in General Shops for 1400 goth after CH1N-SB[5] Krysar0 and returning to Almorica Castle.

=====
Bronze Helm +1 [A7F8]
=====

A spangenhelm made of bronze. Despite its weight it provides little protection.

Helms Lv.06~

WEIGHT: 4

ATTRIBUTES:

DEF 16 HP 15 STR 2 VIT 3

SKILL BONUS: Resist Stun +1

RESISTANCES:

Crushing	3	Slashing	1	Piercing	2	Human	8	Beast	8
Reptile	8	Dragon	8	Divine	8	Umbra	8	Faerie	8
Phantom	8	Golem	8						

CLASSES:

Warrior	Archer	Rune Fencer	Knight
Terror Knight	Berserker	Swordmaster	Dragoon
Ninja	Rogue	Fusilier	Beast Tamer
Divine Knight	Lord	Ranger	Paladin
Vartan	White Knight	Songstress	Buccaneer
Knight Commander	Hoplite	Juggernaut	

Crafted using <Smithing Armor I>.

Materials:

Bronze Helm	x 1	Bronze Ingot	x 1
Iron Ingot	x 1	Zena Wine	x 1

=====
Baldur Helm [D90C]
=====

A bascinet helm made of baldur, an alchemically forged metal that amplifies magic.

Helms Lv.10~

WEIGHT: 4

ATTRIBUTES:

DEF 15 MP 5 LUCK -1 VIT 2 DEX 1 INT 4

RESISTANCES:

Crushing 1 Slashing 3 Dark 5 Divine 3 Umbra 3
Faerie 3 Phantom 3

CLASSES:

Warrior	Archer	Rune Fencer	Knight
Terror Knight	Berserker	Swordmaster	Dragoon
Ninja	Rogue	Fusilier	Beast Tamer
Divine Knight	Lord	Ranger	Princess
Paladin	Vartan	White Knight	Songstress
Buccaneer	Knight Commander	Hoplite	Juggernaut

Sold in General Shops for 1700 goth after CH2C-SB[6] Krysar0 or CH2L-SB[6]
Qadriga Fortress.

=====

Baldur Helm +1 [9586]

=====

A bascinet helm made of baldur, an alchemically forged metal that amplifies
magic.

Helms Lv.11~

WEIGHT: 5

ATTRIBUTES:

DEF 21 MP 8 LUCK -3 VIT 4 DEX 3 INT 5 RES 2

SKILL BONUS: Resist Charm +1

RESISTANCES:

Crushing	2	Slashing	4	Piercing	1	Dark	5	Divine	6
Umbra	6	Faerie	6	Phantom	6				

CLASSES:

Warrior	Archer	Rune Fencer	Knight
Terror Knight	Berserker	Swordmaster	Dragoon
Ninja	Rogue	Fusilier	Beast Tamer
Divine Knight	Lord	Ranger	Princess
Paladin	Vartan	White Knight	Songstress
Buccaneer	Knight Commander	Hoplite	Juggernaut

Crafted using <Smithing Armor II>.

Materials:

Baldur Helm	x 1	Silver Ingot	x 1
Baldur Ingot	x 1	Zolia Draught	x 1

=====

Wizard's Hat [BE90]

=====

A three-cornered hat with a pointed tip and a wide brim. It is thought to
enhance magical power.

Helms Lv.15~

WEIGHT: 5

ATTRIBUTES:

DEF 20 MP 13 LUCK -3 DEX 3 INT 8 MIND 9

SKILL BONUS: Meditate +1
DEBUFF RESIST: Silenceproof

RESISTANCES:

Phantom 5

CLASSES:

Wizard	Cleric	Warlock	Necromancer
Lich	Priest	Princess	Dark Priest
Astromancer	Shaman	Wicce	Songstress
Patriarch	Familiar		

Sold in General Shops for 3900 goth at the start of Chapter IV.

Wizard's Hat +1 [7DF6]

A three-cornered hat with a pointed tip and a wide brim. It is thought to enhance magical power.

Helms Lv.16~

WEIGHT: 5

ATTRIBUTES:

DEF 26 MP 24 LUCK -6 DEX 6 INT 10 MIND 12

SKILL BONUS: Meditate +2
DEBUFF RESIST: Silenceproof

RESISTANCES:

Crushing 2 Slashing 2 Piercing 2 Phantom 10

CLASSES:

Wizard	Cleric	Warlock	Necromancer
Lich	Priest	Princess	Dark Priest
Astromancer	Shaman	Wicce	Songstress
Patriarch	Familiar		

Crafted using <Smithing Armor II>.

Materials:

Wizard's Hat	x 1	Flannel	x 1
Golden Thread	x 1	Baldur Ingot	x 1

Damasc Helm [C8D9]

An armet helm made of damasc steel.

Helms Lv.23~

WEIGHT: 5

ATTRIBUTES:

DEF 25 VIT 4 AVD 2

RESISTANCES:

Slashing 2 Piercing 3 Golem 5

CLASSES:

Warrior	Archer	Rune Fencer	Knight
Terror Knight	Berserker	Swordmaster	Dragoon
Ninja	Rogue	Fusilier	Beast Tamer
Divine Knight	Lord	Ranger	Princess
Paladin	Vartan	White Knight	Buccaneer
Knight Commander	Hoplite	Juggernaut	

Sold in General Shops for 2800 goth after CODA-SB[1] Port Omish.

=====
Damasc Helm +1 [F7B5]
=====

An armet helm made of damasc steel.

Helms Lv.24~

WEIGHT: 5

ATTRIBUTES:

DEF 30 VIT 6 AVD 3 MIND 2

SKILL BONUS: Resist Sleep +1

RESISTANCES:

Crushing 1 Slashing 3 Piercing 4 Golem 10

CLASSES:

Warrior	Archer	Rune Fencer	Knight
Terror Knight	Berserker	Swordmaster	Dragoon
Ninja	Rogue	Fusilier	Beast Tamer
Divine Knight	Lord	Ranger	Princess
Paladin	Vartan	White Knight	Buccaneer
Knight Commander	Hoplite	Juggernaut	

Crafted using <Armorcraft>.

Materials:

Damasc Helm	x 1	Steel Ingot	x 1
Wootz Steel	x 1	Enchanted Feather	x 1

=====
Holy Crown [D14A]
=====

A crown blessed by the gods. It is a favored headpiece of clergy.

Helms Lv.25~

WEIGHT: 5

ATTRIBUTES:

DEF 29 STR 3 DEX 1 RES 2

SKILL BONUS: Augment Light +1

RESISTANCES:

Crushing 2 Slashing 2 Piercing 2 Divine 10

CLASSES:

Wizard	Cleric	Warlock	Necromancer
Lich	Priest	Princess	Dark Priest
Astromancer	Shaman	Wicce	Songstress
Patriarch	Familiar		

Dropped from the following unit(s):

The Pirate's Graveyard (Memories of Turquoise)
(08,02,07) Incubus x 1

Palace of the Dead (Palace of the Dead - Level 10)
(15,09,07) Familiar x 1

Palace of the Dead (Palace of the Dead - Level 48)
(05,26,18) Banshee x 1

Note: This item also drops from end-game enemy equipment, so it does not need to be hunted exclusively from the enemies listed above.

=====
Wyrmscale Helm [293D]
=====

A barbute helm covered with dragon scales.

Helms Lv.26~

WEIGHT: 5

ATTRIBUTES:

DEF 31 STR 5 DEX 3 INT 1 RES 3

SKILL BONUS: Draconology +1

RESISTANCES:

Crushing 3 Slashing 1 Piercing 4 Beast 5 Reptile 3
Dragon 20

CLASSES:

Warrior	Rune Fencer	Knight	Terror Knight
Berserker	Dragoon	Divine Knight	Lord
Paladin	White Knight	Buccaneer	Knight Commander
Hoplite	Juggernaut		

Crafted using <Helm Enchiridion>.

Materials:

Damasc Helm +1	x 1	Worm Scale	x 1
Worm Horn	x 1	Worm Whisker	x 1

=====
<Glistening Helm> [76D4]
=====

A helm that has seen use by countless warriors. It exudes an unpleasant smell.

Helms Lv.28~

WEIGHT: 6

ATTRIBUTES:

DEF 35 LUCK -5 AVD 8 MIND 6

RESISTANCES:

Crushing 4 Slashing 1 Piercing 3

CLASSES:

Warrior	Rune Fencer	Knight	Terror Knight
Berserker	Dragoon	Divine Knight	Lord
Paladin	White Knight	Buccaneer	Knight Commander
Hoplite	Juggernaut		

Dropped from the following unit(s):

The Pirate's Graveyard (Midline Rift)
(01,07,11) Juggernaut x 1

Palace of the Dead (Palace of the Dead - Level 11)
(16,05,06) Cyclops x 1

Palace of the Dead (Palace of the Dead - Level 45)
(14,13,05) Spriggan x 1

<Ogre Helm> [CF45]

A helm thought to be forged by an ogre of the abyss. It is extremely cumbersome, but provides excellent defense. Enhances dark abilities and light resistance.

Helms Lv.31~

WEIGHT: 6

ATTRIBUTES:

DEF 37 HP 5 MP 5 LUCK -5 STR 3 VIT 7 DEX 2
AGIL 3 INT 3 MIND 8 RES 6

SKILL BONUS: Augment Darkness +1

DEBUFF RESIST: Slowproof

EFFECT: Torpor (3 charges)

RESISTANCES:

Crushing 1 Slashing 4 Piercing 3 Dark 30 Divine 5
Umbra 10 Faerie 5 Phantom 10 Golem 5

CLASSES:

Warrior	Rune Fencer	Knight	Terror Knight
Berserker	Dragoon	Divine Knight	Lord
Paladin	White Knight	Buccaneer	Knight Commander
Hoplite	Juggernaut		

Dropped from the following unit(s):

SE[5] Palace of the Dead (Palace - Altar of the Beyond)
(07,04,08) Lich Queen x 1
(07,09,08) Lich King x 1

<Skull Mask>

[F8E9]

=====
A helm crafted from the skull of a demon. A dark magic relic.

Helms Lv.36~

WEIGHT: 6

ATTRIBUTES:

DEF 41 LUCK -5 VIT 3 DEX 5 AGIL 8 AVD 4 MIND 2

SKILL BONUS: Augment Darkness +1

DEBUFF RESIST: Stunproof

EFFECT: Deadscream (3 charges)

RESISTANCES:

Crushing 4 Slashing 3 Piercing 1 Dark 15 Human 10

CLASSES:

Rune Fencer Terror Knight Berserker Buccaneer
Knight Commander Hoplite Juggernaut

Dropped from the following unit(s):

Palace of the Dead (Palace of the Dead - Level 77)
(16,25,21) Basilisk x 1

<Fruede Helm>

[184E]

=====
A sacred burgonet helm blessed by the Great Father Philaha. Enhances light
abilities and dark resistance.

Helms Lv.41~

WEIGHT: 6

ATTRIBUTES:

DEF 45 STR 5 VIT 4 AGIL 3 INT 1 RES 10

SKILL BONUS: Augment Light +1

DEBUFF RESIST: Charmproof

RESISTANCES:

Crushing 4 Slashing 3 Piercing 3 Light 30 Divine 15
Faerie 5

CLASSES:

Rune Fencer Knight Berserker Divine Knight
Lord Princess Paladin White Knight
Buccaneer

Dropped from the following unit(s):

San Bronsa Ruins (Floating Ruins - Level 15)
(09,23,21) Ethereal Vision x 1

B o d y A r m o r

[ED5A]

Body armor protects the torso. Units can equip up to two pieces of armor and a shield.

Robe	[8AEF]
Robe +1	[8672]
Leather Armor	[3D49]
Leather Armor +1	[193B]
Chainmail	[38B7]
Chainmail +1	[5671]
Magus Robe	[3A28]
Magus Robe +1	[F35E]
Baldur Armor	[7F93]
Baldur Armor +1	[D502]
Brigandine	[F637]
Brigandine +1	[280C]
Sorcerer's Robe	[3457]
Sorcerer's Robe +1	[3DF7]
Damasc Mail	[C2A3]
Damasc Mail +1	[35B6]
Wyrmscale Armor	[974E]
<Reeking Armor>	[E912]
Robes of the Gale	[E40F]
Robes of the Dust	[723B]
Robes of the Storm	[B782]
Robes of the Cataract	[1B3F]
Robes of the Inferno	[D4A8]
Robes of Black Ice	[DFC8]
Robes of Radiance	[C37A]
Robes of Gloom	[B51A]
Falcon Feathercoat	[4576]
Nathalork Rockcoat	[4A62]
Viraat's Thundercoat	[A450]
Whale Whiskercoat	[B4E1]
Phoenix Flamecoat	[57A8]
Vikrant Icecoat	[1402]
Aganista Lightcoat	[EB36]
<Ji'ygla's Darkcoat>	[3BC7]
Falcon Mail	[A650]
Nathalork Mail	[2143]
Alluring Dress	[E24D]
Alluring Corset	[512C]
Viraat's Mail	[DB2C]
Ur-Whale Mail	[8624]
Phoenix Mail	[9D78]
Vikrant Mail	[B5C6]
Titania Mail	[28EC]
<Thanatos Armor>	[78A2]
Garb of the Sages	[8E19]
<Ogre Armor>	[92C8]

Robe [8AEF]

Body armor made from thick cloth. Its light weight aids mobility, but it provides next to no protection.

Body Armor Lv.01~

WEIGHT: 4

ATTRIBUTES:

DEF 8 VIT 1 INT 1 MIND 1 RES 2

RESISTANCES:

Crushing 1 Air 2 Earth 2 Lightning 2 Water 2
Fire 2 Ice 2 Light 2 Dark 2

CLASSES:

Wizard Cleric Warlock Necromancer
Lich Priest Dark Priest Astromancer
Shaman Wicce

Sold in General Shops for 500 goth at the start of the game.

Robe +1 [8672]

Body armor made from thick cloth. Its light weight aids mobility, but it provides next to no protection.

Body Armor Lv.02~

WEIGHT: 4

ATTRIBUTES:

DEF 12 VIT 2 INT 3 MIND 3 RES 4

SKILL BONUS: Meditate +1

RESISTANCES:

Crushing 2 Slashing 1 Air 5 Earth 5 Lightning 5
Water 5 Fire 5 Ice 5 Light 5 Dark 5

CLASSES:

Wizard Cleric Warlock Necromancer
Lich Priest Dark Priest Astromancer
Shaman Wicce

Crafted using <Smithing Armor I>.

Materials:

Robe x 1 Linen x 2
Hempen Thread x 1

Leather Armor [3D49]

Body armor made from layers of tanned leather. It offers little protection, but is lightweight and flexible.

Body Armor Lv.01~

WEIGHT: 4

ATTRIBUTES:

DEF 11 HP 2 VIT 1 DEX 3 AVD 2

RESISTANCES:

Slashing 1 Piercing 1

CLASSES:

Warrior	Archer	Rune Fencer	Knight
Terror Knight	Berserker	Swordmaster	Dragoon
Ninja	Rogue	Fusilier	Beast Tamer
Divine Knight	Lord	Ranger	Princess
Paladin	Vartan	White Knight	Songstress
Buccaneer	Knight Commander	Hoplite	Juggernaut
Patriarch	Familiar		

Sold in General Shops for 500 goth at the start of the game.

=====

Leather Armor +1 [193B]

=====

Body armor made from layers of tanned leather. It offers little protection, but is lightweight and flexible.

Body Armor Lv.03~

WEIGHT: 4

ATTRIBUTES:

DEF 13 HP 5 VIT 2 DEX 5 AVD 3 RES 1

RESISTANCES:

Crushing 1 Slashing 3 Piercing 2

CLASSES:

Warrior	Archer	Rune Fencer	Knight
Terror Knight	Berserker	Swordmaster	Dragoon
Ninja	Rogue	Fusilier	Beast Tamer
Divine Knight	Lord	Ranger	Princess
Paladin	Vartan	White Knight	Songstress
Buccaneer	Knight Commander	Hoplite	Juggernaut
Patriarch	Familiar		

Crafted using <Smithing Armor I>.

Materials:

Leather Armor	x 1	Leather	x 2
Hempen Thread	x 1		

=====

Chainmail [38B7]

=====

Body armor consisting of interwoven metal rings reinforced with rigid plates on the chest, shoulders, and hips. A linen cuirass is worn beneath to cushion blows.

Body Armor Lv.04~

WEIGHT: 4

ATTRIBUTES:

DEF 14 STR 1 VIT 2 RES -1

RESISTANCES:

Crushing 2 Slashing 3

CLASSES:

Warrior	Archer	Rune Fencer	Knight
Terror Knight	Berserker	Swordmaster	Dragoon
Ninja	Rogue	Fusilier	Beast Tamer
Divine Knight	Lord	Ranger	Princess
Paladin	Vartan	White Knight	Songstress
Buccaneer	Knight Commander	Hoplite	Juggernaut
Patriarch	Familiar		

Sold in General Shops for 700 goth at the start of the game.

=====
Chainmail +1 [5671]
=====

Body armor consisting of interwoven metal rings reinforced with rigid plates on the chest, shoulders, and hips. A linen cuirass is worn beneath to cushion blows.

Body Armor Lv.05~

WEIGHT: 4

ATTRIBUTES:

DEF 17 STR 3 VIT 5 RES -2

RESISTANCES:

Crushing 3 Slashing 3 Piercing 2

CLASSES:

Warrior	Archer	Rune Fencer	Knight
Terror Knight	Berserker	Swordmaster	Dragoon
Ninja	Rogue	Fusilier	Beast Tamer
Divine Knight	Lord	Ranger	Princess
Paladin	Vartan	White Knight	Songstress
Buccaneer	Knight Commander	Hoplite	Juggernaut
Patriarch	Familiar		

Crafted using <Smithing Armor I>.

Materials:

Chainmail	x 1	Bronze Ingot	x 1
Iron Ingot	x 2		

=====
Magus Robe [3A28]
=====

A heavy robe woven from thread spun from baldur, an alchemically forged metal that amplifies magic.

Body Armor Lv.07~

WEIGHT: 4

ATTRIBUTES:

DEF 15 MP 9 VIT 2 INT 3 MIND 1 RES 4

RESISTANCES:

Crushing	3	Slashing	2	Air	3	Earth	3	Lightning	3
Water	3	Fire	3	Ice	3	Light	3	Dark	3

CLASSES:

Wizard	Cleric	Warlock	Necromancer
Lich	Priest	Dark Priest	Astromancer
Shaman	Wicce		

Sold in General Shops for 1800 goth after CH1N-SB[7] The Arkhaiopolis of Rhime and returning to Almorica Castle.

=====
Magus Robe +1 [F35E]
=====

A heavy robe woven from thread spun from baldur, an alchemically forged metal that amplifies magic.

Body Armor Lv.08~

WEIGHT: 5

ATTRIBUTES:

DEF	21	MP	11	VIT	4	INT	5	MIND	3	RES	6
-----	----	----	----	-----	---	-----	---	------	---	-----	---

SKILL BONUS: Meditate +1

RESISTANCES:

Crushing	4	Slashing	3	Piercing	2	Air	6	Earth	6
Lightning	6	Water	6	Fire	6	Ice	6	Light	6
Dark	6								

CLASSES:

Wizard	Cleric	Warlock	Necromancer
Lich	Priest	Dark Priest	Astromancer
Shaman	Wicce		

Crafted using <Smithing Armor I>.

Materials:

Magus Robe	x 1	Pincord	x 1
Woolen Thread	x 1	Cotton Thread	x 1

=====
Baldur Armor [7F93]
=====

Body armor made from segmented plates of baldur, an alchemically forged metal that amplifies magic.

Body Armor Lv.10~

WEIGHT: 5

ATTRIBUTES:

DEF	20	MP	5	LUCK	-1	VIT	2	DEX	1	INT	4
-----	----	----	---	------	----	-----	---	-----	---	-----	---

RESISTANCES:

Slashing	2	Piercing	3	Dark	5	Divine	3	Umbra	3
Faerie	3	Phantom	3						

CLASSES:

Warrior	Archer	Rune Fencer	Knight
Terror Knight	Berserker	Swordmaster	Dragoon
Ninja	Rogue	Fusilier	Beast Tamer
Divine Knight	Lord	Ranger	Princess
Paladin	Vartan	White Knight	Songstress
Buccaneer	Knight Commander	Hoplite	Juggernaut
Patriarch	Familiar		

Sold in General Shops for 1800 goth after CH2C-SB[6] Krysaros or CH2L-SB[6] Qadriga Fortress.

=====

Baldur Armor +1 [D502]

=====

Body armor made from segmented plates of baldur, an alchemically forged metal that amplifies magic.

Body Armor Lv.11~

WEIGHT: 5

ATTRIBUTES:

DEF	25	MP	8	LUCK	-3	VIT	4	DEX	3	INT	5	RES	2
-----	----	----	---	------	----	-----	---	-----	---	-----	---	-----	---

RESISTANCES:

Crushing	1	Slashing	3	Piercing	5	Dark	5	Divine	6
Umbr	6	Faerie	6	Phantom	6				

CLASSES:

Warrior	Archer	Rune Fencer	Knight
Terror Knight	Berserker	Swordmaster	Dragoon
Ninja	Rogue	Fusilier	Beast Tamer
Divine Knight	Lord	Ranger	Princess
Paladin	Vartan	White Knight	Songstress
Buccaneer	Knight Commander	Hoplite	Juggernaut
Patriarch	Familiar		

Crafted using <Smithing Armor II>.

Materials:

Baldur Armor	x 1	Silver Ingot	x 1
Baldur Ingot	x 2		

=====

Brigandine [F637]

=====

Body armor consisting of small metal plates riveted to leather armor. It affords more protection and mobility than its appearance suggests.

Body Armor Lv.14~

WEIGHT: 5

ATTRIBUTES:

DEF	25	DEX	5	AVD	2
-----	----	-----	---	-----	---

RESISTANCES:

Crushing	3	Piercing	2
----------	---	----------	---

CLASSES:

Warrior	Archer	Rune Fencer	Knight
Terror Knight	Berserker	Swordmaster	Dragoon
Ninja	Rogue	Fusilier	Beast Tamer
Divine Knight	Lord	Ranger	Princess
Paladin	Vartan	White Knight	Songstress
Buccaneer	Knight Commander	Hoplite	Juggernaut
Patriarch	Familiar		

Sold in General Shops for 1900 goth after CH3N-SB[9] Coritanae Keep (Coritanae Ward), CH3C-SB[11]A/B Coritanae Keep (Coritanae Ward) or CH3L-SB[11] Almorica Castle (Almorica Passageway).

=====
Brigandine +1 [280C]
=====

Body armor consisting of small metal plates riveted to leather armor. It affords more protection and mobility than its appearance suggests.

Body Armor Lv.15~

WEIGHT: 5

ATTRIBUTES:

DEF 31 DEX 7 AVD 3

RESISTANCES:

Crushing 4 Slashing 1 Piercing 4

CLASSES:

Warrior	Archer	Rune Fencer	Knight
Terror Knight	Berserker	Swordmaster	Dragoon
Ninja	Rogue	Fusilier	Beast Tamer
Divine Knight	Lord	Ranger	Princess
Paladin	Vartan	White Knight	Songstress
Buccaneer	Knight Commander	Hoplite	Juggernaut
Patriarch	Familiar		

Crafted using <Smithing Armor II>.

Materials:

Brigandine	x 1	Iron Ingot	x 1
Steel Ingot	x 1	Leather	x 1

=====
Sorcerer's Robe [3457]
=====

Beautifully embroidered body armor worn by adept sorcerers.

Body Armor Lv.18~

WEIGHT: 5

ATTRIBUTES:

DEF 22 MP 10 VIT 1 INT 6 MIND 4

SKILL BONUS: Meditate +1

RESISTANCES:

Slashing	2	Piercing	3	Air	5	Earth	5	Lightning	5
Water	5	Fire	5	Ice	5	Light	5	Dark	5

CLASSES:

Wizard	Cleric	Warlock	Necromancer
Lich	Priest	Dark Priest	Astromancer
Shaman	Wicce		

Sold in General Shops for 5200 goth after CH4-SB[10] Barnicia Castle (Barnicia Grand Staircase) and returning to Phidoch Castle.

Sorcerer's Robe +1 [3DF7]

Beautifully embroidered body armor worn by adept sorcerers.

Body Armor Lv.19~

WEIGHT: 5

ATTRIBUTES:

DEF 26 MP 13 VIT 3 INT 8 MIND 6

SKILL BONUS: Meditate +2

RESISTANCES:

Crushing	2	Slashing	4	Piercing	5	Air	8	Earth	8
Lightning	8	Water	8	Fire	8	Ice	8	Light	8
Dark	8								

CLASSES:

Wizard	Cleric	Warlock	Necromancer
Lich	Priest	Dark Priest	Astromancer
Shaman	Wicce		

Crafted using <Smithing Armor II>.

Materials:

Sorcerer's Robe	x 1	Flannel	x 1
Velvet	x 1	Golden Thread	x 1

Damasc Mail [C2A3]

Body armor consisting of a cuirass forged from damasc steel. The thick plating protects against all forms of attack.

Body Armor Lv.22~

WEIGHT: 5

ATTRIBUTES:

DEF 30 HP 3 STR 3 AGIL 2 RES 6

RESISTANCES:

Crushing 4 Slashing 3

CLASSES:

Warrior	Archer	Rune Fencer	Knight
Terror Knight	Berserker	Swordmaster	Dragoon
Ninja	Rogue	Fusilier	Beast Tamer
Divine Knight	Lord	Ranger	Princess
Paladin	Vartan	White Knight	Songstress
Buccaneer	Knight Commander	Hoplite	Juggernaut
Patriarch	Familiar		

Sold in General Shops for 3600 goth after CODA-SB[1] Port Omish.

=====

Damasc Mail +1	[35B6]
----------------	--------

=====

Body armor consisting of a cuirass forged from damasc steel. The thick plating protects against all forms of attack.

Body Armor Lv.23~

WEIGHT: 6

ATTRIBUTES:

DEF 37 HP 5 STR 5 AGIL 4 RES 8

SKILL BONUS: Golemy +1

RESISTANCES:

Crushing 5 Slashing 4 Piercing 3

CLASSES:

Warrior	Archer	Rune Fencer	Knight
Terror Knight	Berserker	Swordmaster	Dragoon
Ninja	Rogue	Fusilier	Beast Tamer
Divine Knight	Lord	Ranger	Princess
Paladin	Vartan	White Knight	Songstress
Buccaneer	Knight Commander	Hoplite	Juggernaut
Patriarch	Familiar		

Crafted using <Armorcraft>.

Materials:

Damasc Mail	x 1	Wootz Steel	x 2
Platinum Ingot	x 1		

=====

Wyrmscale Armor	[974E]
-----------------	--------

=====

Body armor consisting of layered dragon scales. It is light and provides freedom of movement.

Body Armor Lv.25~

WEIGHT: 6

ATTRIBUTES:

DEF 35 STR 3 VIT 6 MIND 5 RES 2

SKILL BONUS: Draconology +1

RESISTANCES:

Crushing 2 Slashing 5 Piercing 4 Dragon 20

CLASSES:

Warrior	Archer	Rune Fencer	Knight
Terror Knight	Berserker	Swordmaster	Dragoon
Ninja	Rogue	Fusilier	Beast Tamer
Divine Knight	Lord	Ranger	Princess
Paladin	Vartan	White Knight	Songstress
Buccaneer	Knight Commander	Hoplite	Juggernaut
Patriarch	Familiar		

Crafted using <Armorcraft>.

Materials:

Damasc Mail +1	x 1	Wyrm Scale	x 2
Wyrm Whisker	x 1		

=====
<Reeking Armor>

[E912]

Body armor that has seen use by countless warriors, it exudes an unpleasant smell.

Body Armor Lv.28~

WEIGHT: 6

ATTRIBUTES:

DEF 39 HP 15 MP 5 LUCK -5 VIT 2 AGIL 8 AVD 10

RESISTANCES:

Crushing	3	Slashing	3	Piercing	3	Human	5	Beast	10
Reptile	5	Dragon	5						

CLASSES:

Warrior	Archer	Rune Fencer	Knight
Terror Knight	Berserker	Swordmaster	Dragoon
Ninja	Rogue	Fusilier	Beast Tamer
Divine Knight	Lord	Ranger	Princess
Paladin	Vartan	White Knight	Songstress
Buccaneer	Knight Commander	Hoplite	Juggernaut
Patriarch	Familiar		

Dropped from the following unit(s):

The Pirate's Graveyard (Bosom of the Sea God)
(01,23,24) Blood Gavial x 1

Palace of the Dead (Palace of the Dead - Level 21)
(11,09,11) Cyclops x 1

Palace of the Dead (Palace of the Dead - Level 47)
(10,12,11) Spriggan x 1

=====
Robes of the Gale

[E40F]

A sorcerer's robe blessed by Hahnela, Goddess of Air. Enhances air abilities and resistance.

Body Armor Lv.25~

WEIGHT: 5

ATTRIBUTES:

DEF 29 MP 10 VIT 2 INT 5 MIND 5

SKILL BONUS: Augment Air +1

EFFECT: Aeroguard (1 charge)

RESISTANCES:

Crushing 3 Slashing 4 Piercing 1 Air 30 Phantom 5

CLASSES:

Wizard	Cleric	Warlock	Necromancer
Lich	Priest	Dark Priest	Astromancer
Shaman	Wicce		

Crafted using <Body Armor Enchiridion>.

Materials:

Sorcerer's Robe +1	x 1	Satin	x 1
Golden Thread	x 1	Gale Orb	x 1

Robes of the Dust [723B]

A sorcerer's robe blessed by Vaasa, Goddess of Earth. Enhances earth abilities and resistance.

Body Armor Lv.25~

WEIGHT: 5

ATTRIBUTES:

DEF 29 MP 10 VIT 2 INT 5 MIND 5

SKILL BONUS: Augment Earth +1

EFFECT: Petroguard (1 charge)

RESISTANCES:

Crushing 1 Slashing 3 Piercing 4 Earth 30 Phantom 5

CLASSES:

Wizard	Cleric	Warlock	Necromancer
Lich	Priest	Dark Priest	Astromancer
Shaman	Wicce		

Crafted using <Body Armor Enchiridion>.

Materials:

Sorcerer's Robe +1	x 1	Satin	x 1
Golden Thread	x 1	Dust Orb	x 1

Robes of the Storm [B782]

A sorcerer's robe blessed by Nestharot, Goddess of Lightning. Enhances lightning abilities and resistance.

Body Armor Lv.25~

WEIGHT: 5

ATTRIBUTES:

DEF 29 MP 10 VIT 2 INT 5 MIND 5

SKILL BONUS: Augment Lightning +1

EFFECT: Electriguard (1 charge)

RESISTANCES:

Crushing 4 Slashing 3 Piercing 1 Lightning 30 Phantom 5

CLASSES:

Wizard	Cleric	Warlock	Necromancer
Lich	Priest	Dark Priest	Astromancer
Shaman	Wicce		

Crafted using <Body Armor Enchiridion>.

Materials:

Sorcerer's Robe +1	x 1	Satin	x 1
Golden Thread	x 1	Storm Orb	x 1

Robes of the Cataract [1B3F]

A sorcerer's robe blessed by Greuza, Goddess of Water. Enhances water abilities and resistance.

Body Armor Lv.25~

WEIGHT: 5

ATTRIBUTES:

DEF 29 MP 10 VIT 2 INT 5 MIND 5

SKILL BONUS: Augment Water +1

EFFECT: Aquaguard (1 charge)

RESISTANCES:

Crushing 3 Slashing 4 Piercing 1 Water 30 Phantom 5

CLASSES:

Wizard	Cleric	Warlock	Necromancer
Lich	Priest	Dark Priest	Astromancer
Shaman	Wicce		

Crafted using <Body Armor Enchiridion>.

Materials:

Sorcerer's Robe +1	x 1	Satin	x 1
Golden Thread	x 1	Cataract Orb	x 1

Robes of the Inferno [D4A8]

A sorcerer's robe blessed by Xoshonell, Goddess of Fire. Enhances fire abilities and resistance.

Body Armor Lv.25~

WEIGHT: 5

ATTRIBUTES:

DEF 29 MP 10 VIT 2 INT 5 MIND 5

SKILL BONUS: Augment Fire +1

EFFECT: Pyroguard (1 charge)

RESISTANCES:

Crushing 1 Slashing 3 Piercing 4 Fire 30 Phantom 5

CLASSES:

Wizard	Cleric	Warlock	Necromancer
Lich	Priest	Dark Priest	Astromancer
Shaman	Wicce		

Crafted using <Body Armor Enchiridion>.

Materials:

Sorcerer's Robe +1	x 1	Satin	x 1
Golden Thread	x 1	Inferno Orb	x 1

Robes of Black Ice [DFC8]

A sorcerer's robe blessed by Lyuneram, Goddess of Ice. Enhances ice abilities and resistance.

Body Armor Lv.25~

WEIGHT: 5

ATTRIBUTES:

DEF 29 MP 10 VIT 2 INT 5 MIND 5

SKILL BONUS: Augment Ice +1

EFFECT: Frostguard (1 charge)

RESISTANCES:

Crushing 4 Slashing 3 Piercing 1 Ice 30 Phantom 5

CLASSES:

Wizard	Cleric	Warlock	Necromancer
Lich	Priest	Dark Priest	Astromancer
Shaman	Wicce		

Crafted using <Body Armor Enchiridion>.

Materials:

Sorcerer's Robe +1	x 1	Satin	x 1
Golden Thread	x 1	Black Ice Orb	x 1

Robes of Radiance [C37A]

A sorcerer's robe blessed by Ishtar, Goddess of Light. Enhances light abilities and dark resistance.

Body Armor Lv.27~

WEIGHT: 6

ATTRIBUTES:

DEF 33 MP 12 VIT 2 INT 5 MIND 5

SKILL BONUS: Augment Light +1

EFFECT: Lightguard (1 charge)

RESISTANCES:

Crushing 4 Slashing 5 Piercing 2 Light 30 Divine 5
Umbra 10 Faerie 5 Phantom 10 Golem 5

CLASSES:

Wizard Cleric Warlock Necromancer
Lich Priest Dark Priest Astromancer
Shaman Wicce

Crafted using <Body Armor Enchiridion>.

Materials:

Sorcerer's Robe +1 x 1 Satin x 1
Golden Thread x 1 Radiant Orb x 1

Robes of Gloom [B51A]

A sorcerer's robe blessed by Ashmedai, God of Darkness. Enhances dark abilities and light resistance.

Body Armor Lv.27~

WEIGHT: 6

ATTRIBUTES:

DEF 33 MP 12 VIT 2 INT 5 MIND 5

SKILL BONUS: Augment Darkness +1

EFFECT: Shadow Guard (1 charge)

RESISTANCES:

Crushing 2 Slashing 4 Piercing 5 Dark 30

CLASSES:

Wizard Cleric Warlock Necromancer
Lich Priest Dark Priest Astromancer
Shaman Wicce

Crafted using <Body Armor Enchiridion>.

Materials:

Sorcerer's Robe +1 x 1 Satin x 1
Golden Thread x 1 Gloom Orb x 1

Falcon Feathercoat [4576]

A brigandine woven with feathers of the legendary peregrine. Enhances air abilities and resistance.

Body Armor Lv.26~

WEIGHT: 6

ATTRIBUTES:

DEF 37 HP 5 STR 2 DEX 8 AGIL 3 RES 2

SKILL BONUS: Augment Air +1

EFFECT: Aeroguard (1 charge)

RESISTANCES:

Crushing 4 Slashing 2 Piercing 5 Air 30 Beast 5

CLASSES:

Archer	Swordmaster	Ninja	Rogue
Fusilier	Beast Tamer	Ranger	Princess
Vartan	Songstress	Buccaneer	Patriarch
Familiar			

Dropped from the following unit(s):

The Pirate's Graveyard (Midline Rift)
(18,05,04) Kraken x 1

Palace of the Dead (Palace of the Dead - Level 15)
(11,09,21) Cockatrice x 1

Palace of the Dead (Palace of the Dead - Level 29)
(10,00,09) Cloud Dragon x 1

=====

Nathalork Rockcoat	[4A62]
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=====

A brigandine made from the rock-hard skin of the beast Nathalork. Enhances earth abilities and resistance.

Body Armor Lv.26~

WEIGHT: 6

ATTRIBUTES:

DEF 37 HP 5 STR 2 DEX 8 AGIL 3 RES 2

SKILL BONUS: Augment Earth +1

EFFECT: Petroguard (1 charge)

RESISTANCES:

Crushing 5 Slashing 4 Piercing 2 Earth 30 Beast 5

CLASSES:

Archer	Swordmaster	Ninja	Rogue
Fusilier	Beast Tamer	Ranger	Princess
Vartan	Songstress	Buccaneer	Patriarch
Familiar			

Dropped from the following unit(s):

The Pirate's Graveyard (Wonder's Hollow)
(12,12,10) Kraken x 1

Palace of the Dead (Palace of the Dead -Level 16)
(09,11,07) Stone Golem x 1

Palace of the Dead (Palace of the Dead - Level 42)
(09,02,12) Earth Dragon x 1

=====
Viraat's Thundercoat [A450]
=====

A brigandine crafted by the giant Viraat, who is said to have faced an ogre in battle. Enhances earth abilities and resistance.

Body Armor Lv.26~

WEIGHT: 6

ATTRIBUTES:

DEF 37 HP 5 STR 2 DEX 8 AGIL 3 RES 2

SKILL BONUS: Augment Lightning +1

EFFECT: Electriguard (1 charge)

RESISTANCES:

Crushing 2 Slashing 5 Piercing 4 Lightning 30 Beast 5

CLASSES:

Archer	Swordmaster	Ninja	Rogue
Fusilier	Beast Tamer	Ranger	Princess
Vartan	Songstress	Buccaneer	Patriarch
Familiar			

Dropped from the following unit(s):

The Pirate's Graveyard (Cape of Spite)
(10,02,03) Kraken x 1

Palace of the Dead (Palace of the Dead - Level 12)
(12,03,07) Thunder Dragon x 1

Palace of the Dead (Palace of the Dead - Level 39)
(11,01,08) Gryphon x 1

Note: The item's description is misprinted in-game. It should be "Enhances lightning abilities and resistance."

=====
Whale Whiskercoat [B4E1]
=====

A brigandine woven with whiskers from the legendary Ur-Whale of the Obero Sea. Enhances water abilities and resistance.

Body Armor Lv.26~

WEIGHT: 6

ATTRIBUTES:

DEF 37 HP 5 STR 2 DEX 8 AGIL 3 RES 2

SKILL BONUS: Augment Water +1

EFFECT: Aquaguard (1 charge)

RESISTANCES:

Crushing 4 Slashing 2 Piercing 5 Water 30 Beast 5

CLASSES:

Archer Swordmaster Ninja Rogue
Fusilier Beast Tamer Ranger Princess
Vartan Songstress Buccaneer Patriarch
Familiar

Dropped from the following unit(s):

The Pirate's Graveyard (Valley of Shadow and Light)
(11,03,08) Kraken x 1

Palace of the Dead (Palace of the Dead - Level 8)
(16,03,12) Flood Dragon x 1

Palace of the Dead (Palace of the Dead - Level 38)
(25,08,06) Scylla x 1

Phoenix Flamecoat [57A8]

A brigandine woven with feathers of the legendary phoenix. Enhances fire abilities and resistance.

Body Armor Lv.26~

WEIGHT: 6

ATTRIBUTES:

DEF 37 HP 5 STR 2 DEX 8 AGIL 3 RES 2

SKILL BONUS: Augment Fire +1

EFFECT: Pyroguard (1 charge)

RESISTANCES:

Crushing 5 Slashing 4 Piercing 2 Fire 30 Beast 5

CLASSES:

Archer Swordmaster Ninja Rogue
Fusilier Beast Tamer Ranger Princess
Vartan Songstress Buccaneer Patriarch
Familiar

Dropped from the following unit(s):

The Pirate's Graveyard (Cape of Spite)
(16,04,03) Kraken x 1

Palace of the Dead (Palace of the Dead - Level 14)
(07,11,13) Flame Dragon x 1

Palace of the Dead (Palace of the Dead - Level 27)
(13,07,08) Flame Dragon x 1

Vikrant Icecoat [1402]

=====

A brigandine crafted from the scales of Vikrant the Icewurm. Enhances ice abilities and resistance.

Body Armor Lv.26~

WEIGHT: 6

ATTRIBUTES:

DEF 37 HP 5 STR 2 DEX 8 AGIL 3 RES 2

SKILL BONUS: Augment Ice +1

EFFECT: Frostguard (1 charge)

RESISTANCES:

Crushing 2 Slashing 5 Piercing 4 Ice 30 Divine 10
Faerie 5

CLASSES:

Archer	Swordmaster	Ninja	Rogue
Fusilier	Beast Tamer	Ranger	Princess
Vartan	Songstress	Buccaneer	Patriarch
Familiar			

Dropped from the following unit(s):

The Pirate's Graveyard (Into the Darkness)

(09,01,07) Kraken x 1

Palace of the Dead (Palace of the Dead - Level 19)

(07,00,02) Frost Dragon x 1

Palace of the Dead (Palace of the Dead - Level 34)

(08,11,11) Frost Dragon x 1

=====

Aganista Lightcoat

[EB36]

=====

A brigandine passed on to the hero Lexar by the Aganista, spirits of light. Enhances light abilities and dark resistance.

Body Armor Lv.28~

WEIGHT: 6

ATTRIBUTES:

DEF 45 HP 5 STR 2 DEX 8 AGIL 3 RES 2

SKILL BONUS: Augment Light +1

EFFECT: Lightguard (1 charge)

RESISTANCES:

Crushing 5 Slashing 3 Piercing 6 Light 30 Divine 5
Umbra 10 Faerie 5 Phantom 10 Golem 5

CLASSES:

Archer	Swordmaster	Ninja	Rogue
Fusilier	Beast Tamer	Ranger	Princess
Vartan	Songstress	Buccaneer	Patriarch
Familiar			

Dropped from the following unit(s):

Palace of the Dead (Palace of the Dead - Level 6)

(14,09,09) Hydra x 1

Palace of the Dead (Palace of the Dead - Level 35)

(14,06,03) Baldur Golem x 1

SE[3] The Pirate's Graveyard (On Holy Ground)

(04,14,05) Dagon x 1

=====

<Ji'ygla's Darkcoat>

[3BC7]

=====

A brigandine crafted from the bones of the evil spirit Ji'ygla. Enhances dark abilities and light resistance.

Body Armor Lv.28~

WEIGHT: 6

ATTRIBUTES:

DEF 45 HP 5 STR 2 DEX 8 AGIL 3 RES 2

SKILL BONUS: Augment Darkness +1

EFFECT: Shadow Guard (1 charge)

RESISTANCES:

Crushing 6 Slashing 5 Piercing 3 Dark 30

CLASSES:

Archer	Swordmaster	Ninja	Rogue
Fusilier	Beast Tamer	Ranger	Princess
Vartan	Songstress	Buccaneer	Patriarch
Familiar			

Dropped from the following unit(s):

The Pirate's Graveyard (On Holy Ground)

(08,10,04) Dagon x 1

Palace of the Dead (Palace of the Dead - Level 5)

(15,03,10) Dark Dragon x 1

Palace of the Dead (Palace of the Dead - Level 46)

(03,18,11) Dark Dragon x 1

=====

Falcon Mail

[A650]

=====

A breastplate woven with feathers of the legendary peregrine. Enhances air abilities and resistance.

Body Armor Lv.28~

WEIGHT: 6

ATTRIBUTES:

DEF 43 STR 2 VIT 3 AGIL 2 RES 5

SKILL BONUS: Augment Air +1
EFFECT: Aeroguard (1 charge)

RESISTANCES:

Crushing 6 Slashing 1 Piercing 4 Air 30 Human 6

CLASSES:

Warrior Rune Fencer Knight Terror Knight
Berserker Dragoon Divine Knight Lord
Paladin White Knight Knight Commander Hoplite
Juggernaut

Dropped from the following unit(s):

The Pirate's Graveyard (Valley of Shadow and Light)
(22,15,10) Cleric x 1

Palace of the Dead (Palace of the Dead - Level 21)
(03,06,14) Gryphon x 1

Palace of the Dead (Palace of the Dead - Level 50)
(12,14,20) Gryphon x 1

=====
Nathalork Mail [2143]
=====

A breastplate made from the rock-hard skin of the beast Nathalork. Enhances earth abilities and resistance.

Body Armor Lv.30~

WEIGHT: 6

ATTRIBUTES:

DEF 43 HP 6 VIT 2 DEX 2 AVD 2 INT 5 RES 2

SKILL BONUS: Augment Earth +1

EFFECT: Petroguard (1 charge)

RESISTANCES:

Crushing 4 Slashing 6 Piercing 1 Earth 30 Reptile 8

CLASSES:

Warrior Rune Fencer Knight Terror Knight
Berserker Dragoon Divine Knight Lord
Paladin White Knight Knight Commander Hoplite
Juggernaut

Dropped from the following unit(s):

Gecho Fortress (Sanctum of Vaasa)
(20,03,03) Nathalork x 1

=====
Alluring Dress [E24D]
=====

A revealing camisole for women of style. Can only be worn by women.

Body Armor Lv.30~

WEIGHT: 5

ATTRIBUTES:

DEF 25 MP 5 LUCK 15 DEX 6 INT 7 MIND 5

DEBUFF RESIST: Charmproof

RESISTANCES:

Slashing 4 Piercing 6 Dark 10 Human 15 Reptile 10

CLASSES:

Warrior	Archer	Wizard	Cleric
Rune Fencer	Knight	Terror Knight	Berserker
Swordmaster	Dragoon	Ninja	Rogue
Fusilier	Beast Tamer	Warlock	Necromancer
Lich	Divine Knight	Priest	Princess
Dark Priest	Shaman	Wicce	Songstress
Knight Commander	Hoplite	Juggernaut	Patriarch
Familiar			

Dropped from the following unit(s):

CH2L-SB[8] The Golborza Plain
(05,15,06) Ninja Gousin x 1 (Lv.27~)

=====
Alluring Corset [512C]
=====

A sensuous corset popular with the more adventurous. Can only be worn by men.

Body Armor Lv.30~

WEIGHT: 5

ATTRIBUTES:

DEF 25 LUCK 15

DEBUFF RESIST: Poisonproof

RESISTANCES:

Slashing 6 Piercing 4 Dark 8

CLASSES:

Warrior	Archer	Wizard	Cleric
Rune Fencer	Knight	Terror Knight	Berserker
Swordmaster	Dragoon	Ninja	Rogue
Fusilier	Beast Tamer	Warlock	Necromancer
Lich	Divine Knight	Lord	Ranger
White Knight	Hoplite	Juggernaut	Patriarch

Dropped from the following unit(s):

CH3N-SB[2] Boed Fortress (Boed Fortress)
(07,13,25) Knight Commander Oz x 1 (Lv.29~)

CH3C-SB[16] Phidoch Castle (Phidoch Great Hall)
(10,14,05) Knight Commander Oz x 1 (Lv.31~)

CH3L-SB[15] Phidoch Castle (Phidoch Great Hall)
(10,14,05) Knight Commander Oz x 1 (Lv.31~)

Viraat's Mail

[DB2C]

Mail of segmented plates crafted by the giant Viraat, who is said to have faced an ogre in battle. Enhances earth abilities and resistance.

Body Armor Lv.32~

WEIGHT: 6

ATTRIBUTES:

DEF 43 HP 2 MP 4 STR 1 VIT 4 DEX 4 MIND 3
RES 1

SKILL BONUS: Augment Lightning +1

EFFECT: Electranguard (1 charge)

RESISTANCES:

Crushing 1 Slashing 4 Piercing 6 Lightning 30

CLASSES:

Warrior	Rune Fencer	Knight	Terror Knight
Berserker	Dragoon	Divine Knight	Lord
Paladin	White Knight	Knight Commander	Hoplite
Juggernaut			

Dropped from the following unit(s):

Palace of the Dead (Palace of the Dead - Level 60)

(11,05,16) Thunder Dragon x 1

Note: The item's description is misprinted in-game. It should be "Enhances lightning abilities and resistance."

Ur-Whale Mail

[8624]

Mail of segmented plates woven with whiskers from the legendary Ur-Whale of the Obero Sea. Enhances water abilities and resistance.

Body Armor Lv.34~

WEIGHT: 6

ATTRIBUTES:

DEF 43 HP 8 STR 5 VIT 5 AGIL 2 RES 1

SKILL BONUS: Augment Water +1

EFFECT: Aquaguard (1 charge)

RESISTANCES:

Crushing 6 Slashing 1 Piercing 4 Water 30 Dragon 6
Umbra 5

CLASSES:

Warrior	Rune Fencer	Knight	Terror Knight
Berserker	Dragoon	Divine Knight	Lord
Paladin	White Knight	Knight Commander	Hoplite

Juggernaut

Dropped from the following unit(s):

Palace of the Dead (Palace of the Dead - Level 51)
(07,10,05) Flood Dragon x 1

Phoenix Mail [9D78]

A cuirass woven with feathers of the legendary phoenix. Enhances fire abilities and resistance.

Body Armor Lv.36~

WEIGHT: 6

ATTRIBUTES:

DEF 43 HP 10 STR 2 VIT 3 AVD 3 MIND 4 RES 1

SKILL BONUS: Augment Fire +1

EFFECT: Pyroguard (1 charge)

RESISTANCES:

Crushing 4 Slashing 6 Piercing 1 Fire 30

CLASSES:

Warrior	Rune Fencer	Knight	Terror Knight
Berserker	Dragoon	Divine Knight	Lord
Paladin	White Knight	Knight Commander	Hoplite
Juggernaut			

Dropped from the following unit(s):

Palace of the Dead (Palace of the Dead - Level 55)
(09,08,13) Flame Dragon x 1

Vikrant Mail [B5C6]

Body armor consisting of mail crafted from the scales of Vikrant the Icewurm. Enhances ice abilities and resistance.

Body Armor Lv.38~

WEIGHT: 6

ATTRIBUTES:

DEF 43 HP 1 MP 5 VIT 6 DEX 2 INT 3 RES 2

SKILL BONUS: Augment Ice +1

EFFECT: Frostguard (1 charge)

RESISTANCES:

Crushing 1 Slashing 4 Piercing 6 Ice 30 Human 4
Phantom 3

CLASSES:

Warrior	Rune Fencer	Knight	Terror Knight
Berserker	Dragoon	Divine Knight	Lord

Paladin White Knight Knight Commander Hoplite
Juggernaut

Dropped from the following unit(s):

 Palace of the Dead (Palace of the Dead - Level 52)
 (02,16,19) Frost Dragon x 1

=====

Titania Mail	[28EC]
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=====

A set of fluted body armor stolen from the palace of the Faerie King Titania.
Enhances light abilities and dark resistance.

Body Armor Lv.40~

WEIGHT: 6

ATTRIBUTES:

DEF 47 HP 12 VIT 2 DEX 5 MIND 4 RES 2

SKILL BONUS: Augment Light +1

EFFECT: Lightguard (1 charge)

RESISTANCES:

Crushing 8 Slashing 1 Piercing 5 Light 30

CLASSES:

Warrior	Rune Fencer	Knight	Berserker
Dragoon	Divine Knight	Lord	Paladin
White Knight			

Dropped from the following unit(s):

 Palace of the Dead (Palace of the Dead - Level 61)
 (16,09,08) Stone Golem x 1

=====

<Thanatos Armor>	[78A2]
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=====

A set of fluted body armor that steals the life force of its wearer. Enhances
dark abilities and light resistance.

Body Armor Lv.42~

WEIGHT: 7

ATTRIBUTES:

DEF 50 HP 6 STR 2 VIT 4 DEX 3 AVD 4

SKILL BONUS: Augment Darkness +1

DEBUFF RESIST: Stopproof

EFFECT: Shadow Guard (1 charge)

RESISTANCES:

Crushing 5 Slashing 1 Piercing 8 Dark 30

CLASSES:

Warrior	Rune Fencer	Terror Knight	Berserker
Dragoon	Knight Commander	Hoplite	Juggernaut

Dropped from the following unit(s):

Palace of the Dead (Palace of the Dead - Level 113)

(10,01,03) Boogeyman x 1

=====

Garb of the Sages	[8E19]
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=====

Body armor woven with materials that enhance defense, such as unicorn pelts and phoenix feathers.

Body Armor Lv.44~

WEIGHT: 6

ATTRIBUTES:

DEF 37 MP 3 STR 6 VIT 5 AGIL 1 RES 1

DEBUFF RESIST: Silenceproof

RESISTANCES:

Crushing 4 Slashing 4 Piercing 4 Light 20 Dark 20

CLASSES:

Wizard	Cleric	Warlock	Necromancer
Lich	Priest	Dark Priest	Astromancer
Shaman	Wicce		

Dropped from the following unit(s):

San Bronsa Ruins (Floating Ruins - Level 13)

(06,09,13) Ethereal Vision x 1

=====

<Ogre Armor>	[92C8]
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=====

Fluted body armor thought to be forged by an ogre of the abyss. Enhances various elemental abilities and resistances.

Body Armor Lv.46~

WEIGHT: 7

ATTRIBUTES:

DEF 55 HP 15 MP 10 LUCK -5 STR 4 VIT 8 DEX 3
AVD -5 INT 6 MIND 2 RES 4

SKILL BONUS: Anatomy +2

DEBUFF RESIST: Stunproof

EFFECT: Paralytic Wave (3 charges)

RESISTANCES:

Crushing 5 Slashing 5 Piercing 5 Air 20 Earth 20
Lightning 20 Water 20 Fire 20 Ice 20 Light 20
Dark 20 Divine 5 Umbra 10 Faerie 5 Phantom 10
Golem 5

CLASSES:

Warrior	Rune Fencer	Knight	Terror Knight
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Berserker	Dragoon	Divine Knight	Lord
Paladin	White Knight	Knight Commander	Hoplite
Juggernaut			

Dropped from the following unit(s):

SE[5] Palace of the Dead (Palace - Altar of the Beyond)
(07,04,08) Lich Queen x 1
(07,09,08) Lich King x 1

=====

A r m g u a r d s [107F]

=====

Armguards protect the hands and forearms. Units can equip up to two pieces of armor and a shield.

Leather Gloves	[562B]
Leather Gloves +1	[FD6E]
Leather Sleeves	[9FB8]
Leather Sleeves +1	[D41E]
Gauntlets	[1D8C]
Gauntlets +1	[4893]
Baldur Gauntlets	[2F76]
Baldur Gauntlets +1	[7ED5]
Nomad Bracers	[F1EA]
Nomad Bracers +1	[1A0C]
Overguards	[146D]
Overguards +1	[6CA8]
Damasc Mitts	[5E46]
Damasc Mitts +1	[9E34]
Arkhiatros Mitts	[7964]
Mage's Mitts	[86C1]
Wyrmscale Sleeves	[4629]
<Musty Gauntlets>	[4D36]
<Ji'ygla's Bracers>	[7368]
Lightning Gauntlets	[CB41]
Fire Gauntlets	[2FB1]
<Luminant Gauntlets>	[1724]
<Daedalus Gauntlets>	[1943]
<Snipe Bracers>	[06B8]

=====

Leather Gloves [562B]

=====

Armguards made of tanned leather. They provide sturdy protection for the fingers and hands.

Armguards Lv.02~

WEIGHT: 4

ATTRIBUTES:

DEF 10

RESISTANCES:

Crushing	2	Air	2	Earth	2	Lightning	2	Water	2
Fire	2	Ice	2	Light	2	Dark	2		

CLASSES:

Warrior	Archer	Wizard	Cleric
Rune Fencer	Knight	Terror Knight	Berserker
Swordmaster	Dragoon	Ninja	Rogue
Fusilier	Beast Tamer	Warlock	Necromancer
Lich	Divine Knight	Lord	Ranger
Priest	Princess	Dark Priest	Paladin
Astromancer	Vartan	White Knight	Shaman
Wicce	Songstress	Buccaneer	Knight Commander
Hoplite	Juggernaut	Patriarch	Familiar

Sold in General Shops for 500 goth at the start of the game.

=====

Leather Gloves +1	[FD6E]
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=====

Armguards made of tanned leather. They provide sturdy protection for the fingers and hands.

Armguards Lv.03~

WEIGHT: 4

ATTRIBUTES:

DEF 14 DEX 1 AVD 2

RESISTANCES:

Crushing	3	Slashing	1	Air	4	Earth	4	Lightning	4
Water	4	Fire	4	Ice	4	Light	4	Dark	4

CLASSES:

Warrior	Archer	Wizard	Cleric
Rune Fencer	Knight	Terror Knight	Berserker
Swordmaster	Dragoon	Ninja	Rogue
Fusilier	Beast Tamer	Warlock	Necromancer
Lich	Divine Knight	Lord	Ranger
Priest	Princess	Dark Priest	Paladin
Astromancer	Vartan	White Knight	Shaman
Wicce	Songstress	Buccaneer	Knight Commander
Hoplite	Juggernaut	Patriarch	Familiar

Crafted using <Smithing Armor I>.

Materials:

Leather Gloves	x 1	Leather	x 2
Hempen Thread	x 1		

=====

Leather Sleeves	[9FB8]
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=====

Armguards made of tanned leather. Rudimentary in design, they protect the arms and shoulders.

Armguards Lv.04~

WEIGHT: 4

ATTRIBUTES:

DEF 13 DEX 2 AGIL 1

RESISTANCES:

Slashing	1	Piercing	3	Human	2	Beast	2	Reptile	2
Dragon	2	Divine	2	Umbr	2	Faerie	2	Phantom	2
Golem	2								

CLASSES:

Warrior	Archer	Rune Fencer	Knight
Terror Knight	Berserker	Swordmaster	Dragoon
Ninja	Rogue	Fusilier	Beast Tamer
Divine Knight	Lord	Ranger	Princess
Paladin	Vartan	White Knight	Buccaneer
Knight Commander	Hoplite	Juggernaut	

Sold in General Shops for 800 goth at the start of the game.

Leather Sleeves +1 [D41E]

Armguards made of tanned leather. Rudimentary in design, they protect the arms and shoulders.

Armguards Lv.05~

WEIGHT: 4

ATTRIBUTES:

DEF 17 DEX 3 AGIL 2

RESISTANCES:

Slashing	2	Piercing	4	Human	4	Beast	4	Reptile	4
Dragon	4	Divine	4	Umbr	4	Faerie	4	Phantom	4
Golem	4								

CLASSES:

Warrior	Archer	Rune Fencer	Knight
Terror Knight	Berserker	Swordmaster	Dragoon
Ninja	Rogue	Fusilier	Beast Tamer
Divine Knight	Lord	Ranger	Princess
Paladin	Vartan	White Knight	Buccaneer
Knight Commander	Hoplite	Juggernaut	

Crafted using <Smithing Armor I>.

Materials:

Leather Sleeves	x 1	Leather	x 2
Bronze Ingot	x 1		

Gauntlets [1D8C]

Armguards with separate iron plates protecting each finger, allowing freedom of movement.

Armguards Lv.07~

WEIGHT: 4

ATTRIBUTES:

DEF 16 STR 2 VIT 1 RES 3

RESISTANCES:

Crushing 3 Piercing 1

CLASSES:

Warrior	Rune Fencer	Knight	Terror Knight
Berserker	Swordmaster	Dragoon	Ninja
Rogue	Beast Tamer	Divine Knight	Lord
Paladin	Vartan	White Knight	Buccaneer
Knight Commander	Hoplite	Juggernaut	

Sold in General Shops for 900 goth after CH1N-SB[7] The Arkhaiopolis of Rhime and returning to Almorica Castle.

=====
Gauntlets +1 [4893]
=====

Armguards with separate iron plates protecting each finger, allowing freedom of movement.

Armguards Lv.08~

WEIGHT: 5

ATTRIBUTES:

DEF 20 STR 3 VIT 2 RES 5

RESISTANCES:

Crushing 4 Slashing 1 Piercing 2

CLASSES:

Warrior	Rune Fencer	Knight	Terror Knight
Berserker	Swordmaster	Dragoon	Ninja
Rogue	Beast Tamer	Divine Knight	Lord
Paladin	Vartan	White Knight	Buccaneer
Knight Commander	Hoplite	Juggernaut	

Crafted using <Smithing Armor I>.

Materials:

Gauntlets	x 1	Iron Ingot	x 2
Leather	x 1		

=====
Baldur Gauntlets [2F76]
=====

Armguards made of baldur, an alchemically forged metal that amplifies magic. Armor on the back of the hand extends over the fingers.

Armguards Lv.10~

WEIGHT: 5

ATTRIBUTES:

DEF 19 MP 5 LUCK -1 VIT 2 DEX 1 INT 4

RESISTANCES:

Slashing 2 Piercing 3 Divine 3 Umbra 3 Faerie 3
Phantom 3

CLASSES:

Warrior	Rune Fencer	Knight	Terror Knight
Berserker	Swordmaster	Dragoon	Ninja
Rogue	Beast Tamer	Divine Knight	Lord
Princess	Paladin	Vartan	White Knight
Buccaneer	Knight Commander	Hoplite	Juggernaut

Sold in General Shops for 1700 goth after CH2C-SB[6] Krysaro or CH2L-SB[6] Qadriga Fortress.

=====

Baldur Gauntlets +1 [7ED5]

=====

Armguards made of baldur, an alchemically forged metal that amplifies magic. Armor on the back of the hand extends over the fingers.

Armguards Lv.11~

WEIGHT: 5

ATTRIBUTES:

DEF 24 MP 8 LUCK -3 VIT 4 DEX 3 INT 5 RES 2

RESISTANCES:

Crushing 2 Slashing 3 Piercing 4 Divine 6 Umbra 6
Faerie 6 Phantom 6

CLASSES:

Warrior	Rune Fencer	Knight	Terror Knight
Berserker	Swordmaster	Dragoon	Ninja
Rogue	Beast Tamer	Divine Knight	Lord
Princess	Paladin	Vartan	White Knight
Buccaneer	Knight Commander	Hoplite	Juggernaut

Crafted using <Smithing Armor II>.

Materials:

Baldur Gauntlets	x 1	Silver Ingot	x 1
Baldur Ingot	x 2		

=====

Nomad Bracers [F1EA]

=====

Armguards of light metal tailored to the needs of archers.

Armguards Lv.14~

WEIGHT: 5

ATTRIBUTES:

DEF 23 DEX 8 AVD 1

RESISTANCES:

Slashing 3 Piercing 2

CLASSES:

Archer	Fusilier	Ranger
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Sold in General Shops for 1900 goth after CH3N-SB[9] Coritanae Keep (Coritanae Ward), CH3C-SB[11]A/B Coritanae Keep (Coritanae Ward) or CH3L-SB[11] Almorica Castle (Almorica Passageway).

Nomad Bracers +1 [1A0C]

Armguards of light metal tailored to the needs of archers.

Armguards Lv.15~

WEIGHT: 5

ATTRIBUTES:

DEF 27 DEX 10 AVD 3

RESISTANCES:

Crushing 2 Slashing 5 Piercing 3

CLASSES:

Archer Fusilier Ranger

Crafted using <Smithing Armor II>.

Materials:

Nomad Bracers	x 1	Iron Ingot	x 1
Enchanted Feather	x 1	Leather	x 1

Overguards [146D]

Armguards of solid metal that protect from wrist to shoulder. They provide considerable protection, but are very cumbersome.

Armguards Lv.18~

WEIGHT: 5

ATTRIBUTES:

DEF 26 HP 5 STR 2 VIT 5 DEX -1 RES 2

RESISTANCES:

Crushing 3 Slashing 2

CLASSES:

Warrior	Rune Fencer	Knight	Terror Knight
Berserker	Dragoon	Divine Knight	Lord
Paladin	White Knight	Knight Commander	Hoplite
Juggernaut			

Sold in General Shops for 2700 goth after CH4-SB[10] Barnicia Castle (Barnicia Grand Staircase) and returning to Phidoch Castle.

Overguards +1 [6CA8]

Armguards of solid metal that protect from wrist to shoulder. They provide considerable protection, but are very cumbersome.

Armguards Lv.19~

WEIGHT: 5

ATTRIBUTES:

DEF 31 HP 8 STR 4 VIT 7 DEX -3 RES 3

RESISTANCES:

Crushing 5 Slashing 3 Piercing 2

CLASSES:

Warrior	Rune Fencer	Knight	Terror Knight
Berserker	Dragoon	Divine Knight	Lord
Paladin	White Knight	Knight Commander	Hoplite
Juggernaut			

Crafted using <Smithing Armor II>.

Materials:

Overguards	x 1	Iron Ingot	x 1
Steel Ingot	x 2		

=====

Damasc Mitts	[5E46]
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=====

Armguards of damasc steel. A single piece of armor protects all but the thumb.

Armguards Lv.22~

WEIGHT: 5

ATTRIBUTES:

DEF 30 HP 2 VIT 3 AVD -1 MIND 4

RESISTANCES:

Slashing 3 Piercing 2 Faerie 4

CLASSES:

Warrior	Rune Fencer	Knight	Terror Knight
Berserker	Swordmaster	Dragoon	Ninja
Rogue	Beast Tamer	Divine Knight	Lord
Princess	Paladin	Vartan	White Knight
Buccaneer	Knight Commander	Hoplite	Juggernaut

Sold in General Shops for 3100 goth after CODA-SB[1] Port Omish.

=====

Damasc Mitts +1	[9E34]
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=====

Armguards of damasc steel. A single piece of armor protects all but the thumb.

Armguards Lv.23~

WEIGHT: 6

ATTRIBUTES:

DEF 36 HP 5 VIT 5 AVD -2 MIND 6 RES 1

RESISTANCES:

Crushing 2 Slashing 5 Piercing 3 Reptile 3 Golem 5

CLASSES:

Warrior	Rune Fencer	Knight	Terror Knight
Berserker	Swordmaster	Dragoon	Ninja
Rogue	Beast Tamer	Divine Knight	Lord
Princess	Paladin	Vartan	White Knight
Buccaneer	Knight Commander	Hoplite	Juggernaut

Crafted using <Armorcraft>.

Materials:

Damasc Mitts	x 1	Steel Ingot	x 1
Wootz Steel	x 2		

Arkhiatros Mitts [7964]

Armguards made of white velvet embroidered with divine glyphs using baldur thread.

Armguards Lv.24~

WEIGHT: 5

ATTRIBUTES:

DEF 25 MP 12 VIT 3 INT 2 MIND 10

RESISTANCES:

Crushing 3 Slashing 2 Piercing 3

CLASSES:

Cleric	Priest	Princess	Familiar
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Crafted using <Armguard Enchiridion>.

Materials:

Velvet	x 2	Silver Thread	x 1
Radiant Orb	x 1		

Mage's Mitts [86C1]

Armguards made of black velvet embroidered with arcane blazonry using baldur thread.

Armguards Lv.25~

WEIGHT: 5

ATTRIBUTES:

DEF 23 MP 12 VIT 3 INT 10 MIND 2

RESISTANCES:

Crushing 3 Slashing 2 Piercing 3 Human 2

CLASSES:

Wizard	Warlock	Necromancer	Lich
Dark Priest	Astromancer	Shaman	Wicce
Patriarch			

Crafted using <Armguard Enchiridion>.

Materials:

Velvet	x 2	Silver Thread	x 1
Gloom Orb	x 1		

=====

Wyrmscale Sleeves	[4629]
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=====

Armguards made of overlapping dragon scales that provide excellent protection.

Armguards Lv.26~

WEIGHT: 6

ATTRIBUTES:

DEF	35	HP	14	STR	3	VIT	5	AVD	-1
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SKILL BONUS: Draconology +1

RESISTANCES:

Crushing	5	Piercing	6	Dragon	10
----------	---	----------	---	--------	----

CLASSES:

Warrior	Archer	Rune Fencer	Knight
Terror Knight	Berserker	Dragoon	Fusilier
Divine Knight	Lord	Ranger	Paladin
Vartan	White Knight	Buccaneer	Knight Commander
Hoplite	Juggernaut		

Crafted using <Armguard Enchiridion>.

Materials:

Overguards +1	x 1	Worm Scale	x 2
Worm Whisker	x 1		

=====

<Musty Gauntlets>	[4D36]
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=====

Armguards that have seen use by countless warriors. They exude an unpleasant smell.

Armguards Lv.27~

WEIGHT: 6

ATTRIBUTES:

DEF	37	LUCK	-5	VIT	4	DEX	-1
-----	----	------	----	-----	---	-----	----

RESISTANCES:

Slashing	5	Piercing	6	Faerie	5
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CLASSES:

Warrior	Archer	Rune Fencer	Knight
Terror Knight	Berserker	Dragoon	Fusilier

Divine Knight	Lord	Ranger	Paladin
Vartan	White Knight	Buccaneer	Knight Commander
Hoplite	Juggernaut		

Dropped from the following unit(s):

The Pirate's Graveyard (Bosom of the Sea God)
 (00,22,24) Juggernaut x 1

Palace of the Dead (Palace of the Dead - Level 21)
 (07,08,15) Cyclops x 1

Palace of the Dead (Palace of the Dead - Level 41)
 (13,12,10) Spriggan x 1

<Ji'ygla's Bracers> [7368]

Bracers crafted from the bones of the evil spirit Ji'ygla. Enhances dark abilities and light resistance.

Armguards Lv.30~

WEIGHT: 6

ATTRIBUTES:

DEF 39 STR 4 AGIL 2 INT 3 RES 7

SKILL BONUS: Augment Darkness +1

DEBUFF RESIST: Stopproof

EFFECT: Fixate (1 charge)

RESISTANCES:

Crushing 7 Slashing 4 Dark 30 Beast 3

CLASSES:

Warrior	Archer	Rune Fencer	Terror Knight
Berserker	Dragoon	Fusilier	Divine Knight
Ranger	Vartan	Buccaneer	Knight Commander
Hoplite	Juggernaut		

Dropped from the following unit(s):

The Pirate's Graveyard (Ripples of Grief)
 (18,02,05) Rogue x 1

Palace of the Dead (Palace of the Dead - Level 22)
 (26,01,06) Rogue x 1

Palace of the Dead (Palace of the Dead - Level 37)
 (10,05,13) Rogue x 1

Lightning Gauntlets [CB41]

Armguards coated with the blood of the stormbeast Xolotl. Enhances lightning abilities and resistance.

Armguards Lv.33~

WEIGHT: 6

ATTRIBUTES:

DEF 40 MP 5 RES 6

SKILL BONUS: Augment Lightning +1

DEBUFF RESIST: Sleepproof

EFFECT: Stunbomb (3 charges)

RESISTANCES:

Crushing 6 Slashing 5 Lightning 30 Beast 4 Phantom 5

CLASSES:

Warrior	Rune Fencer	Knight	Terror Knight
Berserker	Dragoon	Divine Knight	Lord
Paladin	Vartan	White Knight	Buccaneer
Knight Commander	Hoplite	Juggernaut	

Dropped from the following unit(s):

Palace of the Dead (Palace of the Dead - Level 86)
(03,04,04) Boogeyman x 1

=====
Fire Gauntlets [2FB1]
=====

Armguards said to be forged by the fire spirit Ifrit. Enhances fire abilities and resistance.

Armguards Lv.37~

WEIGHT: 6

ATTRIBUTES:

DEF 41 MP 5 VIT 2 INT 2 RES 6

SKILL BONUS: Augment Fire +1

DEBUFF RESIST: Slowproof

EFFECT: Pyroclastic Flow (3 charges)

RESISTANCES:

Crushing 5 Piercing 6 Fire 30 Divine 4 Golem 1

CLASSES:

Warrior	Rune Fencer	Knight	Terror Knight
Berserker	Dragoon	Divine Knight	Lord
Paladin	Vartan	White Knight	Buccaneer
Knight Commander	Hoplite	Juggernaut	

Dropped from the following unit(s):

Boed Fortress (Sanctum of Xoshonell)
(09,16,08) Ifrit x 1

=====
<Luminant Gauntlets> [1724]
=====

Armguards engraved with the rood of the Great Father Philaha. Enhances light abilities and dark resistance.

Armguards Lv.40~

WEIGHT: 6

ATTRIBUTES:

DEF 43 MP 5 VIT 4 INT 3 RES 6

SKILL BONUS: Augment Light +1

DEBUFF RESIST: Charmproof

EFFECT: Boon of Swiftmess (1 charge)

RESISTANCES:

Slashing 6 Piercing 5 Light 30 Reptile 6 Umbra 2

CLASSES:

Warrior	Rune Fencer	Knight	Berserker
Dragoon	Divine Knight	Lord	Princess
Paladin	Vartan	White Knight	Songstress
Buccaneer	Hoplite	Juggernaut	

Dropped from the following unit(s):

San Bronsa Ruins (Floating Ruins - Level 6)
(02,21,31) Ethereal Vision x 1

<Daedalus Gauntlets>

[1943]

Armguards forged by the Dragon Lord artisan Daedalus. Fitted with a mechanism that absorbs the impact of blows.

Armguards Lv.43~

WEIGHT: 6

ATTRIBUTES:

DEF 45 MP 10 STR 8 VIT 3 AGIL 2 MIND 4

SKILL BONUS: Anatomy +2

DEBUFF RESIST: Poisonproof

RESISTANCES:

Crushing 7 Piercing 4 Divine 2 Golem 6

CLASSES:

Warrior	Archer	Rune Fencer	Knight
Terror Knight	Berserker	Swordmaster	Dragoon
Ninja	Rogue	Fusilier	Beast Tamer
Divine Knight	Lord	Ranger	Princess
Paladin	Vartan	White Knight	Songstress
Buccaneer	Knight Commander	Hoplite	Juggernaut

Crafted using <Secrets of the Master>.

Materials:

Damasc Mitts +1	x 1	Daedalus Pinion	x 1
Daedalus Rack	x 1	Orichalcum	x 1

<Snipe Bracers>

[06B8]

=====
Armguards crafted from burnished ostolyps hide by the forest-dwelling Ganta
tribe.

Armguards Lv.46~

WEIGHT: 6

ATTRIBUTES:

DEF 40 VIT -3 DEX 15 AGIL 6 RES 5

SKILL BONUS: Teratology +2

DEBUFF RESIST: Stunproof

EFFECT: Stun Breath (1 charge)

RESISTANCES:

Slashing 7 Human 3 Golem 8

CLASSES:

Archer Ninja Fusilier Ranger

Dropped from the following unit(s):

Palace of the Dead (Palace of the Dead - Level 105)

(22,05,06) Sniper x 1

=====
L e g g u a r d s

[821B]
=====

Legguards protect the legs. Units can equip up to two pieces of armor and a
shield.

Linen Slops [E861]
Linen Slops +1 [FD6B]
Leather Leggings [4A08]
Leather Leggings +1 [8E59]
Chain Leggings [E2B4]
Chain Leggings +1 [AE7B]
Baldur Leggings [D50F]
Baldur Leggings +1 [2740]
Damasc Leggings [2ED7]
Damasc Leggings +1 [06FA]
Arkhiatros Trousers [4BF7]
Mage Trousers [92BC]
Cloud Shoes [5368]
Winged Boots [2795]
Sidhe Shoes [3E8F]
Sparkguard Boots [631D]
Greased Boots [5BCE]
Earthen Greaves [6F28]
Watery Greaves [4E12]
Hoarfrost Greaves [2FE5]
Shadowed Greaves [317D]
Alluring Highboots [3C65]
Alluring Boots [9E6C]
<Snipe Gators> [1E60]

=====
Linen Slops

[E861]

=====

Loose-fitting linen breeches that are light and comfortable.

Legguards Lv.01~

WEIGHT: 4

ATTRIBUTES:

DEF 8 DEX 2

RESISTANCES:

Air 2 Earth 2 Lightning 2 Water 2 Fire 2
Ice 2 Light 2 Dark 2

CLASSES:

Warrior	Archer	Wizard	Cleric
Rune Fencer	Knight	Terror Knight	Berserker
Swordmaster	Dragoon	Ninja	Rogue
Fusilier	Beast Tamer	Warlock	Necromancer
Lich	Divine Knight	Lord	Ranger
Priest	Princess	Dark Priest	Paladin
Astromancer	Vartan	White Knight	Shaman
Wicce	Songstress	Buccaneer	Knight Commander
Hoplite	Juggernaut	Patriarch	Familiar

Sold in General Shops for 400 goth at the start of the game.

=====

Linen Slops +1

[FD6B]

=====

Loose-fitting linen breeches that are light and comfortable.

Legguards Lv.02~

WEIGHT: 4

ATTRIBUTES:

DEF 14 DEX 4

RESISTANCES:

Crushing 2 Slashing 1 Air 4 Earth 4 Lightning 4
Water 4 Fire 4 Ice 4 Light 4 Dark 4

CLASSES:

Warrior	Archer	Wizard	Cleric
Rune Fencer	Knight	Terror Knight	Berserker
Swordmaster	Dragoon	Ninja	Rogue
Fusilier	Beast Tamer	Warlock	Necromancer
Lich	Divine Knight	Lord	Ranger
Priest	Princess	Dark Priest	Paladin
Astromancer	Vartan	White Knight	Shaman
Wicce	Songstress	Buccaneer	Knight Commander
Hoplite	Juggernaut	Patriarch	Familiar

Crafted using <Smithing Armor I>.

Materials:

Linen Slops	x 1	Linen	x 2
Hempen Thread	x 1		

=====
Leather Leggings

[4A08]
=====

Legguards made of tanned leather. The simple design protects the lower body.

Legguards Lv.03~

WEIGHT: 4

ATTRIBUTES:

DEF 12 AVD 1 RES 1

RESISTANCES:

Slashing 1 Piercing 3 Human 2 Beast 2 Reptile 2
Dragon 2 Divine 2 Umbra 2 Faerie 2 Phantom 2
Golem 2

CLASSES:

Warrior	Archer	Rune Fencer	Knight
Terror Knight	Berserker	Swordmaster	Draagoon
Ninja	Rogue	Fusilier	Beast Tamer
Divine Knight	Lord	Ranger	Princess
Paladin	Vartan	White Knight	Songstress
Buccaneer	Knight Commander	Hoplite	Juggernaut
Familiar			

Sold in General Shops for 700 goth at the start of the game.

=====
Leather Leggings +1

[8E59]
=====

Legguards made of tanned leather. The simple design protects the lower body.

Legguards Lv.04~

WEIGHT: 5

ATTRIBUTES:

DEF 18 AVD 3 RES 3

RESISTANCES:

Crushing 1 Slashing 2 Piercing 4 Human 4 Beast 4
Reptile 4 Dragon 4 Divine 4 Umbra 4 Faerie 4
Phantom 4 Golem 4

CLASSES:

Warrior	Archer	Rune Fencer	Knight
Terror Knight	Berserker	Swordmaster	Draagoon
Ninja	Rogue	Fusilier	Beast Tamer
Divine Knight	Lord	Ranger	Princess
Paladin	Vartan	White Knight	Songstress
Buccaneer	Knight Commander	Hoplite	Juggernaut
Familiar			

Crafted using <Smithing Armor I>.

Materials:

Leather Leggings	x 1	Leather	x 2
Woolen Thread	x 1		

Chain Leggings

[E2B4]

Legguards made using interwoven metal rings. Flexible but rather cumbersome.

Legguards Lv.06~

WEIGHT: 4

ATTRIBUTES:

DEF 16 HP 5 STR 1 VIT 2

RESISTANCES:

Crushing 2 Slashing 3

CLASSES:

Warrior	Archer	Rune Fencer	Knight
Terror Knight	Berserker	Swordmaster	Dragoon
Ninja	Rogue	Fusilier	Beast Tamer
Divine Knight	Lord	Ranger	Princess
Paladin	Vartan	White Knight	Songstress
Buccaneer	Knight Commander	Hoplite	Juggernaut
Familiar			

Sold in General Shops for 1000 goth after CH1N-SB[7] The Arkhaiopolis of Rhime and returning to Almorica Castle.

Chain Leggings +1

[AE7B]

Legguards made using interwoven metal rings. Flexible but rather cumbersome.

Legguards Lv.07~

WEIGHT: 5

ATTRIBUTES:

DEF 22 HP 8 STR 3 VIT 4

RESISTANCES:

Crushing 3 Slashing 4 Piercing 1

CLASSES:

Warrior	Archer	Rune Fencer	Knight
Terror Knight	Berserker	Swordmaster	Dragoon
Ninja	Rogue	Fusilier	Beast Tamer
Divine Knight	Lord	Ranger	Princess
Paladin	Vartan	White Knight	Songstress
Buccaneer	Knight Commander	Hoplite	Juggernaut
Familiar			

Crafted using <Smithing Armor I>.

Materials:

Chain Leggings	x 1	Bronze Ingot	x 2
Iron Ingot	x 1		

=====

Baldur Leggings [D50F]

=====

Legguards of baldur, an alchemically forged metal that amplifies magic.
Plates fitted to the front of the thigh and shin protect the legs.

Legguards Lv.11~

WEIGHT: 5

ATTRIBUTES:

DEF 20 MP 5 LUCK -1 VIT 2 DEX 1 INT 4

RESISTANCES:

Slashing 1 Piercing 3 Divine 3 Umbra 3 Faerie 3
Phantom 3

CLASSES:

Warrior	Rune Fencer	Knight	Terror Knight
Berserker	Dragoon	Divine Knight	Lord
Paladin	White Knight	Knight Commander	Hoplite
Juggernaut			

Sold in General Shops for 1800 goth after CH2C-SB[10] The Arkhaiopolis of Rhime or CH2L-SB[9] The Arkhaiopolis of Rhime.

=====

Baldur Leggings +1 [2740]

=====

Legguards of baldur, an alchemically forged metal that amplifies magic.
Plates fitted to the front of the thigh and shin protect the legs.

Legguards Lv.12~

WEIGHT: 5

ATTRIBUTES:

DEF 25 MP 8 LUCK -3 VIT 4 DEX 3 INT 5 RES 2

RESISTANCES:

Crushing 2 Slashing 3 Piercing 4 Divine 6 Umbra 6
Faerie 6 Phantom 6

CLASSES:

Warrior	Rune Fencer	Knight	Terror Knight
Berserker	Dragoon	Divine Knight	Lord
Paladin	White Knight	Knight Commander	Hoplite
Juggernaut			

Crafted using <Smithing Armor II>.

Materials:

Baldur Leggings	x 1	Silver Ingot	x 1
Baldur Ingot	x 2		

=====

Damasc Leggings [2ED7]

=====

Legguards made of damasc steel. Plates fitted to the front of the thigh and

shin protect the legs.

Legguards Lv.20~

WEIGHT: 5

ATTRIBUTES:

DEF 30 HP 10 VIT 3 RES 3

RESISTANCES:

Crushing 4 Piercing 2

CLASSES:

Warrior	Rune Fencer	Knight	Terror Knight
Berserker	Dragoon	Divine Knight	Lord
Paladin	White Knight	Knight Commander	Hoplite
Juggernaut			

Sold in General Shops for 3300 goth after CH4-SB[15] The Royal City of Heim (Heim Great Hall).

Damasc Leggings +1

[06FA]

Legguards made of damasc steel. Plates fitted to the front of the thigh and shin protect the legs.

Legguards Lv.21~

WEIGHT: 6

ATTRIBUTES:

DEF 35 HP 13 STR 2 VIT 5 RES 5

RESISTANCES:

Crushing 3 Slashing 2 Piercing 4

CLASSES:

Warrior	Rune Fencer	Knight	Terror Knight
Berserker	Dragoon	Divine Knight	Lord
Paladin	White Knight	Knight Commander	Hoplite
Juggernaut			

Crafted using <Armorcraft>.

Materials:

Damasc Leggings	x 1	Steel Ingot	x 1
Wootz Steel	x 2		

Arkhiatros Trousers

[4BF7]

Legguards fashioned from white pincord embroidered with divine glyphs using baldur thread.

Legguards Lv.24~

WEIGHT: 5

ATTRIBUTES:

DEF 24 MP 10 VIT 2 INT 3 MIND 10

RESISTANCES:

Crushing 3 Slashing 2 Human 6 Faerie 2

CLASSES:

Cleric Priest

Crafted using <Legguard Enchiridion>.

Materials:

Linen Slops +1	x 1	Pincord	x 1
Baldur Ingot	x 1	Silver Thread	x 1

=====

Mage Trousers

[92BC]

=====

Legguards fashioned from black flannel embroidered with arcane blazonry using baldur thread.

Legguards Lv.25~

WEIGHT: 5

ATTRIBUTES:

DEF 21 MP 10 VIT 2 INT 10 MIND 3

RESISTANCES:

Slashing 3 Piercing 2

CLASSES:

Wizard	Warlock	Necromancer	Lich
Dark Priest	Shaman	Wicce	Patriarch

Crafted using <Legguard Enchiridion>.

Materials:

Linen Slops +1	x 1	Flannel	x 1
Baldur Ingot	x 1	Golden Thread	x 1

=====

Cloud Shoes

[5368]

=====

Shoes worn by faeriefolk to sneak up on unwary humans. Said to bestow the ability to float through the air.

Legguards Lv.20~

WEIGHT: 5

ATTRIBUTES:

DEF 27 DEX 3 AGIL 5

EFFECT: Cloudwalk (5 charges)

RESISTANCES:

Crushing 1 Umbra 4 Golem 6

CLASSES:

Warrior	Archer	Wizard	Cleric
Rune Fencer	Knight	Terror Knight	Berserker
Swordmaster	Dragoon	Ninja	Rogue
Fusilier	Beast Tamer	Warlock	Necromancer
Lich	Divine Knight	Lord	Ranger
Priest	Princess	Dark Priest	Paladin
Vartan	White Knight	Shaman	Wicce
Songstress	Buccaneer	Knight Commander	Hoplite
Juggernaut	Patriarch	Familiar	

Dropped from the following unit(s):

CH4-SB[3] Mount Hedon
 (01,13,15) Familiar x 1 (Lv.~31)
 (11,09,06) Rogue x 1 (Lv.32~)

Palace of the Dead (Palace of the Dead - Level 20)
 (06,00,02) Rogue x 1

=====

Winged Boots [2795]

=====

Boots made from chimaera feathers. Said to allow the wearer to walk on the wind.

Legguards Lv.16~

WEIGHT: 5

ATTRIBUTES:

DEF 23 DEX 2 AVD 6

EFFECT: Windwalk (5 charges)

RESISTANCES:

Slashing 1 Beast 3 Umbra 2 Phantom 3

CLASSES:

Warrior	Archer	Wizard	Cleric
Rune Fencer	Knight	Terror Knight	Berserker
Swordmaster	Dragoon	Ninja	Rogue
Fusilier	Beast Tamer	Warlock	Necromancer
Lich	Divine Knight	Lord	Ranger
Priest	Princess	Dark Priest	Paladin
Vartan	White Knight	Shaman	Wicce
Songstress	Buccaneer	Knight Commander	Hoplite
Juggernaut	Patriarch	Familiar	

Dropped from the following unit(s):

CH3N-SB[10] Mount Weobry
 (00,05,20) Cockatrice x 1 (Lv.30~)
 (17,17,15) Gryphon x 2 (Lv.~29)

Palace of the Dead (Palace of the Dead - Level 9)
 (28,03,02) Archer x 1

=====

Sidhe Shoes [3E8F]

=====

Shoes made by mischievous faeriefolk for travel between planes, such that the wearer seems to move instantly from one place to the next.

Legguards Lv.25~

WEIGHT: 5

ATTRIBUTES:

DEF 29 VIT 3 AGIL 4

EFFECT: Blinkwalk (5 charges)

RESISTANCES:

Piercing 1 Dragon 4

CLASSES:

Warrior	Archer	Wizard	Cleric
Rune Fencer	Knight	Terror Knight	Berserker
Swordmaster	Dragoon	Ninja	Rogue
Fusilier	Beast Tamer	Warlock	Necromancer
Lich	Divine Knight	Lord	Ranger
Priest	Princess	Dark Priest	Paladin
Vartan	White Knight	Shaman	Wicce
Songstress	Buccaneer	Knight Commander	Hoplite
Juggernaut	Patriarch	Familiar	

Dropped from the following unit(s):

Palace of the Dead (Palace of the Dead - Level 25)
(18,06,09) Cannibal x 1

Sparkguard Boots [631D]

Boots made from firewyrms scales. Said to allow the wearer to walk over lava unscathed.

Legguards Lv.18~

WEIGHT: 5

ATTRIBUTES:

DEF 25 VIT 5 MIND 2 RES 5

EFFECT: Lavawalk (5 charges)

RESISTANCES:

Slashing 1 Fire 10

CLASSES:

Warrior	Archer	Wizard	Cleric
Rune Fencer	Knight	Terror Knight	Berserker
Swordmaster	Dragoon	Ninja	Rogue
Fusilier	Beast Tamer	Warlock	Necromancer
Lich	Divine Knight	Lord	Ranger
Priest	Princess	Dark Priest	Paladin
Vartan	White Knight	Shaman	Wicce
Songstress	Buccaneer	Knight Commander	Hoplite
Juggernaut	Patriarch	Familiar	

Dropped from the following unit(s):

Palace of the Dead (Palace of the Dead - Level 17)

(17,09,12) Thunder Dragon x 1

Greased Boots

[5BCE]

Boots said to bestow the ability to walk on water.

Legguards Lv.13~

WEIGHT: 5

ATTRIBUTES:

DEF 19 STR 2 AVD 5 RES 3

EFFECT: Waterwalk (5 charges)

RESISTANCES:

Crushing 1 Dragon 8 Faerie 4

CLASSES:

Warrior	Archer	Wizard	Cleric
Rune Fencer	Knight	Terror Knight	Berserker
Swordmaster	Dragoon	Ninja	Rogue
Fusilier	Beast Tamer	Warlock	Necromancer
Lich	Divine Knight	Lord	Ranger
Priest	Princess	Dark Priest	Paladin
Vartan	White Knight	Shaman	Wicce
Songstress	Buccaneer	Knight Commander	Hoplite
Juggernaut	Patriarch	Familiar	

Dropped from the following unit(s):

CH2C-SB[9] Golyat

(01,16,28) Archer x 1 (Lv.~27)

(05,17,24) Archer x 1 (Lv.28~)

CH2L-SB[8] The Golborza Plain

(01,12,09) Warrior x 1 (Lv.27~)

(04,21,09) Familiar x 1 (Lv.~26)

Palace of the Dead (Palace of the Dead - Level 4)

(04,05,20) Archer x 1

Earthen Greaves

[6F28]

Legguards imbued with the power of the earth spirit Dhao. Enhances earth abilities and resistance.

Legguards Lv.28~

WEIGHT: 6

ATTRIBUTES:

DEF 37 STR 4 DEX 3 AVD 5 INT 2

SKILL BONUS: Augment Earth +1

EFFECT: Blade Ward (3 charges)

RESISTANCES:

Crushing 3 Slashing 2 Earth 30 Beast 6 Umbra 1

CLASSES:

Warrior	Archer	Wizard	Cleric
Rune Fencer	Knight	Terror Knight	Berserker
Swordmaster	Dragoon	Ninja	Rogue
Fusilier	Beast Tamer	Warlock	Necromancer
Lich	Divine Knight	Lord	Ranger
Priest	Princess	Dark Priest	Paladin
Vartan	White Knight	Shaman	Wicce
Songstress	Buccaneer	Knight Commander	Hoplite
Juggernaut	Patriarch	Familiar	

Dropped from the following unit(s):

The Pirate's Graveyard (Into the Darkness)

(11,19,25) Baldur Golem x 1

Palace of the Dead (Palace of the Dead - Level 20)

(07,03,07) Enchantress x 1

Palace of the Dead (Palace of the Dead - Level 43)

(08,08,11) Blood Gavial x 1

Watery Greaves

[4E12]

Legguards gifted to mankind by the water spirit Marid. Enhances water abilities and resistance.

Legguards Lv.31~

WEIGHT: 6

ATTRIBUTES:

DEF 40 MP 5 VIT 4 MIND 3 RES 2

SKILL BONUS: Augment Water +1

EFFECT: Stagnate (3 charges)

RESISTANCES:

Slashing 3 Piercing 2 Water 30 Human 4 Divine 2
Phantom 2

CLASSES:

Warrior	Archer	Wizard	Cleric
Rune Fencer	Knight	Terror Knight	Berserker
Swordmaster	Dragoon	Ninja	Rogue
Fusilier	Beast Tamer	Warlock	Necromancer
Lich	Divine Knight	Lord	Ranger
Priest	Princess	Dark Priest	Paladin
Vartan	White Knight	Shaman	Wicce
Songstress	Buccaneer	Knight Commander	Hoplite
Juggernaut	Patriarch	Familiar	

Dropped from the following unit(s):

San Bronsa Ruins (Tower of Law Eternal - Level 3)

Hoarfrost Greaves [2FE5]

Legguards made from the shell of the glacier-dwelling beast Lygenstzel. Enhances ice abilities and resistance.

Legguards Lv.34~

WEIGHT: 6

ATTRIBUTES:

DEF 44 STR 3 DEX 1 AGIL 2 INT 2 MIND 2

SKILL BONUS: Augment Ice +1

DEBUFF RESIST: Sleepproof

EFFECT: Numbing Cold (3 charges)

RESISTANCES:

Crushing 2 Piercing 3 Ice 30 Reptile 3 Faerie 3
Golem 2

CLASSES:

Warrior Archer Wizard Cleric
Rune Fencer Knight Terror Knight Berserker
Swordmaster Dragoon Ninja Rogue
Fusilier Beast Tamer Warlock Necromancer
Lich Divine Knight Lord Ranger
Priest Princess Dark Priest Paladin
Vartan White Knight Shaman Wicce
Songstress Buccaneer Knight Commander Hoplite
Juggernaut Patriarch Familiar

Dropped from the following unit(s):

Lhazan Fortress (Sanctum of Lyuneram)
(07,28,20) Lygenstzel x 1

Shadowed Greaves [317D]

Legguards engraved with words praising the Dark Lord Diablo. Enhances dark abilities and light resistance.

Legguards Lv.37~

WEIGHT: 6

ATTRIBUTES:

DEF 47 HP 10 LUCK -5 VIT 8 AVD 6

SKILL BONUS: Augment Darkness +1

DEBUFF RESIST: Stopproof

EFFECT: Paralytic Wave (3 charges)

RESISTANCES:

Slashing 4 Piercing 5 Dark 30 Divine 1

CLASSES:

Warrior	Archer	Rune Fencer	Terror Knight
Berserker	Swordmaster	Dragoon	Ninja
Rogue	Fusilier	Beast Tamer	Ranger
Princess	Vartan	Buccaneer	Knight Commander
Hoplite	Juggernaut		

Dropped from the following unit(s):

Palace of the Dead (Palace of the Dead - Level 82)
(07,02,04) Scylla x 1

===== [3C65]

Legguards consisting of slinky thigh-high boots for women of style. Can only be worn by women.

Legguards Lv.30~

WEIGHT: 5

ATTRIBUTES:

DEF 30 LUCK 15 VIT 2 INT 5 MIND 3

DEBUFF RESIST: Slowproof

RESISTANCES:

Crushing 5 Slashing 4 Dark 10 Beast 2 Faerie 1

CLASSES:

Warrior	Archer	Wizard	Cleric
Rune Fencer	Knight	Terror Knight	Berserker
Swordmaster	Dragoon	Ninja	Rogue
Fusilier	Beast Tamer	Warlock	Necromancer
Lich	Divine Knight	Priest	Princess
Dark Priest	Shaman	Wicce	Songstress
Knight Commander	Hoplite	Juggernaut	Patriarch
Familiar			

Dropped from the following unit(s):

CH2L-SB[8] The Golborza Plain
(05,15,06) Ninja Gousin x 1 (Lv.27~)

===== [9E6C]

Thigh-high boots popular with the more adventurous. Can only be worn by men.

Legguards Lv.30~

WEIGHT: 5

ATTRIBUTES:

DEF 30 LUCK 15

DEBUFF RESIST: Charmproof

RESISTANCES:

Slashing 4 Piercing 3 Dark 8

CLASSES:

Warrior	Archer	Wizard	Cleric
Rune Fencer	Knight	Terror Knight	Berserker
Swordmaster	Dragoon	Ninja	Rogue
Fusilier	Beast Tamer	Warlock	Necromancer
Lich	Divine Knight	Lord	Ranger
White Knight	Hoplite	Juggernaut	Patriarch

Dropped from the following unit(s):

CH3N-SB[2] Boed Fortress (Boed Fortress)
(07,13,25) Knight Commander Oz x 1 (Lv.29~)

CH3C-SB[16] Phidoch Castle (Phidoch Great Hall)
(10,14,05) Knight Commander Oz x 1 (Lv.31~)

CH3L-SB[15] Phidoch Castle (Phidoch Great Hall)
(10,14,05) Knight Commander Oz x 1 (Lv.31~)

=====

<Snipe Gators> [1E60]

=====

Legguards crafted from burnished ostolyps hide by the forest-dwelling Ganta tribe.

Legguards Lv.40~

WEIGHT: 6

ATTRIBUTES:

DEF 41 DEX 15 AVD 10

DEBUFF RESIST: Stunproof

EFFECT: Boon of Swiftiness (3 charges)

RESISTANCES:

Crushing 5 Piercing 3 Dragon 3 Umbra 3

CLASSES:

Archer	Ninja	Fusilier	Ranger
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Dropped from the following unit(s):

Neimrahava Wood
(08,11,04) Rogue x 1 (Lv.39~)

=====

J e w e l r y [82D0]

=====

Jewelry is a special type of armor enchanted to provide benefits to the wearer.

{Crimson Necklace}	[4259]
{Azure Necklace}	[F63C]
Warrior's Ring	[EF68]
Warrior's Ring +1	[B1E8]
Defender's Ring	[D9E8]

Defender's Ring +1	[F1DE]
Ring of the Horde	[384E]
Ring of the Horde +1	[F6DC]
Ring of Vitality	[25E0]
Ring of Vitality +1	[06BD]
Ring of Deftness	[BD2F]
Ring of Deftness +1	[2DAB]
Ring of Alacrity	[930B]
Ring of Alacrity +1	[5204]
Ring of Evasion	[94A1]
Ring of Evasion +1	[8369]
Ring of Intellect	[0736]
Ring of Intellect +1	[5D30]
Ring of the Mind	[79EF]
Ring of the Mind +1	[75F8]
Magebane Band	[54D0]
Magebane Band +1	[CB45]
Band of Fortune	[E047]
Band of Fortune +1	[4106]
Beast's Earring	[E54B]
Wasp's Earring	[4058]
Guardsmen's Earring	[5463]
Swordsman's Earring	[7FDC]
Barbarian's Earring	[5D9F]
Spearman's Earring	[9D73]
Temblor Earring	[B5A2]
Crescent Earring	[C279]
Sunfire Earring	[1FBE]
Saint's Earring	[7D9B]
Earring of the Snake	[F369]
Scrivener's Earring	[50CF]
Canso Earring	[A8E7]
Earring of Stillness	[83F6]
Stalker's Earring	[F67E]
Archer's Earring	[C935]
Farseer's Earring	[FB15]
Gale Choker	[065B]
Dust Choker	[710A]
Storm Choker	[E7C4]
Cataract Choker	[8FB6]
Firewyrn Choker	[13FA]
Black Ice Choker	[1470]
Saint King's Choker	[A920]
Ghast's Choker	[920A]
Ring of Clouds	[3FB2]
Winged Ring	[6753]
Sidhe Ring	[9F4B]
Sparkguard Ring	[60F3]
Greased Ring	[5A29]
Reaver Ring	[03A5]
<Crest of Fire>	[5B38]

=====
{Crimson Necklace}

[4259]
=====

A necklace imbued with the fickle nature of Ishtar. Forms a set with the Azure Necklace.

Jewelry Lv.01~

WEIGHT: 3

ATTRIBUTES:

DEF 1 MP 10 LUCK 10 INT 5 MIND 5 RES 5

DEBUFF RESIST: Silenceproof

RESISTANCES:

Crushing 1 Slashing 1 Piercing 1

Rewarded 1 at the start of the game. Equipped by Catiua.

=====
{Azure Necklace} [F63C]
=====

A necklace imbued with the latent rage of Ishtar. Forms a set with the
Crimson Necklace.

Jewelry Lv.01~

WEIGHT: 3

ATTRIBUTES:

DEF 1 HP 10 LUCK 10 STR 5 VIT 5 RES 5

DEBUFF RESIST: Stunproof

RESISTANCES:

Crushing 1 Slashing 1 Piercing 1

Rewarded 1 at the start of the game. Equipped by Denam.

=====
Warrior's Ring [EF68]
=====

A silver ring with a black lion insignia symbolizing courage and defiance.
Slightly raises ATK.

Jewelry Lv.01~

WEIGHT: 1

ATTRIBUTES:

ATK 5

RESISTANCES:

Crushing 1 Slashing 1 Piercing 1

Sold in General Shops for 1400 goth at the start of the game.

=====
Warrior's Ring +1 [B1E8]
=====

A silver ring with a black lion insignia symbolizing courage and defiance.
Slightly raises ATK.

Jewelry Lv.15~

WEIGHT: 1

ATTRIBUTES:

ATK 15

RESISTANCES:

Crushing 3 Slashing 3 Piercing 3

Crafted using <Codex of Jewelry I>.

Materials:

Warrior's Ring	x 1	Silver Ingot	x 1
Golden Ingot	x 1	Platinum Ingot	x 1

=====

Defender's Ring	[D9E8]
-----------------	--------

=====

A silver ring with a white lion insignia symbolizing perseverance and protection. Slightly raises DEF.

Jewelry Lv.01~

WEIGHT: 1

ATTRIBUTES:

DEF 5

RESISTANCES:

Crushing 1 Slashing 1 Piercing 1

Sold in General Shops for 1400 goth at the start of the game.

=====

Defender's Ring +1	[F1DE]
--------------------	--------

=====

A silver ring with a white lion insignia symbolizing perseverance and protection. Slightly raises DEF.

Jewelry Lv.15~

WEIGHT: 1

ATTRIBUTES:

DEF 15

RESISTANCES:

Crushing 3 Slashing 3 Piercing 3

Crafted using <Codex of Jewelry I>.

Materials:

Defender's Ring	x 1	Silver Ingot	x 1
Golden Ingot	x 1	Platinum Ingot	x 1

=====

Ring of the Horde	[384E]
-------------------	--------

=====

An iron ring studded with moonstones. Slightly raises STR.

Jewelry Lv.08~

WEIGHT: 1

ATTRIBUTES:

ATK 8 DEF 8 STR 5

RESISTANCES:

Crushing 1 Slashing 1 Piercing 1 Air 5 Earth 5
Lightning 5 Water 5 Fire 5 Ice 5 Light 5
Dark 5

Crafted using <Codex of Jewelry I>.

Materials:

Warrior's Ring x 1 Defender's Ring x 1
Iron Ingot x 1 White Gems x 1

=====
Ring of the Horde +1

[F6DC]

=====
An iron ring studded with moonstones. Slightly raises STR.

Jewelry Lv.18~

WEIGHT: 1

ATTRIBUTES:

ATK 8 DEF 8 STR 10

RESISTANCES:

Crushing 1 Slashing 1 Piercing 1 Air 10 Earth 10
Lightning 10 Water 10 Fire 10 Ice 10 Light 10
Dark 10

Crafted using <Codex of Jewelry II>.

Materials:

Ring of the Horde x 1 Iron Ingot x 2
White Gems x 1

=====
Ring of Vitality

[25E0]

=====
A ring fashioned from dragon tooth. Slightly raises VIT.

Jewelry Lv.08~

WEIGHT: 1

ATTRIBUTES:

ATK 8 DEF 8 VIT 5

RESISTANCES:

Crushing 1 Slashing 1 Piercing 1 Air 5 Earth 5
Lightning 5 Water 5 Fire 5 Ice 5 Light 5
Dark 5

Crafted using <Codex of Jewelry I>.

Materials:

Warrior's Ring	x 1	Defender's Ring	x 1
Silver Ingot	x 1	Wyrn Fang	x 1

=====
Ring of Vitality +1 [06BD]
=====

A ring fashioned from dragon tooth. Slightly raises VIT.

Jewelry Lv.18~

WEIGHT: 1

ATTRIBUTES:

ATK 8 DEF 8 VIT 10

RESISTANCES:

Crushing	1	Slashing	1	Piercing	1	Air	10	Earth	10
Lightning	10	Water	10	Fire	10	Ice	10	Light	10
Dark	10								

Crafted using <Codex of Jewelry II>.

Materials:

Ring of Vitality	x 1	Silver Ingot	x 2
Wyrn Fang	x 1		

=====
Ring of Deftness [BD2F]
=====

A gold ring studded with garnets. Slightly raises DEX.

Jewelry Lv.08~

WEIGHT: 1

ATTRIBUTES:

ATK 8 DEF 8 DEX 5

RESISTANCES:

Crushing	1	Slashing	1	Piercing	1	Air	5	Earth	5
Lightning	5	Water	5	Fire	5	Ice	5	Light	5
Dark	5								

Crafted using <Codex of Jewelry I>.

Materials:

Warrior's Ring	x 1	Defender's Ring	x 1
Golden Ingot	x 1	Fiery Gems	x 1

=====
Ring of Deftness +1 [2DAB]
=====

A gold ring studded with garnets. Slightly raises DEX.

Jewelry Lv.18~

WEIGHT: 1

ATTRIBUTES:

ATK 8 DEF 8 DEX 10

RESISTANCES:

Crushing 1 Slashing 1 Piercing 1 Air 10 Earth 10
Lightning 10 Water 10 Fire 10 Ice 10 Light 10
Dark 10

Crafted using <Codex of Jewelry II>.

Materials:

Ring of Deftness x 1 Golden Ingot x 2
Fiery Gems x 1

=====
Ring of Alacrity [930B]
=====

A ring fashioned from gryphon tooth. Slightly raises AGI.

Jewelry Lv.08~

WEIGHT: 1

ATTRIBUTES:

ATK 8 DEF 8 AGIL 5

RESISTANCES:

Crushing 1 Slashing 1 Piercing 1 Air 5 Earth 5
Lightning 5 Water 5 Fire 5 Ice 5 Light 5
Dark 5

Crafted using <Codex of Jewelry I>.

Materials:

Warrior's Ring x 1 Defender's Ring x 1
Silver Ingot x 1 Beast Fang x 1

=====
Ring of Alacrity +1 [5204]
=====

A ring fashioned from gryphon tooth. Slightly raises AGI.

Jewelry Lv.18~

WEIGHT: 1

ATTRIBUTES:

ATK 8 DEF 8 AGIL 10

RESISTANCES:

Crushing 1 Slashing 1 Piercing 1 Air 10 Earth 10
Lightning 10 Water 10 Fire 10 Ice 10 Light 10
Dark 10

Crafted using <Codex of Jewelry II>.

Materials:

Ring of Alacrity x 1 Silver Ingot x 2
Beast Fang x 1

=====
Ring of Evasion [94A1]
=====

A steel ring studded with peridots. Slightly raises AVD.

Jewelry Lv.08~

WEIGHT: 1

ATTRIBUTES:

ATK 8 DEF 8 AVD 5

RESISTANCES:

Crushing 1 Slashing 1 Piercing 1 Air 5 Earth 5
Lightning 5 Water 5 Fire 5 Ice 5 Light 5
Dark 5

Crafted using <Codex of Jewelry I>.

Materials:

Warrior's Ring x 1 Defender's Ring x 1
Steel Ingot x 1 Verdant Gems x 1

=====
Ring of Evasion +1 [8369]
=====

A steel ring studded with peridots. Slightly raises AVD.

Jewelry Lv.18~

WEIGHT: 1

ATTRIBUTES:

ATK 8 DEF 8 AVD 10

RESISTANCES:

Crushing 1 Slashing 1 Piercing 1 Air 10 Earth 10
Lightning 10 Water 10 Fire 10 Ice 10 Light 10
Dark 10

Crafted using <Codex of Jewelry II>.

Materials:

Ring of Evasion x 1 Steel Ingot x 2
Verdant Gems x 1

=====
Ring of Intellect [0736]
=====

A baldur ring studded with sapphires. The inner shank is engraved with arcane symbols that raise INT.

Jewelry Lv.08~

WEIGHT: 1

ATTRIBUTES:

ATK 8 DEF 8 INT 5

RESISTANCES:

Crushing	1	Slashing	1	Piercing	1	Air	5	Earth	5
Lightning	5	Water	5	Fire	5	Ice	5	Light	5
Dark	5								

Crafted using <Codex of Jewelry I>.

Materials:

Warrior's Ring	x 1	Defender's Ring	x 1
Baldur Ingot	x 1	Regal Gems	x 1

=====
Ring of Intellect +1 [5D30]
=====

A baldur ring studded with sapphires. The inner shank is engraved with arcane symbols that raise INT.

Jewelry Lv.18~

WEIGHT: 1

ATTRIBUTES:

ATK 8 DEF 8 INT 10

RESISTANCES:

Crushing	1	Slashing	1	Piercing	1	Air	10	Earth	10
Lightning	10	Water	10	Fire	10	Ice	10	Light	10
Dark	10								

Crafted using <Codex of Jewelry II>.

Materials:

Ring of Intellect	x 1	Baldur Ingot	x 2
Regal Gems	x 1		

=====
Ring of the Mind [79EF]
=====

A baldur ring studded with chrysoberyl. The inner shank is engraved with arcane symbols that raise MIND.

Jewelry Lv.08~

WEIGHT: 1

ATTRIBUTES:

ATK 8 DEF 8 MIND 5

RESISTANCES:

Crushing	1	Slashing	1	Piercing	1	Air	5	Earth	5
Lightning	5	Water	5	Fire	5	Ice	5	Light	5
Dark	5								

Crafted using <Codex of Jewelry I>.

Materials:

Warrior's Ring	x 1	Defender's Ring	x 1
Baldur Ingot	x 1	Verdant Gems	x 1

=====
Ring of the Mind +1 [75F8]
=====

=====

A baldur ring studded with chrysoberyl. The inner shank is engraved with arcane symbols that raise MIND.

Jewelry Lv.18~

WEIGHT: 1

ATTRIBUTES:

ATK 8 DEF 8 MIND 10

RESISTANCES:

Crushing 1 Slashing 1 Piercing 1 Air 10 Earth 10
Lightning 10 Water 10 Fire 10 Ice 10 Light 10
Dark 10

Crafted using <Codex of Jewelry II>.

Materials:

Ring of the Mind x 1 Baldur Ingot x 2
Verdant Gems x 1

=====

Magebane Band

[54D0]

A platinum ring studded with black onyx. Slightly raises RES.

Jewelry Lv.08~

WEIGHT: 1

ATTRIBUTES:

ATK 8 DEF 8 RES 5

RESISTANCES:

Crushing 1 Slashing 1 Piercing 1 Air 5 Earth 5
Lightning 5 Water 5 Fire 5 Ice 5 Light 5
Dark 5

Crafted using <Codex of Jewelry I>.

Materials:

Warrior's Ring x 1 Defender's Ring x 1
Platinum Ingot x 1 Black Gems x 1

=====

Magebane Band +1

[CB45]

A platinum ring studded with black onyx. Slightly raises RES.

Jewelry Lv.18~

WEIGHT: 1

ATTRIBUTES:

ATK 8 DEF 8 RES 10

RESISTANCES:

Crushing 1 Slashing 1 Piercing 1 Air 10 Earth 10
Lightning 10 Water 10 Fire 10 Ice 10 Light 10

Dark 10

Crafted using <Codex of Jewelry II>.

Materials:

Magebane Band	x 1	Platinum Ingot	x 2
Black Gems	x 1		

=====
Band of Fortune [E047]
=====

A damasc steel ring studded with diamonds. Slightly raises LUCK.

Jewelry Lv.08~

WEIGHT: 1

ATTRIBUTES:

ATK 8 DEF 8 LUCK 10

RESISTANCES:

Crushing	1	Slashing	1	Piercing	1	Air	5	Earth	5
Lightning	5	Water	5	Fire	5	Ice	5	Light	5
Dark	5								

Crafted using <Codex of Jewelry I>.

Materials:

Warrior's Ring	x 1	Defender's Ring	x 1
Wootz Steel	x 1	White Gems	x 1

=====
Band of Fortune +1 [4106]
=====

A damasc steel ring studded with diamonds. Slightly raises LUCK.

Jewelry Lv.18~

WEIGHT: 1

ATTRIBUTES:

ATK 8 DEF 8 LUCK 20

RESISTANCES:

Crushing	1	Slashing	1	Piercing	1	Air	10	Earth	10
Lightning	10	Water	10	Fire	10	Ice	10	Light	10
Dark	10								

Crafted using <Codex of Jewelry II>.

Materials:

Band of Fortune	x 1	Wootz Steel	x 2
White Gems	x 1		

=====
Beast's Earring [E54B]
=====

An earring for martial artists who push their physiques to the limit and fight with the ferocity of beasts.

Jewelry Lv.15~

WEIGHT: 1

ATTRIBUTES:

ATK 9 DEF 9 HP 15

SKILL BONUS: Fists +2

RESISTANCES:

Crushing	2	Slashing	2	Piercing	2	Human	30	Beast	30
Reptile	30	Dragon	30	Divine	30	Umbra	30	Faerie	30
Phantom	30	Golem	30						

Crafted using <Codex of Jewelry IV>.

Materials:

Warrior's Ring	x 1	Defender's Ring	x 1
Beast Horn	x 1	Black Gems	x 1

===== [4058]

An earring for dagger wielders who attack their foes with unrelenting fury.

Jewelry Lv.15~

WEIGHT: 1

ATTRIBUTES:

ATK 9 DEF 9 HP 15

SKILL BONUS: Daggers +2

RESISTANCES:

Crushing	2	Slashing	2	Piercing	2	Human	30	Beast	30
Reptile	30	Dragon	30	Divine	30	Umbra	30	Faerie	30
Phantom	30	Golem	30						

Crafted using <Codex of Jewelry IV>.

Materials:

Warrior's Ring	x 1	Defender's Ring	x 1
Enchanted Feather	x 1	Verdant Gems	x 1

===== [5463]

An earring for sword wielders who deliver their blows with calm presence of mind.

Jewelry Lv.15~

WEIGHT: 1

ATTRIBUTES:

ATK 9 DEF 9 HP 15

SKILL BONUS: Swords (1H) +2

RESISTANCES:

Crushing	2	Slashing	2	Piercing	2	Human	30	Beast	30
Reptile	30	Dragon	30	Divine	30	Umbra	30	Faerie	30
Phantom	30	Golem	30						

Crafted using <Codex of Jewelry IV>.

Materials:

Warrior's Ring	x 1	Defender's Ring	x 1
Beast Fang	x 1	Verdant Gems	x 1

===== Swordsman's Earring [7FDC] =====

An earring for sword wielders who hold weighty greatswords in their hands with effortless grace.

Jewelry Lv.15~

WEIGHT: 1

ATTRIBUTES:

ATK 9 DEF 9 HP 15

SKILL BONUS: Swords (2H) +2

RESISTANCES:

Crushing	2	Slashing	2	Piercing	2	Human	30	Beast	30
Reptile	30	Dragon	30	Divine	30	Umbra	30	Faerie	30
Phantom	30	Golem	30						

Crafted using <Codex of Jewelry IV>.

Materials:

Warrior's Ring	x 1	Defender's Ring	x 1
Unicorn Horn	x 1	Regal Gems	x 1

===== Barbarian's Earring [5D9F] =====

An earring for axe wielders who fell foes with a single blow.

Jewelry Lv.15~

WEIGHT: 1

ATTRIBUTES:

ATK 9 DEF 9 HP 15

SKILL BONUS: Axes +2

RESISTANCES:

Crushing	2	Slashing	2	Piercing	2	Human	30	Beast	30
Reptile	30	Dragon	30	Divine	30	Umbra	30	Faerie	30
Phantom	30	Golem	30						

Crafted using <Codex of Jewelry IV>.

Materials:

Warrior's Ring	x 1	Defender's Ring	x 1
Wyrm Scale	x 1	Regal Gems	x 1

=====

Spearman's Earring

[9D73]

=====

An earring for spear wielders who skewer foes with a thrust and crush heads with a swing.

Jewelry Lv.15~

WEIGHT: 1

ATTRIBUTES:

ATK 9 DEF 9 HP 15

SKILL BONUS: Spears +2

RESISTANCES:

Crushing	2	Slashing	2	Piercing	2	Human	30	Beast	30
Reptile	30	Dragon	30	Divine	30	Umbra	30	Faerie	30
Phantom	30	Golem	30						

Crafted using <Codex of Jewelry IV>.

Materials:

Warrior's Ring	x 1	Defender's Ring	x 1
Wyrm Claw	x 1	Fiery Gems	x 1

=====

Temblor Earring

[B5A2]

=====

An earring for hammer wielders who shake the earth around them with each blow.

Jewelry Lv.15~

WEIGHT: 1

ATTRIBUTES:

ATK 9 DEF 9 HP 15

SKILL BONUS: Hammers +2

RESISTANCES:

Crushing	2	Slashing	2	Piercing	2	Human	30	Beast	30
Reptile	30	Dragon	30	Divine	30	Umbra	30	Faerie	30
Phantom	30	Golem	30						

Crafted using <Codex of Jewelry IV>.

Materials:

Warrior's Ring	x 1	Defender's Ring	x 1
Tooth & Claw	x 1	White Gems	x 1

=====

Crescent Earring

[C279]

=====

An earring for katana wielders whose foes fall dead the instant their cold steel carves an arc through the air.

Jewelry Lv.15~

WEIGHT: 1

ATTRIBUTES:

ATK 9 DEF 9 HP 15

SKILL BONUS: Katana (1H) +2

RESISTANCES:

Crushing	2	Slashing	2	Piercing	2	Human	30	Beast	30
Reptile	30	Dragon	30	Divine	30	Umbra	30	Faerie	30
Phantom	30	Golem	30						

Crafted using <Codex of Jewelry IV>.

Materials:

Warrior's Ring	x 1	Defender's Ring	x 1
Wyrm Thighbone	x 1	Fiery Gems	x 1

=====

Sunfire Earring

[1FBE]

=====

An earring for swordsmen who risk all to deliver shattering blows against their foes.

Jewelry Lv.15~

WEIGHT: 1

ATTRIBUTES:

ATK 9 DEF 9 HP 15

SKILL BONUS: Katana (2H) +2

RESISTANCES:

Crushing	2	Slashing	2	Piercing	2	Human	30	Beast	30
Reptile	30	Dragon	30	Divine	30	Umbra	30	Faerie	30
Phantom	30	Golem	30						

Crafted using <Codex of Jewelry IV>.

Materials:

Warrior's Ring	x 1	Defender's Ring	x 1
Ancient Wood	x 1	Fiery Gems	x 1

=====

Saint's Earring

[7D9B]

=====

An earring for cudgel wielders who take pride in their ability to smite their enemies.

Jewelry Lv.15~

WEIGHT: 1

ATTRIBUTES:

ATK 9 DEF 9 HP 15

SKILL BONUS: Cudgels +2

RESISTANCES:

Crushing	2	Slashing	2	Piercing	2	Human	30	Beast	30
Reptile	30	Dragon	30	Divine	30	Umbra	30	Faerie	30
Phantom	30	Golem	30						

Crafted using <Codex of Jewelry IV>.

Materials:

Warrior's Ring	x 1	Defender's Ring	x 1
Wyrn Thighbone	x 1	White Gems	x 1

=====
Earring of the Snake [F369]
=====

An earring for whip wielders who control their weapons as if they were an extra limb.

Jewelry Lv.15~

WEIGHT: 1

ATTRIBUTES:

ATK 9 DEF 9 HP 15

SKILL BONUS: Whips +2

RESISTANCES:

Crushing	2	Slashing	2	Piercing	2	Human	30	Beast	30
Reptile	30	Dragon	30	Divine	30	Umbra	30	Faerie	30
Phantom	30	Golem	30						

Crafted using <Codex of Jewelry IV>.

Materials:

Warrior's Ring	x 1	Defender's Ring	x 1
Ancient Wood	x 1	Regal Gems	x 1

=====
Scrivener's Earring [50CF]
=====

An earring for bibliophiles who wield weighty tomes at will.

Jewelry Lv.15~

WEIGHT: 1

ATTRIBUTES:

ATK 9 DEF 9 HP 15

SKILL BONUS: Spellbooks +2

RESISTANCES:

Crushing	2	Slashing	2	Piercing	2	Human	30	Beast	30
Reptile	30	Dragon	30	Divine	30	Umbra	30	Faerie	30
Phantom	30	Golem	30						

Crafted using <Codex of Jewelry IV>.

Materials:

Warrior's Ring	x 1	Defender's Ring	x 1
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Ancient Bone

x 1 Black Gems

x 1

=====
Canso Earring

[A8E7]
=====

An earring for musicians who entrance their audience with silvery tones and dashing poses.

Jewelry Lv.15~

WEIGHT: 1

ATTRIBUTES:

ATK 9 DEF 9 HP 15

SKILL BONUS: Instruments +2

RESISTANCES:

Crushing 2 Slashing 2 Piercing 2 Human 30 Beast 30
Reptile 30 Dragon 30 Divine 30 Umbra 30 Faerie 30
Phantom 30 Golem 30

Crafted using <Codex of Jewelry IV>.

Materials:

Warrior's Ring x 1 Defender's Ring x 1
Enchanted Feather x 1 Verdant Gems x 1

=====
Earring of Stillness

[83F6]
=====

An earring for hunters who blend into their surrounds to stalk their prey.

Jewelry Lv.15~

WEIGHT: 1

ATTRIBUTES:

ATK 9 DEF 9 HP 15

SKILL BONUS: Blowguns +2

RESISTANCES:

Crushing 2 Slashing 2 Piercing 2 Human 30 Beast 30
Reptile 30 Dragon 30 Divine 30 Umbra 30 Faerie 30
Phantom 30 Golem 30

Crafted using <Codex of Jewelry IV>.

Materials:

Warrior's Ring x 1 Defender's Ring x 1
Unicorn Horn x 1 Verdant Gems x 1

=====
Stalker's Earring

[F67E]
=====

An earring for hunters who pursue their quarry for days through even the deepest of woods.

Jewelry Lv.15~

WEIGHT: 1

ATTRIBUTES:

ATK 9 DEF 9 HP 15

SKILL BONUS: Bows +2

RESISTANCES:

Crushing	2	Slashing	2	Piercing	2	Human	30	Beast	30
Reptile	30	Dragon	30	Divine	30	Umbra	30	Faerie	30
Phantom	30	Golem	30						

Crafted using <Codex of Jewelry IV>.

Materials:

Warrior's Ring	x 1	Defender's Ring	x 1
Wyrn Whisker	x 1	Regal Gems	x 1

===== Archer's Earring [C935] =====

An earring for archers who wait unflinchingly to make the perfect shot on an enemy surging toward them.

Jewelry Lv.15~

WEIGHT: 1

ATTRIBUTES:

ATK 9 DEF 9 HP 15

SKILL BONUS: Crossbows +2

RESISTANCES:

Crushing	2	Slashing	2	Piercing	2	Human	30	Beast	30
Reptile	30	Dragon	30	Divine	30	Umbra	30	Faerie	30
Phantom	30	Golem	30						

Crafted using <Codex of Jewelry IV>.

Materials:

Warrior's Ring	x 1	Defender's Ring	x 1
Wyrn Whisker	x 1	White Gems	x 1

===== Farseer's Earring [FB15] =====

An earring for fusiliers who take careful aim, judging wind, distance, and heat.

Jewelry Lv.15~

WEIGHT: 1

ATTRIBUTES:

ATK 9 DEF 9 HP 15

SKILL BONUS: Fusils +2

RESISTANCES:

Crushing	2	Slashing	2	Piercing	2	Human	30	Beast	30
Reptile	30	Dragon	30	Divine	30	Umbra	30	Faerie	30
Phantom	30	Golem	30						

Crafted using <Codex of Jewelry IV>.

Materials:

Warrior's Ring	x 1	Defender's Ring	x 1
Orichalcum	x 1	Verdant Gems	x 1

=====

Gale Choker	[065B]
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=====

A necklace adorned with jewels cut from wind crystals. Enhances air abilities and resistance.

Jewelry Lv.22~

WEIGHT: 4

ATTRIBUTES:

ATK 11 DEF 8 MP 15

SKILL BONUS: Augment Air +1

EFFECT: AeroGuard (1 charge)

RESISTANCES:

Crushing	3	Slashing	3	Piercing	3	Air	40	Human	10
Beast	10	Reptile	10	Dragon	10	Divine	10	Umbra	10
Faerie	10	Phantom	10	Golem	10				

Crafted using <Codex of Jewelry III>.

Materials:

Golden Ingot	x 1	Platinum Ingot	x 1
Air Krystallos	x 1	Gale Orb	x 1

=====

Dust Choker	[710A]
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=====

A necklace adorned with jewels cut from earth crystals. Enhances earth abilities and resistance.

Jewelry Lv.22~

WEIGHT: 4

ATTRIBUTES:

ATK 11 DEF 8 MP 15

SKILL BONUS: Augment Earth +1

EFFECT: PetroGuard (1 charge)

RESISTANCES:

Crushing	3	Slashing	3	Piercing	3	Earth	40	Human	10
Beast	10	Reptile	10	Dragon	10	Divine	10	Umbra	10
Faerie	10	Phantom	10	Golem	10				

Crafted using <Codex of Jewelry III>.

Materials:

Golden Ingot	x 1	Platinum Ingot	x 1
Earth Krystallos	x 1	Dust Orb	x 1

Storm Choker [E7C4]

A necklace adorned with jewels cut from lightning crystals. Enhances lightning abilities and resistance.

Jewelry Lv.22~

WEIGHT: 4

ATTRIBUTES:

ATK 11 DEF 8 MP 15

SKILL BONUS: Augment Lightning +1

EFFECT: Electranguard (1 charge)

RESISTANCES:

Crushing	3	Slashing	3	Piercing	3	Lightning	40	Human	10
Beast	10	Reptile	10	Dragon	10	Divine	10	Umbra	10
Faerie	10	Phantom	10	Golem	10				

Crafted using <Codex of Jewelry III>.

Materials:

Golden Ingot	x 1	Platinum Ingot	x 1
Lightning Krystallos	x 1	Storm Orb	x 1

Cataract Choker [8FB6]

A necklace adorned with jewels cut from water crystals. Enhances water abilities and resistance.

Jewelry Lv.22~

WEIGHT: 4

ATTRIBUTES:

ATK 11 DEF 8 MP 15

SKILL BONUS: Augment Water +1

EFFECT: Aquaguard (1 charge)

RESISTANCES:

Crushing	3	Slashing	3	Piercing	3	Water	40	Human	10
Beast	10	Reptile	10	Dragon	10	Divine	10	Umbra	10
Faerie	10	Phantom	10	Golem	10				

Crafted using <Codex of Jewelry III>.

Materials:

Golden Ingot	x 1	Platinum Ingot	x 1
Water Krystallos	x 1	Cataract Orb	x 1

=====
Firewyrn Choker

[13FA]

=====
A necklace adorned with jewels cut from fire crystals. Enhances fire abilities and resistance.

Jewelry Lv.22~

WEIGHT: 4

ATTRIBUTES:

ATK 11 DEF 8 MP 15

SKILL BONUS: Augment Fire +1

EFFECT: Pyroguard (1 charge)

RESISTANCES:

Crushing	3	Slashing	3	Piercing	3	Fire	40	Human	10
Beast	10	Reptile	10	Dragon	10	Divine	10	Umbra	10
Faerie	10	Phantom	10	Golem	10				

Crafted using <Codex of Jewelry III>.

Materials:

Golden Ingot	x 1	Platinum Ingot	x 1
Fire Krystallos	x 1	Inferno Orb	x 1

=====
Black Ice Choker

[1470]

=====
A necklace adorned with jewels cut from ice crystals. Enhances ice abilities and resistance.

Jewelry Lv.22~

WEIGHT: 4

ATTRIBUTES:

ATK 11 DEF 8 MP 15

SKILL BONUS: Augment Ice +1

EFFECT: Frostguard (1 charge)

RESISTANCES:

Crushing	3	Slashing	3	Piercing	3	Ice	40	Human	10
Beast	10	Reptile	10	Dragon	10	Divine	10	Umbra	10
Faerie	10	Phantom	10	Golem	10				

Crafted using <Codex of Jewelry III>.

Materials:

Golden Ingot	x 1	Platinum Ingot	x 1
Ice Krystallos	x 1	Black Ice Orb	x 1

=====
Saint King's Choker

[A920]

=====
A necklace adorned with jewels cut from light crystals. Enhances light abilities and dark resistance.

Jewelry Lv.22~

WEIGHT: 4

ATTRIBUTES:

ATK 11 DEF 8 MP 15

SKILL BONUS: Augment Light +1

EFFECT: Lightguard (1 charge)

RESISTANCES:

Crushing	3	Slashing	3	Piercing	3	Light	40	Human	10
Beast	10	Reptile	10	Dragon	10	Divine	10	Umbra	10
Faerie	10	Phantom	10	Golem	10				

Crafted using <Codex of Jewelry III>.

Materials:

Golden Ingot	x 1	Platinum Ingot	x 1
Light Krystallos	x 1	Radiant Orb	x 1

=====

Ghast's Choker	[920A]
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=====

A necklace adorned with jewels cut from dark crystals. Enhances dark abilities and light resistance.

Jewelry Lv.22~

WEIGHT: 4

ATTRIBUTES:

ATK 11 DEF 8 MP 15

SKILL BONUS: Augment Darkness +1

EFFECT: Shadow Guard (1 charge)

RESISTANCES:

Crushing	3	Slashing	3	Piercing	3	Dark	40	Human	10
Beast	10	Reptile	10	Dragon	10	Divine	10	Umbra	10
Faerie	10	Phantom	10	Golem	10				

Crafted using <Codex of Jewelry III>.

Materials:

Golden Ingot	x 1	Platinum Ingot	x 1
Dark Krystallos	x 1	Gloom Orb	x 1

=====

Ring of Clouds	[3FB2]
----------------	--------

=====

A ring made by a priest of Vasque to reenact a divine miracle. Said to grant the power to float through the air.

Jewelry Lv.15~

WEIGHT: 1

ATTRIBUTES:

ATK 5 DEF 5

EFFECT: Cloudwalk (5 charges)

RESISTANCES:

Crushing 1 Slashing 1 Piercing 1

Dropped from the following unit(s):

CH4-SQ[5.1] Madura Drift
(09,09,07) Scylla x 1

Palace of the Dead (Palace of the Dead - Level 17)
(11,07,06) Flood Dragon x 1

=====
Winged Ring [6753]
=====

A ring made from cockatrice feathers. Said to allow the wearer to walk on the wind.

Jewelry Lv.15~

WEIGHT: 1

ATTRIBUTES:

ATK 5 DEF 5

EFFECT: Windwalk (5 charges)

RESISTANCES:

Crushing 1 Slashing 1 Piercing 1

Dropped from the following unit(s):

CH4-SQ[3] Golyat
(12,20,18) Rogue x 1 (Lv.33~)
(14,19,18) Gryphon x 1 (Lv.~32)

Palace of the Dead (Palace of the Dead - Level 15)
(09,06,09) Gryphon x 1

=====
Sidhe Ring [9F4B]
=====

A ring made by mischievous faeriefolk for travel between planes, such that the wearer seems to move instantly from one place to the next.

Jewelry Lv.15~

WEIGHT: 1

ATTRIBUTES:

ATK 5 DEF 5

EFFECT: Blinkwalk (5 charges)

RESISTANCES:

Crushing 1 Slashing 1 Piercing 1

Dropped from the following unit(s):

CH4-SQ[15.1] Lhazan Fortress (Lhazan Fortress)
(13,14,09) Cyclops x 1

Palace of the Dead (Palace of the Dead - Level 7)
(10,04,05) Rogue x 1

=====
Sparkguard Ring [60F3]
=====

A ring made from firewyrms scales. Said to allow the wearer to walk over lava unscathed.

Jewelry Lv.15~

WEIGHT: 1

ATTRIBUTES:

ATK 5 DEF 5

EFFECT: Lavawalk (5 charges)

RESISTANCES:

Crushing 1 Slashing 1 Piercing 1

Dropped from the following unit(s):

CH4-SQ[5.6] Bortegun Fens
(08,19,09) Thunder Dragon x 1

Palace of the Dead (Palace of the Dead - Level 2)
(22,07,06) Thunder Dragon x 1

=====
Greased Ring [5A29]
=====

A ring inlaid with a piece of amber that contains a mysterious insect. Said to bestow the ability to walk on water.

Jewelry Lv.15~

WEIGHT: 1

ATTRIBUTES:

ATK 5 DEF 5

EFFECT: Waterwalk (5 charges)

RESISTANCES:

Crushing 1 Slashing 1 Piercing 1

Dropped from the following unit(s):

CH4-SQ[5.1] Madura Drift
(07,10,07) Naga x 1

Palace of the Dead (Palace of the Dead - Level 14)
(03,14,13) Flood Dragon x 1

=====

A silver ring worn by the notorious reaver Mann Maceux. Engraved with his family crest.

Jewelry Lv.08~

WEIGHT: 1

ATTRIBUTES:

ATK 5 DEF 5

SKILL BONUS: Steal +2

DEBUFF RESIST: Stopproof

EFFECT: Boon of Swiftness (3 charges)

RESISTANCES:

Crushing 1 Slashing 1 Piercing 1

Note: Stolen from Grim Reaper in Phorampa Wildwood (Scenic Knoll). Requires Steal Rank 3 or higher.

<Crest of Fire>

[5B38]

=====

A crimson jewel containing the soul of the Dragon Divine. The mark of a true valiant.

Jewelry Lv.32~

WEIGHT: -10

ATTRIBUTES:

ATK 15 DEF 15 HP 50 MP 50 LUCK 10 STR 10 VIT 10

DEX 10 AGIL 10 AVD 10 INT 10 MIND 10 RES 10

SKILL BONUS: Overpower +2

DEBUFF RESIST: Deathproof

RESISTANCES:

Crushing 25 Slashing 25 Piercing 25 Air 25 Earth 25

Lightning 25 Water 25 Fire 25 Ice 25 Light 25

Dark 25 Human 25 Beast 25 Reptile 25 Dragon 25

Divine 25 Umbra 25 Faerie 25 Phantom 25 Golem 25

Dropped from the following unit(s):

SE[5] Palace of the Dead (Palace - Altar of the Beyond)

(08,07,08) Blackmoor x 1

=====

A i r

[61DC]

=====

Call on the spirits of air to turn the very winds against your foes. Requires MP.

Grimoire Rafale [3B2D]

Grimoire Rafale II [7E16]

Grimoire Rafale III [5A09]
 Grimoire Rafale IV [4D93]
 Grimoire Tourbillon [FB48]
 Grimoire Tourbillon II [9418]
 Grimoire Tourbillon III [CD78]
 Grimoire Tourbillon IV [EAB9]
 Grimoire Sylphide [BA9D]
 Grimoire Sylphide II [9526]
 Grimoire Onde [7C53]
 Grimoire Onde II [4A69]
 Grimoire Infuvent [81B4]
 Grimoire Antivent [E318]
 Grimoire Trombe [D560]
 Grimoire Detournant [19C0]
 Grimoire Hypnose [63D9]
 Grimoire Fixateur [FA29]

=====
 Grimoire Rafale [3B2D]
 =====

Grimoire for the AIR spell DEADSHOT, a MISSILE spell that emits a shock wave dealing CRUSHING AIR damage to a SINGLE TARGET. Has a chance to inflict AIR AVERSE.

 Air

RANGE: 3 ~ 6 AREA: 1 RT: +13
 AFFINITY: Air
 COST: MP 15
 PREREQUISITE: Air Magic

 "Gale upon the welkin high, send arrow wind to smite my foes!"

CLASSES:

(Lv.01~) Wizard	(Lv.03~) Rune Fencer	(Lv.01~) Warlock
(Lv.02~) Necromancer	(Lv.01~) Lich	(Lv.03~) Lord
(Lv.01~) Astromancer	(Lv.03~) Vartan	(Lv.01~) Shaman
(Lv.01~) Wicce	(Lv.01~) Knight Commander	(Lv.03~) Patriarch
(Lv.02~) Familiar	(Lv.01~) Cyclops	

 Sold in General Shops for 300 goth at the start of the game.

Dropped from the following unit(s):

CH1N-SB[3] Almorica Castle (Almorica Passageway)
 (02,05,07) Enchantress x 1

=====
 Grimoire Rafale II [7E16]
 =====

Grimoire for the AIR spell DEADSHOT II, a MISSILE spell that emits a shock wave dealing CRUSHING AIR damage to a SINGLE TARGET. Has a chance to inflict AIR AVERSE.

 Air

RANGE: 3 ~ 6 AREA: 1 RT: +16
 AFFINITY: Air
 COST: MP 30
 PREREQUISITE: Air Magic

"Gale upon the welkin high, send arrow wind to smite my foes!"

CLASSES:

(Lv.10~) Wizard	(Lv.12~) Rune Fencer	(Lv.09~) Warlock
(Lv.11~) Necromancer	(Lv.08~) Lich	(Lv.10~) Lord
(Lv.09~) Astromancer	(Lv.12~) Vartan	(Lv.09~) Shaman
(Lv.10~) Wicce	(Lv.09~) Knight Commander	(Lv.12~) Patriarch
(Lv.11~) Familiar	(Lv.10~) Cyclops	

Sold in General Shops for 1200 goth after CH2C-SB[3] Xeod Moors or CH2L-SB[2] Xeod Moors.

Dropped from the following unit(s):

CH2C-SB[7] Qadriga Fortress (Qadriga Fortress)
(02,07,16) Wizard x 1

CH2L-SB[6] Qadriga Fortress (Qadriga Fortress)
(02,07,16) Wizard x 1

CH3C-SB[3] Coritanae Keep (The Gates of Coritanae)
(07,19,15) Wizard x 1

=====

Grimoire Rafale III

[5A09]

Grimoire for the AIR spell DEADSHOT III, a MISSILE spell that emits a shock wave dealing CRUSHING AIR damage to a SINGLE TARGET. Has a chance to inflict AIR AVERSE.

Air

RANGE: 3 ~ 6 AREA: 1 RT: +19

AFFINITY: Air

COST: MP 45

PREREQUISITE: Air Magic

"Gale upon the welkin high, send arrow wind to smite my foes!"

CLASSES:

(Lv.19~) Wizard	(Lv.21~) Rune Fencer	(Lv.18~) Warlock
(Lv.20~) Necromancer	(Lv.17~) Lich	(Lv.19~) Lord
(Lv.18~) Astromancer	(Lv.21~) Vartan	(Lv.18~) Shaman
(Lv.19~) Wicce	(Lv.18~) Knight Commander	(Lv.21~) Patriarch
(Lv.20~) Familiar	(Lv.19~) Cyclops	

Sold in General Shops for 2100 goth after CH4-SB[4] Hagia Banhamuba and returning to Phidoch Castle.

Dropped from the following unit(s):

CH4-SB[11A] Iorumza Canyon
(17,06,05) Rune Fencer x 1 (Lv.~32)

CH4-SB[13B] The Royal City of Heim (Heim South Curtain Wall)
(06,20,26) Wizard x 1 (Lv.~33)

=====

Grimoire Rafale IV

[4D93]

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=====
Grimoire for the AIR spell DEADSHOT IV, a MISSILE spell that emits a shock
wave dealing CRUSHING AIR damage to a SINGLE TARGET. Has a chance to inflict
AIR AVERSE.
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```

Air

```
RANGE: 3 ~ 6   AREA: 1   RT: +22
AFFINITY: Air
COST: MP 60
PREREQUISITE: Air Magic
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```
"Gale upon the welkin high, send arrow wind to smite my foes!"
-----
```

CLASSES:

```
(Lv.28~) Wizard           (Lv.30~) Rune Fencer       (Lv.27~) Warlock
(Lv.29~) Necromancer      (Lv.26~) Lich              (Lv.28~) Lord
(Lv.27~) Astromancer     (Lv.30~) Vartan           (Lv.27~) Shaman
(Lv.28~) Wicce           (Lv.27~) Knight Commander (Lv.30~) Patriarch
(Lv.29~) Familiar        (Lv.28~) Cyclops
-----
```

Dropped from the following unit(s):

```
San Bronsa Ruins (Tower of Law Eternal - Level 11)
(11,01,13) Witch                             x 1

San Bronsa Ruins (Floating Ruins - Level 2)
(04,06,29) Hippogryph                        x 1
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```

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=====
Grimoire Tourbillon                                                       [FB48]
=====
```

```
Grimoire for the AIR spell TORNADO, an INDIRECT spell that calls forth a
powerful tornado dealing SLASHING AIR damage to a SINGLE TARGET. Has a chance
to inflict AIR AVERSE.
-----
```

Air

```
RANGE: 5   AREA: 1   RT: +14
AFFINITY: Air
COST: MP 22
PREREQUISITE: Air Magic
-----
```

```
"Whipping wind, become a wyrm to shake the sky--by tempest toss my oathsworn
foe!"
-----
```

CLASSES:

```
(Lv.06~) Wizard           (Lv.05~) Warlock           (Lv.08~) Necromancer
(Lv.04~) Lich              (Lv.06~) Lord              (Lv.10~) Princess
(Lv.09~) Dark Priest      (Lv.05~) Astromancer      (Lv.05~) Shaman
(Lv.06~) Wicce           (Lv.05~) Knight Commander (Lv.07~) Patriarch
(Lv.06~) Cyclops
-----
```

```
Sold in General Shops for 1000 goth at the start of the game.
-----
```

```
=====
Grimoire Tourbillon II                                                       [9418]
=====
```

```
Grimoire for the AIR spell TORNADO II, an INDIRECT spell that calls forth a
```

powerful tornado dealing SLASHING AIR damage to MULTIPLE TARGETS. Has a chance to inflict AIR AVERSE.

Air

RANGE: 5 AREA: 2 RT: +19
AFFINITY: Air
COST: MP 46
PREREQUISITE: Air Magic

"Whipping wind, become a wyrm to shake the sky--by tempest toss my oathsworn foe!"

CLASSES:

(Lv.15~) Wizard	(Lv.14~) Warlock	(Lv.17~) Necromancer
(Lv.13~) Lich	(Lv.15~) Lord	(Lv.19~) Princess
(Lv.18~) Dark Priest	(Lv.14~) Astromancer	(Lv.14~) Shaman
(Lv.15~) Wicce	(Lv.14~) Knight Commander	(Lv.16~) Patriarch
(Lv.15~) Cyclops		

Sold in General Shops for 1900 goth after CH3N-SB[4] Port Asyton, CH3C-SB[6] Bahanna Highlands or CH3L-SB[7]A/B Coritanae Keep (Coritanae Ward).

Dropped from the following unit(s):

CH3N-SB[3] Tynemouth Hill

(15,27,12) Wizard x 1

CH3N-SB[5] Mount Hedon

Summoned Wizard x 1 (Lv.~28)

CH3C-SB[5] The Reisan Way

(09,18,17) Familiar x 1 (Lv.~28)

CH3C-SB[7B] Brigantys Castle (Brigantys West Curtain Wall)

(10,23,21) Wizard x 1

CH3L-SB[3] Brigantys Castle (Brigantys Great Hall)

(03,02,06) Enchantress x 1

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Grimoire Tourbillon III	[CD78]
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Grimoire for the AIR spell TORNADO III, an INDIRECT spell that calls forth a powerful tornado dealing SLASHING AIR damage to MULTIPLE TARGETS. Has a chance to inflict AIR AVERSE.

Air

RANGE: 5 AREA: 3 RT: +24
AFFINITY: Air
COST: MP 70
PREREQUISITE: Air Magic

"Whipping wind, become a wyrm to shake the sky--by tempest toss my oathsworn foe!"

CLASSES:

(Lv.24~) Wizard	(Lv.23~) Warlock	(Lv.26~) Necromancer
(Lv.22~) Lich	(Lv.24~) Lord	(Lv.28~) Princess

(Lv.27~) Dark Priest (Lv.23~) Astromancer (Lv.23~) Shaman
(Lv.24~) Wicce (Lv.23~) Knight Commander (Lv.25~) Patriarch
(Lv.24~) Cyclops

Sold in General Shops for 2800 goth after CODA-SB[1] Port Omish.

Dropped from the following unit(s):

CH4-SB[17] The Hanging Gardens (The Serpent's Spine)
 (08,21,25) Templar (Rune Fencer) x 1 (Lv.~33)

CH4-SB[28] The Hanging Gardens (Sounding of the Hours)
 (04,13,27) Templar (Wizard) x 1 (Lv.~33)

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Grimoire Tourbillon IV	[EAB9]
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Grimoire for the AIR spell TORNADO IV, an INDIRECT spell that calls forth a powerful tornado dealing SLASHING AIR damage to MULTIPLE TARGETS. Has a chance to inflict AIR AVERSE.

Air

RANGE: 5 AREA: 3 RT: +28
AFFINITY: Air
COST: MP 94
PREREQUISITE: Air Magic

"Whipping wind, become a wurm to shake the sky--by tempest toss my oathsworn foe!"

CLASSES:

(Lv.33~) Wizard	(Lv.32~) Warlock	(Lv.35~) Necromancer
(Lv.31~) Lich	(Lv.33~) Lord	(Lv.37~) Princess
(Lv.36~) Dark Priest	(Lv.32~) Astromancer	(Lv.32~) Shaman
(Lv.33~) Wicce	(Lv.32~) Knight Commander	(Lv.34~) Patriarch
(Lv.33~) Cyclops		

Dropped from the following unit(s):

San Bronsa Ruins (Floating Ruins - Level 3)
 (03,16,31) Rune Fencer x 1

San Bronsa Ruins (Floating Ruins - Level 8)
 (20,28,14) Wizard x 1

San Bronsa Ruins (Floating Ruins - Level 12)
 (17,23,18) Matriarch x 1

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Grimoire Sylphide	[BA9D]
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Grimoire for the AIR spell SYLPHIDE, an INDIRECT spell that summons the air spirit Sylphide into battle dealing CRUSHING AIR damage to SINGLE or MULTIPLE TARGETS. Has a chance to inflict AIR AVERSE.

Air

RANGE: 3 AREA: 2 RT: +19
AFFINITY: Air

COST: MP 45

PREREQUISITE: Air Magic

"Proud and noble maiden of the wind, O hear my voice. Lend me your strength!"

CLASSES:

(Lv.22~) Rune Fencer (Lv.22~) Lord (Lv.22~) Shaman
(Lv.20~) Patriarch

Sold in Palace of the Dead Shop for 2200 goth after CODA-SB[1] Port Omish.

Dropped from the following unit(s):

 CH4-SB[17] The Hanging Gardens (The Serpent's Spine)
 (08,21,25) Templar (Rune Fencer) x 1 (Lv.~33)

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Grimoire Sylphide II	[9526]
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Grimoire for the AIR spell SYLPHIDE II, an INDIRECT spell that summons the air spirit Sylphide into battle dealing CRUSHING AIR damage to SINGLE or MULTIPLE TARGETS. Has a chance to inflict AIR AVERSE.

Air

RANGE: 4 AREA: 3 RT: +24
AFFINITY: Air
COST: MP 70
PREREQUISITE: Air Magic

"Proud and noble maiden of the wind, O hear my voice. Lend me your strength!"

CLASSES:

(Lv.40~) Rune Fencer (Lv.40~) Lord (Lv.40~) Shaman
(Lv.38~) Patriarch

Dropped from the following unit(s):

 San Bronsa Ruins (Floating Ruins - Level 11)
 (09,11,08) Titan x 1

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Grimoire Onde	[7C53]
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Grimoire for the AIR spell AEROFLUX, an INDIRECT spell that creates powerful shock waves dealing heavy AIR damage to MULTIPLE TARGETS. Has a chance to inflict AIR AVERSE.

Air

RANGE: 3 AREA: 2 RT: +28
AFFINITY: Air
COST: MP 90
PREREQUISITE: Air Magic

"Air, it trembles ere it breaks...hear ye the screaming of the sky!"

CLASSES:

(Lv.25~) Lich (Lv.27~) Lord (Lv.27~) Princess
(Lv.28~) Dark Priest (Lv.26~) Astromancer (Lv.26~) Shaman

(Lv.27~) Wicce

Dropped from the following unit(s):

CH4-SQ[12.2] Ndamsa Fortress (Sanctum of Hahnela)
(02,04,19) Vainateya x 1

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Grimoire Onde II	[4A69]
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=====

Grimoire for the AIR spell AEROFLUX II, an INDIRECT spell that creates powerful shock waves dealing heavy AIR damage to MULTIPLE TARGETS. Has a chance to inflict AIR AVERSE.

Air

RANGE: 4 AREA: 3 RT: +38
AFFINITY: Air
COST: MP 140
PREREQUISITE: Air Magic

"Air, it trembles ere it breaks...hear ye the screaming of the sky!"

CLASSES:

(Lv.37~) Lich	(Lv.39~) Lord	(Lv.39~) Princess
(Lv.40~) Dark Priest	(Lv.38~) Astromancer	(Lv.38~) Shaman
(Lv.40~) Wicce		

Dropped from the following unit(s):

CH4-SQ[12.2] Ndamsa Fortress (Sanctum of Hahnela)
(02,04,19) Vainateya x 1 (Lv.33~)

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Grimoire Infuvent	[81B4]
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Grimoire for the AIR spell INSTILL AIR, an INDIRECT spell that draws power from the air spirits to grant AIR-TOUCHED to a SINGLE TARGET.

Air

RANGE: 5 AREA: 1 RT: +13
COST: MP 15
PREREQUISITE: Air Magic

"Lend to me your bared blade, assembled spirits of the sky--unleash your raging winds!"

CLASSES:

(Lv.03~) Rune Fencer	(Lv.03~) Lord	(Lv.08~) Shaman
(Lv.02~) Familiar		

Sold in General Shops for 900 goth at the start of the game.

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Grimoire Antivent	[E318]
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Grimoire for the AIR spell AEROGUARD, an INDIRECT spell that draws power from the air spirits to grant AIR ATTUNED to MULTIPLE TARGETS.

Air

RANGE: 5 AREA: 3 RT: +12
COST: MP 10
PREREQUISITE: Air Magic

"Arbitrator of the elements, a death I am to your design. Disperse, dissolve into the mists!"

CLASSES:
(Lv.05~) Rune Fencer (Lv.05~) Lord (Lv.05~) Shaman
(Lv.04~) Familiar

Sold in General Shops for 600 goth at the start of the game.

===== Grimoire Trombe [D560]

Grimoire for the AIR spell WHIRLWIND, an INDIRECT spell that draws power from the air spirits to grant DODGE to a SINGLE TARGET.

Air

RANGE: 5 AREA: 1 RT: +13
COST: MP 15
PREREQUISITE: Air Magic

"O, preserving breath of wind, turn arrow, stone, and bolt aside. Blow now misfortune back whence it comes!"

CLASSES:
(Lv.12~) Wizard (Lv.11~) Warlock (Lv.13~) Necromancer
(Lv.10~) Lich (Lv.12~) Lord (Lv.14~) Dark Priest
(Lv.10~) Shaman (Lv.12~) Wicce (Lv.13~) Patriarch
(Lv.11~) Familiar

Sold in General Shops for 1400 goth after CH2C-SB[6] Kryсарo or CH2L-SB[6] Qadriga Fortress.

Dropped from the following unit(s):

CH2C-SB[11] Almorica Castle (The Gates of Almorica)
(05,12,10) Enchantress x 1

CH2L-SB[10] Almorica Castle (The Gates of Almorica)
(03,12,11) Warlock x 1 (Lv.~27)

CH2L-SQ[1] The Reisan Way
(25,13,08) Wizard x 1

===== Grimoire Detournant [19C0]

Grimoire for the AIR spell GUARDING GALE, an INDIRECT spell that draws power from the air spirits to inflict FALSEFLIGHT on a SINGLE TARGET.

Air

RANGE: 5 AREA: 1 RT: +14
COST: MP 20
PREREQUISITE: Air Magic

"Winds that race down battlefield, turn loosed arrows from their paths!"

CLASSES:

(Lv.08~) Wizard	(Lv.07~) Warlock	(Lv.09~) Necromancer
(Lv.06~) Lich	(Lv.08~) Lord	(Lv.07~) Shaman
(Lv.08~) Wicce	(Lv.09~) Patriarch	(Lv.07~) Familiar

Sold in General Shops for 900 goth after CH1N-SB[5] Krysaro and returning to Almorica Castle.

Dropped from the following unit(s):

CH2C-SB[9] Golyat
(07,17,18) Enchantress x 1

=====
Grimoire Hypnose [63D9]
=====

Grimoire for the AIR spell BALMY BREEZE, an INDIRECT spell that puts MULTIPLE TARGETS to SLEEP with a gentle breeze.

Air

RANGE: 6 AREA: 2 RT: +14
AFFINITY: Air
COST: MP 20
PREREQUISITE: Air Magic

"Hushing wind, lure you my foes into the mind's abyss!"

CLASSES:

(Lv.04~) Wizard	(Lv.03~) Warlock	(Lv.05~) Necromancer
(Lv.02~) Lich	(Lv.04~) Lord	(Lv.05~) Shaman
(Lv.04~) Wicce	(Lv.05~) Patriarch	(Lv.05~) Familiar

Sold in General Shops for 500 goth at the start of the game.

Dropped from the following unit(s):

CH1N-SB[6] The Golborza Plain
(01,20,09) Enchantress x 1

=====
Grimoire Fixateur [FA29]
=====

Grimoire for the AIR spell BLACK WILLIWAU, an INDIRECT spell that BINDS MULTIPLE TARGETS with a ferocious gust.

Air

RANGE: 4 AREA: 2 RT: +16
AFFINITY: Air
COST: MP 30
PREREQUISITE: Air Magic

"Whirling wind, with fetters unseen, fix my foes to where they stand!"

CLASSES:

(Lv.15~) Wizard	(Lv.14~) Warlock	(Lv.16~) Necromancer
(Lv.13~) Lich	(Lv.15~) Lord	(Lv.16~) Shaman
(Lv.15~) Wicce	(Lv.16~) Patriarch	(Lv.16~) Familiar

Sold in General Shops for 1600 goth after CH3N-SB[4] Port Asyton, CH3C-SB[6] Bahanna Highlands or CH3L-SB[7]A/B Coritanae Keep (Coritanae Ward).

=====
E a r t h [DCF3]
=====

Call on the spirits of earth to send storms of dust and rock against your foes. Requires MP.

Grimoire Aiguille	[4C5D]
Grimoire Aiguille II	[8106]
Grimoire Aiguille III	[F586]
Grimoire Aiguille IV	[CD39]
Grimoire Rocher	[DE84]
Grimoire Rocher II	[8C41]
Grimoire Rocher III	[5A47]
Grimoire Rocher IV	[71E8]
Grimoire Orestiad	[1743]
Grimoire Orestiad II	[039D]
Grimoire Seisme	[2563]
Grimoire Seisme II	[024B]
Grimoire Infuterre	[68C3]
Grimoire Antiterre	[12C7]
Grimoire Rempart	[AC1D]
Grimoire Maladresse	[2BE8]
Grimoire Ensablant	[4BD6]
Grimoire Monolithe	[9BFE]

=====
Grimoire Aiguille [4C5D]
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Grimoire for the EARTH spell VULCAN LANCE, a MISSILE spell that sends forth a jagged piece of igneous rock dealing PIERCING EARTH damage to a SINGLE TARGET. Has a chance to inflict EARTH AVERSE.

Earth

RANGE: 3 ~ 6 AREA: 1 RT: +13
AFFINITY: Earth
COST: MP 15
PREREQUISITE: Earth Magic

"Giant upon mount of fire, cast down to earth your spear of rage!"

CLASSES:

(Lv.01~) Wizard	(Lv.03~) Rune Fencer	(Lv.01~) Warlock
(Lv.02~) Necromancer	(Lv.01~) Lich	(Lv.03~) Lord
(Lv.01~) Astromancer	(Lv.03~) Vartan	(Lv.01~) Shaman
(Lv.01~) Wicce	(Lv.01~) Knight Commander	(Lv.03~) Patriarch
(Lv.02~) Familiar	(Lv.01~) Cyclops	

Sold in General Shops for 300 goth at the start of the game.

Dropped from the following unit(s):

CH1N-SB[2] Almorica Castle (The Gates of Almorica)
(04,12,11) Wizard x 1

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Grimoire Aiguille II [8106]
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Grimoire for the EARTH spell VULCAN LANCE II, a MISSILE spell that sends forth a jagged piece of igneous rock dealing PIERCING EARTH damage to a SINGLE TARGET. Has a chance to inflict EARTH AVERSE.

Earth

RANGE: 3 ~ 6 AREA: 1 RT: +16
AFFINITY: Earth
COST: MP 30
PREREQUISITE: Earth Magic

"Giant upon mount of fire, cast down to earth your spear of rage!"

CLASSES:

(Lv.10~) Wizard	(Lv.12~) Rune Fencer	(Lv.09~) Warlock
(Lv.11~) Necromancer	(Lv.08~) Lich	(Lv.10~) Lord
(Lv.09~) Astromancer	(Lv.12~) Vartan	(Lv.09~) Shaman
(Lv.10~) Wicce	(Lv.09~) Knight Commander	(Lv.12~) Patriarch
(Lv.11~) Familiar	(Lv.10~) Cyclops	

Sold in General Shops for 1200 goth after CH2C-SB[3] Xeod Moors or CH2L-SB[2] Xeod Moors.

Dropped from the following unit(s):

CH2C-SB[8] Ndamsa Fortress (Ndamsa Fortress)
(01,06,19) Wizard x 1

CH3N-SB[4] Port Asyton
(06,10,17) Wizard x 1

CH3N-SB[8] Coritanae Keep (The Gates of Coritanae)
(07,17,15) Valkyrie x 1

CH3C-SB[2] Xeod Moors
(03,17,03) Rune Fencer x 1
(09,20,03) Enchantress x 1

CH3L-SB[2A] Brigantys Castle (Brigantys South Curtain Wall)
(01,12,29) Rune Fencer x 1

CH3L-SB[2B] Brigantys Castle (Brigantys West Curtain Wall)
(10,23,21) Enchantress x 1
(12,24,21) Wizard x 1

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Grimoire Aiguille III [F586]
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Grimoire for the EARTH spell VULCAN LANCE III, a MISSILE spell that sends forth a jagged piece of igneous rock dealing PIERCING EARTH damage to a SINGLE TARGET. Has a chance to inflict EARTH AVERSE.

Earth

RANGE: 3 ~ 6 AREA: 1 RT: +19

AFFINITY: Earth

COST: MP 45

PREREQUISITE: Earth Magic

"Giant upon mount of fire, cast down to earth your spear of rage!"

CLASSES:

(Lv.19~) Wizard	(Lv.21~) Rune Fencer	(Lv.18~) Warlock
(Lv.20~) Necromancer	(Lv.17~) Lich	(Lv.19~) Lord
(Lv.18~) Astromancer	(Lv.21~) Vartan	(Lv.18~) Shaman
(Lv.19~) Wicce	(Lv.18~) Knight Commander	(Lv.21~) Patriarch
(Lv.20~) Familiar	(Lv.19~) Cyclops	

Sold in General Shops for 2100 goth after CH4-SB[4] Hagia Banhamuba and returning to Phidoch Castle.

Dropped from the following unit(s):

CH4-SB[11A] Iorumza Canyon	
(18,07,05) Enchantress	x 1 (Lv.~32)

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Grimoire Aiguille IV

[CD39]

Grimoire for the EARTH spell VULCAN LANCE IV, a MISSILE spell that sends forth a jagged piece of igneous rock dealing PIERCING EARTH damage to a SINGLE TARGET. Has a chance to inflict EARTH AVERSE.

Earth

RANGE: 3 ~ 6 AREA: 1 RT: +22

AFFINITY: Earth

COST: MP 60

PREREQUISITE: Earth Magic

"Giant upon mount of fire, cast down to earth your spear of rage!"

CLASSES:

(Lv.28~) Wizard	(Lv.30~) Rune Fencer	(Lv.27~) Warlock
(Lv.29~) Necromancer	(Lv.26~) Lich	(Lv.28~) Lord
(Lv.27~) Astromancer	(Lv.30~) Vartan	(Lv.27~) Shaman
(Lv.28~) Wicce	(Lv.27~) Knight Commander	(Lv.30~) Patriarch
(Lv.29~) Familiar	(Lv.28~) Cyclops	

Dropped from the following unit(s):

San Bronsa Ruins (Tower of Law Eternal - Level 12)	
(04,05,12) Matriarch	x 1

=====

Grimoire Rocher

[DE84]

Grimoire for the EARTH spell CRAGFALL, an INDIRECT spell that calls a gigantic rock down from the heavens dealing CRUSHING EARTH damage to a SINGLE TARGET. Has a chance to inflict EARTH AVERSE.

Earth

RANGE: 5 AREA: 1 RT: +14

AFFINITY: Earth

COST: MP 22

PREREQUISITE: Earth Magic

"Rakshas above hanging sky, tear firmament from foundation and hurl it to the ground!"

CLASSES:

(Lv.06~) Wizard	(Lv.05~) Warlock	(Lv.08~) Necromancer
(Lv.04~) Lich	(Lv.06~) Lord	(Lv.10~) Princess
(Lv.09~) Dark Priest	(Lv.05~) Astromancer	(Lv.05~) Shaman
(Lv.06~) Wicce	(Lv.05~) Knight Commander	(Lv.07~) Patriarch
(Lv.06~) Cyclops		

Sold in General Shops for 1000 goth at the start of the game.

Dropped from the following unit(s):

CH1N-SB[6] The Golborza Plain	
(01,04,05) Wizard	x 1

=====
Grimoire Rocher II [8C41]
=====

Grimoire for the EARTH spell CRAGFALL II, an INDIRECT spell that calls a gigantic rock down from the heavens dealing CRUSHING EARTH damage to MULTIPLE TARGETS. Has a chance to inflict EARTH AVERSE.

Earth

RANGE: 5 AREA: 2 RT: +19

AFFINITY: Earth

COST: MP 46

PREREQUISITE: Earth Magic

"Rakshas above hanging sky, tear firmament from foundation and hurl it to the ground!"

CLASSES:

(Lv.15~) Wizard	(Lv.14~) Warlock	(Lv.17~) Necromancer
(Lv.13~) Lich	(Lv.15~) Lord	(Lv.19~) Princess
(Lv.18~) Dark Priest	(Lv.14~) Astromancer	(Lv.14~) Shaman
(Lv.15~) Wicce	(Lv.14~) Knight Commander	(Lv.16~) Patriarch
(Lv.15~) Cyclops		

Sold in General Shops for 1900 goth after CH3N-SB[4] Port Asyton, CH3C-SB[6] Bahanna Highlands or CH3L-SB[7]A/B Coritanae Keep (Coritanae Ward).

Dropped from the following unit(s):

CH3N-SB[5] Mount Hedon	
Summoned Enchantress	x 1 (Lv.~28)

CH3N-SB[8] Coritanae Keep (The Gates of Coritanae)	
(05,16,15) Witch Gildora	x 1

CH3N-SB[12A] Phidoch Castle (Phidoch South Curtain Wall)	
(05,07,18) Warlock	x 1

CH3C-SB[4] Coritanae Keep (Coritanae Ward)
(03,10,10) Warlock x 1

CH3C-SB[5] The Reisan Way
(15,16,12) Wizard x 1 (Lv.~28)

CH3C-SB[8] Brigantys Castle (Brigantys Great Hall)
(03,02,06) Witch x 1

CH3L-SB[5] The Reisan Way
(24,03,10) Warlock x 1

CH3L-SB[8A] The Psonji Weald
(07,02,03) Warlock x 1
(10,02,04) Witch x 1

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Grimoire Rocher III [5A47]

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Grimoire for the EARTH spell CRAGFALL III, an INDIRECT spell that calls a gigantic rock down from the heavens dealing CRUSHING EARTH damage to MULTIPLE TARGETS. Has a chance to inflict EARTH AVERSE.

Earth

RANGE: 5 AREA: 3 RT: +24
AFFINITY: Earth
COST: MP 70
PREREQUISITE: Earth Magic

"Rakshas above hanging sky, tear firmament from foundation and hurl it to the ground!"

CLASSES:

(Lv.24~) Wizard	(Lv.23~) Warlock	(Lv.26~) Necromancer
(Lv.22~) Lich	(Lv.24~) Lord	(Lv.28~) Princess
(Lv.27~) Dark Priest	(Lv.23~) Astromancer	(Lv.23~) Shaman
(Lv.24~) Wicce	(Lv.23~) Knight Commander	(Lv.25~) Patriarch
(Lv.24~) Cyclops		

Sold in General Shops for 2800 goth after CODA-SB[1] Port Omish.

Dropped from the following unit(s):

CH4-SB[28] The Hanging Gardens (Sounding of the Hours)
(07,14,21) Templar (Rune Fencer) x 1 (Lv.~33)

=====

Grimoire Rocher IV [71E8]

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Grimoire for the EARTH spell CRAGFALL IV, an INDIRECT spell that calls a gigantic rock down from the heavens dealing CRUSHING EARTH damage to MULTIPLE TARGETS. Has a chance to inflict EARTH AVERSE.

Earth

RANGE: 5 AREA: 3 RT: +28
AFFINITY: Earth

COST: MP 94

PREREQUISITE: Earth Magic

"Rakshas above hanging sky, tear firmament from foundation and hurl it to the ground!"

CLASSES:

(Lv.33~) Wizard (Lv.32~) Warlock (Lv.35~) Necromancer
(Lv.31~) Lich (Lv.33~) Lord (Lv.37~) Princess
(Lv.36~) Dark Priest (Lv.32~) Astromancer (Lv.32~) Shaman
(Lv.33~) Wicce (Lv.32~) Knight Commander (Lv.34~) Patriarch
(Lv.33~) Cyclops

Dropped from the following unit(s):

San Bronsa Ruins (Floating Ruins - Level 5)
(08,11,15) Damasc Golem x 1

=====
Grimoire Orestiad [1743]
=====

Grimoire for the EARTH spell GNOME, an INDIRECT spell that summons the earth spirit Gnome to deal CRUSHING EARTH damage to SINGLE or MULTIPLE TARGETS. Has a chance to inflict EARTH AVERSE.

Earth

RANGE: 3 AREA: 2 RT: +19

AFFINITY: Earth

COST: MP 45

PREREQUISITE: Earth Magic

"You who dwell in earth and stone, release your wrath upon those fools who would your fastness foul!"

CLASSES:

(Lv.22~) Rune Fencer (Lv.22~) Lord (Lv.22~) Shaman
(Lv.20~) Patriarch

Sold in Palace of the Dead Shop for 2200 goth after CODA-SB[1] Port Omish.

Dropped from the following unit(s):

CH4-SB[19] The Hanging Gardens (Echoes of Her Passage)
(04,11,25) Templar (Wizard) x 1 (Lv.~33)

=====
Grimoire Orestiad II [039D]
=====

Grimoire for the EARTH spell GNOME II, an INDIRECT spell that summons the earth spirit Gnome to deal CRUSHING EARTH damage to SINGLE or MULTIPLE TARGETS. Has a chance to inflict EARTH AVERSE.

Earth

RANGE: 4 AREA: 3 RT: +24

AFFINITY: Earth

COST: MP 70

PREREQUISITE: Earth Magic

"You who dwell in earth and stone, release your wrath upon those fools who would your fastness foul!"

CLASSES:

(Lv.40~) Rune Fencer (Lv.40~) Lord (Lv.40~) Shaman
(Lv.38~) Patriarch

Dropped from the following unit(s):

San Bronsa Ruins (Floating Ruins - Level 10)
(25,09,22) Basilisk x 1

=====

Grimoire Seisme [2563]

=====

Grimoire for the EARTH spell EARTHQUAKE, an INDIRECT spell that causes tremors to shake the earth, dealing heavy EARTH damage to MULTIPLE TARGETS. Has a chance to inflict EARTH AVERSE.

Earth

RANGE: 3 AREA: 2 RT: +28
AFFINITY: Earth
COST: MP 90
PREREQUISITE: Earth Magic

"Serpent who lays sleeping among deepest roots of earth, awaken. Send your coils to course across the land!"

CLASSES:

(Lv.25~) Lich (Lv.27~) Lord (Lv.27~) Princess
(Lv.28~) Dark Priest (Lv.26~) Astromancer (Lv.26~) Shaman
(Lv.27~) Wicce

Dropped from the following unit(s):

CH4-SQ[13.2] Gecho Fortress (Sanctum of Vaasa)
(20,03,03) Nathalork x 1

=====

Grimoire Seisme II [024B]

=====

Grimoire for the EARTH spell EARTHQUAKE II, an INDIRECT spell that causes tremors to shake the earth, dealing heavy EARTH damage to MULTIPLE TARGETS. Has a chance to inflict EARTH AVERSE.

Earth

RANGE: 4 AREA: 3 RT: +38
AFFINITY: Earth
COST: MP 140
PREREQUISITE: Earth Magic

"Serpent who lays sleeping among deepest roots of earth, awaken. Send your coils to course across the land!"

CLASSES:

(Lv.37~) Lich (Lv.39~) Lord (Lv.39~) Princess
(Lv.40~) Dark Priest (Lv.38~) Astromancer (Lv.38~) Shaman
(Lv.40~) Wicce

Dropped from the following unit(s):

CH4-SQ[13.2] Gecho Fortress (Sanctum of Vaasa)
(20,03,03) Nathalork x 1 (Lv.33~)

=====

Grimoire Infuterre [68C3]

=====

Grimoire for the EARTH spell INSTILL EARTH, an INDIRECT spell that draws power from the earth spirits to grant EARTH-TOUCHED to a SINGLE TARGET.

Earth

RANGE: 5 AREA: 1 RT: +13
COST: MP 15
PREREQUISITE: Earth Magic

"By this pact of times long past, I call thee, Vaasa, dame of earth. Lend here to me your strength!"

CLASSES:
(Lv.03~) Rune Fencer (Lv.03~) Lord (Lv.08~) Shaman
(Lv.02~) Familiar

Sold in General Shops for 900 goth at the start of the game.

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Grimoire Antiterre [12C7]

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Grimoire for the EARTH spell PETROGUARD, an INDIRECT spell that draws power from the earth spirits to grant EARTH ATTUNED to MULTIPLE TARGETS.

Earth

RANGE: 5 AREA: 3 RT: +12
COST: MP 10
PREREQUISITE: Earth Magic

"Rise now, shield! Unblemished form! From traitor earth defend!"

CLASSES:
(Lv.05~) Rune Fencer (Lv.05~) Lord (Lv.05~) Shaman
(Lv.04~) Familiar

Sold in General Shops for 600 goth at the start of the game.

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Grimoire Rempart [AC1D]

=====

Grimoire for the EARTH spell PROTECT, an INDIRECT spell that draws power from the earth spirits to FORTIFY a SINGLE TARGET.

Earth

RANGE: 5 AREA: 1 RT: +13
COST: MP 15
PREREQUISITE: Earth Magic

"Spirit among veins of earth, protect our fragile flesh with mantle strong of stone!"

CLASSES:

(Lv.12~) Wizard	(Lv.11~) Warlock	(Lv.13~) Necromancer
(Lv.10~) Lich	(Lv.12~) Lord	(Lv.14~) Dark Priest
(Lv.10~) Shaman	(Lv.12~) Wicce	(Lv.13~) Patriarch
(Lv.11~) Familiar		

Sold in General Shops for 1400 goth after CH2C-SB[6] Krysaro or CH2L-SB[6] Qadriga Fortress.

Dropped from the following unit(s):

CH3N-SB[4] Port Asyton
(06,10,17) Wizard x 1

CH3C-SB[2] Xeod Moors
(09,20,03) Enchantress x 1

CH3L-SB[2B] Brigantys Castle (Brigantys West Curtain Wall)
(10,23,21) Enchantress x 1
(12,24,21) Wizard x 1

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Grimoire Maladresse	[2BE8]
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Grimoire for the EARTH spell BLADE WARD, an INDIRECT spell that draws power from the earth spirits to inflict FALSESTRIKE on a SINGLE TARGET.

Earth

RANGE: 5 AREA: 1 RT: +14

COST: MP 20

PREREQUISITE: Earth Magic

"Come now, hand of dark earth-vault, clutch at their eyes and steal their light!"

CLASSES:

(Lv.08~) Wizard	(Lv.07~) Warlock	(Lv.09~) Necromancer
(Lv.06~) Lich	(Lv.08~) Lord	(Lv.07~) Shaman
(Lv.08~) Wicce	(Lv.09~) Patriarch	(Lv.07~) Familiar

Sold in General Shops for 900 goth after CH1N-SB[5] Krysaro and returning to Almorica Castle.

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Grimoire Ensablant	[4BD6]
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Grimoire for the EARTH spell DUSTSTORM, an INDIRECT spell that SLOWS MULTIPLE TARGETS with a ferocious dust storm.

Earth

RANGE: 6 AREA: 2 RT: +14

AFFINITY: Earth

COST: MP 20

PREREQUISITE: Earth Magic

"Sweep of sand, rend time asunder, blast and rage!"

CLASSES:

(Lv.10~) Wizard	(Lv.09~) Warlock	(Lv.11~) Necromancer
(Lv.08~) Lich	(Lv.10~) Lord	(Lv.11~) Shaman
(Lv.10~) Wicce	(Lv.11~) Patriarch	(Lv.11~) Familiar

Sold in General Shops for 1100 goth after CH2C-SB[3] Xeod Moors or CH2L-SB[2] Xeod Moors.

=====
Grimoire Monolithe [9BFE]
=====

Grimoire for the EARTH spell PETRIFOG, an INDIRECT spell that PETRIFIES MULTIPLE TARGETS with a mineralizing gas from the depths of the earth.

Earth

RANGE: 4 AREA: 2 RT: +16
AFFINITY: Earth
COST: MP 30
PREREQUISITE: Earth Magic

"Giant deep in desolation, sleeper in earth-halls, visit your pain upon the land!"

CLASSES:

(Lv.15~) Wizard	(Lv.14~) Warlock	(Lv.16~) Necromancer
(Lv.13~) Lich	(Lv.15~) Lord	(Lv.16~) Shaman
(Lv.15~) Wicce	(Lv.16~) Patriarch	(Lv.16~) Familiar

Sold in General Shops for 1600 goth after CH3N-SB[4] Port Asyton, CH3C-SB[6] Bahanna Highlands or CH3L-SB[7]A/B Coritanae Keep (Coritanae Ward).

Dropped from the following unit(s):

CH3L-SB[7B] Coritanae Keep (Coritanae Ward)
(07,09,07) Rune Fencer x 1 (Lv.~29)

CH4-SB[14] The Royal City of Heim (Heim Courtyard)
(02,15,29) Warlock x 1 (Lv.~33)

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L i g h t n i n g [7C35]
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Call on the spirits of lightning to shower your foes with bolts from above.
Requires MP.

- Grimoire Foudrarc [8CF9]
- Grimoire Foudrarc II [14A9]
- Grimoire Foudrarc III [2645]
- Grimoire Foudrarc IV [F7E4]
- Grimoire Scindeciel [D67E]
- Grimoire Scindeciel II [297D]
- Grimoire Scindeciel III [2435]
- Grimoire Scindeciel IV [ECB7]

Grimoire Tonnerre [5C83]
Grimoire Tonnerre II [DA83]
Grimoire Eclat [C64E]
Grimoire Eclat II [A78E]
Grimoire Infufoudre [E7C3]
Grimoire Antifoudre [3164]
Grimoire Electrisant [62BC]
Grimoire Immobilisant [4C61]
Grimoire Choquant [C6A4]
Grimoire Eclair [61A0]

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Grimoire Foudrarc [8CF9]

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Grimoire for the LIGHTNING spell LIGHTNING BOW, a MISSILE spell that unleashes a thunderbolt dealing PIERCING LIGHTNING damage to a SINGLE TARGET. Has a chance to inflict LIGHTNING AVERSE.

Lightning

RANGE: 3 ~ 6 AREA: 1 RT: +13
AFFINITY: Lightning
COST: MP 15
PREREQUISITE: Lightning Magic

"Lost souls who wander 'cross the land...become as thunderbolts! With fiery blaze, return to the mother's blessed embrace!"

CLASSES:

(Lv.01~) Wizard	(Lv.03~) Rune Fencer	(Lv.01~) Warlock
(Lv.02~) Necromancer	(Lv.01~) Lich	(Lv.03~) Lord
(Lv.01~) Astromancer	(Lv.03~) Vartan	(Lv.01~) Shaman
(Lv.01~) Wicce	(Lv.01~) Knight Commander	(Lv.03~) Patriarch
(Lv.02~) Familiar	(Lv.01~) Cyclops	

Sold in General Shops for 300 goth at the start of the game.

Dropped from the following unit(s):

CH1N-SB[5] Krysaro
(12,15,04) Wizard x 1

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Grimoire Foudrarc II [14A9]

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Grimoire for the LIGHTNING spell LIGHTNING BOW II, a MISSILE spell that unleashes a thunderbolt dealing PIERCING LIGHTNING damage to a SINGLE TARGET. Has a chance to inflict LIGHTNING AVERSE.

Lightning

RANGE: 3 ~ 6 AREA: 1 RT: +16
AFFINITY: Lightning
COST: MP 30
PREREQUISITE: Lightning Magic

"Lost souls who wander 'cross the land...become as thunderbolts! With fiery blaze, return to the mother's blessed embrace!"

CLASSES:

(Lv.10~) Wizard (Lv.12~) Rune Fencer (Lv.09~) Warlock
(Lv.11~) Necromancer (Lv.08~) Lich (Lv.10~) Lord
(Lv.09~) Astromancer (Lv.12~) Vartan (Lv.09~) Shaman
(Lv.10~) Wicce (Lv.09~) Knight Commander (Lv.12~) Patriarch
(Lv.11~) Familiar (Lv.10~) Cyclops

Sold in General Shops for 1200 goth after CH2C-SB[3] Xeod Moors or CH2L-SB[2] Xeod Moors.

Dropped from the following unit(s):

CH2C-SB[7] Qadriga Fortress (Qadriga Fortress)
(06,09,11) Enchantress x 1

CH2L-SB[6] Qadriga Fortress (Qadriga Fortress)
(02,13,22) Enchantress x 1

CH3N-SB[5] Mount Hedon
(05,04,09) Wizard x 1

CH3C-SB[3] Coritanae Keep (The Gates of Coritanae)
(03,09,12) Enchantress x 1

CH3L-SB[3] Brigantys Castle (Brigantys Great Hall)
(03,10,06) Wizard x 1

Grimoire Foudrarc III [2645]

Grimoire for the LIGHTNING spell LIGHTNING BOW III, a MISSILE spell that unleashes a thunderbolt dealing PIERCING LIGHTNING damage to a SINGLE TARGET. Has a chance to inflict LIGHTNING AVERSE.

Lightning

RANGE: 3 ~ 6 AREA: 1 RT: +19

AFFINITY: Lightning

COST: MP 45

PREREQUISITE: Lightning Magic

"Lost souls who wander 'cross the land...become as thunderbolts! With fiery blaze, return to the mother's blessed embrace!"

CLASSES:

(Lv.19~) Wizard (Lv.21~) Rune Fencer (Lv.18~) Warlock
(Lv.20~) Necromancer (Lv.17~) Lich (Lv.19~) Lord
(Lv.18~) Astromancer (Lv.21~) Vartan (Lv.18~) Shaman
(Lv.19~) Wicce (Lv.18~) Knight Commander (Lv.21~) Patriarch
(Lv.20~) Familiar (Lv.19~) Cyclops

Sold in General Shops for 2100 goth after CH4-SB[4] Hagia Banhamuba and returning to Phidoch Castle.

Dropped from the following unit(s):

CH4-SB[10B] Barnicia Castle (Barnicia Grand Staircase)
(13,19,15) Templar (Warlock) x 1 (Lv.~32)

Grimoire Foudrarc IV [F7E4]

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Grimoire for the LIGHTNING spell LIGHTNING BOW IV, a MISSILE spell that unleashes a thunderbolt dealing PIERCING LIGHTNING damage to a SINGLE TARGET. Has a chance to inflict LIGHTNING AVERSE.

Lightning

RANGE: 3 ~ 6 AREA: 1 RT: +22

AFFINITY: Lightning

COST: MP 60

PREREQUISITE: Lightning Magic

"Lost souls who wander 'cross the land...become as thunderbolts! With fiery blaze, return to the mother's blessed embrace!"

CLASSES:

(Lv.28~) Wizard	(Lv.30~) Rune Fencer	(Lv.27~) Warlock
(Lv.29~) Necromancer	(Lv.26~) Lich	(Lv.28~) Lord
(Lv.27~) Astromancer	(Lv.30~) Vartan	(Lv.27~) Shaman
(Lv.28~) Wicce	(Lv.27~) Knight Commander	(Lv.30~) Patriarch
(Lv.29~) Familiar	(Lv.28~) Cyclops	

Dropped from the following unit(s):

San Bronsa Ruins (Tower of Law Eternal - Level 13)
(07,06,17) Matriarch x 1

Grimoire Scindeciel [D67E]

Grimoire for the LIGHTNING spell THUNDERFLARE, an INDIRECT spell that calls forth sheaves of lightning dealing PIERCING LIGHTNING damage to a SINGLE TARGET. Has a chance to inflict LIGHTNING AVERSE.

Lightning

RANGE: 5 AREA: 1 RT: +14

AFFINITY: Lightning

COST: MP 22

PREREQUISITE: Lightning Magic

"Beast of lightning, rush from storm cloud, rend the earth with shining claws!"

CLASSES:

(Lv.06~) Wizard	(Lv.05~) Warlock	(Lv.08~) Necromancer
(Lv.04~) Lich	(Lv.06~) Lord	(Lv.10~) Princess
(Lv.09~) Dark Priest	(Lv.05~) Astromancer	(Lv.05~) Shaman
(Lv.06~) Wicce	(Lv.05~) Knight Commander	(Lv.07~) Patriarch
(Lv.06~) Cyclops		

Sold in General Shops for 1000 goth at the start of the game.

Dropped from the following unit(s):

CH1N-SB[8] Lake Bordu
(06,10,05) Enchantress x 1

CH1N-SQ[1] Qadruga Fortress (Qadruga Fortress)
(02,06,15) Wizard x 1

Grimoire for the LIGHTNING spell THUNDERFLARE II, an INDIRECT spell that calls forth sheaves of lightning dealing PIERCING LIGHTNING damage to MULTIPLE TARGETS. Has a chance to inflict LIGHTNING AVERSE.

 Lightning

RANGE: 5 AREA: 2 RT: +19
 AFFINITY: Lightning
 COST: MP 46
 PREREQUISITE: Lightning Magic

 "Beast of lightning, rush from storm cloud, rend the earth with shining claws!"

CLASSES:

(Lv.15~) Wizard	(Lv.14~) Warlock	(Lv.17~) Necromancer
(Lv.13~) Lich	(Lv.15~) Lord	(Lv.19~) Princess
(Lv.18~) Dark Priest	(Lv.14~) Astromancer	(Lv.14~) Shaman
(Lv.15~) Wicce	(Lv.14~) Knight Commander	(Lv.16~) Patriarch
(Lv.15~) Cyclops		

 Sold in General Shops for 1900 goth after CH3N-SB[4] Port Asyton, CH3C-SB[6] Bahanna Highlands or CH3L-SB[7]A/B Coritanae Keep (Coritanae Ward).

Dropped from the following unit(s):

- CH3N-SB[2] Boed Fortress (Boed Fortress)
 (08,15,25) Templar (Wizard) x 1

- CH3N-SB[6] Hagia Banhamuba
 (23,09,04) Familiar x 1 (Lv.~28)

- CH3N-SB[9] Coritanae Keep (Coritanae Ward)
 (04,02,09) Enchantress x 1

- CH3N-SB[11] The Arkhaiopolis of Rhime
 (09,14,09) Wizard x 1

- CH3C-SB[1] Port Asyton
 (16,09,05) Enchantress x 1

- CH3C-SB[6] Bahanna Highlands
 (01,01,17) Wizard x 1 (Lv.~28)

- CH3C-SB[7A] Brigantys Castle (Brigantys South Curtain Wall)
 (05,07,16) Enchantress x 1

- CH3C-SB[8] Brigantys Castle (Brigantys Great Hall)
 (03,10,06) Wizard x 1

- CH3L-SB[1] Madura Drift
 (18,10,03) Wizard x 1

- CH3L-SB[6] Coritanae Keep (The Gates of Coritanae)
 (03,08,11) Wizard x 1

- CH3L-SB[7A] Coritanae Keep (Coritanae Ward)

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Grimoire Scindeciel III

[2435]

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Grimoire for the LIGHTNING spell THUNDERFLARE III, an INDIRECT spell that calls forth sheaves of lightning dealing PIERCING LIGHTNING damage to MULTIPLE TARGETS. Has a chance to inflict LIGHTNING AVERSE.

Lightning

RANGE: 5 AREA: 3 RT: +24

AFFINITY: Lightning

COST: MP 70

PREREQUISITE: Lightning Magic

"Beast of lightning, rush from storm cloud, rend the earth with shining claws!"

CLASSES:

(Lv.24~) Wizard	(Lv.23~) Warlock	(Lv.26~) Necromancer
(Lv.22~) Lich	(Lv.24~) Lord	(Lv.28~) Princess
(Lv.27~) Dark Priest	(Lv.23~) Astromancer	(Lv.23~) Shaman
(Lv.24~) Wicce	(Lv.23~) Knight Commander	(Lv.25~) Patriarch
(Lv.24~) Cyclops		

Sold in General Shops for 2800 goth after CODA-SB[1] Port Omish.

Dropped from the following unit(s):

CH4-SB[16] The Hanging Gardens (Foot of the Gardens)
 (09,07,04) Templar (Wizard) x 1 (Lv.~33)

=====

Grimoire Scindeciel IV

[ECB7]

=====

Grimoire for the LIGHTNING spell THUNDERFLARE IV, an INDIRECT spell that calls forth sheaves of lightning dealing PIERCING LIGHTNING damage to MULTIPLE TARGETS. Has a chance to inflict LIGHTNING AVERSE.

Lightning

RANGE: 5 AREA: 3 RT: +28

AFFINITY: Lightning

COST: MP 94

PREREQUISITE: Lightning Magic

"Beast of lightning, rush from storm cloud, rend the earth with shining claws!"

CLASSES:

(Lv.33~) Wizard	(Lv.32~) Warlock	(Lv.35~) Necromancer
(Lv.31~) Lich	(Lv.33~) Lord	(Lv.37~) Princess
(Lv.36~) Dark Priest	(Lv.32~) Astromancer	(Lv.32~) Shaman
(Lv.33~) Wicce	(Lv.32~) Knight Commander	(Lv.34~) Patriarch
(Lv.33~) Cyclops		

Dropped from the following unit(s):

San Bronsa Ruins (Floating Ruins - Level 2)

=====
Grimoire Tonnerre [5C83]
=====

Grimoire for the LIGHTNING spell THUNDERBIRD, an INDIRECT spell that summons the lightning spirit Thunder bird to deal CRUSHING LIGHTNING damage to SINGLE or MULTIPLE TARGETS. Has a chance to inflict LIGHTNING AVERSE.

Lightning

RANGE: 3 AREA: 2 RT: +19
AFFINITY: Lightning
COST: MP 45
PREREQUISITE: Lightning Magic

"Bird of heavens, bearing lightning, follow my command!"

CLASSES:
(Lv.22~) Rune Fencer (Lv.22~) Lord (Lv.22~) Shaman
(Lv.20~) Patriarch

Sold in Palace of the Dead Shop for 2200 goth after CODA-SB[1] Port Omish.

=====
Grimoire Tonnerre II [DA83]
=====

Grimoire for the LIGHTNING spell THUNDERBIRD II, an INDIRECT spell that summons the lightning spirit Thunder bird to deal CRUSHING LIGHTNING damage to SINGLE or MULTIPLE TARGETS. Has a chance to inflict LIGHTNING AVERSE.

Lightning

RANGE: 4 AREA: 3 RT: +24
AFFINITY: Lightning
COST: MP 70
PREREQUISITE: Lightning Magic

"Bird of heavens, bearing lightning, follow my command!"

CLASSES:
(Lv.40~) Rune Fencer (Lv.40~) Lord (Lv.40~) Shaman
(Lv.38~) Patriarch

Dropped from the following unit(s):
San Bronsa Ruins (Floating Ruins - Level 15)
(02,23,19) Gorgon x 1

=====
Grimoire Eclat [C64E]
=====

Grimoire for the LIGHTNING spell THUNDERBURST, an INDIRECT spell that sends forth a blast of energy dealing heavy LIGHTNING damage to MULTIPLE TARGETS. Has a chance to inflict LIGHTNING AVERSE.

Lightning

RANGE: 3 AREA: 2 RT: +28
AFFINITY: Lightning
COST: MP 90
PREREQUISITE: Lightning Magic

"Lord of lightning among the clouds, unto me bequeath your light! Unleash your power and destroy!"

CLASSES:
(Lv.25~) Lich (Lv.27~) Lord (Lv.27~) Princess
(Lv.28~) Dark Priest (Lv.26~) Astromancer (Lv.26~) Shaman
(Lv.27~) Wicce

Dropped from the following unit(s):
CH4-SQ[16.2] Qadriga Fortress (Sanctum of Nestharot)
(17,07,05) Xolotl x 1

=====
Grimoire Eclat II [A78E]
=====

Grimoire for the LIGHTNING spell THUNDERBURST II, an INDIRECT spell that sends forth a blast of energy dealing heavy LIGHTNING damage to MULTIPLE TARGETS. Has a chance to inflict LIGHTNING AVERSE.

Lightning

RANGE: 4 AREA: 3 RT: +38
AFFINITY: Lightning
COST: MP 140
PREREQUISITE: Lightning Magic

"Lord of lightning among the clouds, unto me bequeath your light! Unleash your power and destroy!"

CLASSES:
(Lv.37~) Lich (Lv.39~) Lord (Lv.39~) Princess
(Lv.40~) Dark Priest (Lv.38~) Astromancer (Lv.38~) Shaman
(Lv.40~) Wicce

Dropped from the following unit(s):
CH4-SQ[16.2] Qadriga Fortress (Sanctum of Nestharot)
(17,07,05) Xolotl x 1 (Lv.33~)

=====
Grimoire Infufoudre [E7C3]
=====

Grimoire for the LIGHTNING spell INSTILL LIGHTNING, an INDIRECT spell that draws power from the lightning spirits to grant LIGHTNING-TOUCHED to a SINGLE TARGET.

Lightning

RANGE: 5 AREA: 1 RT: +13
COST: MP 15
PREREQUISITE: Lightning Magic

"Bolt of thunder in sky blazing, descend from heaven and serve me. Give me the power of destruction that my enemies might fall!"

CLASSES:

(Lv.03~) Rune Fencer (Lv.03~) Lord (Lv.08~) Shaman
(Lv.02~) Familiar

Sold in General Shops for 900 goth at the start of the game.

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Grimoire Antifoudre [3164]

=====

Grimoire for the LIGHTNING spell ELECTRIGUARD, an INDIRECT spell that draws power from the lightning spirits to grant LIGHTNING ATTUNED to MULTIPLE TARGETS.

Lightning

RANGE: 5 AREA: 3 RT: +12
COST: MP 10
PREREQUISITE: Lightning Magic

"Rise ye now, fabric of darkness, avert lightning blazing bright. To me give your protection!"

CLASSES:

(Lv.05~) Rune Fencer (Lv.05~) Lord (Lv.05~) Shaman
(Lv.04~) Familiar

Sold in General Shops for 600 goth at the start of the game.

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Grimoire Electrisant [62BC]

=====

Grimoire for the LIGHTNING spell GALVANIZE, an INDIRECT spell that draws power from the lightning spirits to grant TRUESTRIKE to a SINGLE TARGET.

Lightning

RANGE: 5 AREA: 1 RT: +13
COST: MP 15
PREREQUISITE: Lightning Magic

"Come into me spirit of lightning, polish form and strengthen heart. Guide the falling of my blade!"

CLASSES:

(Lv.12~) Wizard (Lv.11~) Warlock (Lv.13~) Necromancer
(Lv.10~) Lich (Lv.12~) Lord (Lv.14~) Dark Priest
(Lv.10~) Shaman (Lv.12~) Wicce (Lv.13~) Patriarch
(Lv.11~) Familiar

Sold in General Shops for 1400 goth after CH2C-SB[6] Kryсарo or CH2L-SB[6] Qadriga Fortress.

Dropped from the following unit(s):

CH2C-SB[11] Almorica Castle (The Gates of Almorica)
 (05,07,11) Sorceress Ramidos x 1

CH2L-SB[10] Almorica Castle (The Gates of Almorica)

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Grimoire Immobilisant

[4C61]

=====

Grimoire for the LIGHTNING spell STORMSPARK, an INDIRECT spell that SHACKLES a SINGLE TARGET with a powerful flash of light.

Lightning

RANGE: 5 AREA: 1 RT: +16

COST: MP 30

PREREQUISITE: Lightning Magic

"Flash with brilliance, arcing lightning, rend a hole in the time's bright weave!"

CLASSES:

(Lv.08~) Wizard

(Lv.07~) Warlock

(Lv.09~) Necromancer

(Lv.06~) Lich

(Lv.08~) Lord

(Lv.07~) Shaman

(Lv.08~) Wicce

(Lv.09~) Patriarch

(Lv.07~) Familiar

Sold in General Shops for 900 goth after CH1N-SB[5] Krysaro and returning to Almorica Castle.

Dropped from the following unit(s):

CH1N-SB[11B] Balmamusa

(12,20,27) Wizard

x 1

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Grimoire Choquant

[C6A4]

=====

Grimoire for the LIGHTNING spell STUNBOMB, an INDIRECT spell that STUNS MULTIPLE TARGETS with a massive discharge of light and energy.

Lightning

RANGE: 6 AREA: 2 RT: +14

AFFINITY: Lightning

COST: MP 20

PREREQUISITE: Lightning Magic

"Chains of light, numb with your brilliance, burn away shadow and night!"

CLASSES:

(Lv.05~) Wizard

(Lv.04~) Warlock

(Lv.06~) Necromancer

(Lv.03~) Lich

(Lv.05~) Lord

(Lv.06~) Shaman

(Lv.05~) Wicce

(Lv.06~) Patriarch

(Lv.06~) Familiar

Sold in General Shops for 600 goth at the start of the game.

=====

Grimoire Eclair

[61A0]

=====

Grimoire for the LIGHTNING spell STUNSLAY, an INDIRECT spell that resets the RT of MULTIPLE TARGETS to maximum with a brilliant radiance.

Lightning

RANGE: 4 AREA: 2 RT: +16
AFFINITY: Lightning
COST: MP 30
PREREQUISITE: Lightning Magic

"Thunder light rend flow of time, swallow all in shining calm."

CLASSES:

(Lv.15~) Wizard	(Lv.14~) Warlock	(Lv.16~) Necromancer
(Lv.13~) Lich	(Lv.15~) Lord	(Lv.16~) Shaman
(Lv.15~) Wicce	(Lv.16~) Patriarch	(Lv.16~) Familiar

Sold in General Shops for 1600 goth after CH3N-SB[4] Port Asyton, CH3C-SB[6] Bahanna Highlands or CH3L-SB[7]A/B Coritanae Keep (Coritanae Ward).

Dropped from the following unit(s):

CH3N-SB[11] The Arkhaiopolis of Rhime	
(09,14,09) Wizard	x 1
CH3C-SB[8] Brigantys Castle (Brigantys Great Hall)	
(03,10,06) Wizard	x 1
CH3L-SB[6] Coritanae Keep (The Gates of Coritanae)	
(03,08,11) Wizard	x 1
CH3L-SB[8A] The Psonji Weald	
(04,02,03) Enchantress	x 1 (Lv.~29)

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W a t e r

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[DAE7]

Call on the spirits of water to buffet your foes with searing mists and driving rain. Requires MP.

Grimoire Aquamasse	[F59A]
Grimoire Aquamasse II	[F063]
Grimoire Aquamasse III	[731E]
Grimoire Aquamasse IV	[FC8E]
Grimoire Malepluie	[E617]
Grimoire Malepluie II	[9CF0]
Grimoire Malepluie III	[90D2]
Grimoire Malepluie IV	[7591]
Grimoire Naiade	[E6BF]
Grimoire Naiade II	[6F8B]
Grimoire Vaporisateur	[83E0]
Grimoire Vaporisateur II	[C6F0]
Grimoire Infueau	[9F38]
Grimoire Antieau	[7645]
Grimoire Bonnepluie	[FDC8]
Grimoire Stagnation	[EDC8]
Grimoire Toxibrume	[53BE]
Grimoire Embourbant	[A185]

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Grimoire Aquamasse

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[F59A]

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Grimoire Aquamasse III [731E]

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Grimoire for the WATER spell AQUABLAST III, a MISSILE spell that unleashes a jet of water dealing CRUSHING WATER damage to a SINGLE TARGET. Has a chance to inflict WATER AVERSE.

Water

RANGE: 3 ~ 6 AREA: 1 RT: +19
AFFINITY: Water
COST: MP 45
PREREQUISITE: Water Magic

"Swaying rise ye watery fist, with fury flow, crush bone and flesh!"

CLASSES:

(Lv.19~) Wizard	(Lv.21~) Rune Fencer	(Lv.18~) Warlock
(Lv.20~) Necromancer	(Lv.17~) Lich	(Lv.19~) Lord
(Lv.18~) Astromancer	(Lv.21~) Vartan	(Lv.18~) Shaman
(Lv.19~) Wicce	(Lv.18~) Knight Commander	(Lv.21~) Patriarch
(Lv.20~) Familiar	(Lv.19~) Cyclops	

Sold in General Shops for 2100 goth after CH4-SB[4] Hagia Banhamuba and returning to Phidoch Castle.

Dropped from the following unit(s):

CH4-SB[9] Barnicia Castle (Barnicia Courtyard)
(11,16,14) Templar (Wizard) x 1 (Lv.~32)

=====

Grimoire Aquamasse IV [FC8E]

=====

Grimoire for the WATER spell AQUABLAST IV, a MISSILE spell that unleashes a jet of water dealing CRUSHING WATER damage to a SINGLE TARGET. Has a chance to inflict WATER AVERSE.

Water

RANGE: 3 ~ 6 AREA: 1 RT: +22
AFFINITY: Water
COST: MP 60
PREREQUISITE: Water Magic

"Swaying rise ye watery fist, with fury flow, crush bone and flesh!"

CLASSES:

(Lv.28~) Wizard	(Lv.30~) Rune Fencer	(Lv.27~) Warlock
(Lv.29~) Necromancer	(Lv.26~) Lich	(Lv.28~) Lord
(Lv.27~) Astromancer	(Lv.30~) Vartan	(Lv.27~) Shaman
(Lv.28~) Wicce	(Lv.27~) Knight Commander	(Lv.30~) Patriarch
(Lv.29~) Familiar	(Lv.28~) Cyclops	

Dropped from the following unit(s):

San Bronsa Ruins (Tower of Law Eternal - Level 12)

Bahanna Highlands or CH3L-SB[7]A/B Coritanae Keep (Coritanae Ward).

Dropped from the following unit(s):

CH3N-SB[6] Hagia Banhamuba
(23,02,04) Familiar x 1 (Lv.~28)

CH3N-SB[12A] Phidoch Castle (Phidoch South Curtain Wall)
(09,02,10) Wizard x 1

CH3C-SB[7B] Brigantys Castle (Brigantys West Curtain Wall)
(12,24,21) Enchantress x 1

CH3C-SB[9] Bahanna Highlands
(22,10,04) Wizard x 1 (Lv.~29)

CH3L-SB[4] Bahanna Highlands
(21,08,04) Enchantress x 1

CH4-SB[13B] The Royal City of Heim (Heim South Curtain Wall)
(06,18,26) Enchantress x 1 (Lv.~33)

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Grimoire Malepluie III	[90D2]
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=====

Grimoire for the WATER spell ACID RAIN III, an INDIRECT spell that calls forth a corrosive downpour inflicting WATER damage to MULTIPLE TARGETS. Has a chance to inflict WATER AVERSE.

Water

RANGE: 5 AREA: 3 RT: +24
AFFINITY: Water
COST: MP 70
PREREQUISITE: Water Magic

"Upon those sinners spilling blood, let rains of lamentation fall!"

CLASSES:

(Lv.24~) Wizard	(Lv.23~) Warlock	(Lv.26~) Necromancer
(Lv.22~) Lich	(Lv.24~) Lord	(Lv.28~) Princess
(Lv.27~) Dark Priest	(Lv.23~) Astromancer	(Lv.23~) Shaman
(Lv.24~) Wicce	(Lv.23~) Knight Commander	(Lv.25~) Patriarch
(Lv.24~) Cyclops		

Sold in General Shops for 2800 goth after CODA-SB[1] Port Omish.

Dropped from the following unit(s):

CH4-SB[17] The Hanging Gardens (The Serpent's Spine)
(09,22,23) Templar (Wizard) x 1 (Lv.~33)

CH4-SB[34] The Hanging Gardens (The Tomb Below)
(20,12,12) Templar (Wizard) x 1 (Lv.~34)

=====

Grimoire Malepluie IV	[7591]
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=====

Grimoire for the WATER spell ACID RAIN IV, an INDIRECT spell that calls forth a corrosive downpour inflicting WATER damage to MULTIPLE TARGETS. Has a

chance to inflict WATER AVERSE.

Water

RANGE: 5 AREA: 3 RT: +28

AFFINITY: Water

COST: MP 94

PREREQUISITE: Water Magic

"Upon those sinners spilling blood, let rains of lamentation fall!"

CLASSES:

(Lv.33~) Wizard	(Lv.32~) Warlock	(Lv.35~) Necromancer
(Lv.31~) Lich	(Lv.33~) Lord	(Lv.37~) Princess
(Lv.36~) Dark Priest	(Lv.32~) Astromancer	(Lv.32~) Shaman
(Lv.33~) Wicce	(Lv.32~) Knight Commander	(Lv.34~) Patriarch
(Lv.33~) Cyclops		

Dropped from the following unit(s):

San Bronsa Ruins (Floating Ruins - Level 3)
(10,10,20) Scylla x 1

=====

Grimoire Naiade [E6BF]

=====

Grimoire for the WATER spell UNDIRINE, an INDIRECT spell that summons the water spirit Undine to deal CRUSHING WATER damage to SINGLE or MULTIPLE TARGETS.
Has a chance to inflict WATER AVERSE.

Water

RANGE: 3 AREA: 2 RT: +19

AFFINITY: Water

COST: MP 45

PREREQUISITE: Water Magic

"O sainted maiden of clear spring, give death's reward unto those fools who break the stillness of this place!"

CLASSES:

(Lv.22~) Rune Fencer	(Lv.22~) Lord	(Lv.22~) Shaman
(Lv.20~) Patriarch		

Sold in Palace of the Dead Shop for 2200 goth after CODA-SB[1] Port Omish.

=====

Grimoire Naiade II [6F8B]

=====

Grimoire for the WATER spell UNDIRINE II, an INDIRECT spell that summons the water spirit Undine to deal CRUSHING WATER damage to SINGLE or MULTIPLE TARGETS. Has a chance to inflict WATER AVERSE.

Water

RANGE: 4 AREA: 3 RT: +24

AFFINITY: Water

COST: MP 70

PREREQUISITE: Water Magic

"O sainted maiden of clear spring, give death's reward unto those fools who break the stillness of this place!"

CLASSES:

(Lv.40~) Rune Fencer (Lv.40~) Lord (Lv.40~) Shaman
(Lv.38~) Patriarch

Dropped from the following unit(s):

San Bronsa Ruins (Floating Ruins - Level 8)
(08,19,20) Dagon x 1

=====

Grimoire Vaporisateur	[83E0]
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=====

Grimoire for the WATER spell DREAD VAPOR, an INDIRECT spell that causes an eruption of blistering steam dealing heavy WATER damage to MULTIPLE TARGETS. Has a chance to inflict WATER AVERSE.

Water

RANGE: 3 AREA: 2 RT: +28
AFFINITY: Water
COST: MP 90
PREREQUISITE: Water Magic

"Atomies of water drifting, into scalding white mist turn; blast and boil, scald and burn!"

CLASSES:

(Lv.25~) Lich (Lv.27~) Lord (Lv.27~) Princess
(Lv.28~) Dark Priest (Lv.26~) Astromancer (Lv.26~) Shaman
(Lv.27~) Wicce

Dropped from the following unit(s):

CH4-SQ[14.2] Geyld Fortress (Sanctum of Greuza)
(05,05,09) Tlaloc x 1

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Grimoire Vaporisateur II	[C6F0]
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=====

Grimoire for the WATER spell DREAD VAPOR II, an INDIRECT spell that causes an eruption of blistering steam dealing heavy WATER damage to MULTIPLE TARGETS. Has a chance to inflict WATER AVERSE.

Water

RANGE: 4 AREA: 3 RT: +38
AFFINITY: Water
COST: MP 140
PREREQUISITE: Water Magic

"Atomies of water drifting, into scalding white mist turn; blast and boil, scald and burn!"

CLASSES:

(Lv.37~) Lich (Lv.39~) Lord (Lv.39~) Princess
(Lv.40~) Dark Priest (Lv.38~) Astromancer (Lv.38~) Shaman

(Lv.40~) Wicce

Dropped from the following unit(s):

CH4-SQ[14.2] Geyld Fortress (Sanctum of Greuza)

(05,05,09) Tlaloc

x 1 (Lv.33~)

=====
Grimoire Infueau

[9F38]

=====
Grimoire for the WATER spell INSTILL WATER, an INDIRECT spell that draws power from the water spirits to grant WATER-TOUCHED to a SINGLE TARGET.

Water

RANGE: 5 AREA: 1 RT: +13

COST: MP 15

PREREQUISITE: Water Magic

"Water flows on unabated past the wall and levee fall'n--come ye now imbue these hands!"

CLASSES:

(Lv.03~) Rune Fencer

(Lv.03~) Lord

(Lv.08~) Shaman

(Lv.02~) Familiar

Sold in General Shops for 900 goth at the start of the game.

=====
Grimoire Antieau

[7645]

=====
Grimoire for the WATER spell AQUAGUARD, an INDIRECT spell that draws power from the water spirits to grant WATER ATTUNED to MULTIPLE TARGETS.

Water

RANGE: 5 AREA: 3 RT: +12

COST: MP 10

PREREQUISITE: Water Magic

"Incantations of protection, these I chant to you: Quell the raging water demons that would threaten me!"

CLASSES:

(Lv.05~) Rune Fencer

(Lv.05~) Lord

(Lv.05~) Shaman

(Lv.04~) Familiar

Sold in General Shops for 600 goth at the start of the game.

=====
Grimoire Bonnepluie

[FDC8]

=====
Grimoire for the WATER spell QUENCH, an INDIRECT spell that restores HP to MULTIPLE TARGETS with a soothing rain.

Water

RANGE: 5 AREA: 2 RT: +14

AFFINITY: Water
COST: MP 20
PREREQUISITE: Water Magic

"Greuzza, goddess of the water, merciful your blessings be!"

CLASSES:

(Lv.09~) Wizard	(Lv.08~) Warlock	(Lv.10~) Necromancer
(Lv.07~) Lich	(Lv.09~) Lord	(Lv.11~) Dark Priest
(Lv.08~) Shaman	(Lv.09~) Wicce	(Lv.10~) Patriarch
(Lv.08~) Familiar		

Sold in General Shops for 1100 goth after CH1N-SB[7] The Arkhaiopolis of Rhime and returning to Almorica Castle.

Dropped from the following unit(s):

CH2C-SB[9] Golyat	
(08,19,18) Wizard	x 1

=====
Grimoire Stagnation [EDC8]
=====

Grimoire for the WATER spell STAGNATE, an INDIRECT spell that draws power from the water spirits to inflict MISSTEP on a SINGLE TARGET.

Water

RANGE: 5 AREA: 1 RT: +14
COST: MP 20
PREREQUISITE: Water Magic

"Rise now watery sheen reflecting, cast the light and blind the eyes; that arrows might fall to the land, there to draw their streams of blood."

CLASSES:

(Lv.08~) Wizard	(Lv.07~) Warlock	(Lv.09~) Necromancer
(Lv.06~) Lich	(Lv.08~) Lord	(Lv.07~) Shaman
(Lv.08~) Wicce	(Lv.09~) Patriarch	(Lv.07~) Familiar

Sold in General Shops for 900 goth after CH1N-SB[5] Krysaros and returning to Almorica Castle.

Dropped from the following unit(s):

CH1N-SB[11A] Balmamusa	
(12,20,27) Enchantress	x 1

CH2C-SB[11] Almorica Castle (The Gates of Almorica)	
(08,13,09) Wizard	x 1

=====
Grimoire Toxibrume [53BE]
=====

Grimoire for the WATER spell POISON MIST, an INDIRECT spell that POISONS MULTIPLE TARGETS with a venomous cloud.

Water

RANGE: 7 AREA: 2 RT: +14

AFFINITY: Water
COST: MP 20
PREREQUISITE: Water Magic

"Tremble you, with fear of doom, from poison cloud no safe path leads!"

CLASSES:

(Lv.06~) Wizard	(Lv.05~) Warlock	(Lv.07~) Necromancer
(Lv.04~) Lich	(Lv.06~) Lord	(Lv.05~) Shaman
(Lv.06~) Wicce	(Lv.07~) Patriarch	(Lv.07~) Familiar

Sold in General Shops for 700 goth at the start of the game.

=====
Grimoire Embourbant [A185]
=====

Grimoire for the WATER spell SLUDGEBIND, an INDIRECT spell that HOBBLIES MULTIPLE TARGETS by conjuring forth a boggy quagmire.

Water

RANGE: 4 AREA: 2 RT: +16
AFFINITY: Water
COST: MP 30
PREREQUISITE: Water Magic

"Swirl ye currents, stop their writhing, cast anchor chains across their hearts!"

CLASSES:

(Lv.15~) Wizard	(Lv.14~) Warlock	(Lv.16~) Necromancer
(Lv.13~) Lich	(Lv.15~) Lord	(Lv.16~) Shaman
(Lv.15~) Wicce	(Lv.16~) Patriarch	(Lv.16~) Familiar

Sold in General Shops for 1600 goth after CH3N-SB[4] Port Asyton, CH3C-SB[6] Bahanna Highlands or CH3L-SB[7]A/B Coritanae Keep (Coritanae Ward).

Dropped from the following unit(s):

CH3L-SB[8A] The Psonji Weald
(12,03,04) Wizard x 1 (Lv.~29)

CH4-SB[13B] The Royal City of Heim (Heim South Curtain Wall)
(06,18,26) Enchantress x 1 (Lv.~33)

=====
F i r e [634A]
=====

Call on the spirits of fire to sear your foes with gouts of flame. Requires MP.

Grimoire Bouledefeu	[FBA3]
Grimoire Bouledefeu II	[E541]
Grimoire Bouledefeu III	[F8D1]
Grimoire Bouledefeu IV	[DB78]
Grimoire Flammes	[2734]
Grimoire Flammes II	[0895]
Grimoire Flammes III	[C762]

Grimoire Flammes IV [C460]
 Grimoire Salamandre [24B5]
 Grimoire Salamandre II [875B]
 Grimoire Calcination [B960]
 Grimoire Calcination II [4ADE]
 Grimoire Infufeu [BFA6]
 Grimoire Antifeu [8C56]
 Grimoire Enflammant [015E]
 Grimoire Brulant [3E01]
 Grimoire Calcinant [7431]
 Grimoire Fumerolle [F6B7]

=====

Grimoire Bouledefeu [FBA3]

=====

Grimoire for the FIRE spell SPARKSPHERE, a MISSILE spell that unleashes a ball of hellfire dealing CRUSHING FIRE damage to a SINGLE TARGET. Has a chance to inflict FIRE AVERSE.

Fire

RANGE: 3 ~ 6 AREA: 1 RT: +13
 AFFINITY: Fire
 COST: MP 15
 PREREQUISITE: Fire Magic

"Come now to my hands, O crimson flame piercing the sky; a red comet you are, herald of doom!"

CLASSES:

(Lv.01~) Wizard	(Lv.03~) Rune Fencer	(Lv.01~) Warlock
(Lv.02~) Necromancer	(Lv.01~) Lich	(Lv.03~) Lord
(Lv.01~) Astromancer	(Lv.03~) Vartan	(Lv.01~) Shaman
(Lv.01~) Wicce	(Lv.01~) Knight Commander	(Lv.03~) Patriarch
(Lv.02~) Familiar	(Lv.01~) Cyclops	

Sold in General Shops for 300 goth at the start of the game.

Dropped from the following unit(s):

 CH1N-SB[4] Tynemouth Hill
 (08,03,04) Wizard Orba x 1

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Grimoire Bouledefeu II [E541]

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Grimoire for the FIRE spell SPARKSPHERE II, a MISSILE spell that unleashes a ball of hellfire dealing CRUSHING FIRE damage to a SINGLE TARGET. Has a chance to inflict FIRE AVERSE.

Fire

RANGE: 3 ~ 6 AREA: 1 RT: +16
 AFFINITY: Fire
 COST: MP 30
 PREREQUISITE: Fire Magic

"Come now to my hands, O crimson flame piercing the sky; a red comet you are, herald of doom!"

CLASSES:

(Lv.10~) Wizard	(Lv.12~) Rune Fencer	(Lv.09~) Warlock
(Lv.11~) Necromancer	(Lv.08~) Lich	(Lv.10~) Lord
(Lv.09~) Astromancer	(Lv.12~) Vartan	(Lv.09~) Shaman
(Lv.10~) Wicce	(Lv.09~) Knight Commander	(Lv.12~) Patriarch
(Lv.11~) Familiar	(Lv.10~) Cyclops	

Sold in General Shops for 1200 goth after CH2C-SB[3] Xeod Moors or CH2L-SB[2] Xeod Moors.

Dropped from the following unit(s):

CH2C-SB[6] Krysaro		
(10,07,04) Wizard	x 1	
CH2L-SB[5] Port Asyton		
(00,04,15) Enchantress	x 1	
CH3N-SB[4] Port Asyton		
(05,03,11) Enchantress	x 1	
CH3C-SB[2] Xeod Moors		
(05,20,03) Wizard	x 1	
(12,17,03) Rune Fencer	x 1	
CH3L-SB[2A] Brigantys Castle (Brigantys South Curtain Wall)		
(05,16,14) Wizard Kakrinoros	x 1	
CH3L-SB[5] The Reisan Way		
(20,11,08) Rune Fencer Vance	x 1	

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Grimoire Bouledefeu III	[F8D1]
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Grimoire for the FIRE spell SPARKSPHERE III, a MISSILE spell that unleashes a ball of hellfire dealing CRUSHING FIRE damage to a SINGLE TARGET. Has a chance to inflict FIRE AVERSE.

Fire

RANGE: 3 ~ 6 AREA: 1 RT: +19
AFFINITY: Fire
COST: MP 45
PREREQUISITE: Fire Magic

"Come now to my hands, O crimson flame piercing the sky; a red comet you are, herald of doom!"

CLASSES:

(Lv.19~) Wizard	(Lv.21~) Rune Fencer	(Lv.18~) Warlock
(Lv.20~) Necromancer	(Lv.17~) Lich	(Lv.19~) Lord
(Lv.18~) Astromancer	(Lv.21~) Vartan	(Lv.18~) Shaman
(Lv.19~) Wicce	(Lv.18~) Knight Commander	(Lv.21~) Patriarch
(Lv.20~) Familiar	(Lv.19~) Cyclops	

Sold in General Shops for 2100 goth after CH4-SB[4] Hagia Banhamuba and returning to Phidoch Castle.

Dropped from the following unit(s):

CH4-SB[9] Barnicia Castle (Barnicia Courtyard)
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(03,16,15) Templar (Wizard)

x 1 (Lv.~32)

CH4-SB[13C] The Royal City of Heim (Heim Postern Gate)

(01,15,26) Archer

x 1 (Lv.~33)

=====

Grimoire Bouledefeu IV

[DB78]

=====

Grimoire for the FIRE spell SPARKSPHERE IV, a MISSILE spell that unleashes a ball of hellfire dealing CRUSHING FIRE damage to a SINGLE TARGET. Has a chance to inflict FIRE AVERSE.

Fire

RANGE: 3 ~ 6 AREA: 1 RT: +22

AFFINITY: Fire

COST: MP 60

PREREQUISITE: Fire Magic

"Come now to my hands, O crimson flame piercing the sky; a red comet you are, herald of doom!"

CLASSES:

(Lv.28~) Wizard	(Lv.30~) Rune Fencer	(Lv.27~) Warlock
(Lv.29~) Necromancer	(Lv.26~) Lich	(Lv.28~) Lord
(Lv.27~) Astromancer	(Lv.30~) Vartan	(Lv.27~) Shaman
(Lv.28~) Wicce	(Lv.27~) Knight Commander	(Lv.30~) Patriarch
(Lv.29~) Familiar	(Lv.28~) Cyclops	

Dropped from the following unit(s):

San Bronsa Ruins (Tower of Law Eternal - Level 3)

(04,14,32) Familiar

x 1

=====

Grimoire Flammes

[2734]

=====

Grimoire for the FIRE spell FIRESTORM, an INDIRECT spell that calls forth a pillar of incandescent flame inflicting FIRE damage to a SINGLE TARGET. Has a chance to inflict FIRE AVERSE.

Fire

RANGE: 5 AREA: 1 RT: +14

AFFINITY: Fire

COST: MP 22

PREREQUISITE: Fire Magic

"Xoshonell, goddess of fire, by your name command, spirits of flame, do ye my bidding!"

CLASSES:

(Lv.06~) Wizard	(Lv.05~) Warlock	(Lv.08~) Necromancer
(Lv.04~) Lich	(Lv.06~) Lord	(Lv.10~) Princess
(Lv.09~) Dark Priest	(Lv.05~) Astromancer	(Lv.05~) Shaman
(Lv.06~) Wicce	(Lv.05~) Knight Commander	(Lv.07~) Patriarch
(Lv.06~) Cyclops		

Sold in General Shops for 1000 goth at the start of the game.

=====
Grimoire Flammes II

[0895]
=====

Grimoire for the FIRE spell FIRESTORM II an INDIRECT spell that calls forth a pillar of incandescent flame inflicting FIRE damage to MULTIPLE TARGETS. Has a chance to inflict FIRE AVERSE.

Fire

RANGE: 5 AREA: 2 RT: +19

AFFINITY: Fire

COST: MP 46

PREREQUISITE: Fire Magic

"Xoshonell, goddess of fire, by your name command, spirits of flame, do ye my bidding!"

CLASSES:

(Lv.15~) Wizard	(Lv.14~) Warlock	(Lv.17~) Necromancer
(Lv.13~) Lich	(Lv.15~) Lord	(Lv.19~) Princess
(Lv.18~) Dark Priest	(Lv.14~) Astromancer	(Lv.14~) Shaman
(Lv.15~) Wicce	(Lv.14~) Knight Commander	(Lv.16~) Patriarch
(Lv.15~) Cyclops		

Sold in General Shops for 1900 goth after CH3N-SB[4] Port Asyton, CH3C-SB[6] Bahanna Highlands or CH3L-SB[7]A/B Coritanae Keep (Coritanae Ward).

Dropped from the following unit(s):

CH3N-SB[7] Ndamsa Fortress (Ndamsa Fortress)
(02,02,13) Enchantress x 1 (Lv.~29)

CH3C-SB[3] Coritanae Keep (The Gates of Coritanae)
(06,15,15) Witch Gildora x 1

CH3C-SB[7A] Brigantys Castle (Brigantys South Curtain Wall)
(04,11,15) Witch x 1

CH3C-SB[9] Bahanna Highlands
(22,04,03) Enchantress x 1 (Lv.~29)

CH3L-SB[8B] Lake Bordu
(20,11,04) Matriarch x 1 (Lv.~29)

=====
Grimoire Flammes III

[C762]
=====

Grimoire for the FIRE spell FIRESTORM III an INDIRECT spell that calls forth a pillar of incandescent flame inflicting FIRE damage to MULTIPLE TARGETS. Has a chance to inflict FIRE AVERSE.

Fire

RANGE: 5 AREA: 3 RT: +24

AFFINITY: Fire

COST: MP 70

PREREQUISITE: Fire Magic

"Xoshonell, goddess of fire, by your name command, spirits of flame, do ye my bidding!"

CLASSES:

(Lv.24~) Wizard	(Lv.23~) Warlock	(Lv.26~) Necromancer
(Lv.22~) Lich	(Lv.24~) Lord	(Lv.28~) Princess
(Lv.27~) Dark Priest	(Lv.23~) Astromancer	(Lv.23~) Shaman
(Lv.24~) Wicce	(Lv.23~) Knight Commander	(Lv.25~) Patriarch
(Lv.24~) Cyclops		

Sold in General Shops for 2800 goth after CODA-SB[1] Port Omish.

Dropped from the following unit(s):

CH4-SB[19] The Hanging Gardens (Echoes of Her Passage)
(03,08,26) Templar (Rune Fencer) x 1 (Lv.~33)

CH4-SB[30] The Hanging Gardens (Sharp and Cold the Stars)
(04,09,23) Wizard x 1 (Lv.~33)

=====
Grimoire Flammes IV

[C460]

Grimoire for the FIRE spell FIRESTORM IV an INDIRECT spell that calls forth a pillar of incandescent flame inflicting FIRE damage to MULTIPLE TARGETS. Has a chance to inflict FIRE AVERSE.

Fire

RANGE: 5 AREA: 3 RT: +28

AFFINITY: Fire

COST: MP 94

PREREQUISITE: Fire Magic

"Xoshonell, goddess of fire, by your name command, spirits of flame, do ye my bidding!"

CLASSES:

(Lv.33~) Wizard	(Lv.32~) Warlock	(Lv.35~) Necromancer
(Lv.31~) Lich	(Lv.33~) Lord	(Lv.37~) Princess
(Lv.36~) Dark Priest	(Lv.32~) Astromancer	(Lv.32~) Shaman
(Lv.33~) Wicce	(Lv.32~) Knight Commander	(Lv.34~) Patriarch
(Lv.33~) Cyclops		

Dropped from the following unit(s):

San Bronsa Ruins (Floating Ruins - Level 9)
(06,04,16) Phoenix x 1

=====
Grimoire Salamandre

[24B5]

Grimoire for the FIRE spell SALAMANDER, an INDIRECT spell that summons the fire spirit Salamander to deal CRUSHING FIRE damage to SINGLE or MULTIPLE TARGETS. Has a chance to inflict FIRE AVERSE.

Fire

RANGE: 3 AREA: 2 RT: +19

AFFINITY: Fire

COST: MP 45

PREREQUISITE: Fire Magic

"By pact bound fast in flames of hell, beast of fire, I command you: Come!"

CLASSES:

(Lv.22~) Rune Fencer (Lv.22~) Lord (Lv.22~) Shaman
(Lv.20~) Patriarch (Lv.22~) Cyclops

Sold in Palace of the Dead Shop for 2200 goth after CODA-SB[1] Port Omish.

Dropped from the following unit(s):

Palace of the Dead (Palace of the Dead - Level 33)
(09,16,19) Enchantress x 1

Palace of the Dead (Palace of the Dead - Level 36)
(11,03,08) Enchantress x 1

Palace of the Dead (Palace of the Dead - Level 37)
(08,15,15) Gorgon x 1

Palace of the Dead (Palace of the Dead - Level 44)
(07,06,15) Death Eater x 1

=====
Grimoire Salamandre II [875B]
=====

Grimoire for the FIRE spell SALAMANDER II, an INDIRECT spell that summons the fire spirit Salamander to deal CRUSHING FIRE damage to SINGLE or MULTIPLE TARGETS. Has a chance to inflict FIRE AVERSE.

Fire

RANGE: 4 AREA: 3 RT: +24

AFFINITY: Fire

COST: MP 70

PREREQUISITE: Fire Magic

"By pact bound fast in flames of hell, beast of fire, I command you: Come!"

CLASSES:

(Lv.40~) Rune Fencer (Lv.40~) Lord (Lv.40~) Shaman
(Lv.38~) Patriarch (Lv.40~) Cyclops

Dropped from the following unit(s):

San Bronsa Ruins (Floating Ruins - Level 9)
(02,04,16) Phoenix x 1

=====
Grimoire Calcination [B960]
=====

Grimoire for the FIRE spell SUPERNOVA, an INDIRECT spell that detonates a scorching ball of light dealing heavy FIRE damage to MULTIPLE TARGETS. Has a chance to inflict FIRE AVERSE.

Fire

RANGE: 3 AREA: 2 RT: +28

AFFINITY: Fire
COST: MP 90
PREREQUISITE: Fire Magic

"Like sun-sphere descends from heavens high, come down to scorch the earth to ash!"

CLASSES:
(Lv.25~) Lich (Lv.27~) Lord (Lv.27~) Princess
(Lv.28~) Dark Priest (Lv.26~) Astromancer (Lv.26~) Shaman
(Lv.27~) Wicce

Dropped from the following unit(s):
CH4-SQ[11.2] Boed Fortress (Sanctum of Xoshonell)
(09,16,08) Ifrit x 1

=====
Grimoire Calcination II [4ADE]

=====
Grimoire for the FIRE spell SUPERNOVA II, an INDIRECT spell that detonates a scorching ball of light dealing heavy FIRE damage to MULTIPLE TARGETS. Has a chance to inflict FIRE AVERSE.

Fire

RANGE: 4 AREA: 3 RT: +38
AFFINITY: Fire
COST: MP 140
PREREQUISITE: Fire Magic

"Like sun-sphere descends from heavens high, come down to scorch the earth to ash!"

CLASSES:
(Lv.37~) Lich (Lv.39~) Lord (Lv.39~) Princess
(Lv.40~) Dark Priest (Lv.38~) Astromancer (Lv.38~) Shaman
(Lv.40~) Wicce

Dropped from the following unit(s):
CH4-SQ[11.2] Boed Fortress (Sanctum of Xoshonell)
(09,16,08) Ifrit x 1 (Lv.33~)

=====
Grimoire Infufeu [BFA6]

=====
Grimoire for the FIRE spell INSTILL FIRE, an INDIRECT spell that draws power from the fire spirits to grant FIRE-TOUCHED to a SINGLE TARGET.

Fire

RANGE: 5 AREA: 1 RT: +13
COST: MP 15
PREREQUISITE: Fire Magic

"Into my blade, come burning sun, give fleeting aid unto this dweller on the earth."

CLASSES:

(Lv.03~) Rune Fencer
(Lv.02~) Familiar

(Lv.03~) Lord

(Lv.08~) Shaman

Sold in General Shops for 900 goth after CH2C-SB[3] Xeod Moors or CH2L-SB[2] Xeod Moors.

=====

Grimoire Antifeu

[8C56]

Grimoire for the FIRE spell PYROGUARD, an INDIRECT spell that draws power from the fire spirits to grant FIRE ATTUNED to MULTIPLE TARGETS.

Fire

RANGE: 5 AREA: 3 RT: +12

COST: MP 10

PREREQUISITE: Fire Magic

"Give unto me your unseen shield, your skin of soot; protect this self from burning blade."

CLASSES:

(Lv.05~) Rune Fencer

(Lv.05~) Lord

(Lv.05~) Shaman

(Lv.04~) Familiar

Sold in General Shops for 600 goth after CH1N-SB[5] Kryсаро and returning to Almorica Castle.

=====

Grimoire Enflammant

[015E]

Grimoire for the FIRE spell FLAME FUSION, an INDIRECT spell that draws power from the fire spirits to STRENGTHEN a SINGLE TARGET.

Fire

RANGE: 5 AREA: 1 RT: +14

COST: MP 20

PREREQUISITE: Fire Magic

"Burn bright in my heart, flame of courage, wildfire in my hand. To you I give the power of fire, the power of destruction!"

CLASSES:

(Lv.12~) Wizard

(Lv.11~) Warlock

(Lv.13~) Necromancer

(Lv.10~) Lich

(Lv.12~) Lord

(Lv.14~) Dark Priest

(Lv.10~) Shaman

(Lv.12~) Wicce

(Lv.13~) Patriarch

(Lv.11~) Familiar

Sold in General Shops for 1400 goth after CH2C-SB[6] Kryсаро or CH2L-SB[6] Qadriga Fortress.

Dropped from the following unit(s):

CH2C-SB[11] Almorica Castle (The Gates of Almorica)

(05,05,11) Wizard

x 1

CH2L-SB[10] Almorica Castle (The Gates of Almorica)

(03,04,11) Witch

x 1 (Lv.~27)

CH2L-SQ[1] The Reisan Way
(25,07,09) Wizard x 1

CH3N-SB[4] Port Asyton
(05,03,11) Enchantress x 1

CH3C-SB[2] Xeod Moors
(05,20,03) Wizard x 1

CH3L-SB[2A] Brigantys Castle (Brigantys South Curtain Wall)
(05,16,14) Wizard Kakrinoros x 1

=====

Grimoire Brulant [3E01]

=====

Grimoire for the FIRE spell PYROCLASTIC FLOW, an INDIRECT spell that draws power from the fire spirits to inflict BREACHED on a SINGLE TARGET.

Fire

RANGE: 5 AREA: 1 RT: +14
COST: MP 20
PREREQUISITE: Fire Magic

"O primal fire, rise up and stand, to burn the barriers 'fore our blades, turn them to ash!"

CLASSES:

(Lv.08~) Wizard	(Lv.07~) Warlock	(Lv.09~) Necromancer
(Lv.06~) Lich	(Lv.08~) Lord	(Lv.07~) Shaman
(Lv.08~) Wicce	(Lv.09~) Patriarch	(Lv.07~) Familiar

Sold in General Shops for 900 goth after CH1N-SB[5] Krysaro and returning to Almorica Castle.

=====

Grimoire Calcinant [7431]

=====

Grimoire for the FIRE spell MISERY, an INDIRECT spell that draws power from the fire spirits to WEAKEN MULTIPLE TARGETS.

Fire

RANGE: 6 AREA: 2 RT: +14
AFFINITY: Fire
COST: MP 20
PREREQUISITE: Fire Magic

"My flame is cold and without mercy, your sinewy strength to burn away, your will to wither!"

CLASSES:

(Lv.04~) Wizard	(Lv.03~) Warlock	(Lv.05~) Necromancer
(Lv.02~) Lich	(Lv.04~) Lord	(Lv.05~) Shaman
(Lv.04~) Wicce	(Lv.05~) Patriarch	(Lv.05~) Familiar

Sold in General Shops for 500 goth at the start of the game.

Dropped from the following unit(s):

CH1N-SB[7] The Arkhaiopolis of Rhime
(03,05,13) Wizard x 1

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Grimoire Fumerolle	[F6B7]
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Grimoire for the FIRE spell BRIMSTONE, an INDIRECT spell that resets the TP of MULTIPLE TARGETS with a scalding, poisonous gas.

Fire

RANGE: 4 AREA: 2 RT: +16
AFFINITY: Fire
COST: MP 30
PREREQUISITE: Fire Magic

"Dance up upon the burning wind, venom fire, sear air and breath!"

CLASSES:

(Lv.17~) Wizard	(Lv.16~) Warlock	(Lv.18~) Necromancer
(Lv.15~) Lich	(Lv.17~) Lord	(Lv.18~) Shaman
(Lv.17~) Wicce	(Lv.18~) Patriarch	(Lv.18~) Familiar

Sold in General Shops for 1800 goth at the start of Chapter IV.

Dropped from the following unit(s):

CH3L-SB[14B] Phidoch Castle (Phidoch West Curtain Wall)
(08,15,11) Warlock x 1 (Lv.~30)

CH4-SB[2A] Brigantys Castle (Brigantys South Curtain Wall)
(07,16,12) Wizard x 1 (Lv.~31)

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I c e	[54FC]
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Call on the spirits of ice to send winds and glacial rock against your foes.
Requires MP.

Grimoire Glace	[B6F0]
Grimoire Glace II	[F6E9]
Grimoire Glace III	[3CAE]
Grimoire Glace IV	[D0F8]
Grimoire Congelation	[E693]
Grimoire Congelation II	[7CAE]
Grimoire Congelation III	[01C3]
Grimoire Congelation IV	[0657]
Grimoire Wendigo	[2B09]
Grimoire Wendigo II	[4FCB]
Grimoire Grandfroid	[825F]
Grimoire Grandfroid II	[9D4B]
Grimoire Infuglace	[E5AF]
Grimoire Antiglace	[AC48]
Grimoire Serenite	[F5D7]
Grimoire Fragilisant	[5870]
Grimoire Engourdisant	[F968]

=====
Grimoire Glace [B6F0]
=====

Grimoire for the ICE spell ICEBLAST, a MISSILE spell that sends forth a chilling blast dealing PIERCING ICE damage to a SINGLE TARGET. Has a chance to inflict ICE AVERSE.

Ice

RANGE: 3 ~ 6 AREA: 1 RT: +13
AFFINITY: Ice
COST: MP 15
PREREQUISITE: Ice Magic

"O queen with breath as cold as ice, your heart is colder still; a blade of frost become, to cut the land beneath!"

CLASSES:
(Lv.01~) Wizard (Lv.03~) Rune Fencer (Lv.01~) Warlock
(Lv.02~) Necromancer (Lv.01~) Lich (Lv.03~) Lord
(Lv.01~) Astromancer (Lv.03~) Vartan (Lv.01~) Shaman
(Lv.01~) Wicce (Lv.01~) Knight Commander (Lv.03~) Patriarch
(Lv.02~) Familiar (Lv.01~) Cyclops

Sold in General Shops for 300 goth at the start of the game.

=====
Grimoire Glace II [F6E9]
=====

Grimoire for the ICE spell ICEBLAST II, a MISSILE spell that sends forth a chilling blast dealing PIERCING ICE damage to a SINGLE TARGET. Has a chance to inflict ICE AVERSE.

Ice

RANGE: 3 ~ 6 AREA: 1 RT: +16
AFFINITY: Ice
COST: MP 30
PREREQUISITE: Ice Magic

"O queen with breath as cold as ice, your heart is colder still; a blade of frost become, to cut the land beneath!"

CLASSES:
(Lv.10~) Wizard (Lv.12~) Rune Fencer (Lv.09~) Warlock
(Lv.11~) Necromancer (Lv.08~) Lich (Lv.10~) Lord
(Lv.09~) Astromancer (Lv.12~) Vartan (Lv.09~) Shaman
(Lv.10~) Wicce (Lv.09~) Knight Commander (Lv.12~) Patriarch
(Lv.11~) Familiar (Lv.10~) Cyclops

Sold in General Shops for 1200 goth after CH2C-SB[3] Xeod Moors or CH2L-SB[2] Xeod Moors.

Dropped from the following unit(s):

CH2C-SB[6] Krysaro
(17,08,03) Enchantress

=====

Grimoire Glace III

[3CAE]

=====

Grimoire for the ICE spell ICEBLAST III, a MISSILE spell that sends forth a chilling blast dealing PIERCING ICE damage to a SINGLE TARGET. Has a chance to inflict ICE AVERSE.

Ice

RANGE: 3 ~ 6 AREA: 1 RT: +19

AFFINITY: Ice

COST: MP 45

PREREQUISITE: Ice Magic

"O queen with breath as cold as ice, your heart is colder still; a blade of frost become, to cut the land beneath!"

CLASSES:

(Lv.19~) Wizard	(Lv.21~) Rune Fencer	(Lv.18~) Warlock
(Lv.20~) Necromancer	(Lv.17~) Lich	(Lv.19~) Lord
(Lv.18~) Astromancer	(Lv.21~) Vartan	(Lv.18~) Shaman
(Lv.19~) Wicce	(Lv.18~) Knight Commander	(Lv.21~) Patriarch
(Lv.20~) Familiar	(Lv.19~) Cyclops	

Sold in General Shops for 2100 goth after CH4-SB[4] Hagia Banhamuba and returning to Phidoch Castle.

Dropped from the following unit(s):

CH4-SB[8] Barnicia Castle (The Gates of Barnicia)
(11,15,10) Templar (Wizard) x 1 (Lv.~32)

=====

Grimoire Glace IV

[D0F8]

=====

Grimoire for the ICE spell ICEBLAST IV, a MISSILE spell that sends forth a chilling blast dealing PIERCING ICE damage to a SINGLE TARGET. Has a chance to inflict ICE AVERSE.

Ice

RANGE: 3 ~ 6 AREA: 1 RT: +22

AFFINITY: Ice

COST: MP 60

PREREQUISITE: Ice Magic

"O queen with breath as cold as ice, your heart is colder still; a blade of frost become, to cut the land beneath!"

CLASSES:

(Lv.28~) Wizard	(Lv.30~) Rune Fencer	(Lv.27~) Warlock
(Lv.29~) Necromancer	(Lv.26~) Lich	(Lv.28~) Lord
(Lv.27~) Astromancer	(Lv.30~) Vartan	(Lv.27~) Shaman
(Lv.28~) Wicce	(Lv.27~) Knight Commander	(Lv.30~) Patriarch
(Lv.29~) Familiar	(Lv.28~) Cyclops	

Dropped from the following unit(s):

San Bronsa Ruins (Tower of Law Eternal - Level 11)

(02,06,12) Enchantress x 1

=====

Grimoire Congelation

[E693]

=====

Grimoire for the ICE spell AVALANCHE, an INDIRECT spell that creates a freezing aura inflicting ICE damage to a SINGLE TARGET. Has a chance to inflict ICE AVERSE.

Ice

RANGE: 5 AREA: 1 RT: +14

AFFINITY: Ice

COST: MP 22

PREREQUISITE: Ice Magic

"Freezing white the breath that robs the warmth of life and turns the air to ice!"

CLASSES:

(Lv.06~) Wizard	(Lv.05~) Warlock	(Lv.08~) Necromancer
(Lv.04~) Lich	(Lv.06~) Lord	(Lv.10~) Princess
(Lv.09~) Dark Priest	(Lv.05~) Astromancer	(Lv.05~) Shaman
(Lv.06~) Wicce	(Lv.05~) Knight Commander	(Lv.07~) Patriarch
(Lv.06~) Cyclops		

Sold in General Shops for 1000 goth at the start of the game.

=====

Grimoire Congelation II

[7CAE]

=====

Grimoire for the ICE spell AVALANCHE II, an INDIRECT spell that creates a freezing aura inflicting ICE damage to MULTIPLE TARGETS. Has a chance to inflict ICE AVERSE.

Ice

RANGE: 5 AREA: 2 RT: +19

AFFINITY: Ice

COST: MP 46

PREREQUISITE: Ice Magic

"Freezing white the breath that robs the warmth of life and turns the air to ice!"

CLASSES:

(Lv.15~) Wizard	(Lv.14~) Warlock	(Lv.17~) Necromancer
(Lv.13~) Lich	(Lv.15~) Lord	(Lv.19~) Princess
(Lv.18~) Dark Priest	(Lv.14~) Astromancer	(Lv.14~) Shaman
(Lv.15~) Wicce	(Lv.14~) Knight Commander	(Lv.16~) Patriarch
(Lv.15~) Cyclops		

Sold in General Shops for 1900 goth after CH3N-SB[4] Port Asyton, CH3C-SB[6] Bahanna Highlands or CH3L-SB[7]A/B Coritanae Keep (Coritanae Ward).

Dropped from the following unit(s):

CH3N-SB[2] Boed Fortress (Boed Fortress)
 (09,16,25) Templar (Wizard) x 1

CH3N-SB[7] Ndamsa Fortress (Ndamsa Fortress)
 Summoned Matriarch x 1 (Lv.~29)

CH3N-SB[9] Coritanae Keep (Coritanae Ward)
 (04,08,09) Wizard x 1

CH3C-SB[1] Port Asyton
 (16,03,05) Wizard x 1

CH3C-SB[7A] Brigantys Castle (Brigantys South Curtain Wall)
 (05,16,14) Wizard Kakrinoros x 1

CH3C-SB[13] The Arkhaiopolis of Rhime
 (02,16,17) Enchantress x 1 (Lv.~30)

CH3L-SB[1] Madura Drift
 (19,04,04) Enchantress x 1

CH3L-SB[7A] Coritanae Keep (Coritanae Ward)
 (03,08,09) Enchantress x 1

CH3L-SB[8B] Lake Bordu
 (20,07,04) Matriarch x 1 (Lv.~29)

=====

Grimoire Congelation III [01C3]

=====

Grimoire for the ICE spell AVALANCHE III, an INDIRECT spell that creates a freezing aura inflicting ICE damage to MULTIPLE TARGETS. Has a chance to inflict ICE AVERSE.

Ice

RANGE: 5 AREA: 3 RT: +24
 AFFINITY: Ice
 COST: MP 70
 PREREQUISITE: Ice Magic

"Freezing white the breath that robs the warmth of life and turns the air to ice!"

CLASSES:

(Lv.24~) Wizard	(Lv.23~) Warlock	(Lv.26~) Necromancer
(Lv.22~) Lich	(Lv.24~) Lord	(Lv.28~) Princess
(Lv.27~) Dark Priest	(Lv.23~) Astromancer	(Lv.23~) Shaman
(Lv.24~) Wicce	(Lv.23~) Knight Commander	(Lv.25~) Patriarch
(Lv.24~) Cyclops		

Sold in General Shops for 2800 goth after CODA-SB[1] Port Omish.

=====

Grimoire Congelation IV [0657]

=====

Grimoire for the ICE spell AVALANCHE IV, an INDIRECT spell that creates a freezing aura inflicting ICE damage to MULTIPLE TARGETS. Has a chance to

inflict ICE AVERSE.

Ice

RANGE: 5 AREA: 3 RT: +28

AFFINITY: Ice

COST: MP 94

PREREQUISITE: Ice Magic

"Freezing white the breath that robs the warmth of life and turns the air to ice!"

CLASSES:

(Lv.33~) Wizard	(Lv.32~) Warlock	(Lv.35~) Necromancer
(Lv.31~) Lich	(Lv.33~) Lord	(Lv.37~) Princess
(Lv.36~) Dark Priest	(Lv.32~) Astromancer	(Lv.32~) Shaman
(Lv.33~) Wicce	(Lv.32~) Knight Commander	(Lv.34~) Patriarch
(Lv.33~) Cyclops		

Dropped from the following unit(s):

San Bronsa Ruins (Floating Ruins - Level 1)
(08,18,15) Kraken x 1

=====
Grimoire Wendigo [2B09]
=====

Grimoire for the ICE spell WENDIGO, an INDIRECT spell that summons the ice spirit Wendigo to deal CRUSHING ICE damage to SINGLE or MULTIPLE TARGETS. Has a chance to inflict ICE AVERSE.

Ice

RANGE: 3 AREA: 2 RT: +19

AFFINITY: Ice

COST: MP 45

PREREQUISITE: Ice Magic

"Spirit-King of ice and snow, with blizzard come--unto your hands I give the power of life and death."

CLASSES:

(Lv.22~) Rune Fencer	(Lv.22~) Lord	(Lv.22~) Shaman
(Lv.20~) Patriarch	(Lv.22~) Cyclops	

Sold in Palace of the Dead Shop for 2200 goth after CODA-SB[1] Port Omish.

Dropped from the following unit(s):

CH4-SB[22] The Hanging Gardens (Songs of Raven Hair)
(06,17,19) Templar (Wizard) x 1 (Lv.~33)

=====
Grimoire Wendigo II [4FCB]
=====

Grimoire for the ICE spell WENDIGO II, an INDIRECT spell that summons the ice spirit Wendigo to deal CRUSHING ICE damage to SINGLE or MULTIPLE TARGETS. Has a chance to inflict ICE AVERSE.

Ice

RANGE: 4 AREA: 3 RT: +24
AFFINITY: Ice
COST: MP 70
PREREQUISITE: Ice Magic

"Spirit-King of ice and snow, with blizzard come--unto your hands I give the power of life and death."

CLASSES:
(Lv.40~) Rune Fencer (Lv.40~) Lord (Lv.40~) Shaman
(Lv.38~) Patriarch (Lv.40~) Cyclops

Dropped from the following unit(s):
San Bronsa Ruins (Floating Ruins - Level 14)
(10,14,18) Dagon x 1

=====
Grimoire Grandfroid [825F]
=====

Grimoire for the ICE spell ICE REQUIEM, an INDIRECT spell that invokes a glacial aura dealing heavy ICE damage to MULTIPLE TARGETS. Has a chance to inflict ICE AVERSE.

Ice

RANGE: 3 AREA: 2 RT: +28
AFFINITY: Ice
COST: MP 90
PREREQUISITE: Ice Magic

"Wyrn-King come from northern sea, give to my foes their crowns of ice, turn all to frozen earth!"

CLASSES:
(Lv.25~) Lich (Lv.27~) Lord (Lv.27~) Princess
(Lv.28~) Dark Priest (Lv.26~) Astromancer (Lv.26~) Shaman
(Lv.27~) Wicce

Dropped from the following unit(s):
CH4-SQ[15.2] Lhazan Fortress (Sanctum of Lyuneram)
(07,28,20) Lygenstzel x 1

=====
Grimoire Grandfroid II [9D4B]
=====

Grimoire for the ICE spell ICE REQUIEM II, an INDIRECT spell that invokes a glacial aura dealing heavy ICE damage to MULTIPLE TARGETS. Has a chance to inflict ICE AVERSE.

Ice

RANGE: 4 AREA: 3 RT: +38
AFFINITY: Ice
COST: MP 140
PREREQUISITE: Ice Magic

"Wyrn-King come from northern sea, give to my foes their crowns of ice, turn

all to frozen earth!"

CLASSES:

(Lv.37~) Lich (Lv.39~) Lord (Lv.39~) Princess
(Lv.40~) Dark Priest (Lv.38~) Astromancer (Lv.38~) Shaman
(Lv.40~) Wicce

Dropped from the following unit(s):

CH4-SQ[15.2] Lhazan Fortress (Sanctum of Lyuneram)
(07,28,20) Lygenstzel x 1 (Lv.33~)

=====

Grimoire Infuglace	[E5AF]
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=====

Grimoire for the ICE spell INSTILL ICE, an INDIRECT spell that draws power from the ice spirits to grant ICE-TOUCHED to a SINGLE TARGET.

Ice

RANGE: 5 AREA: 1 RT: +13
COST: MP 15
PREREQUISITE: Ice Magic

"O fist of ice, cold ice like steel, give frost to blade and spill both blood and warmth of life!"

CLASSES:

(Lv.03~) Rune Fencer (Lv.03~) Lord (Lv.08~) Shaman
(Lv.02~) Familiar

Sold in General Shops for 900 goth at the start of the game.

=====

Grimoire Antiglace	[AC48]
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=====

Grimoire for the ICE spell FROSTGUARD, an INDIRECT spell that draws power from the ice spirits to grant ICE ATTUNED to MULTIPLE TARGETS.

Ice

RANGE: 5 AREA: 3 RT: +12
COST: MP 10
PREREQUISITE: Ice Magic

"Sea-rime upon this blade, disperse, pull back these icy hands of white!"

CLASSES:

(Lv.05~) Rune Fencer (Lv.05~) Lord (Lv.05~) Shaman
(Lv.04~) Familiar

Sold in General Shops for 600 goth at the start of the game.

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Grimoire Serenite	[F5D7]
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=====

Grimoire for the ICE spell ICY FOCUS, an INDIRECT spell that draws power from the ice spirits to grant SPELLSTRIKE to a SINGLE TARGET.

Ice

RANGE: 5 AREA: 1 RT: +14
COST: MP 20
PREREQUISITE: Ice Magic

"Spirits as calm as icy plains, an arrow flies of magic born--strike true
your mark!"

CLASSES:

(Lv.12~) Wizard	(Lv.11~) Warlock	(Lv.13~) Necromancer
(Lv.10~) Lich	(Lv.12~) Lord	(Lv.14~) Dark Priest
(Lv.10~) Shaman	(Lv.12~) Wicce	(Lv.13~) Patriarch
(Lv.11~) Familiar		

Sold in General Shops for 1400 goth after CH2C-SB[6] Kryсарo or CH2L-SB[6]
Qadriga Fortress.

=====
Grimoire Fragilisant [5870]

Grimoire for the ICE spell INDOMITABLE WILL, an INDIRECT spell that draws
power from the ice spirits to grant BATTERING RAM to a SINGLE TARGET.

Ice

RANGE: 5 AREA: 1 RT: +16
COST: MP 30
PREREQUISITE: Ice Magic

"Twisting shards of blazing ice, wipe cloud from eye and fear from heart,
false paling fall before your truth!"

CLASSES:

(Lv.07~) Wizard	(Lv.06~) Warlock	(Lv.08~) Necromancer
(Lv.05~) Lich	(Lv.07~) Lord	(Lv.06~) Shaman
(Lv.07~) Wicce	(Lv.08~) Patriarch	(Lv.06~) Familiar

Sold in General Shops for 800 goth after CH1N-SB[5] Kryсарo and returning to
Almorica Castle.

=====
Grimoire Engourdissant [F968]

Grimoire for the ICE spell NUMBING COLD, an INDIRECT spell that draws power
from the ice spirits to inflict SPELLSLIP on MULTIPLE TARGETS.

Ice

RANGE: 6 AREA: 2 RT: +14
AFFINITY: Ice
COST: MP 20
PREREQUISITE: Ice Magic

"Icy the fog that tumbles turning, distrubing the heart to turn dark magics
from their path!"

CLASSES:

(Lv.04~) Wizard	(Lv.03~) Warlock	(Lv.05~) Necromancer
(Lv.02~) Lich	(Lv.04~) Lord	(Lv.05~) Shaman
(Lv.04~) Wicce	(Lv.05~) Patriarch	(Lv.05~) Familiar

Sold in General Shops for 500 goth at the start of the game.

Dropped from the following unit(s):

CH1N-SB[6] The Golborza Plain
 (14,20,06) Wizard x 1

=====

Grimoire Gelant [465D]

=====

Grimoire for the ICE spell FREEZING GUST, an INDIRECT spell that LEADENS MULTIPLE TARGETS by freezing the air around them.

Ice

RANGE: 4 AREA: 2 RT: +16
 AFFINITY: Ice
 COST: MP 30
 PREREQUISITE: Ice Magic

"Air laden with a frigid breath, wrench down the wings that dance through sky and hurl them to the ground!"

CLASSES:

(Lv.14~) Wizard	(Lv.13~) Warlock	(Lv.15~) Necromancer
(Lv.12~) Lich	(Lv.14~) Lord	(Lv.15~) Shaman
(Lv.14~) Wicce	(Lv.15~) Patriarch	(Lv.15~) Familiar

Sold in General Shops for 1500 goth at the start of Chapter III, all routes.

Dropped from the following unit(s):

CH3N-SB[2] Boed Fortress (Boed Fortress)
 (10,12,20) Templar (Rune Fencer) x 1 (Lv.~28)

CH3N-SB[9] Coritanae Keep (Coritanae Ward)
 (04,08,09) Wizard x 1

CH3C-SB[7A] Brigantys Castle (Brigantys South Curtain Wall)
 (05,16,14) Wizard Kakrinoros x 1

CH3L-SB[2A] Brigantys Castle (Brigantys South Curtain Wall)
 (01,12,29) Rune Fencer x 1 (Lv.~28)

CH3L-SB[7A] Coritanae Keep (Coritanae Ward)
 (03,08,09) Enchantress x 1

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D i v i n e [AFDB]

=====

Call on the spirits of the divine to scathe your foes with waves of light. Requires MP.

Grimoire Radiance [83FD]

Grimoire Radiance II	[C8D7]
Grimoire Radiance III	[A4F2]
Grimoire Radiance IV	[E5C9]
Grimoire Punition	[74FB]
Grimoire Punition II	[807C]
Grimoire Punition III	[C896]
Grimoire Punition IV	[64B1]
Grimoire Lumina	[741C]
Grimoire Lumina II	[7DC5]
Grimoire Chatiment	[0D3B]
Grimoire Chatiment II	[9D40]
Grimoire Exorcisme	[9A67]
Grimoire Exorcisme II	[275D]
Grimoire Infulumiere	[1D08]
Grimoire Antilumiere	[BD23]
Grimoire Scellant	[0C8E]
Grimoire Celerite	[F6C4]
Grimoire Annulation	[7B05]
Grimoire Reveil	[7819]
Grimoire Reveil II	[60A1]
Grimoire Vivacite	[A879]
Grimoire Volubilite	[51DE]
Grimoire Defigeant	[247D]
Grimoire Fluidite	[A843]
Grimoire Purete	[AF2E]
Grimoire Purete II	[BD53]
Grimoire Mobilite	[1F56]
Grimoire Benediction	[E458]
Grimoire Bravoure	[DF97]
Grimoire Purgation	[8014]
Grimoire Vitalite	[C854]
Grimoire Vitalite II	[B5EF]
Grimoire Vitalite III	[1E78]
Grimoire Vitalite IV	[823A]
Grimoire Soins	[B2D8]
Grimoire Soins II	[5E9A]
Grimoire Soins III	[64B5]
Grimoire Resurrection	[9347]
Grimoire Resurrection II	[C851]

=====
Grimoire Radiance [83FD]
=====

Grimoire for the DIVINE spell SPIRITSURGE, a MISSILE spell that unleashes divine power dealing PIERCING LIGHT damage to a SINGLE TARGET. Has a chance to inflict LIGHT AVERSE.

Divine

RANGE: 3 ~ 6 AREA: 1 RT: +13

AFFINITY: Light

COST: MP 15

PREREQUISITE: Divine Magic

"Spirits wreathed in light divine, gallop as arrows 'cross the sky and pierce my foeman's flesh!"

CLASSES:

(Lv.05~) Rune Fencer	(Lv.04~) Warlock	(Lv.03~) Divine Knight
(Lv.03~) Lord	(Lv.06~) Priest	(Lv.01~) Astromancer

(Lv.05~) Vartan

(Lv.01~) Knight Commander (Lv.05~) Familiar

Sold in General Shops for 300 goth at the start of the game.

=====

Grimoire Radiance II

[C8D7]

Grimoire for the DIVINE spell SPIRITSURGE II, a MISSILE spell that unleashes divine power dealing PIERCING LIGHT damage to a SINGLE TARGET. Has a chance to inflict LIGHT AVERSE.

Divine

RANGE: 3 ~ 6 AREA: 1 RT: +16

AFFINITY: Light

COST: MP 30

PREREQUISITE: Divine Magic

"Spirits wreathed in light divine, gallop as arrows 'cross the sky and pierce my foeman's flesh!"

CLASSES:

(Lv.14~) Rune Fencer

(Lv.12~) Warlock

(Lv.11~) Divine Knight

(Lv.11~) Lord

(Lv.15~) Priest

(Lv.09~) Astromancer

(Lv.14~) Vartan

(Lv.09~) Knight Commander (Lv.14~) Familiar

Sold in General Shops for 1200 goth after CH2C-SB[3] Xeod Moors or CH2L-SB[2] Xeod Moors.

Dropped from the following unit(s):

CH3N-SB[2] Boed Fortress (Boed Fortress)

(10,12,20) Templar (Rune Fencer) x 1

CH3C-SB[2] Xeod Moors

(07,17,03) Valkyrie x 1

CH3L-SB[2A] Brigantys Castle (Brigantys South Curtain Wall)

(05,07,16) Valkyrie x 1

CH4-SB[25] The Hanging Gardens (Halcyon Days)

(02,06,22) Templar (Rune Fencer) x 1 (Lv.~33)

=====

Grimoire Radiance III

[A4F2]

Grimoire for the DIVINE spell SPIRITSURGE III, a MISSILE spell that unleashes divine power dealing PIERCING LIGHT damage to a SINGLE TARGET. Has a chance to inflict LIGHT AVERSE.

Divine

RANGE: 3 ~ 6 AREA: 1 RT: +19

AFFINITY: Light

COST: MP 45

PREREQUISITE: Divine Magic

"Spirits wreathed in light divine, gallop as arrows 'cross the sky and pierce my foeman's flesh!"

CLASSES:

(Lv.23~) Rune Fencer	(Lv.21~) Warlock	(Lv.20~) Divine Knight
(Lv.20~) Lord	(Lv.24~) Priest	(Lv.18~) Astromancer
(Lv.23~) Vartan	(Lv.18~) Knight Commander	(Lv.23~) Familiar

Sold in General Shops for 2100 goth after CH4-SB[10] Barnicia Castle (Barnicia Grand Staircase) and returning to Phidoch Castle.

Dropped from the following unit(s):

CH4-SB[34] The Hanging Gardens (The Tomb Below)
(20,08,12) Templar (Knight) x 1 (Lv.~34)

CH4-SQ[2.2] Qadriga Fortress (Within the Fortress)
(03,20,13) Warlock x 1 (Lv.~31)

=====
Grimoire Radiance IV [E5C9]
=====

Grimoire for the DIVINE spell SPIRITSURGE IV, a MISSILE spell that unleashes divine power dealing PIERCING LIGHT damage to a SINGLE TARGET. Has a chance to inflict LIGHT AVERSE.

Divine

RANGE: 3 ~ 6 AREA: 1 RT: +22

AFFINITY: Light

COST: MP 60

PREREQUISITE: Divine Magic

"Spirits wreathed in light divine, gallop as arrows 'cross the sky and pierce my foeman's flesh!"

CLASSES:

(Lv.32~) Rune Fencer	(Lv.30~) Warlock	(Lv.29~) Divine Knight
(Lv.29~) Lord	(Lv.33~) Priest	(Lv.27~) Astromancer
(Lv.32~) Vartan	(Lv.27~) Knight Commander	(Lv.32~) Familiar

Dropped from the following unit(s):

San Bronsa Ruins (Floating Ruins - Level 1)
(03,25,21) Cleric x 1

=====
Grimoire Punition [74FB]
=====

Grimoire for the DIVINE spell JUDGEMENT, an INDIRECT spell that calls forth waves of divine light inflicting LIGHT damage to a SINGLE TARGET. Has a chance to inflict LIGHT AVERSE.

Divine

RANGE: 5 AREA: 1 RT: +14

AFFINITY: Light

COST: MP 22

PREREQUISITE: Divine Magic

"Wrath descend from throne on high, flash of thunder, judging light, hew down my foe!"

CLASSES:

(Lv.08~) Warlock (Lv.07~) Divine Knight (Lv.09~) Lord
(Lv.09~) Priest (Lv.13~) Princess (Lv.08~) Astromancer
(Lv.08~) Knight Commander

Sold in General Shops for 1000 goth after CH1N-SB[7] The Arkhaiopolis of Rhime and returning to Almorica Castle.

=====

Grimoire Punition II [807C]

=====

Grimoire for the DIVINE spell JUDGEMENT II, an INDIRECT spell that calls forth waves of divine light inflicting LIGHT damage to MULTIPLE TARGETS. Has a chance to inflict LIGHT AVERSE.

Divine

RANGE: 5 AREA: 2 RT: +19
AFFINITY: Light
COST: MP 46
PREREQUISITE: Divine Magic

"Wrath descend from throne on high, flash of thunder, judging light, hew down my foe!"

CLASSES:

(Lv.17~) Warlock (Lv.16~) Divine Knight (Lv.18~) Lord
(Lv.18~) Priest (Lv.22~) Princess (Lv.17~) Astromancer
(Lv.17~) Knight Commander

Sold in General Shops for 1900 goth at the start of Chapter IV.

Dropped from the following unit(s):

 CH4-SB[5] The Vanessan Way
 (05,30,15) Valkyrie x 1 (Lv.~31)

=====

Grimoire Punition III [C896]

=====

Grimoire for the DIVINE spell JUDGEMENT III, an INDIRECT spell that calls forth waves of divine light inflicting LIGHT damage to MULTIPLE TARGETS. Has a chance to inflict LIGHT AVERSE.

Divine

RANGE: 5 AREA: 3 RT: +24
AFFINITY: Light
COST: MP 70
PREREQUISITE: Divine Magic

"Wrath descend from throne on high, flash of thunder, judging light, hew down my foe!"

CLASSES:

(Lv.26~) Warlock (Lv.25~) Divine Knight (Lv.27~) Lord
(Lv.27~) Priest (Lv.31~) Princess (Lv.26~) Astromancer
(Lv.26~) Knight Commander

Sold in General Shops for 2800 goth after CODA-SB[1] Port Omish.

=====

Grimoire Punition IV	[64B1]
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=====

Grimoire for the DIVINE spell JUDGEMENT IV, an INDIRECT spell that calls forth waves of divine light inflicting LIGHT damage to MULTIPLE TARGETS. Has a chance to inflict LIGHT AVERSE.

Divine

RANGE: 5 AREA: 3 RT: +28
AFFINITY: Light
COST: MP 94
PREREQUISITE: Divine Magic

"Wrath descend from throne on high, flash of thunder, judging light, hew down my foe!"

CLASSES:

(Lv.35~) Warlock	(Lv.34~) Divine Knight	(Lv.36~) Lord
(Lv.36~) Priest	(Lv.40~) Princess	(Lv.35~) Astromancer
(Lv.35~) Knight Commander		

Dropped from the following unit(s):

 San Bronsa Ruins (Floating Ruins - Level 7)
 (08,14,24) Crystal Dragon x 1

=====

Grimoire Lumina	[741C]
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=====

Grimoire for the DIVINE spell WISPLIGHT, an INDIRECT spell that summons the light spirit Wisplight to deal CRUSHING LIGHT damage to SINGLE or MULTIPLE TARGETS. Has a chance to inflict LIGHT AVERSE.

Divine

RANGE: 3 AREA: 2 RT: +19
AFFINITY: Light
COST: MP 45
PREREQUISITE: Divine Magic

"Avatar of light, from winking stars descend to me!"

CLASSES:

(Lv.25~) Rune Fencer	(Lv.27~) Lord
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Sold in Palace of the Dead Shop for 2200 goth after CODA-SB[1] Port Omish.

=====

Grimoire Lumina II	[7DC5]
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=====

Grimoire for the DIVINE spell WISPLIGHT II, an INDIRECT spell that summons the light spirit Wisplight to deal CRUSHING LIGHT damage to SINGLE or MULTIPLE TARGETS. Has a chance to inflict LIGHT AVERSE.

Divine

RANGE: 4 AREA: 3 RT: +24

AFFINITY: Light

COST: MP 70

PREREQUISITE: Divine Magic

"Avatar of light, from winking stars descend to me!"

CLASSES:

(Lv.43~) Rune Fencer (Lv.45~) Lord

Dropped from the following unit(s):

San Bronsa Ruins (Floating Ruins - Level 14)
(05,06,29) Ethereal Vision x 1

=====

Grimoire Chatiment	[0D3B]
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=====

Grimoire for the DIVINE spell HEAVENLY JUDGE, an INDIRECT spell that bathes an area in divine light dealing heavy LIGHT damage to MULTIPLE TARGETS. Has a chance to inflict LIGHT AVERSE.

Divine

RANGE: 3 AREA: 2 RT: +28

AFFINITY: Light

COST: MP 90

PREREQUISITE: Divine Magic

"In skyfields where the light tree grows, crack wide your doors, destroy the dark!"

CLASSES:

(Lv.30~) Lord (Lv.29~) Princess (Lv.28~) Astromancer

Dropped from the following unit(s):

San Bronsa Ruins (Floating Ruins - Level 10)
(04,13,31) Ethereal Vision x 1

=====

Grimoire Chatiment II	[9D40]
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=====

Grimoire for the DIVINE spell HEAVENLY JUDGE II, an INDIRECT spell that bathes an area in divine light dealing heavy LIGHT damage to MULTIPLE TARGETS. Has a chance to inflict LIGHT AVERSE.

Divine

RANGE: 4 AREA: 3 RT: +38

AFFINITY: Light

COST: MP 140

PREREQUISITE: Divine Magic

"In skyfields where the light tree grows, crack wide your doors, destroy the dark!"

CLASSES:

(Lv.42~) Lord

(Lv.41~) Princess

(Lv.40~) Astromancer

Dropped from the following unit(s):

San Bronsa Ruins (Floating Ruins - Level 15)
(12,25,24) Crystal Dragon x 1

=====

[9A67]

Grimoire for the DIVINE spell EXORCISM, an INDIRECT spell that EXORCISES a SINGLE stilled undead target.

Divine

RANGE: 5 AREA: 1 RT: +16
AFFINITY: Light
COST: MP 34
PREREQUISITE: Divine Magic

"Give dying souls their place in time, an ever-world where they might rest!"

CLASSES:

(Lv.03~) Cleric (Lv.01~) Divine Knight (Lv.03~) Lord
(Lv.03~) Priest

Sold in General Shops for 800 goth at the start of the game.

Dropped from the following unit(s):

Xeod Moors
(01,20,04) Warrior x 1
(11,03,03) Warrior x 1
(11,12,03) Warrior x 1

Phorampa Wildwood (The Feral Shore)
(01,06,07) Terror Knight x 1
(02,01,07) Enchantress x 1
(04,02,06) Archer x 1
(04,06,07) Archer x 1
(05,05,04) Warrior x 1
(07,07,05) Warrior x 1
(08,05,03) Wizard x 1
(09,01,03) Wizard x 1
(10,05,03) Enchantress x 1

=====

[275D]

Grimoire for the DIVINE spell EXORCISM II, an INDIRECT spell that EXORCISES MULTIPLE stilled undead targets.

Divine

RANGE: 4 AREA: 2 RT: +23
AFFINITY: Light
COST: MP 68
PREREQUISITE: Divine Magic

"Give dying souls their place in time, an ever-world where they might rest!"

=====
 Grimoire for the DIVINE spell SILENT LIGHT, an INDIRECT spell that SILENCES a SINGLE TARGET with a scintillant wave.

Divine

RANGE: 5 AREA: 1 RT: +14
 AFFINITY: Light
 COST: MP 20
 PREREQUISITE: Divine Magic

"The brilliant light seals 'way the echoes crying for release!"

CLASSES:

(Lv.05~) Cleric	(Lv.06~) Rune Fencer	(Lv.06~) Lord
(Lv.04~) Priest	(Lv.05~) Princess	(Lv.06~) Familiar

Sold in General Shops for 500 goth at the start of the game.

=====
 Grimoire Celerite

[F6C4]

=====
 Grimoire for the DIVINE spell BOON OF SWIFTNESS, an INDIRECT spell that draws power from the goddess of time to QUICKEN a SINGLE TARGET.

Divine

RANGE: 5 AREA: 1 RT: +16
 COST: MP 30
 PREREQUISITE: Divine Magic

"Twist time's whirlwind like the gales and lightning bolts race 'cross the sky!"

CLASSES:

(Lv.10~) Cleric	(Lv.11~) Rune Fencer	(Lv.11~) Lord
(Lv.09~) Priest	(Lv.10~) Princess	(Lv.11~) Familiar

Sold in General Shops for 1000 goth after CH2C-SB[3] Xeod Moors or CH2L-SB[2] Xeod Moors.

Dropped from the following unit(s):

CH2C-SB[3] Xeod Moors		
(06,20,03) Familiar		x 1
CH2L-SB[4] Port Asyton		
(13,06,08) Berserker		x 1
CH2L-SB[8] The Golborza Plain		
(02,21,09) Familiar		x 1
(04,21,09) Familiar		x 1

=====
 Grimoire Annulation

[7B05]

=====
 Grimoire for the DIVINE spell DISPEL, an INDIRECT spell that removes a buff from a SINGLE TARGET.

Divine

RANGE: 5 AREA: 1 RT: +16

COST: MP 30

PREREQUISITE: Divine Magic

"Lords high on throne in heaven's vault, give blessings not to the unworthy
vessels, cracked and rent!"

CLASSES:

(Lv.21~) Cleric

(Lv.23~) Rune Fencer

(Lv.22~) Lord

(Lv.20~) Priest

(Lv.21~) Princess

Sold in Palace of the Dead and Deneb's Shop for 2100 goth once the shop is
accessible in Chapter IV.

Dropped from the following unit(s):

CH4-SB[15] The Royal City of Heim (Heim Great Hall)

(09,20,10) Cleric x 1 (Lv.~33)

CH4-SB[23] The Hanging Gardens (Enraptured Dreams)

(03,08,21) Templar (Cleric) x 1 (Lv.~33)

CH4-SB[32] The Hanging Gardens (Ivory Stair)

(05,06,23) Templar (Rune Fencer) x 1 (Lv.~33)

CH4-SB[33] The Hanging Gardens (Twixt Heaven and Earth)

(04,23,21) Templar (Cleric) x 1 (Lv.~33)

=====

Grimoire Reveil

[7819]

=====

Grimoire for the DIVINE spell AWAKEN, an INDIRECT spell that removes SLEEP
and CHARM from a SINGLE TARGET.

Divine

RANGE: 6 AREA: 1 RT: +14

COST: MP 20

PREREQUISITE: Divine Magic

"How pure and clear this light, to heal spirit and flesh sullied by dark!"

CLASSES:

(Lv.03~) Cleric

(Lv.04~) Lord

(Lv.02~) Priest

(Lv.03~) Princess

(Lv.05~) Paladin

(Lv.06~) White Knight

Sold in General Shops for 600 goth at the start of the game.

=====

Grimoire Reveil II

[60A1]

=====

Grimoire for the DIVINE spell AWAKEN II, an INDIRECT spell that removes
BEWITCH, SPENDTHRIFT, and PARANOIA from a SINGLE TARGET.

Divine

RANGE: 5 AREA: 1 RT: +20
COST: MP 50
PREREQUISITE: Divine Magic

"How pure and clear this light, to heal spirit and flesh sullied by dark!"

CLASSES:

(Lv.30~) Cleric (Lv.31~) Lord (Lv.29~) Priest
(Lv.30~) Princess

Dropped from the following unit(s):

San Bronsa Ruins (Floating Ruins - Level 3)
(04,12,29) Cleric x 1

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Grimoire Vivacite	[A879]
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=====

Grimoire for the DIVINE spell INNERVATE, an INDIRECT spell that removes STUN from a SINGLE TARGET.

Divine

RANGE: 6 AREA: 1 RT: +12
COST: MP 10
PREREQUISITE: Divine Magic

"Flesh by fetter of faith bound, release and joy in freedom found!"

CLASSES:

(Lv.01~) Cleric (Lv.03~) Lord (Lv.01~) Priest
(Lv.01~) Princess (Lv.02~) Paladin (Lv.02~) White Knight

Sold in General Shops for 200 goth at the start of the game.

=====

Grimoire Volubilite	[51DE]
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=====

Grimoire for the DIVINE spell SINGING LIGHT, an INDIRECT spell that removes SILENCE from a SINGLE TARGET.

Divine

RANGE: 6 AREA: 1 RT: +13
COST: MP 15
PREREQUISITE: Divine Magic

"Call back lost words, these pieces of a time gone by, to break the silence, sing your song!"

CLASSES:

(Lv.08~) Cleric (Lv.09~) Lord (Lv.07~) Priest
(Lv.08~) Princess (Lv.10~) Paladin (Lv.11~) White Knight

Sold in General Shops for 1100 goth after CH1N-SB[7] The Arkhaiopolis of Rhime and returning to Almorica Castle.

Dropped from the following unit(s):

CH2C-SB[9] Golyat

(11,20,18) Cleric

x 1

CH2L-SB[7] Tynemouth Hill

(05,20,06) Cleric

x 1

(11,20,07) Cleric

x 1

=====
Grimoire Defigeant

[247D]

=====
Grimoire for the DIVINE spell AWAKEN STONE, an INDIRECT spell that removes PETRIFY from a SINGLE TARGET.

Divine

RANGE: 6 AREA: 1 RT: +14

COST: MP 20

PREREQUISITE: Divine Magic

"From the rock for whom time does not flow, a wave of life spring forth!"

CLASSES:

(Lv.07~) Cleric

(Lv.08~) Lord

(Lv.06~) Priest

(Lv.07~) Princess

(Lv.09~) Paladin

(Lv.10~) White Knight

Sold in General Shops for 1000 goth after CH1N-SB[5] Krysaro and returning to Almorica Castle.

=====
Grimoire Fluidite

[A843]

=====
Grimoire for the DIVINE spell LIBERATE, an INDIRECT spell that removes BOUND, SHACKLE, and STOP from a SINGLE TARGET.

Divine

RANGE: 5 AREA: 1 RT: +17

COST: MP 35

PREREQUISITE: Divine Magic

"Free the bonds that weigh upon your mind, a light divine to cleanse!"

CLASSES:

(Lv.27~) Cleric

(Lv.28~) Lord

(Lv.26~) Priest

(Lv.27~) Princess

Sold in Palace of the Dead and Deneb's Shop for 2700 goth after CODA-SB[1] Port Omish.

=====
Grimoire Purete

[AF2E]

=====
Grimoire for the DIVINE spell CLEANSE, an INDIRECT spell that removes POISON from a SINGLE TARGET.

Divine

RANGE: 8 AREA: 1 RT: +14

COST: MP 20

PREREQUISITE: Divine Magic

"Gone the mud of misfortune, cleansed the blood of honest soul!"

CLASSES:

(Lv.09~) Cleric	(Lv.10~) Lord	(Lv.08~) Priest
(Lv.09~) Princess	(Lv.11~) Paladin	(Lv.12~) White Knight

Sold in General Shops for 1200 goth after CH2C-SB[3] Xeod Moors or CH2L-SB[2] Xeod Moors.

Dropped from the following unit(s):

CH2C-SB[9] Golyat		
(14,19,18) Cleric		x 1
CH2L-SB[7] Tynemouth Hill		
(07,17,06) Cleric		x 1
(09,17,04) Cleric		x 1

=====
Grimoire Purete II [BD53]

=====
Grimoire for the DIVINE spell CLEANSE II, an INDIRECT spell that removes POISON and VENOM from a SINGLE TARGET.

Divine

RANGE: 5 AREA: 1 RT: +19
COST: MP 45
PREREQUISITE: Divine Magic

"Gone the mud of misfortune, cleansed the blood of honest soul!"

CLASSES:

(Lv.24~) Cleric	(Lv.25~) Lord	(Lv.23~) Priest
(Lv.24~) Princess		

Sold in Palace of the Dead Shop for 2400 goth after CODA-SB[1] Port Omish.

Dropped from the following unit(s):

CH4-SB[35] The Hanging Gardens (Relics of the Past)		
(10,27,15) Templar (Cleric)		x 1 (Lv.~34)

=====
Grimoire Mobilite [1F56]

=====
Grimoire for the DIVINE spell UNBURDEN, an INDIRECT spell that removes HOBBLE and LEADEN from a SINGLE TARGET.

Divine

RANGE: 5 AREA: 1 RT: +14
COST: MP 20
PREREQUISITE: Divine Magic

"Lift wings of light, this emissary, your burden to release!"

CLASSES:

(Lv.15~) Cleric (Lv.16~) Lord (Lv.14~) Priest
(Lv.15~) Princess (Lv.17~) Paladin

Sold in General Shops for 1700 goth after CH3N-SB[9] Coritanae Keep
(Coritanae Ward), CH3C-SB[11]A/B Coritanae Keep (Coritanae Ward) or
CH3L-SB[11] Almorica Castle (Almorica Passageway).

Dropped from the following unit(s):

CH3N-SB[4] Port Asyton
(07,06,11) Cleric x 1

CH3N-SB[12A] Phidoch Castle (Phidoch South Curtain Wall)
(01,08,31) Cleric x 1 (Lv.~30)

CH3N-SQ[2] Golyat
(02,14,15) Cleric x 1 (Lv.~29)

CH3C-SB[8] Brigantys Castle (Brigantys Great Hall)
(02,04,06) Cleric x 1

CH3C-SB[9] Bahanna Highlands
(22,13,03) Cleric x 1 (Lv.~29)

CH3C-SB[11B] Coritanae Keep (Coritanae Ward)
(02,05,09) Cleric x 1 (Lv.~29)

CH3L-SB[9] Tynemouth Hill
(17,09,02) Cleric x 1 (Lv.~29)

CH4-SB[2B] Brigantys Castle (Brigantys West Curtain Wall)
(09,20,13) Cleric x 1 (Lv.~31)

=====
Grimoire Benediction [E458]
=====

Grimoire for the DIVINE spell DECURSE, an INDIRECT spell that removes CURSE,
WITHER, and ADDLE from a SINGLE TARGET.

Divine

RANGE: 5 AREA: 1 RT: +20

COST: MP 50

PREREQUISITE: Divine Magic

"A blessing I give in stead of gods, calamity visit no more!"

CLASSES:

(Lv.35~) Cleric (Lv.36~) Lord (Lv.34~) Priest
(Lv.35~) Princess

Sold in Palace of the Dead and Deneb's Shop for 3500 goth after CODA-SB[5]
The Arkhaiopolis of Rhime (Torakoria Way).

=====
Grimoire Bravoure [DF97]
=====

Grimoire for the DIVINE spell HEARTEN, an INDIRECT spell that removes FEAR

from a SINGLE TARGET.

Divine

RANGE: 5 AREA: 1 RT: +17

COST: MP 35

PREREQUISITE: Divine Magic

"Fierce warriors in your heavenly pride, kindle a light in trembling heart!"

CLASSES:

(Lv.14~) Cleric (Lv.18~) Knight (Lv.15~) Lord
(Lv.13~) Priest (Lv.14~) Princess (Lv.16~) Paladin
(Lv.17~) White Knight

Sold in General Shops for 1800 goth after CH3N-SB[4] Port Asyton, CH3C-SB[6]
Bahanna Highlands or CH3L-SB[7]A/B Coritanae Keep (Coritanae Ward).

Dropped from the following unit(s):

CH3N-SB[3] Tynemouth Hill

(02,26,16) Cleric x 1

CH3N-SB[8] Coritanae Keep (The Gates of Coritanae)

(03,11,14) Cleric x 1

CH3N-SB[9] Coritanae Keep (Coritanae Ward)

(02,04,09) Cleric x 1

(02,06,09) Cleric x 1

CH3N-SB[11] The Arkhaiopolis of Rhime

(02,16,17) Cleric x 1 (Lv.~30)

(21,19,10) Cleric x 1

CH3C-SB[6] Bahanna Highlands

(04,10,16) Cleric x 1 (Lv.~28)

CH3C-SB[7A] Brigantys Castle (Brigantys South Curtain Wall)

(01,12,29) Cleric x 1

CH3C-SB[7B] Brigantys Castle (Brigantys West Curtain Wall)

(10,25,25) Cleric x 1

(12,26,24) Cleric x 1

CH3C-SB[8] Brigantys Castle (Brigantys Great Hall)

(02,08,06) Cleric x 1

CH3L-SB[4] Bahanna Highlands

(19,05,04) Cleric x 1

CH3L-SB[6] Coritanae Keep (The Gates of Coritanae)

(05,17,15) Cleric x 1

CH3L-SB[7A] Coritanae Keep (Coritanae Ward)

(02,05,09) Cleric x 1

CH3L-SB[7B] Coritanae Keep (Coritanae Ward)

(03,02,09) Cleric x 1 (Lv.~29)

(03,08,09) Cleric x 1

CH4-SB[20] The Hanging Gardens (Tears of Topaz)

(06,16,19) Templar (Knight) x 1 (Lv.~33)

CH4-SB[22] The Hanging Gardens (Songs of Raven Hair)
(06,14,19) Templar (Knight) x 1 (Lv.~33)

CH4-SB[26] The Hanging Gardens (The Beast Has Fangs)
(05,04,16) Templar (Knight) x 1 (Lv.~33)

CH4-SB[28] The Hanging Gardens (Sounding of the Hours)
(02,09,27) Templar (Knight) x 1 (Lv.~33)

=====
Grimoire Purgation [8014]
=====

Grimoire for the DIVINE spell EASE, an INDIRECT spell that removes a debuff from a SINGLE TARGET.

Divine

RANGE: 8 AREA: 1 RT: +18
COST: MP 40
PREREQUISITE: Divine Magic

"By the mercy of the father great, purify this sullied flesh!"

CLASSES:

(Lv.20~) Cleric (Lv.22~) Rune Fencer (Lv.21~) Lord
(Lv.19~) Priest (Lv.20~) Princess

Sold in Palace of the Dead and Deneb's Shop for 2000 goth once the shop is accessible in Chapter IV.

Dropped from the following unit(s):

CH4-SB[15] The Royal City of Heim (Heim Great Hall)
(15,20,10) Cleric x 1 (Lv.~33)

CH4-SB[21] The Hanging Gardens (Verdant Stair)
(02,06,26) Templar (Rune Fencer) x 1 (Lv.~33)

CH4-SB[23] The Hanging Gardens (Enraptured Dreams)
(03,08,21) Templar (Cleric) x 1 (Lv.~33)

CH4-SB[25] The Hanging Gardens (Halcyon Days)
(02,08,22) Templar (Rune Fencer) x 1 (Lv.~33)

CH4-SB[29] The Hanging Gardens (Faith and Devotion)
(12,14,21) Templar (Rune Fencer) x 1 (Lv.~33)

CH4-SQ[17.1] Palace of the Dead (Palace of the Dead - Level 1)
(06,02,06) Cleric x 1 (Lv.~31)

=====
Grimoire Vitalite [C854]
=====

Grimoire for the DIVINE spell HEAL, an INDIRECT spell that draws power from the goddess of mercy to RESTORE HP to a SINGLE TARGET. Deals damage to undead.

Divine

RANGE: 5 AREA: 1 RT: +13

AFFINITY: Light

COST: MP 15

PREREQUISITE: Divine Magic

"May my prayers become a beacon, guide to gods to heal your blight."

CLASSES:

(Lv.01~) Cleric	(Lv.04~) Rune Fencer	(Lv.03~) Knight
(Lv.03~) Lord	(Lv.01~) Priest	(Lv.01~) Princess
(Lv.01~) Paladin	(Lv.01~) White Knight	(Lv.03~) Knight Commander
(Lv.04~) Familiar		

Sold in General Shops for 400 goth at the start of the game.

=====
Grimoire Vitalite II [B5EF]
=====

Grimoire for the DIVINE spell HEAL II, an INDIRECT spell that draws power from the goddess of mercy to RESTORE HP to a SINGLE TARGET. Deals damage to undead.

Divine

RANGE: 5 AREA: 1 RT: +16

AFFINITY: Light

COST: MP 30

PREREQUISITE: Divine Magic

"May my prayers become a beacon, guide to gods to heal your blight."

CLASSES:

(Lv.11~) Cleric	(Lv.14~) Rune Fencer	(Lv.13~) Knight
(Lv.12~) Lord	(Lv.10~) Priest	(Lv.12~) Princess
(Lv.12~) Paladin	(Lv.13~) White Knight	(Lv.13~) Knight Commander
(Lv.14~) Familiar		

Sold in General Shops for 1400 goth after CH2C-SB[6] Krysaro or CH2L-SB[6] Qadriga Fortress.

Dropped from the following unit(s):

CH3L-SB[1] Madura Drift
(19,08,03) Cleric x 1 (Lv.~28)

CH4-SB[13A] The Royal City of Heim (The Gates of Heim)
(24,12,12) Valkyrie x 1 (Lv.~33)

CH4-SB[13C] The Royal City of Heim (Heim Postern Gate)
(07,10,07) Knight x 1 (Lv.~33)

CH4-SB[26] The Hanging Gardens (The Beast Has Fangs)
(05,04,16) Templar (Knight) x 1 (Lv.~33)

=====
Grimoire Vitalite III [1E78]
=====

Grimoire for the DIVINE spell HEAL III, an INDIRECT spell that draws power from the goddess of mercy to RESTORE HP to a SINGLE TARGET. Deals damage to undead.

Divine

RANGE: 6 AREA: 1 RT: +19
AFFINITY: Light
COST: MP 45
PREREQUISITE: Divine Magic

"May my prayers become a beacon, guide to gods to heal your blight."

CLASSES:

(Lv.21~) Cleric	(Lv.24~) Rune Fencer	(Lv.23~) Knight
(Lv.22~) Lord	(Lv.20~) Priest	(Lv.22~) Princess
(Lv.22~) Paladin	(Lv.23~) White Knight	(Lv.23~) Knight Commander
(Lv.24~) Familiar		

Sold in General Shops for 2400 goth after CH4-SB[15] The Royal City of Heim (Heim Great Hall).

Dropped from the following unit(s):

CH4-SB[27] The Hanging Gardens (Vermillion Stair)
(06,14,24) Templar (Cleric) x 1 (Lv.~33)

CH4-SB[31] The Hanging Gardens (Ebon Stair)
(04,03,15) Templar (Knight) x 1 (Lv.~33)

=====
Grimoire Vitalite IV [823A]
=====

Grimoire for the DIVINE spell HEAL IV, an INDIRECT spell that draws power from the goddess of mercy to RESTORE HP to a SINGLE TARGET. Deals damage to undead.

Divine

RANGE: 6 AREA: 1 RT: +22
AFFINITY: Light
COST: MP 60
PREREQUISITE: Divine Magic

"May my prayers become a beacon, guide to gods to heal your blight."

CLASSES:

(Lv.31~) Cleric	(Lv.34~) Rune Fencer	(Lv.33~) Knight
(Lv.32~) Lord	(Lv.30~) Priest	(Lv.32~) Princess
(Lv.32~) Paladin	(Lv.33~) White Knight	(Lv.33~) Knight Commander
(Lv.34~) Familiar		

Dropped from the following unit(s):

San Bronsa Ruins (Floating Ruins - Level 5)
(01,05,05) Rune Fencer x 1

=====
Grimoire Soins [B2D8]
=====

Grimoire for the DIVINE spell MAJOR HEAL, an INDIRECT spell that draws power from the goddess of mercy to RESTORE HP to MULTIPLE TARGETS. Deals damage to undead.

Divine

RANGE: 4 AREA: 2 RT: +15
AFFINITY: Light
COST: MP 25
PREREQUISITE: Divine Magic

"May my call become the light of purest heaven, salvation yours."

CLASSES:
(Lv.09~) Cleric (Lv.10~) Lord (Lv.08~) Priest

Sold in General Shops for 900 goth after CH2C-SB[3] Xeod Moors or CH2L-SB[2] Xeod Moors.

Dropped from the following unit(s):

CH2C-SB[3] Xeod Moors		
(06,20,03) Familiar	x 1	
CH2L-SB[4] Port Asyton		
(13,06,08) Berserker	x 1	
CH2L-SB[8] The Golborza Plain		
(02,21,09) Familiar	x 1	
(04,21,09) Familiar	x 1	

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Grimoire Soins II	[5E9A]
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Grimoire for the DIVINE spell MAJOR HEAL II, an INDIRECT spell that draws power from the goddess of mercy to RESTORE HP to MULTIPLE TARGETS. Deals damage to undead.

Divine

RANGE: 5 AREA: 3 RT: +19
AFFINITY: Light
COST: MP 45
PREREQUISITE: Divine Magic

"May my call become the light of purest heaven, salvation yours."

CLASSES:
(Lv.23~) Cleric (Lv.24~) Lord (Lv.22~) Priest

Sold in Palace of the Dead and Deneb's Shop for 2300 goth after CODA-SB[1] Port Omish.

Dropped from the following unit(s):

CH4-SB[16] The Hanging Gardens (Foot of the Gardens)		
(08,03,05) Templar (Cleric)	x 1	(Lv.~33)
CH4-SB[19] The Hanging Gardens (Echoes of Her Passage)		
(06,13,28) Templar (Cleric)	x 1	(Lv.~33)

=====

Grimoire Soins III [64B5]

=====

Grimoire for the DIVINE spell MAJOR HEAL III, an INDIRECT spell that draws power from the goddess of mercy to RESTORE HP to MULTIPLE TARGETS. Deals damage to undead.

Divine

RANGE: 6 AREA: 3 RT: +23
AFFINITY: Light
COST: MP 65
PREREQUISITE: Divine Magic

"May my call become the light of purest heaven, salvation yours."

CLASSES:
(Lv.37~) Cleric (Lv.38~) Lord (Lv.36~) Priest

Dropped from the following unit(s):
San Bronsa Ruins (Floating Ruins - Level 11)
(03,13,11) Cleric x 1

=====

Grimoire Resurrection [9347]

=====

Grimoire for the DIVINE spell RESURRECT, an INDIRECT spell that REVIVES a SINGLE incapacitated ally and RESTORES 10% of max HP and MP.

Divine

RANGE: 2 AREA: 1 RT: +30
COST: MP 100
PREREQUISITE: Divine Magic

"Ishtar, goddess of the light, save ye the souls of those who fell and are in darkness bound."

CLASSES:
(Lv.14~) Cleric (Lv.15~) Lord (Lv.13~) Priest

Sold in General Shops for 1500 goth after CH3N-SB[9] Coritanae Keep (Coritanae Ward), CH3C-SB[11]A/B Coritanae Keep (Coritanae Ward) or CH3L-SB[11] Almorica Castle (Almorica Passageway).

Dropped from the following unit(s):
CH3N-SB[2] Boed Fortress (Boed Fortress)
(06,16,26) Templar (Cleric) x 1

CH3N-SB[3] Tynemouth Hill
(08,16,03) Hoplite x 1

CH3N-SB[8] Coritanae Keep (The Gates of Coritanae)
(03,11,14) Cleric x 1

CH3N-SB[9] Coritanae Keep (Coritanae Ward)
 (02,04,09) Cleric x 1
 (02,06,09) Cleric x 1

CH3N-SB[11] The Arkhaiopolis of Rhime
 (21,19,10) Cleric x 1

CH3N-SB[12A] Phidoch Castle (Phidoch South Curtain Wall)
 (08,15,16) Cleric x 1 (Lv.~30)

CH3C-SB[3] Coritanae Keep (The Gates of Coritanae)
 (01,17,30) Cleric x 1

CH3C-SB[4] Coritanae Keep (Coritanae Ward)
 (02,04,09) Cleric x 1
 (02,06,09) Cleric x 1

CH3C-SB[6] Bahanna Highlands
 (01,07,16) Cleric x 1 (Lv.~28)

CH3C-SB[7A] Brigantys Castle (Brigantys South Curtain Wall)
 (01,12,29) Cleric x 1

CH3C-SB[7B] Brigantys Castle (Brigantys West Curtain Wall)
 (10,25,25) Cleric x 1
 (12,26,24) Cleric x 1

CH3L-SB[2A] Brigantys Castle (Brigantys South Curtain Wall)
 (04,11,15) Cleric x 1

CH3L-SB[5] The Reisan Way
 (25,08,07) Cleric x 1
 (25,11,07) Cleric x 1

CH3L-SB[6] Coritanae Keep (The Gates of Coritanae)
 (05,17,15) Cleric x 1

CH3L-SB[7A] Coritanae Keep (Coritanae Ward)
 (02,05,09) Cleric x 1

CH3L-SB[7B] Coritanae Keep (Coritanae Ward)
 (03,08,09) Cleric x 1

 =====
 Grimoire Resurrection II [C851]
 =====

Grimoire for the DIVINE spell RESURRECT II, an INDIRECT spell that REVIVES a SINGLE incapacitated ally and RESTORES 50% of max HP and MP.

 Divine

RANGE: 2 AREA: 1 RT: +50
 COST: MP 200
 PREREQUISITE: Divine Magic

 "Ishtar, goddess of the light, save ye the souls of those who fell and are in darkness bound."

CLASSES:

 Dropped from the following unit(s):

San Bronsa Ruins (Floating Ruins - Level 11)
 (03,08,16) Ethereal Vision x 1

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D a r k

[F8DB]

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Call on the spirits of the dark to cast your foes into the stygian abyss.
 Requires MP.

Grimoire Douleur	[32CF]
Grimoire Douleur II	[A1BE]
Grimoire Douleur III	[3F42]
Grimoire Douleur IV	[395A]
Grimoire Briseciel	[4029]
Grimoire Briseciel II	[E3C4]
Grimoire Briseciel III	[B0C4]
Grimoire Briseciel IV	[E8D5]
Grimoire Fenrir	[B190]
Grimoire Fenrir II	[0864]
Grimoire Abimes	[FD8A]
Grimoire Abimes II	[7458]
Grimoire Aspirevie	[65EB]
Grimoire Aspiremagie	[15C3]
Grimoire Aspirenergie	[B159]
Grimoire Infutenebres	[C0A1]
Grimoire Antitenebres	[E49B]
Grimoire Offrande	[73E1]
Grimoire Revirement	[5219]
Grimoire Torpeur	[0AEB]
Grimoire Petrifiant	[1CFE]
Grimoire Paralysie	[4EB0]
Grimoire Toxigaz	[760C]
Grimoire Miasme	[165D]
Grimoire Sommeil	[F05E]
Grimoire Tentation	[F851]
Grimoire Arret	[CF9B]
Grimoire Menottes	[C892]
Grimoire Entrave	[F290]
Grimoire Gravite	[CE89]
Grimoire Epouvante	[C4B9]
Grimoire Damnes	[DE56]

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Grimoire Douleur

[32CF]

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Grimoire for the DARK spell WORD OF PAIN, a MISSILE spell that unleashes an agonizing curse dealing SLASHING DARK damage to a SINGLE TARGET. Has a chance to inflict DARK AVERSE.

Dark

RANGE: 3 ~ 6 AREA: 1 RT: +13

AFFINITY: Dark

COST: MP 15

PREREQUISITE: Dark Magic

"Bring the pain to blood and flesh, this demon cast from mortal coil!"

CLASSES:

(Lv.02~) Wizard	(Lv.05~) Rune Fencer	(Lv.01~) Warlock
(Lv.03~) Necromancer	(Lv.01~) Lich	(Lv.03~) Lord
(Lv.01~) Astromancer	(Lv.02~) Wicce	(Lv.03~) Knight Commander
(Lv.04~) Patriarch	(Lv.03~) Familiar	(Lv.01~) Cyclops

Sold in General Shops for 300 goth at the start of the game.

=====
Grimoire Douleur II [A1BE]
=====

Grimoire for the DARK spell WORD OF PAIN II, a MISSILE spell that unleashes an agonizing curse dealing SLASHING DARK damage to a SINGLE TARGET. Has a chance to inflict DARK AVERSE.

Dark

RANGE: 3 ~ 6 AREA: 1 RT: +16

AFFINITY: Dark

COST: MP 30

PREREQUISITE: Dark Magic

"Bring the pain to blood and flesh, this demon cast from mortal coil!"

CLASSES:

(Lv.11~) Wizard	(Lv.14~) Rune Fencer	(Lv.10~) Warlock
(Lv.12~) Necromancer	(Lv.09~) Lich	(Lv.11~) Lord
(Lv.09~) Astromancer	(Lv.11~) Wicce	(Lv.12~) Knight Commander
(Lv.13~) Patriarch	(Lv.12~) Familiar	(Lv.09~) Cyclops

Sold in General Shops for 1200 goth after CH2C-SB[3] Xeod Moors or CH2L-SB[2] Xeod Moors.

Dropped from the following unit(s):

CH2C-SB[9] Golyat

(08,14,15) Wizard Dagon x 1

CH2L-SB[2] Xeod Moors

(07,19,03) Wizard Garba x 1 (Lv.~25)

CH2L-SB[11] Almorica Castle (Almorica Passageway)

(02,07,07) Enchantress x 1

=====
Grimoire Douleur III [3F42]
=====

Grimoire for the DARK spell WORD OF PAIN III, a MISSILE spell that unleashes an agonizing curse dealing SLASHING DARK damage to a SINGLE TARGET. Has a chance to inflict DARK AVERSE.

Dark

RANGE: 3 ~ 6 AREA: 1 RT: +19

AFFINITY: Dark

COST: MP 45

PREREQUISITE: Dark Magic

"Bring the pain to blood and flesh, this demon cast from mortal coil!"

CLASSES:

(Lv.20~) Wizard	(Lv.23~) Rune Fencer	(Lv.19~) Warlock
(Lv.21~) Necromancer	(Lv.18~) Lich	(Lv.20~) Lord
(Lv.18~) Astromancer	(Lv.20~) Wicce	(Lv.21~) Knight Commander
(Lv.22~) Patriarch	(Lv.21~) Familiar	(Lv.18~) Cyclops

Sold in General Shops for 2100 goth after CH4-SB[10] Barnicia Castle (Barnicia Grand Staircase) and returning to Phidoch Castle.

Dropped from the following unit(s):

CH4-SB[13A] The Royal City of Heim (The Gates of Heim)
(18,13,12) Enchantress x 1 (Lv.~33)

=====
Grimoire Douleur IV [395A]
=====

Grimoire for the DARK spell WORD OF PAIN IV, a MISSILE spell that unleashes an agonizing curse dealing SLASHING DARK damage to a SINGLE TARGET. Has a chance to inflict DARK AVERSE.

Dark

RANGE: 3 ~ 6 AREA: 1 RT: +22

AFFINITY: Dark

COST: MP 60

PREREQUISITE: Dark Magic

"Bring the pain to blood and flesh, this demon cast from mortal coil!"

CLASSES:

(Lv.29~) Wizard	(Lv.32~) Rune Fencer	(Lv.28~) Warlock
(Lv.30~) Necromancer	(Lv.27~) Lich	(Lv.29~) Lord
(Lv.27~) Astromancer	(Lv.29~) Wicce	(Lv.30~) Knight Commander
(Lv.31~) Patriarch	(Lv.30~) Familiar	(Lv.27~) Cyclops

Dropped from the following unit(s):

San Bronsa Ruins (Floating Ruins - Level 2)
(11,16,19) Terror Knight x 1

=====
Grimoire Briseciel [4029]
=====

Grimoire for the DARK spell METEOR STRIKE, an INDIRECT spell that calls downs a meteorite dealing CRUSHING DARK damage to a SINGLE TARGET. Has a chance to inflict DARK AVERSE.

Dark

RANGE: 5 AREA: 1 RT: +14

AFFINITY: Dark

COST: MP 22

PREREQUISITE: Dark Magic

"Harness power of the wyrm, that races 'cross the vault of sky, drop stars

from fastness high above, come burning down to ground!"

CLASSES:

(Lv.07~) Wizard	(Lv.06~) Warlock	(Lv.08~) Necromancer
(Lv.05~) Lich	(Lv.07~) Lord	(Lv.10~) Dark Priest
(Lv.06~) Astromancer	(Lv.07~) Wicce	(Lv.08~) Knight Commander
(Lv.09~) Patriarch	(Lv.06~) Cyclops	

Sold in General Shops for 1000 goth after CH1N-SB[5] Krysaros and returning to Almorica Castle.

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Grimoire Briseciel II	[E3C4]
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=====

Grimoire for the DARK spell METEOR STRIKE II, an INDIRECT spell that calls down a meteorite dealing CRUSHING DARK damage to MULTIPLE TARGETS. Has a chance to inflict DARK AVERSE.

Dark

RANGE: 5 AREA: 2 RT: +19
AFFINITY: Dark
COST: MP 46
PREREQUISITE: Dark Magic

"Harness power of the wyrm, that races 'cross the vault of sky, drop stars from fastness high above, come burning down to ground!"

CLASSES:

(Lv.16~) Wizard	(Lv.15~) Warlock	(Lv.17~) Necromancer
(Lv.14~) Lich	(Lv.16~) Lord	(Lv.19~) Dark Priest
(Lv.15~) Astromancer	(Lv.16~) Wicce	(Lv.17~) Knight Commander
(Lv.18~) Patriarch	(Lv.15~) Cyclops	

Sold in General Shops for 1900 goth after CH3N-SB[9] Coritanae Keep (Coritanae Ward), CH3C-SB[11]A/B Coritanae Keep (Coritanae Ward) or CH3L-SB[11] Almorica Castle (Almorica Passageway).

Dropped from the following unit(s):

CH3N-SB[9] Coritanae Keep (Coritanae Ward)
 (08,06,06) Terror Knight x 1 (Lv.~29)

CH3C-SB[11B] Coritanae Keep (Coritanae Ward)
 (04,08,09) Enchantress x 1 (Lv.~29)

CH3L-SB[8B] Lake Bordu
 (07,03,03) Valkyrie x 1 (Lv.~29)

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Grimoire Briseciel III	[B0C4]
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Grimoire for the DARK spell METEOR STRIKE III, an INDIRECT spell that calls down a meteorite dealing CRUSHING DARK damage to MULTIPLE TARGETS. Has a chance to inflict DARK AVERSE.

Dark

RANGE: 5 AREA: 3 RT: +24

AFFINITY: Dark
COST: MP 70
PREREQUISITE: Dark Magic

"Harness power of the wrym, that races 'cross the vault of sky, drop stars from fastness high above, come burning down to ground!"

CLASSES:

(Lv.25~) Wizard	(Lv.24~) Warlock	(Lv.26~) Necromancer
(Lv.23~) Lich	(Lv.25~) Lord	(Lv.28~) Dark Priest
(Lv.24~) Astromancer	(Lv.25~) Wicce	(Lv.26~) Knight Commander
(Lv.27~) Patriarch	(Lv.24~) Cyclops	

Sold in Palace of the Dead and Deneb's Shop for 2800 goth after CODA-SB[1] Port Omish.

=====
Grimoire Briseciel IV [E8D5]
=====

Grimoire for the DARK spell METEOR STRIKE IV, an INDIRECT spell that calls downs a meteorite dealing CRUSHING DARK damage to MULTIPLE TARGETS. Has a chance to inflict DARK AVERSE.

Dark

RANGE: 5 AREA: 3 RT: +28
AFFINITY: Dark
COST: MP 94
PREREQUISITE: Dark Magic

"Harness power of the wrym, that races 'cross the vault of sky, drop stars from fastness high above, come burning down to ground!"

CLASSES:

(Lv.34~) Wizard	(Lv.33~) Warlock	(Lv.35~) Necromancer
(Lv.32~) Lich	(Lv.34~) Lord	(Lv.37~) Dark Priest
(Lv.33~) Astromancer	(Lv.34~) Wicce	(Lv.35~) Knight Commander
(Lv.36~) Patriarch	(Lv.33~) Cyclops	

Dropped from the following unit(s):

San Bronsa Ruins (Floating Ruins - Level 2)
(16,04,05) Dark Dragon x 1

=====
Grimoire Fenrir [B190]
=====

Grimoire for the DARK spell HELLHOUND, an INDIRECT spell that summons a hellhound to deal CRUSHING DARK damage to SINGLE or MULTIPLE TARGETS. Has a chance to inflict DARK AVERSE.

Dark

RANGE: 3 AREA: 2 RT: +19
AFFINITY: Dark
COST: MP 45
PREREQUISITE: Dark Magic

"Come demon of the darkest depths, your body soaked in void! I call you to

CH4-SQ[14.1] Geyld Fortress (Geyld Fortress)
(00,04,13) Witch x 1 (Lv.33~)

Palace of the Dead (Palace of the Dead - Level 111)
(10,14,20) Onyx Dragon x 1

=====

Grimoire Abimes II [7458]

=====

Grimoire for the DARK spell ABYSS II, an INDIRECT spell that calls forth hellish phantoms that prey on souls of the living, dealing heavy DARK damage to MULTIPLE TARGETS. Has a chance to inflict DARK AVERSE.

Dark

RANGE: 4 AREA: 3 RT: +38
AFFINITY: Dark
COST: MP 140
PREREQUISITE: Dark Magic

"Give unto me the opening key, fling wide the doors to that abyss: Spirits of the dead arise and take these souls as I decree!"

CLASSES:
(Lv.37~) Lich (Lv.39~) Lord (Lv.40~) Dark Priest
(Lv.38~) Astromancer (Lv.39~) Wicce (Lv.38~) Cyclops

Dropped from the following unit(s):

CH4-SQ[3] Golyat
(03,18,22) Witch x 1 (Lv.33~)

CH4-SQ[17.8] Palace of the Dead (Palace - Altar of the Beyond)
Summoned Wraith x 1

=====

Grimoire Aspirevie [65EB]

=====

Grimoire for the DARK spell DRAIN HEART, a MISSILE spell that absorbs HP from a SINGLE TARGET.

Dark

RANGE: 3 ~ 5 AREA: 1 RT: +16
AFFINITY: Dark
COST: MP 30
PREREQUISITE: Dark Magic

"Heartbeat of life, gossamer wings, return to roost, to me!"

CLASSES:
(Lv.08~) Wizard (Lv.10~) Terror Knight (Lv.07~) Warlock
(Lv.09~) Necromancer (Lv.06~) Lich (Lv.08~) Lord
(Lv.09~) Dark Priest (Lv.07~) Astromancer (Lv.08~) Wicce
(Lv.09~) Patriarch (Lv.07~) Cyclops

Sold in General Shops for 1000 goth after CH1N-SB[5] Krysaro and returning to Almorica Castle.

=====

Grimoire Aspiremagie

[15C3]

=====

Grimoire for the DARK spell DRAIN MIND, a MISSILE spell that absorbs MP from a SINGLE TARGET.

Dark

RANGE: 3 ~ 5 AREA: 1 RT: +16

AFFINITY: Dark

COST: MP 30

PREREQUISITE: Dark Magic

"Beast of dark, a wilder thing, I become blood-hungry and unsated, to drink deep of your soul!"

CLASSES:

(Lv.12~) Wizard	(Lv.14~) Terror Knight	(Lv.11~) Warlock
(Lv.13~) Necromancer	(Lv.10~) Lich	(Lv.12~) Lord
(Lv.13~) Dark Priest	(Lv.11~) Astromancer	(Lv.12~) Wicce
(Lv.13~) Patriarch	(Lv.11~) Cyclops	

Sold in General Shops for 1400 goth after CH2C-SB[6] Krysaro or CH2L-SB[6] Qadriga Fortress.

Dropped from the following unit(s):

CH3L-SB[3] Brigantys Castle (Brigantys Great Hall)
(07,07,04) Terror Knight x 1 (Lv.~28)

=====

Grimoire Aspirenergie

[B159]

=====

Grimoire for the DARK spell DRAIN POWER, a MISSILE spell that absorbs TP from a SINGLE TARGET.

Dark

RANGE: 3 ~ 5 AREA: 1 RT: +16

AFFINITY: Dark

COST: MP 30

PREREQUISITE: Dark Magic

"Come into my hands, light born of labor, gather and be one!"

CLASSES:

(Lv.17~) Wizard	(Lv.19~) Terror Knight	(Lv.16~) Warlock
(Lv.18~) Necromancer	(Lv.15~) Lich	(Lv.17~) Lord
(Lv.18~) Dark Priest	(Lv.16~) Astromancer	(Lv.17~) Wicce
(Lv.18~) Patriarch	(Lv.16~) Cyclops	

Sold in Palace of the Dead and Deneb's Shop for 1900 goth once the shop is accessible in Chapter IV.

Dropped from the following unit(s):

CH3N-SB[13] Phidoch Castle (Phidoch Great Hall)
(02,11,09) Terror Knight x 1 (Lv.~30)

CH3C-SB[14] Boed Fortress (Boed Fortress)

(09,16,25) Templar (Wizard) x 1 (Lv.~30)

CH3L-SB[14B] Phidoch Castle (Phidoch West Curtain Wall)

(19,14,11) Warlock x 1 (Lv.~30)

CH4-SB[2A] Brigantys Castle (Brigantys South Curtain Wall)

(06,15,13) Witch x 1 (Lv.~31)

=====

Grimoire Infutenebres [COA1]

=====

Grimoire for the DARK spell INSTILL SHADOW, an INDIRECT spell that draws power from the dark spirits to grant DARK-TOUCHED to a SINGLE TARGET.

Dark

RANGE: 5 AREA: 1 RT: +13

COST: MP 15

PREREQUISITE: Dark Magic

"Hoist high the blade that shines in dimness, receive strength from steel of black!"

CLASSES:

(Lv.04~) Rune Fencer (Lv.06~) Terror Knight (Lv.04~) Lord

(Lv.05~) Cyclops

Sold in General Shops for 1100 goth at the start of the game.

=====

Grimoire Antitenebres [E49B]

=====

Grimoire for the DARK spell SHADOW GUARD, an INDIRECT spell that draws power from the dark spirits to grant DARK ATTUNED to MULTIPLE TARGETS.

Dark

RANGE: 5 AREA: 3 RT: +12

COST: MP 10

PREREQUISITE: Dark Magic

"What is the dark in greater darkness--a shallow pool within the sea? To me your protection!"

CLASSES:

(Lv.06~) Rune Fencer (Lv.08~) Terror Knight (Lv.07~) Lord

(Lv.07~) Cyclops

Sold in General Shops for 800 goth after CH1N-SB[5] Krysaro and returning to Almorica Castle.

=====

Grimoire Offrande [73E1]

=====

Grimoire for the DARK spell SPELLCHARGE, an INDIRECT spell that transfers some of the caster's MP to a SINGLE TARGET.

Dark

RANGE: 3 ~ 6 AREA: 1 RT: +15

AFFINITY: Dark

COST: MP 25

PREREQUISITE: Dark Magic

"By the ancient pact my strength and wisdom unto you I do bequeath."

CLASSES:

(Lv.14~) Wizard	(Lv.13~) Warlock	(Lv.15~) Necromancer
(Lv.12~) Lich	(Lv.14~) Lord	(Lv.15~) Dark Priest
(Lv.13~) Astromancer	(Lv.14~) Wicce	(Lv.15~) Familiar
(Lv.13~) Cyclops		

Sold in General Shops for 1500 goth at the start of Chapter III, all routes.

Dropped from the following unit(s):

CH3N-SB[3] Tynemouth Hill

(00,23,16) Wizard x 1 (Lv.~28)

(15,27,12) Wizard x 1

CH3N-SB[5] Mount Hedon

(03,10,15) Necromancer Cassandra x 1

CH3N-SB[6] Hagia Banhamuba

(22,06,04) Necromancer Cressida x 1

CH3N-SB[9] Coritanae Keep (Coritanae Ward)

(04,02,09) Enchantress x 1

CH3C-SB[4] Coritanae Keep (Coritanae Ward)

(07,06,07) Terror Knight x 1 (Lv.~28)

CH3C-SB[5] The Reisan Way

(10,17,14) Necromancer Cassandra x 1

CH3C-SB[7A] Brigantys Castle (Brigantys South Curtain Wall)

(05,07,16) Enchantress x 1

CH3C-SB[7B] Brigantys Castle (Brigantys West Curtain Wall)

(10,23,21) Wizard x 1

CH3L-SB[3] Brigantys Castle (Brigantys Great Hall)

(03,02,06) Enchantress x 1

CH3L-SB[4] Bahanna Highlands

(18,02,04) Enchantress x 1 (Lv.~28)

CH3L-SB[7A] Coritanae Keep (Coritanae Ward)

(03,02,09) Wizard x 1

=====

Grimoire Revirement

[5219]

Grimoire for the DARK spell PARADIGM SHIFT, an INDIRECT spell that draws upon the knowledge of scholars from the abyss to set the RT of MULTIPLE TARGETS to 0 and allow them to act immediately.

Dark

RANGE: 3 AREA: 2 RT: +30

COST: MP 100

PREREQUISITE: Dark Magic

"From the abyss, I borrow wisdom, release myself from bonds of time!"

CLASSES:

(Lv.15~) Wizard	(Lv.14~) Warlock	(Lv.16~) Necromancer
(Lv.13~) Lich	(Lv.15~) Lord	(Lv.14~) Astromancer
(Lv.15~) Wicce	(Lv.14~) Cyclops	

Sold in General Shops for 1600 goth after CH3N-SB[4] Port Asyton, CH3C-SB[6] Bahanna Highlands or CH3L-SB[7]A/B Coritanae Keep (Coritanae Ward).

Dropped from the following unit(s):

CH3N-SB[6] Hagia Banhamuba

(20,03,04) Cyclops x 1

(21,08,04) Cyclops x 1

CH3N-SB[8] Coritanae Keep (The Gates of Coritanae)

(03,09,12) Wizard x 1 (Lv.~29)

CH3C-SB[8] Brigantys Castle (Brigantys Great Hall)

(05,07,06) Terror Knight x 1 (Lv.~29)

(06,04,05) Cyclops x 1

(06,08,05) Cyclops x 1

CH3C-SB[15B] Phidoch Castle (Phidoch West Curtain Wall)

(03,21,30) Wizard x 1 (Lv.~30)

CH3L-SB[2B] Brigantys Castle (Brigantys West Curtain Wall)

(03,14,08) Cyclops x 1

(10,15,06) Cyclops x 1

CH3L-SB[7B] Coritanae Keep (Coritanae Ward)

(07,06,07) Terror Knight x 1 (Lv.~29)

=====

Grimoire Torpeur

[0AEB]

Grimoire for the DARK spell TORPOR, an INDIRECT spell that draws power from a demon with dominion over time to SLOW a SINGLE TARGET.

Dark

RANGE: 5 AREA: 1 RT: +16

AFFINITY: Dark

COST: MP 30

PREREQUISITE: Dark Magic

"Like gentle flow of river vast, slow now the ebbing of time's tide!"

CLASSES:

(Lv.09~) Wizard	(Lv.08~) Warlock	(Lv.11~) Necromancer
(Lv.07~) Lich	(Lv.09~) Lord	(Lv.11~) Dark Priest
(Lv.08~) Astromancer	(Lv.09~) Wicce	(Lv.11~) Patriarch
(Lv.08~) Cyclops		

Sold in General Shops for 1100 goth after CH1N-SB[7] The Arkhaiopolis of Rhime and returning to Almorica Castle.

Dropped from the following unit(s):

CH2L-SB[4] Port Asyton
(12,09,14) Archer x 1

CH2L-SB[8] The Golborza Plain
(01,19,09) Rogue x 1
(02,16,09) Rogue x 1

=====
Grimoire Petrifiant [1CFE]
=====

Grimoire for the DARK spell PETRIBURST, an INDIRECT spell that PETRIFIES a SINGLE TARGET with a fossilizing gas.

Dark

RANGE: 4 AREA: 1 RT: +14
AFFINITY: Dark
COST: MP 20
PREREQUISITE: Dark Magic

"Accursed ye wurm of the cold earth, spew forth miasma, stony breath!"

CLASSES:

(Lv.13~) Wizard	(Lv.12~) Warlock	(Lv.14~) Necromancer
(Lv.11~) Lich	(Lv.13~) Lord	(Lv.12~) Astromancer
(Lv.13~) Wicce	(Lv.15~) Patriarch	(Lv.12~) Cyclops

Sold in General Shops for 1500 goth after CH2C-SB[10] The Arkhaiopolis of Rhime or CH2L-SB[9] The Arkhaiopolis of Rhime.

Dropped from the following unit(s):

CH3N-SB[12A] Phidoch Castle (Phidoch South Curtain Wall)
(09,02,10) Wizard x 1

CH3C-SB[1] Port Asyton
(14,03,11) Rune Fencer x 1 (Lv.~28)

CH3C-SB[7B] Brigantys Castle (Brigantys West Curtain Wall)
(12,24,21) Enchantress x 1

CH3L-SB[3] Brigantys Castle (Brigantys Great Hall)
(07,05,04) Terror Knight x 1 (Lv.~28)

CH3L-SB[4] Bahanna Highlands
(21,08,04) Enchantress x 1

=====
Grimoire Paralysis [4EB0]
=====

Grimoire for the DARK spell PARALYTIC WAVE, an INDIRECT spell that STUNS MULTIPLE TARGETS with coils of dark energy.

Dark

RANGE: 5 AREA: 2 RT: +12

AFFINITY: Dark

COST: MP 10

PREREQUISITE: Dark Magic

"Ripple ye forth in waves of darkness, steal five temples of the soul, to bind them in your blindness!"

CLASSES:

(Lv.01~) Wizard	(Lv.03~) Terror Knight	(Lv.01~) Warlock
(Lv.02~) Necromancer	(Lv.01~) Lich	(Lv.03~) Lord
(Lv.02~) Dark Priest	(Lv.01~) Astromancer	(Lv.01~) Wicce
(Lv.03~) Patriarch	(Lv.02~) Familiar	(Lv.01~) Cyclops

Sold in General Shops for 300 goth at the start of the game.

=====
Grimoire Toxigaz [760C]
=====

Grimoire for the DARK spell POISON CLOUD, an INDIRECT spell that POISONS MULTIPLE TARGETS with a venomous gas.

Dark

RANGE: 4 AREA: 2 RT: +14

AFFINITY: Dark

COST: MP 20

PREREQUISITE: Dark Magic

"Now rise once again, O breath of demons buried deep within the ground, bring writhing pain and twisted death!"

CLASSES:

(Lv.05~) Wizard	(Lv.04~) Warlock	(Lv.06~) Necromancer
(Lv.03~) Lich	(Lv.05~) Lord	(Lv.06~) Dark Priest
(Lv.04~) Astromancer	(Lv.05~) Wicce	(Lv.07~) Patriarch
(Lv.06~) Familiar	(Lv.04~) Cyclops	

Sold in General Shops for 700 goth at the start of the game.

=====
Grimoire Miasme [165D]
=====

Grimoire for the DARK spell DEADLY POISON, an INDIRECT spell that ENVENOMS a SINGLE TARGET with a potent toxic cloud.

Dark

RANGE: 3 AREA: 1 RT: +19

AFFINITY: Dark

COST: MP 45

PREREQUISITE: Dark Magic

"A gale blows up from endless void, a mist of death it carries forth!"

CLASSES:

(Lv.24~) Wizard	(Lv.23~) Warlock	(Lv.25~) Necromancer
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(Lv.22~) Lich
(Lv.24~) Wicce

(Lv.24~) Lord
(Lv.26~) Patriarch

(Lv.23~) Astromancer
(Lv.23~) Cyclops

Dropped from the following unit(s):

San Bronsa Ruins (Tower of Law Eternal - Level 2)
(03,09,20) Enchantress x 1

=====

Grimoire Sommeil

[F05E]

Grimoire for the DARK spell SLEEP, an INDIRECT spell that puts a SINGLE TARGET to SLEEP with visions of torment.

Dark

RANGE: 5 AREA: 1 RT: +14

AFFINITY: Dark

COST: MP 20

PREREQUISITE: Dark Magic

"Nightmare of beauty horror-bent, my edict follow ye: To draw the curtains of sweet sleep around my enemy."

CLASSES:

(Lv.03~) Wizard	(Lv.05~) Terror Knight	(Lv.02~) Warlock
(Lv.04~) Necromancer	(Lv.01~) Lich	(Lv.03~) Lord
(Lv.04~) Dark Priest	(Lv.02~) Astromancer	(Lv.03~) Wicce
(Lv.05~) Patriarch	(Lv.04~) Familiar	(Lv.02~) Cyclops

Sold in General Shops for 500 goth at the start of the game.

Dropped from the following unit(s):

CH1N-SB[5] Krysaro
(08,03,09) Necromancer Moldova x 1

=====

Grimoire Tentation

[F851]

Grimoire for the DARK spell CHARM, an INDIRECT spell that CHARMS a SINGLE TARGET by capturing their heart with a lascivious gaze.

Dark

RANGE: 4 AREA: 1 RT: +15

AFFINITY: Dark

COST: MP 25

PREREQUISITE: Dark Magic

"Ashmedai, my eyes, my breath: Come now to bind your heart in chains of gold!"

CLASSES:

(Lv.04~) Wizard	(Lv.03~) Warlock	(Lv.05~) Necromancer
(Lv.02~) Lich	(Lv.04~) Lord	(Lv.05~) Dark Priest
(Lv.03~) Astromancer	(Lv.04~) Wicce	(Lv.06~) Patriarch
(Lv.05~) Familiar	(Lv.03~) Cyclops	

Sold in General Shops for 600 goth at the start of the game.

Grimoire Arret

[CF9B]

Grimoire for the DARK spell DOMINATE, an INDIRECT spell that draws power from a demon with dominion over time to STOP a SINGLE TARGET.

Dark

RANGE: 4 AREA: 1 RT: +22

AFFINITY: Dark

COST: MP 60

PREREQUISITE: Dark Magic

"Come, Dark Lord who dwells in space between the present and the past--reveal to me your miracle!"

CLASSES:

(Lv.35~) Wizard

(Lv.34~) Warlock

(Lv.36~) Necromancer

(Lv.33~) Lich

(Lv.35~) Lord

(Lv.34~) Astromancer

(Lv.35~) Wicce

(Lv.37~) Patriarch

(Lv.34~) Cyclops

Dropped from the following unit(s):

San Bronsa Ruins (Floating Ruins - Level 7)

(07,06,18) Rukh x 1

Grimoire Menottes

[C892]

Grimoire for the DARK spell SHACKLE, an INDIRECT spell that draws power from souls damned to hell to SHACKLE a SINGLE TARGET.

Dark

RANGE: 4 AREA: 1 RT: +16

AFFINITY: Dark

COST: MP 30

PREREQUISITE: Dark Magic

"Hear, headsman bound in hellish march, your day of reckoning is nigh, bind foe to moment fast!"

CLASSES:

(Lv.21~) Wizard

(Lv.20~) Warlock

(Lv.22~) Necromancer

(Lv.19~) Lich

(Lv.21~) Lord

(Lv.20~) Astromancer

(Lv.21~) Wicce

(Lv.23~) Patriarch

(Lv.20~) Cyclops

Sold in Palace of the Dead and Deneb's Shop for 2300 goth after CH4-SB[10] Barnicia Castle (Barnicia Grand Staircase) and returning to Phidoch Castle.

Dropped from the following unit(s):

CH4-SB[30] The Hanging Gardens (Sharp and Cold the Stars)

(04,09,23) Wizard x 1 (Lv.~33)

CH4-SQ[17.1] Palace of the Dead (Palace of the Dead - Level 1)

(09,04,05) Warlock x 1 (Lv.~31)

=====
Grimoire Entrave

[F290]
=====

Grimoire for the DARK spell FIXATE, an INDIRECT spell that draws power from a crucified demon to BIND a SINGLE TARGET.

Dark

RANGE: 4 AREA: 1 RT: +16

AFFINITY: Dark

COST: MP 30

PREREQUISITE: Dark Magic

"I am judge of you, your shadow will I bind to earth, to chain you in this place!"

CLASSES:

(Lv.18~) Wizard	(Lv.17~) Warlock	(Lv.19~) Necromancer
(Lv.16~) Lich	(Lv.18~) Lord	(Lv.17~) Astromancer
(Lv.18~) Wicce	(Lv.20~) Patriarch	(Lv.17~) Cyclops

Sold in Palace of the Dead and Deneb's Shop for 2000 goth once the shop is accessible in Chapter IV.

Dropped from the following unit(s):

CH4-SB[5] The Vanessan Way
(11,28,14) Wizard x 1 (Lv.~31)

CH4-SQ[2.1] Balmamusa
(10,15,24) Terror Knight x 1 (Lv.~31)

=====
Grimoire Gravite

[CE89]
=====

Grimoire for the DARK spell GRAVITY FLUX, an INDIRECT spell that draws power from an unhallowed spirit to LEADEN a SINGLE TARGET.

Dark

RANGE: 5 AREA: 1 RT: +16

AFFINITY: Dark

COST: MP 30

PREREQUISITE: Dark Magic

"Darkest lords of Vuir Viou, grab fast these legs and drag them down!"

CLASSES:

(Lv.10~) Wizard	(Lv.12~) Terror Knight	(Lv.09~) Warlock
(Lv.11~) Necromancer	(Lv.08~) Lich	(Lv.10~) Lord
(Lv.11~) Dark Priest	(Lv.09~) Astromancer	(Lv.10~) Wicce
(Lv.12~) Patriarch	(Lv.11~) Familiar	(Lv.09~) Cyclops

Sold in General Shops for 1200 goth after CH2C-SB[3] Xeod Moors or CH2L-SB[2] Xeod Moors.

Dropped from the following unit(s):

CH2C-SB[5] Tynemouth Hill
(03,11,08) Cyclops x 1

CH2L-SB[4] Port Asyton
(12,09,14) Archer x 1

CH2L-SB[6] Qadriga Fortress (Qadriga Fortress)
(07,02,07) Cyclops x 1
(07,03,12) Cyclops x 1

CH2L-SB[8] The Golborza Plain
(01,19,09) Rogue x 1
(02,16,09) Rogue x 1

=====

Grimoire Epouvante [C4B9]

=====

Grimoire for the DARK spell DEADSCREAM, an INDIRECT spell that draws power from an undead witch to FRIGHTEN a SINGLE TARGET.

Dark

RANGE: 4 AREA: 1 RT: +18
AFFINITY: Dark
COST: MP 40
PREREQUISITE: Dark Magic

"Come, hearken to the cries of doom that rise from flames of hell!"

CLASSES:

(Lv.22~) Wizard	(Lv.21~) Warlock	(Lv.23~) Necromancer
(Lv.20~) Lich	(Lv.22~) Lord	(Lv.21~) Astromancer
(Lv.22~) Wicce	(Lv.24~) Patriarch	(Lv.21~) Cyclops

Sold in Palace of the Dead Shop for 2400 goth after CODA-SB[1] Port Omish.

Dropped from the following unit(s):

CH4-SQ[17.1] Palace of the Dead (Palace of the Dead - Level 1)
(10,05,05) Wizard x 1 (Lv.~31)

=====

Grimoire Damnes [DE56]

=====

Grimoire for the DARK spell DEAD MAN'S IVY, an INDIRECT spell that HOBBLIES a SINGLE TARGET with grasping arms that reach up from beyond the grave.

Dark

RANGE: 3 AREA: 1 RT: +16
AFFINITY: Dark
COST: MP 30
PREREQUISITE: Dark Magic

"Pitiful all you lost souls, relinquished not your grasp upon this living world, reach out in rage and take what of the living you can!"

CLASSES:

(Lv.23~) Wizard	(Lv.22~) Warlock	(Lv.24~) Necromancer
(Lv.21~) Lich	(Lv.23~) Lord	(Lv.22~) Astromancer
(Lv.23~) Wicce	(Lv.25~) Patriarch	(Lv.22~) Cyclops

=====

D r a c o n i c

=====

[A39C]

Call on the elder spirits to unleash powerful magics. Requires MP and reagents.

Grimoire Tempete	[08F4]
Grimoire Tempete II	[C9E0]
Grimoire Distorsion	[5628]
Grimoire Distorsion II	[E1A9]
Grimoire Ouragan	[2CA7]
Grimoire Ouragan II	[F3D2]
Grimoire Inondation	[9E1A]
Grimoire Inondation II	[9DBF]
Grimoire Fournaise	[8F4E]
Grimoire Fournaise II	[42F9]
Grimoire Glaciation	[58FA]
Grimoire Glaciation II	[F024]
Grimoire Stellaire	[248F]
Grimoire Stellaire II	[BD27]
Grimoire Supplices	[70EF]
Grimoire Supplices II	[276F]
Grimoire Decelement	[4812]
Grimoire Grandsaut	[E594]
Grimoire Transfert	[CB6A]
Grimoire Vivification	[73B1]
Grimoire Revigoration	[D063]
Grimoire Insensibilite	[769B]
Grimoire Immunité	[860D]
Grimoire Prestesse	[587C]
Grimoire Oeildaigle	[17ED]
Grimoire Vifesprit	[9413]
Grimoire Antimagie	[2F68]
Grimoire Sanctuaire	[21FB]
Grimoire Dondevie	[83F0]

=====

Grimoire Tempete

=====

[08F4]

Grimoire for the DRACONIC spell TEMPEST, an INDIRECT spell that calls upon greater air spirits to unleash a terrible storm, dealing heavy damage to MULTIPLE TARGETS. Has a chance to inflict AIR AVERSE.

Draconic

RANGE: 5 AREA: 2 RT: +26

AFFINITY: Air

COST: MP 80 Wyrm Gem x 3

PREREQUISITE: Draconic Magic

"Howl heaven, call the wyrm-cry--blast wind and fury!"

CLASSES:

(Lv.25~) Warlock

(Lv.22~) Lich

(Lv.24~) Lord

(Lv.27~) Princess

(Lv.23~) Astromancer

(Lv.24~) Shaman

Sold in Palace of the Dead Shop for 2700 goth after CODA-SB[1] Port Omish.

=====
Grimoire Tempete II [C9E0]
=====

Grimoire for the DRACONIC spell TEMPEST II, an INDIRECT spell that calls upon greater air spirits to unleash a terrible storm, dealing heavy damage to MULTIPLE TARGETS. Has a chance to inflict AIR AVERSE.

Draconic

RANGE: 6 AREA: 3 RT: +38

AFFINITY: Air

COST: MP 140 Wyrn Gem x 5

PREREQUISITE: Draconic Magic

"Howl heaven, call the wyrn-cry--blast wind and fury!"

CLASSES:

(Lv.45~) Warlock	(Lv.40~) Lich	(Lv.42~) Lord
(Lv.48~) Princess	(Lv.43~) Astromancer	(Lv.44~) Shaman

Dropped from the following unit(s):

San Bronsa Ruins (Floating Ruins - Level 12)
(05,16,29) Ethereal Vision x 1

HG[8] San Bronsa Ruins (Floating Ruins - Level 8)
(13,12,24) Rakshas x 1

=====
Grimoire Distorsion [5628]
=====

Grimoire for the DRACONIC spell GAIA STRIKE, an INDIRECT spell that calls upon greater earth spirits to distort gravity, dealing heavy damage to MULTIPLE TARGETS. Has a chance to inflict EARTH AVERSE.

Draconic

RANGE: 5 AREA: 2 RT: +26

AFFINITY: Earth

COST: MP 80 Wyrn Gem x 3

PREREQUISITE: Draconic Magic

"Spirit of land, roiling rage--warp and rend!"

CLASSES:

(Lv.25~) Warlock	(Lv.22~) Lich	(Lv.24~) Lord
(Lv.27~) Princess	(Lv.23~) Astromancer	(Lv.24~) Shaman

Sold in Palace of the Dead Shop for 2700 goth after CODA-SB[1] Port Omish.

=====
Grimoire Distorsion II [E1A9]
=====

Grimoire for the DRACONIC spell GAIA STRIKE II, an INDIRECT spell that calls upon greater earth spirits to distort gravity, dealing heavy damage to MULTIPLE TARGETS. Has a chance to inflict EARTH AVERSE.

Draconic

RANGE: 6 AREA: 3 RT: +38
AFFINITY: Earth
COST: MP 140 Wyrm Gem x 5
PREREQUISITE: Draconic Magic

"Spirit of land, roiling rage--warp and rend!"

CLASSES:

(Lv.45~) Warlock	(Lv.40~) Lich	(Lv.42~) Lord
(Lv.48~) Princess	(Lv.43~) Astromancer	(Lv.44~) Shaman

Dropped from the following unit(s):

San Bronsa Ruins (Floating Ruins - Level 15)
(15,24,18) Titan x 1

HG[3] Phorampa Wildwood (Heart of the Wildwood)
(09,14,09) Maitreya x 1

=====
Grimoire Ouragan

[2CA7]

=====
Grimoire for the DRACONIC spell VORTEX, an INDIRECT spell that calls upon greater lightning spirits to ignite the atmosphere, dealing heavy damage to MULTIPLE TARGETS. Has a chance to inflict LIGHTNING AVERSE.

Draconic

RANGE: 5 AREA: 2 RT: +26
AFFINITY: Lightning
COST: MP 80 Wyrm Gem x 3
PREREQUISITE: Draconic Magic

"Lord of lightning, stream like stars--lend your judging light!"

CLASSES:

(Lv.25~) Warlock	(Lv.22~) Lich	(Lv.24~) Lord
(Lv.27~) Princess	(Lv.23~) Astromancer	(Lv.24~) Shaman

Sold in Palace of the Dead Shop for 2700 goth after CODA-SB[1] Port Omish.

=====
Grimoire Ouragan II

[F3D2]

=====
Grimoire for the DRACONIC spell VORTEX II, an INDIRECT spell that calls upon greater lightning spirits to ignite the atmosphere, dealing heavy damage to MULTIPLE TARGETS. Has a chance to inflict LIGHTNING AVERSE.

Draconic

RANGE: 6 AREA: 3 RT: +38
AFFINITY: Lightning
COST: MP 140 Wyrm Gem x 5
PREREQUISITE: Draconic Magic

"Lord of lightning, stream like stars--lend your judging light!"

San Bronsa Ruins (Floating Ruins - Level 15)
(08,26,24) Ethereal Vision x 1

HG[2] The Pirate's Graveyard (Memories of Turquoise)
(07,19,12) Enja x 1

HG[4] Palace of the Dead (Palace of the Dead - Level 96)
(09,11,16) Ijana x 1

=====

Grimoire Fournaise [8F4E]

=====

Grimoire for the DRACONIC spell ANNIHILATION, an INDIRECT spell that calls upon greater fire spirits to unleash a conflagration of hellfire, dealing heavy damage to MULTIPLE TARGETS. Has a chance to inflict FIRE AVERSE.

Draconic

RANGE: 5 AREA: 2 RT: +26
AFFINITY: Fire
COST: MP 80 Wyrn Gem x 3
PREREQUISITE: Draconic Magic

"Scorching flame, from cliffs of chaos--to you!"

CLASSES:

(Lv.25~) Warlock (Lv.22~) Lich (Lv.24~) Lord
(Lv.27~) Princess (Lv.23~) Astromancer (Lv.24~) Shaman

Sold in Palace of the Dead Shop for 2700 goth after CODA-SB[1] Port Omish.

=====

Grimoire Fournaise II [42F9]

=====

Grimoire for the DRACONIC spell ANNIHILATION II, an INDIRECT spell that calls upon greater fire spirits to unleash a conflagration of hellfire, dealing heavy damage to MULTIPLE TARGETS. Has a chance to inflict FIRE AVERSE.

Draconic

RANGE: 6 AREA: 3 RT: +38
AFFINITY: Fire
COST: MP 140 Wyrn Gem x 5
PREREQUISITE: Draconic Magic

"Scorching flame, from cliffs of chaos--to you!"

CLASSES:

(Lv.45~) Warlock (Lv.40~) Lich (Lv.42~) Lord
(Lv.48~) Princess (Lv.43~) Astromancer (Lv.44~) Shaman

Dropped from the following unit(s):

San Bronsa Ruins (Floating Ruins - Central Garden)
(06,08,15) Phoenix x 1

HG[9] Palace of the Dead (Palace of the Dead - Level 77)
(04,23,22) Ahurama x 1

=====
Grimoire Glaciation

[58FA]
=====

Grimoire for the DRACONIC spell ICEOVER, an INDIRECT spell that calls upon greater ice spirits to freeze the air, dealing heavy damage to MULTIPLE TARGETS. Has a chance to inflict ICE AVERSE.

Draconic

RANGE: 5 AREA: 2 RT: +26

AFFINITY: Ice

COST: MP 80 Wyrm Gem x 3

PREREQUISITE: Draconic Magic

"Icewyrms in frozen land, with glass-like glare--your scorn upon them all!"

CLASSES:

(Lv.25~) Warlock (Lv.22~) Lich (Lv.24~) Lord

(Lv.27~) Princess (Lv.23~) Astromancer (Lv.24~) Shaman

Sold in Palace of the Dead Shop for 2700 goth after CODA-SB[1] Port Omish.

=====
Grimoire Glaciation II

[F024]
=====

Grimoire for the DRACONIC spell ICEOVER II, an INDIRECT spell that calls upon greater ice spirits to freeze the air, dealing heavy damage to MULTIPLE TARGETS. Has a chance to inflict ICE AVERSE.

Draconic

RANGE: 6 AREA: 3 RT: +38

AFFINITY: Ice

COST: MP 140 Wyrm Gem x 5

PREREQUISITE: Draconic Magic

"Icewyrms in frozen land, with glass-like glare--your scorn upon them all!"

CLASSES:

(Lv.45~) Warlock (Lv.40~) Lich (Lv.42~) Lord

(Lv.48~) Princess (Lv.43~) Astromancer (Lv.44~) Shaman

Dropped from the following unit(s):

San Bronsa Ruins (Floating Ruins - Level 15)
(10,26,24) Ethereal Vision x 1

HG[1] Palace of the Dead (Palace of the Dead - Level 86)
(07,20,16) Vija x 1

HG[5] Palace of the Dead (Palace of the Dead - Level 93)
(20,25,13) Chandra x 1

=====
Grimoire Stellaire

[248F]
=====

Grimoire for the DRACONIC spell STARFALL, an INDIRECT spell that draws upon the power of divine spirits to invoke the radiance of the stars, dealing

heavy damage to MULTIPLE TARGETS. Has a chance to inflict LIGHT AVERSE.

Draconic

RANGE: 5 AREA: 2 RT: +26
AFFINITY: Light
COST: MP 80 Wyrms Gem x 3
PREREQUISITE: Draconic Magic

"Stars that wheel, gather beneath--purify this sullied land!"

CLASSES:

(Lv.25~) Warlock	(Lv.22~) Lich	(Lv.24~) Divine Knight
(Lv.24~) Lord	(Lv.27~) Princess	(Lv.23~) Astromancer
(Lv.24~) Shaman		

Sold in Palace of the Dead Shop for 2700 goth after CODA-SB[1] Port Omish.

=====

Grimoire Stellaire II

[BD27]

Grimoire for the DRACONIC spell STARFALL II, an INDIRECT spell that draws upon the power of divine spirits to invoke the radiance of the stars, dealing heavy damage to MULTIPLE TARGETS. Has a chance to inflict LIGHT AVERSE.

Draconic

RANGE: 6 AREA: 3 RT: +38
AFFINITY: Light
COST: MP 140 Wyrms Gem x 5
PREREQUISITE: Draconic Magic

"Stars that wheel, gather beneath--purify this sullied land!"

CLASSES:

(Lv.45~) Warlock	(Lv.40~) Lich	(Lv.44~) Divine Knight
(Lv.42~) Lord	(Lv.48~) Princess	(Lv.43~) Astromancer
(Lv.44~) Shaman		

Dropped from the following unit(s):

San Bronsa Ruins (Floating Ruins - Level 7)
(08,14,24) Crystal Dragon x 1

San Bronsa Ruins (Floating Ruins - Level 13)
(01,11,19) Ethereal Vision x 1

HG[12] San Bronsa Ruins (Floating Ruins - Level 14)
(03,12,31) Saranga x 1

=====

Grimoire Supplices

[70EF]

Grimoire for the DRACONIC spell DIABLO'S SPITE, an INDIRECT spell that draws upon the power of Diablo the Magewyrm to summon forth negative energy from the abyss, dealing heavy damage to MULTIPLE TARGETS. Has a chance to inflict DARK AVERSE.

Draconic

RANGE: 5 AREA: 2 RT: +26
AFFINITY: Dark
COST: MP 80 Wyrm Gem x 3
PREREQUISITE: Draconic Magic

"Diablo Wyrm-King, black burning rage--scorch the land!"

CLASSES:
(Lv.25~) Warlock (Lv.22~) Lich (Lv.24~) Lord
(Lv.27~) Princess (Lv.23~) Astromancer (Lv.24~) Shaman

Sold in Palace of the Dead Shop for 2700 goth after CODA-SB[1] Port Omish.

=====
Grimoire Supplices II [276F]
=====

Grimoire for the DRACONIC spell DIABLO'S SPITE II, an INDIRECT spell that draws upon the power of Diablo the Magewyrm to summon forth negative energy from the abyss, dealing heavy damage to MULTIPLE TARGETS. Has a chance to inflict DARK AVERSE.

Draconic

RANGE: 6 AREA: 3 RT: +38
AFFINITY: Dark
COST: MP 140 Wyrm Gem x 5
PREREQUISITE: Draconic Magic

"Diablo Wyrm-King, black burning rage--scorch the land!"

CLASSES:
(Lv.45~) Warlock (Lv.40~) Lich (Lv.42~) Lord
(Lv.48~) Princess (Lv.43~) Astromancer (Lv.44~) Shaman

Dropped from the following unit(s):

CH4-SQ[17.8] Palace of the Dead (Palace - Altar of the Beyond)
Summoned Wraith x 1

HG[10] Palace of the Dead (Palace of the Dead - Level 89)
(05,08,20) Asurama x 1

HG[11] San Bronsa Ruins (Floating Ruins - Central Garden)
(10,19,15) Aditi x 1

=====
Grimoire Decelement [4812]
=====

Grimoire for the DRACONIC spell DETECT, an INDIRECT spell that REVEALS MULTIPLE TRAPS laid in the area.

Draconic

RANGE: 6 AREA: 3 RT: +14
COST: MP 20 Wyrm Gem x 2
PREREQUISITE: Draconic Magic

"Ancient wisdom of wyrm-kings--find the unseen snares!"

CLASSES:

(Lv.17~) Warlock (Lv.18~) Lord (Lv.16~) Astromancer

Dropped from the following unit(s):

San Bronsa Ruins (Floating Ruins - Level 7)
 (01,12,27) Ethereal Vision x 1

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Grimoire Grandsaut	[E594]
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=====

Grimoire for the DRACONIC spell SPRINGBOARD, an INDIRECT spell that moves a SINGLE allied unit to an adjacent tile regardless of elevation difference. Cannot be used when the target tile contains another unit or a tarot card.

Draconic

RANGE: 4 AREA: 1 RT: +20

COST: MP 50 Wyrm Gem x 2

PREREQUISITE: Draconic Magic

"Breath of earth-spirits, gather here--let me pass!"

CLASSES:

(Lv.20~) Warlock (Lv.17~) Lich (Lv.19~) Lord
(Lv.18~) Astromancer (Lv.19~) Wicce

Dropped from the following unit(s):

Palace of the Dead (Palace of the Dead - Level 40)
 (14,21,12) Wraith x 1

Palace of the Dead (Palace of the Dead - Level 48)
 (07,25,16) Enchantress x 1

Palace of the Dead (Palace of the Dead - Level 50)
 (14,13,21) Wraith x 1

=====

Grimoire Transfert	[CB6A]
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=====

Grimoire for the DRACONIC spell TELEPORT, an INDIRECT spell that instantly teleports a SINGLE allied unit to any tile they can move to. Cannot be used when the target tile contains other units or tarot cards.

Draconic

RANGE: 4 AREA: 1 RT: +27

COST: MP 85 Wyrm Gem x 3

PREREQUISITE: Draconic Magic

"O great Zephyr, dance unseen--fly across heaven's veil!"

CLASSES:

(Lv.30~) Warlock (Lv.26~) Lich (Lv.28~) Lord
(Lv.27~) Astromancer (Lv.28~) Wicce

Dropped from the following unit(s):

San Bronsa Ruins (Floating Ruins - Level 5)

=====

Grimoire Vivification [73B1]

=====

Grimoire for the DRACONIC spell GIFT OF RESTORATION, an INDIRECT spell that grants HEALCRAFT to a SINGLE TARGET, temporarily buffing spells that restore HP.

Draconic

RANGE: 4 AREA: 1 RT: +14
COST: MP 20 Wyrn Gem x 2
PREREQUISITE: Draconic Magic

"Great Earth-Mother, grant your succor--reach out with merc'ful hand!"

CLASSES:

(Lv.16~) Warlock (Lv.15~) Divine Knight (Lv.17~) Lord
(Lv.15~) Princess

Dropped from the following unit(s):

Palace of the Dead (Palace of the Dead - Level 32)
(13,11,04) Wraith x 1

Palace of the Dead (Palace of the Dead - Level 33)
(04,00,05) Warlock x 1

Palace of the Dead (Palace of the Dead - Level 37)
(04,10,14) Witch x 1

Palace of the Dead (Palace of the Dead - Level 44)
(06,23,22) Witch x 1

=====

Grimoire Revigoration [D063]

=====

Grimoire for the DRACONIC spell GIFT OF RENEWAL, an INDIRECT spell that grants RENEWAL to a SINGLE TARGET, gradually restoring HP for a set time. Has no effect on undead.

Draconic

RANGE: 4 AREA: 1 RT: +19
COST: MP 45 Wyrn Gem x 2
PREREQUISITE: Draconic Magic

"Goddess breath, the grass to grow--spring forth, life!"

CLASSES:

(Lv.18~) Warlock (Lv.20~) Lord

Dropped from the following unit(s):

San Bronsa Ruins (Floating Ruins - Level 8)
(05,07,31) Ethereal Vision x 1

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=====
 Grimoire for the DRACONIC spell NULLIFY STRIKE, an INDIRECT spell that grants NULLIFY to a SINGLE TARGET, causing them to completely avoid a single physical effect.

Draconic

RANGE: 4 AREA: 1 RT: +20
 COST: MP 50 Wyrm Gem x 2
 PREREQUISITE: Draconic Magic

"Driver of destiny, your blessing give--ward blades!"

CLASSES:

(Lv.22~) Warlock (Lv.20~) Divine Knight (Lv.22~) Lord
 (Lv.21~) Wicce

Dropped from the following unit(s):

San Bronsa Ruins (Floating Ruins - Level 4)
 (22,16,19) Ethereal Vision x 1

=====
 Grimoire Immunité

[860D]

=====
 Grimoire for the DRACONIC spell NEGATE SPELL, an INDIRECT spell that grants NEGATE to a SINGLE TARGET, causing them to completely avoid a single magical effect.

Draconic

RANGE: 4 AREA: 1 RT: +20
 COST: MP 50 Wyrm Gem x 3
 PREREQUISITE: Draconic Magic

"Magebane, the secret skill--may no spell reach its mark!"

CLASSES:

(Lv.24~) Warlock (Lv.22~) Lich (Lv.24~) Lord
 (Lv.23~) Wicce

Dropped from the following unit(s):

San Bronsa Ruins (Floating Ruins - Level 5)
 (03,18,31) Ethereal Vision x 1

=====
 Grimoire Prestesse

[587C]

=====
 Grimoire for the DRACONIC spell DODGE BLADES, an INDIRECT spell that grants DODGE to a SINGLE TARGET.

Draconic

RANGE: 4 AREA: 1 RT: +14
 COST: MP 20 Wyrm Gem x 1
 PREREQUISITE: Draconic Magic

"Drake-wings wheeling, cut through sky--as blades cut air alone!"

CLASSES:

(Lv.10~) Warlock (Lv.11~) Divine Knight (Lv.12~) Lord

Sold in Palace of the Dead Shop for 1200 goth once the shop is available on levels 24, 65 and 103.

Dropped from the following unit(s):

CH3C-SB[3] Coritanae Keep (The Gates of Coritanae)
(06,15,15) Witch Gildora x 1

=====

[17ED]

Grimoire for the DRACONIC spell BALLISTICS, an INDIRECT spell that grants TRUEFLIGHT to a SINGLE TARGET.

Draconic

RANGE: 4 AREA: 1 RT: +14
COST: MP 20 Wyrn Gem x 2
PREREQUISITE: Draconic Magic

"Fletchings cut the straightest path--fly true!"

CLASSES:

(Lv.12~) Warlock (Lv.13~) Divine Knight (Lv.14~) Lord

Sold in Palace of the Dead Shop for 1400 goth once the shop is available on levels 24, 65 and 103.

Dropped from the following unit(s):

CH3N-SB[8] Coritanae Keep (The Gates of Coritanae)
(05,16,15) Witch Gildora x 1

CH3C-SB[4] Coritanae Keep (Coritanae Ward)
(03,10,10) Warlock x 1

CH3C-SB[10] Coritanae Keep (The Gates of Coritanae)
(04,19,15) Witch x 1 (Lv.~29)

CH3L-SB[5] The Reisan Way
(24,03,10) Warlock x 1

CH3L-SB[13] The Arkhaiopolis of Rhime
(09,14,09) Warlock x 1 (Lv.~29)

CH4-SB[22] The Hanging Gardens (Songs of Raven Hair)
(06,11,16) Templar (Warlock) x 1 (Lv.~33)

=====

[9413]

Grimoire for the DRACONIC spell ENLIGHTEN, an INDIRECT spell that grants SPELLCRAFT to a SINGLE TARGET.

Draconic

RANGE: 4 AREA: 1 RT: +14
COST: MP 20 Wyrn Gem x 2
PREREQUISITE: Draconic Magic

"Ancient wisdom, lend to me--give spells surfeit of strength!"

CLASSES:

(Lv.14~) Warlock (Lv.15~) Divine Knight (Lv.15~) Lord
(Lv.13~) Princess

Sold in Palace of the Dead Shop for 1500 goth once the shop is available on levels 24, 65 and 103.

Dropped from the following unit(s):

CH3N-SB[10] Mount Weobry
(19,17,13) Warlock x 1 (Lv.~29)

CH3N-SB[12B] Phidoch Castle (Phidoch West Curtain Wall)
(19,14,11) Warlock x 1 (Lv.~30)

CH3C-SB[13] The Arkhaiopolis of Rhime
(15,16,09) Warlock x 1 (Lv.~30)

CH3C-SB[15A] Phidoch Castle (Phidoch South Curtain Wall)
(05,07,18) Warlock x 1 (Lv.~30)

CH3L-SB[11] Almorica Castle (Almorica Passageway)
(04,08,07) Warlock x 1 (Lv.~29)

CH4-SB[13B] The Royal City of Heim (Heim South Curtain Wall)
(01,09,22) Witch x 1 (Lv.~33)

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Grimoire Antimagie	[2F68]
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=====

Grimoire for the DRACONIC spell PHANTOM SHELL, an INDIRECT spell that grants RESILIENT to a SINGLE TARGET.

Draconic

RANGE: 4 AREA: 1 RT: +14
COST: MP 20 Wyrn Gem x 2
PREREQUISITE: Draconic Magic

"Dark shadow, let rest your ruler--ward of darkness!"

CLASSES:

(Lv.13~) Warlock (Lv.11~) Lich (Lv.14~) Divine Knight
(Lv.13~) Lord (Lv.12~) Princess

Sold in Palace of the Dead Shop for 1400 goth once the shop is available on levels 24, 65 and 103.

Dropped from the following unit(s):

CH3C-SB[7A] Brigantys Castle (Brigantys South Curtain Wall)
(04,11,15) Witch x 1

=====

Grimoire for the DRACONIC spell HOLY SHIELD, an INDIRECT spell that grants SANCTIFIED to a SINGLE TARGET, preventing undead from entering their vicinity.

Draconic

RANGE: 1 AREA: 1 RT: +20
COST: MP 50 Wyrn Gem x 2
PREREQUISITE: Draconic Magic

"Carve rood in rock, the impure deny--pour your light!"

CLASSES:

(Lv.21~) Warlock (Lv.18~) Divine Knight (Lv.20~) Lord
(Lv.22~) Princess

Dropped from the following unit(s):

CH4-SQ[17.4A] Palace of the Dead (Palace of the Dead - Level 5)
 Summoned Witch x 1 (Lv.35~)

CODA-SQ[1.3] San Bronsa Ruins (Tower of Law Eternal - Level 12)
(03,06,17) Ethereal Vision x 1

Palace of the Dead (Palace of the Dead - Level 44)
(06,23,22) Witch x 1

Palace of the Dead (Palace of the Dead - Level 48)
(06,23,14) Warlock x 1

Grimoire for the DRACONIC spell SACRIFICE, an INDIRECT spell that REVIVES a SINGLE incapacitated allied unit in exchange for the caster's life.

Draconic

RANGE: 1 AREA: 1 RT: +50
COST: MP 200 Wyrn Gem x 3
PREREQUISITE: Draconic Magic

"Wyrn-kings from darkened tomb, my life I offer--reclaim this soul!"

CLASSES:

(Lv.28~) Warlock (Lv.25~) Divine Knight (Lv.27~) Lord

Dropped from the following unit(s):

CH4-SQ[1.4] The Pirate's Graveyard (Ripples of Grief)
(21,15,08) Warlock x 1 (Lv.33~)

San Bronsa Ruins (Floating Ruins - Level 7)
(02,14,27) Ethereal Vision x 1

Wield the powers of the abyss to unleash powerful magics. Requires MP and reagents.

Grimoire Mortvivant	[B827]
Grimoire Cendres	[5931]
Grimoire Malediction	[C5E7]
Grimoire Malediction II	[7CD9]
Grimoire Malediction III	[6B5C]
Grimoire Ensorcelant	[F20C]
Grimoire Tourments	[08E2]
Grimoire Metaponction	[7E8F]
Grimoire Sangnoir	[A35C]
Grimoire Sangnoir II	[F4A3]
Grimoire Debilitation	[0F42]
Grimoire Sombrailes	[526D]
Grimoire Necrotransfert	[C0D5]

=====
Grimoire Mortvivant [B827]
=====

Grimoire for the NECROMANCY spell LIVING CORPSE, an INDIRECT spell that transforms a SINGLE incapacitated unit into a ZOMBIE.

Necromancy

RANGE: 5 AREA: 1 RT: +25
COST: MP 75 Shoulder Shard x 2
PREREQUISITE: Necromancy

"Corpses who walk upon the earth! From chains of death I set you free! Serve me as your master!"

CLASSES:
(Lv.13~) Necromancer (Lv.12~) Lich

Sold in Palace of the Dead Shop for 1300 goth once the shop is available on levels 24, 65 and 103.

=====
Grimoire Cendres [5931]
=====

Grimoire for the NECROMANCY spell BANISH, an INDIRECT spell that turns a SINGLE stilled undead unit to dust.

Necromancy

RANGE: 5 AREA: 1 RT: +15
COST: MP 25 Dried Eystem x 1
PREREQUISITE: Necromancy

"Traitor-branded piteous soul! To you I give eternal rest!"

CLASSES:
(Lv.05~) Necromancer (Lv.04~) Lich

Sold in Palace of the Dead Shop for 500 goth once the shop is available on levels 24, 65 and 103.

=====

Grimoire Malediction

[C5E7]

=====

Grimoire for the NECROMANCY spell CURSE, an INDIRECT spell that WITHERS a SINGLE TARGET by tormenting them with evil spirits.

Necromancy

RANGE: 5 AREA: 1 RT: +20

AFFINITY: Dark

COST: MP 50 Bloodied Ventricle x 2

PREREQUISITE: Necromancy

"Hungry spirits, lusting for life! To you an offering! Give rise to your wail of death!"

CLASSES:

(Lv.12~) Necromancer

(Lv.11~) Lich

Sold in Palace of the Dead Shop for 1200 goth once the shop is available on levels 24, 65 and 103.

=====

Grimoire Malediction II

[7CD9]

=====

Grimoire for the NECROMANCY spell CURSE II, an INDIRECT spell that ADDLES a SINGLE TARGET by tormenting them with evil spirits.

Necromancy

RANGE: 5 AREA: 1 RT: +20

AFFINITY: Dark

COST: MP 50 Bloodied Ventricle x 3

PREREQUISITE: Necromancy

"Hungry spirits, lusting for life! To you an offering! Give rise to your wail of death!"

CLASSES:

(Lv.22~) Necromancer

(Lv.21~) Lich

Dropped from the following unit(s):

CH4-SQ[17.4A] Palace of the Dead (Palace of the Dead - Level 5)
(13,02,10) Knight x 1

CH4-SQ[17.5] Palace of the Dead (Palace of the Dead - Level 22)
(26,06,13) Witch King Georges x 1

CH4-SQ[17.7] Palace of the Dead (Palace of the Dead - Level 74)
(10,13,15) Witch Queen Beelzebuth x 1

=====

Grimoire Malediction III

[6B5C]

=====

Grimoire for the NECROMANCY spell CURSE III, an INDIRECT spell that CURSES a SINGLE TARGET by tormenting them with evil spirits.

Necromancy

RANGE: 5 AREA: 1 RT: +30
AFFINITY: Dark
COST: MP 100 Bloodied Ventricle x 4
PREREQUISITE: Necromancy

"Hungry spirits, lusting for life! To you an offering! Give rise to your wail of death!"

CLASSES:
(Lv.32~) Necromancer (Lv.31~) Lich

Dropped from the following unit(s):
CH4-SQ[1.5] The Pirate's Graveyard (On Holy Ground)
(08,19,09) Spectre Rackham x 1 (Lv.33~)

=====
Grimoire Ensorcelant [F20C]
=====

Grimoire for the NECROMANCY spell TAINTED LOVE, an INDIRECT spell that BEWITCHES a SINGLE TARGET with a hex that fills their heart with a hex that fills their heart with desire.

Necromancy

RANGE: 5 AREA: 1 RT: +20
AFFINITY: Dark
COST: MP 50 Bloodied Ventricle x 2
PREREQUISITE: Necromancy

"Love running deeper than hatred, your reward is due!"

CLASSES:
(Lv.20~) Necromancer (Lv.19~) Lich

Dropped from the following unit(s):
CH4-SQ[17.4A] Palace of the Dead (Palace of the Dead - Level 5)
(13,02,10) Knight x 1

CH4-SQ[17.4B] Palace of the Dead (Palace of the Dead - Level 5)
(13,02,10) Death Knight Leonar x 1

CH4-SQ[17.6] Palace of the Dead (Palace of the Dead - Level 41)
(17,04,10) Lich x 1

=====
Grimoire Tourments [08E2]
=====

Grimoire for the NECROMANCY spell PHANTOM PAIN, an INDIRECT spell that grants PAIN AURA to a SINGLE TARGET, causing them to be susceptible to damage, but dealing 10% to 50% of damage taken to their opponent.

Necromancy

RANGE: 1 AREA: 1 RT: +22
COST: MP 60 Dried Eystem x 3
PREREQUISITE: Necromancy

"A bond between flesh, my pain is ours to share!"

CLASSES:

(Lv.30~) Necromancer (Lv.29~) Lich

Dropped from the following unit(s):

CH4-SQ[1.4] The Pirate's Graveyard (Ripples of Grief)
(20,11,04) Lich x 1 (Lv.33~)

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Grimoire Metaponction	[7E8F]
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=====

Grimoire for the NECROMANCY spell LIFE FORCE, a MISSILE spell that DRAINS HP from a SINGLE TARGET and converts the amount drained to MP for the caster.

Necromancy

RANGE: 5 AREA: 1 RT: +18
AFFINITY: Dark
COST: MP 40 Shoulder Shard x 1
PREREQUISITE: Necromancy

"Glow of life, to dark strength shift! To me your power!"

CLASSES:

(Lv.07~) Necromancer (Lv.06~) Lich

Sold in Palace of the Dead Shop for 700 goth once the shop is available on levels 24, 65 and 103.

=====

Grimoire Sangnoir	[A35C]
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=====

Grimoire for the NECROMANCY spell PUTRIFY, an INDIRECT spell affecting MULTIPLE TARGETS that restores HP to undead and deals damage to the living.

Necromancy

RANGE: 3 AREA: 2 RT: +16
AFFINITY: Dark
COST: MP 30 Salted Lobe x 2
PREREQUISITE: Necromancy

"Pain to the living, succor to the dead! Droplets of crimson darkness!"

CLASSES:

(Lv.17~) Necromancer (Lv.16~) Lich

Sold in Palace of the Dead Shop for 1700 goth once the shop is available on levels 24, 65 and 103.

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Grimoire Sangnoir II	[F4A3]
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=====

Grimoire for the NECROMANCY spell PUTRIFY II, an INDIRECT spell affecting MULTIPLE TARGETS that restores HP to undead and deals damage to the living.

Necromancy

RANGE: 4 AREA: 3 RT: +22
AFFINITY: Dark
COST: MP 60 Salted Lobe x 3
PREREQUISITE: Necromancy

"Pain to the living, succor to the dead! Droplets of crimson darkness!"

CLASSES:
(Lv.27~) Necromancer (Lv.26~) Lich

Dropped from the following unit(s):
CH4-SQ[1.4] The Pirate's Graveyard (Ripples of Grief)
(20,04,06) Lich x 1 (Lv.33~)

CODA-SQ[1.3] San Bronsa Ruins (Tower of Law Eternal - Level 12)
(03,06,17) Ethereal Vision x 1

=====

Grimoire Debilitation [0F42]

Grimoire for the NECROMANCY spell BRAINROT, an INDIRECT spell that inflicts SPOILHEAL on a SINGLE TARGET.

Necromancy

RANGE: 4 AREA: 1 RT: +15
COST: MP 25 Dried Eyestem x 1
PREREQUISITE: Necromancy

"Rise miasma, from sulfurous spring! Poison and rot to the living!"

CLASSES:
(Lv.08~) Necromancer (Lv.07~) Lich

Sold in Palace of the Dead Shop for 800 goth once the shop is available on levels 24, 65 and 103.

=====

Grimoire Sombrailles [526D]

Grimoire for the NECROMANCY spell BLACK PLUME, an INDIRECT spell that transforms a SINGLE TARGET into a crow, allowing them to flee combat.

Necromancy

RANGE: 1 AREA: 1 RT: +20
COST: MP 50 Shoulder Shard x 1
PREREQUISITE: Necromancy

"Pinions glistening black, rescue me from darker lands, flap and flight!"

CLASSES:
(Lv.06~) Necromancer (Lv.05~) Lich

Dropped from the following unit(s):

CH4-SQ[17.4B] Palace of the Dead (Palace of the Dead - Level 5)
(12,04,10) Death Knight Xaebos x 1

CH4-SQ[17.6] Palace of the Dead (Palace of the Dead - Level 41)
(19,04,10) Lich x 1

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Grimoire Necrotransfert [C0D5]

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Grimoire for the NECROMANCY spell STYX SHIFT, an INDIRECT spell that moves a SINGLE INCAPACITATED or STILLED unit.

Necromancy

RANGE: 8 AREA: 1 RT: +23
COST: MP 65 Dried Eystem x 1
PREREQUISITE: Necromancy

"Reach through death, grasp hand and limb! Once again to battle!"

CLASSES:
(Lv.10~) Necromancer (Lv.09~) Lich

Sold in Palace of the Dead Shop for 1000 goth once the shop is available on levels 24, 65 and 103.

=====

N i n j u t s u [5D32]

=====

Call on the gods of war to smite your foes. Requires reagents.

Scroll of Windshear [AC06]
Scroll of Windshear II [F867]
Scroll of Earthshear [B452]
Scroll of Earthshear II [9E60]
Scroll of Stormshear [FD25]
Scroll of Stormshear II [503A]
Scroll of Waveshear [5FD9]
Scroll of Waveshear II [0EA2]
Scroll of Flameshear [E43B]
Scroll of Flameshear II [7825]
Scroll of Iceshear [085C]
Scroll of Iceshear II [5941]
Scroll of Shadow [4FC5]
Scroll of the Monkey [4315]
Scroll of the Strider [B42C]
Scroll of the Cicada [A072]
Scroll of the Reins [7A5F]
Scroll of the Toad [0F76]
Scroll of the Spider [51F3]

=====

Scroll of Windshear [AC06]

=====

Scroll containing the NINJUTSU spell WIND DERVISH, an INDIRECT spell that calls a wind dervish into battle inflicting SLASHING AIR damage to a SINGLE TARGET.

Ninjutsu

RANGE: 4 AREA: 1 RT: +12
AFFINITY: Air
COST: Vibrant Whetstone x 1
PREREQUISITE: Ninjutsu

"Come now, beast of wind
eternally my blade shines
cutting all it sees."

CLASSES:
(Lv.06~) Ninja

Sold in General Shops for 1200 goth after CH2C-SB[3] Xeod Moors or CH2L-SB[2] Xeod Moors.

Dropped from the following unit(s):

CH2C-SB[4] Lake Bordu
(17,09,04) Ninja Genzo x 1

CH2L-SB[8] The Golborza Plain
(05,15,06) Ninja Gousin x 1 (Lv.~26)

=====
Scroll of Windshear II [F867]
=====

Scroll containing the NINJUTSU spell WIND DERVISH II, an INDIRECT spell that calls a wind dervish into battle inflicting SLASHING AIR damage to SINGLE or MULTIPLE TARGETS.

Ninjutsu

RANGE: 5 AREA: 2 RT: +18
AFFINITY: Air
COST: Vibrant Whetstone x 2
PREREQUISITE: Ninjutsu

"Come now, beast of wind
eternally my blade shines
cutting all it sees."

CLASSES:
(Lv.21~) Ninja

Dropped from the following unit(s):

CH4-SB[14] The Royal City of Heim (Heim Courtyard)
(06,24,24) Ninja x 1 (Lv.~33)

Palace of the Dead (Palace of the Dead - Level 105)
(23,03,06) Dark Stalker x 1

=====
Scroll of Earthshear [B452]
=====

Scroll containing the NINJUTSU spell SAND SPIDER, an INDIRECT spell that calls a sand spider into battle inflicting CRUSHING EARTH damage to a SINGLE

TARGET.

Ninjutsu

RANGE: 4 AREA: 1 RT: +12

AFFINITY: Earth

COST: Attercop Web x 1

PREREQUISITE: Ninjutsu

"Come now, beast of earth
a wave upon the mountains
swallowing my foes."

CLASSES:

(Lv.07~) Ninja

Sold in General Shops for 1400 goth after CH2C-SB[3] Xeod Moors or CH2L-SB[2] Xeod Moors.

Dropped from the following unit(s):

CH2C-SB[4] Lake Bordu
(17,09,04) Ninja Genzo x 1

CH2L-SB[8] The Golborza Plain
(05,15,06) Ninja Gousin x 1 (Lv.~26)

Scroll of Earthshear II [9E60]

Scroll containing the NINJUTSU spell SAND SPIDER II, an INDIRECT spell that calls a sand spider into battle inflicting CRUSHING EARTH damage to SINGLE or MULTIPLE TARGETS.

Ninjutsu

RANGE: 5 AREA: 2 RT: +18

AFFINITY: Earth

COST: Attercop Web x 2

PREREQUISITE: Ninjutsu

"Come now, beast of earth
a wave upon the mountains
swallowing my foes."

CLASSES:

(Lv.22~) Ninja

Dropped from the following unit(s):

CH4-SQ[16.1] Qadriga Fortress (Qadriga Fortress)
(01,04,14) Ninja x 1 (Lv.33~)

Palace of the Dead (Palace of the Dead - Level 36)
(09,01,03) Dark Stalker x 1

Palace of the Dead (Palace of the Dead - Level 105)
(19,07,18) Dark Stalker x 1

=====
 Scroll containing the NINJUTSU spell CHIMAERA, an INDIRECT spell that calls a chimaera into battle inflicting PIERCING LIGHTNING damage to a SINGLE TARGET.

Ninjutsu

RANGE: 4 AREA: 1 RT: +12
 AFFINITY: Lightning
 COST: Nightjar Bell x 1
 PREREQUISITE: Ninjutsu

"Come, beast of lightning
 your bolts blazing across sky
 smite the fools to ground."

CLASSES:
 (Lv.08~) Ninja

Sold in General Shops for 1600 goth after CH2C-SB[3] Xeod Moors or CH2L-SB[2] Xeod Moors.

Dropped from the following unit(s):

CH2C-SB[9] Golyat
 (04,15,19) Kunoichi x 1

CH2L-SB[11] Almorica Castle (Almorica Passageway)
 (12,12,08) Kunoichi x 1

Scroll containing the NINJUTSU spell CHIMAERA II an INDIRECT spell that calls a chimaera into battle inflicting PIERCING LIGHTNING damage to SINGLE or MULTIPLE TARGETS.

Ninjutsu

RANGE: 5 AREA: 2 RT: +18
 AFFINITY: Lightning
 COST: Nightjar Bell x 2
 PREREQUISITE: Ninjutsu

"Come, beast of lightning
 your bolts blazing across sky
 smite the fools to ground."

CLASSES:
 (Lv.23~) Ninja

Dropped from the following unit(s):

CH4-SQ[12.1] Ndamsa Fortress (Ndamsa Fortress)
 (06,12,20) Ninja x 1 (Lv.33~)

Palace of the Dead (Palace of the Dead - Level 40)
 (03,05,10) Dark Stalker x 1

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=====
Scroll containing the NINJUTSU spell WATER TIGER, an INDIRECT spell that
calls a water tiger into battle inflicting CRUSHING WATER damage to a SINGLE
TARGET.

Ninjutsu

RANGE: 4 AREA: 1 RT: +12
AFFINITY: Water
COST: Tortoiseshell Pin x 1
PREREQUISITE: Ninjutsu

 "Come, beast of water
 let shine your sharp claws to rend
 all who dare approach."

CLASSES:
(Lv.09~) Ninja

Sold in General Shops for 1800 goth after CH2C-SB[3] Xeod Moors or CH2L-SB[2]
Xeod Moors.

Dropped from the following unit(s):

 CH2C-SB[9] Golyat
 (11,14,14) Ninja x 1

 CH3N-SB[8] Coritanae Keep (The Gates of Coritanae)
 (07,15,15) Ninja x 1

 CH3C-SB[2] Xeod Moors
 (01,19,03) Ninja x 1

 CH3L-SB[4] Bahanna Highlands
 (17,07,05) Ninja Roberval x 1

Scroll containing the NINJUTSU spell WATER TIGER II, an INDIRECT spell that
calls a water tiger into battle inflicting CRUSHING WATER damage to SINGLE or
MULTIPLE TARGETS.

Ninjutsu

RANGE: 5 AREA: 2 RT: +18
AFFINITY: Water
COST: Tortoiseshell Pin x 2
PREREQUISITE: Ninjutsu

 "Come, beast of water
 let shine your sharp claws to rend
 all who dare approach."

CLASSES:
(Lv.24~) Ninja

Dropped from the following unit(s):

 CH4-SQ[16.1] Qadriga Fortress (Qadriga Fortress)

Scroll of Flameshear

[E43B]

Scroll containing the NINJUTSU spell FIRE SNAKE, an INDIRECT spell that calls a fire snake into battle inflicting CRUSHING FIRE damage to a SINGLE TARGET.

Ninjutsu

RANGE: 4 AREA: 1 RT: +12

AFFINITY: Fire

COST: Fuse Ash x 1

PREREQUISITE: Ninjutsu

"Come, beast of fire
fan the flames of hell and scorch
all who would harm me."

CLASSES:

(Lv.10~) Ninja

Sold in General Shops for 2000 goth after CH2C-SB[6] Krysarō or CH2L-SB[6] Qadriga Fortress.

Dropped from the following unit(s):

CH3N-SB[12A] Phidoch Castle (Phidoch South Curtain Wall)

(10,19,12) Ninja x 1

CH3C-SB[2] Xeod Moors

(12,19,03) Kunoichi x 1

CH3L-SB[5] The Reisan Way

(24,17,15) Ninja x 1

Scroll of Flameshear II

[7825]

Scroll containing the NINJUTSU spell FIRE SNAKE II, an INDIRECT spell that calls a fire snake into battle inflicting CRUSHING FIRE damage to SINGLE or MULTIPLE TARGETS.

Ninjutsu

RANGE: 5 AREA: 2 RT: +18

AFFINITY: Fire

COST: Fuse Ash x 2

PREREQUISITE: Ninjutsu

"Come, beast of fire
fan the flames of hell and scorch
all who would harm me."

CLASSES:

(Lv.25~) Ninja

Dropped from the following unit(s):

Palace of the Dead (Palace of the Dead - Level 104)

(08,01,08) Dark Stalker x 1
(10,09,07) Dark Stalker x 1

=====

Scroll of Iceshear [085C]

=====

Scroll containing the NINJUTSU spell RIME RAVEN, an INDIRECT spell that calls a rime raven into battle inflicting PIERCING ICE damage to a SINGLE TARGET.

Ninjutsu

RANGE: 4 AREA: 1 RT: +12
AFFINITY: Ice
COST: Crow Track x 1
PREREQUISITE: Ninjutsu

"Come now, beast of ice
wield the raging blizzard winds
lay waste to the weak."

CLASSES:
(Lv.11~) Ninja

Sold in General Shops for 2200 goth after CH2C-SB[10] The Arkhaiopolis of Rhime or CH2L-SB[9] The Arkhaiopolis of Rhime.

Dropped from the following unit(s):

CH3L-SB[5] The Reisan Way
(25,18,13) Kunoichi x 1

Scroll of Iceshear II [5941]

=====

Scroll containing the NINJUTSU spell RIME RAVEN II, an INDIRECT that calls a rime raven into battle inflicting PIERCING ICE damage to SINGLE or MULTIPLE TARGETS.

Ninjutsu

RANGE: 5 AREA: 2 RT: +18
AFFINITY: Ice
COST: Crow Track x 2
PREREQUISITE: Ninjutsu

"Come now, beast of ice
wield the raging blizzard winds
lay waste to the weak."

CLASSES:
(Lv.26~) Ninja

Dropped from the following unit(s):

CH4-SQ[12.1] Ndamsa Fortress (Ndamsa Fortress)
(04,05,17) Kunoichi x 1 (Lv.33~)

Palace of the Dead (Palace of the Dead - Level 104)
(16,01,04) Grim Reaper x 1

=====
Scroll of Shadow

[4FC5]
=====

Scroll containing the NINJUTSU spell SHADOWBIND, an INDIRECT spell that BINDS a SINGLE TARGET by pinning their shadow to the ground.

Ninjutsu

RANGE: 6 AREA: 1 RT: +13

AFFINITY: Dark

COST: Short Kunai x 1

PREREQUISITE: Ninjutsu

"To bind your shadow
is to bind the body fast
there is no escape."

CLASSES:

(Lv.04~) Ninja

Sold in General Shops for 800 goth after CH2C-SB[3] Xeod Moors or CH2L-SB[2] Xeod Moors.

Dropped from the following unit(s):

CH3L-SB[5] The Reisan Way
(25,18,13) Kunoichi x 1

=====
Scroll of the Monkey

[4315]
=====

Scroll containing the NINJUTSU spell LEAPING MONKEY, an INDIRECT spell that grants NIMBLE to a SINGLE TARGET, allowing them to ignore terrain elevation differences.

Ninjutsu

RANGE: 1 AREA: 1 RT: +18

COST: Grappling Hook x 1

PREREQUISITE: Ninjutsu

"Leap from tree to tree
roam across mountain and field
light as a feather."

CLASSES:

(Lv.15~) Ninja

Sold in General Shops for 3000 goth at the start of Chapter IV.

Dropped from the following unit(s):

CH3L-SB[14A] Phidoch Castle (Phidoch South Curtain Wall)
(10,19,12) Ninja x 1 (Lv.~30)

CH4-SB[4] Hagia Banhamuba
(22,02,04) Kunoichi x 1 (Lv.~31)

CH4-SB[14] The Royal City of Heim (Heim Courtyard)
(15,23,12) Kunoichi x 1 (Lv.~33)

CH4-SB[23] The Hanging Gardens (Enraptured Dreams)
(15,11,12) Templar (Ninja) x 1 (Lv.~33)

=====
Scroll of the Strider [B42C]
=====

Scroll containing the NINJUTSU spell WATER STEP, an INDIRECT spell that grants WATERWALK to a SINGLE TARGET.

Ninjutsu

RANGE: 1 AREA: 1 RT: +16
COST: Water Striders x 1
PREREQUISITE: Ninjutsu

"Waves rise not to me
tread upon the flattest path
slide without a sound."

CLASSES:
(Lv.01~) Ninja

Dropped from the following unit(s):

CH4-SQ[9] Neimrahava Wood
(04,13,06) Ninja x 1 (Lv.33~)

Phorampa Wildwood (The Howling Hills)
(05,15,16) Ninja x 1
(18,14,06) Kunoichi x 1

Phorampa Wildwood (Whisper of Leaf and Water)
(01,15,07) Ninja x 1

=====
Scroll of the Cicada [A072]
=====

Scroll containing the NINJUTSU spell DECOY, an INDIRECT spell that grants NULLIFY to a SINGLE TARGET, causing them to completely avoid a single physical effect.

Ninjutsu

RANGE: 1 AREA: 1 RT: +15
COST: Paper Doll x 1
PREREQUISITE: Ninjutsu

"Strike at my body
but my body it is not
blade cutting the air."

CLASSES:
(Lv.16~) Ninja

Dropped from the following unit(s):

CH4-SB[4] Hagia Banhamuba
(23,05,03) Ninja x 1 (Lv.~31)

CH4-SB[14] The Royal City of Heim (Heim Courtyard)
(10,24,24) Ninja x 1 (Lv.~33)

CH4-SB[31] The Hanging Gardens (Ebon Stair)
(08,04,11) Templar (Ninja) x 1 (Lv.~33)

Note: This item is missable. Once all playable classes exceed a certain level range, enemies will no longer be able to carry it. There are no alternative sources.

===== Scroll of the Reins [7A5F] =====

Scroll containing the NINJUTSU spell BRIDLE, an INDIRECT spell that causes the melee weapon of a SINGLE TARGET to SILENCE opponents.

Ninjutsu

RANGE: 1 AREA: 1 RT: +14
COST: Horse Bit x 1
PREREQUISITE: Ninjutsu

"Lilting song trails off
mouth bound fast by unseen chains
a scream without sound."

CLASSES:
(Lv.09~) Ninja

Sold in General Shops for 1800 goth after CH2C-SB[3] Xeod Moors or CH2L-SB[2] Xeod Moors.

Dropped from the following unit(s):

CH3N-SB[8] Coritanae Keep (The Gates of Coritanae)
(07,15,15) Ninja x 1

CH3C-SB[2] Xeod Moors
(01,19,03) Ninja x 1

CH3L-SB[4] Bahanna Highlands
(17,07,05) Ninja Roberval x 1

===== Scroll of the Toad [0F76] =====

Scroll containing the NINJUTSU spell BENUMB, an INDIRECT spell that causes the melee weapon of a SINGLE TARGET to STUN opponents.

Ninjutsu

RANGE: 1 AREA: 1 RT: +14
COST: Beaded Frogwax x 1
PREREQUISITE: Ninjutsu

"The slight graze of blade
no longer your own master
your senses betrayed."

CLASSES:
(Lv.05~) Ninja

Sold in General Shops for 1000 goth after CH2C-SB[3] Xeod Moors or CH2L-SB[2]
Xeod Moors.

Dropped from the following unit(s):

CH3N-SB[12A] Phidoch Castle (Phidoch South Curtain Wall)
(10,19,12) Ninja x 1

CH3C-SB[2] Xeod Moors
(12,19,03) Kunoichi x 1

CH3L-SB[5] The Reisan Way
(24,17,15) Ninja x 1

=====
Scroll of the Spider [51F3]
=====

Scroll containing the NINJUTSU spell ENVENOM, an INDIRECT spell that causes
the melee weapon of a SINGLE TARGET to POISON opponents.

Ninjutsu

RANGE: 1 AREA: 1 RT: +14
COST: Vermin Ichor x 1
PREREQUISITE: Ninjutsu

"Fell secret magics
the darkened blade stands as proof
rot body and heart."

CLASSES:
(Lv.13~) Ninja

Sold in General Shops for 2600 goth after CH3N-SB[4] Port Asyton, CH3C-SB[6]
Bahanna Highlands or CH3L-SB[7]A/B Coritanae Keep (Coritanae Ward).

Dropped from the following unit(s):

CH4-SB[21] The Hanging Gardens (Verdant Stair)
(08,06,21) Templar (Ninja) x 1 (Lv.~33)

=====
W a r D a n c e s [C60E]
=====

Perform magical dances that have a variety of effects on nearby units.
Requires reagents.

Treatise on Courage [4E71]
Treatise on Safety [CD5B]
Treatise on Resolve [EAFB]
Treatise on Cleansing [C2D6]
Treatise on Inferiority [8C93]
Treatise on Excess [98A2]
Treatise on Technique [0A1F]
Treatise on Seduction [138A]

=====
Treatise on Courage

[4E71]
=====

A guide to the WAR DANCE spell LION DANCE, an INDIRECT spell that STRENGTHENS MULTIPLE nearby allies.

War Dances

RANGE: 1 AREA: 3 RT: +14
COST: TP 20 Fan of the Brave x 1
PREREQUISITE: War Dances

"...the voice rang out, the heavens shook. Then did the shining tiger come, lending courage to those who saw his terrible glory..."

CLASSES:
(Lv.04~) Swordmaster

Sold in General Shops for 800 goth after CH2C-SB[3] Xeod Moors or CH2L-SB[2] Xeod Moors.

=====
Treatise on Safety

[CD5B]
=====

A guide to the WAR DANCE spell HARVEST DANCE, an INDIRECT spell that restores a small amount of HP to MULTIPLE nearby allies.

War Dances

RANGE: 1 AREA: 3 RT: +15
AFFINITY: Light
COST: TP 25 Fan of the Merciful x 1
PREREQUISITE: War Dances

"...so did the grain of life grow rich; land and people both knew health and the favor of the gods..."

CLASSES:
(Lv.09~) Swordmaster

Sold in General Shops for 1800 goth after CH2C-SB[3] Xeod Moors or CH2L-SB[2] Xeod Moors.

=====
Treatise on Resolve

[EAFB]
=====

A guide to the WAR DANCE spell BELLOWS DANCE, an INDIRECT spell that FORTIFIES MULTIPLE nearby allies.

War Dances

RANGE: 1 AREA: 3 RT: +16
COST: TP 30 Fan of Protection x 1
PREREQUISITE: War Dances

"...the heavy boots crushed sand to black iron. 'Fashion from it a shield!' the monger said..."

CLASSES:

(Lv.14~) Swordmaster

Sold in General Shops for 2800 goth after CH3N-SB[9] Coritanae Keep (Coritanae Ward), CH3C-SB[11]A/B Coritanae Keep (Coritanae Ward) or CH3L-SB[11] Almorica Castle (Almorica Passageway).

Dropped from the following unit(s):

CH3C-SB[15B] Phidoch Castle (Phidoch West Curtain Wall)
(08,19,20) Swordmaster Mercure x 1 (Lv.~30)

CH4-SB[35] The Hanging Gardens (Relics of the Past)
(06,22,15) Templar (Swordmaster) x 1 (Lv.~34)

=====
Treatise on Cleansing [C2D6]
=====

A guide to the WAR DANCE spell SHRIVING DANCE, an INDIRECT spell that removes a small number of debuffs from MULTIPLE nearby allies.

War Dances

RANGE: 1 AREA: 3 RT: +17
COST: TP 35 Fan of the Mists x 1
PREREQUISITE: War Dances

"...the sword he swung, a gift from the gods, and pain was banished..."

CLASSES:

(Lv.23~) Swordmaster

Dropped from the following unit(s):

CH4-SB[13B] The Royal City of Heim (Heim South Curtain Wall)
(06,10,15) Swordmaster x 1 (Lv.~33)

CH4-SQ[1.1] Port Omish
(20,20,08) Swordmaster x 1 (Lv.33~)

Palace of the Dead (Palace of the Dead - Level 31)
(05,02,13) Kill Seeker x 1

Palace of the Dead (Palace of the Dead - Level 40)
(14,17,10) Kill Seeker x 1

=====
Treatise on Inferiority [8C93]
=====

A guide to the WAR DANCE spell COMELY DANCE, an INDIRECT spell that inflicts BREACHED on MULTIPLE nearby enemies.

War Dances

RANGE: 1 AREA: 3 RT: +18
COST: TP 40 Fan of the Serpent x 1
PREREQUISITE: War Dances

"...a dance not of joy but a bellows to hate-fire. The steps became a song, a curse upon flesh..."

CLASSES:

(Lv.12~) Swordmaster

Sold in General Shops for 2400 goth at the start of Chapter III, all routes.

=====

Treatise on Excess

[98A2]
=====

A guide to the WAR DANCE spell BEDEVILING DANCE, an INDIRECT spell that SLOWS MULTIPLE nearby enemies.

War Dances

RANGE: 1 AREA: 2 RT: +19

AFFINITY: Dark

COST: TP 45 Fan of Depravity x 1

PREREQUISITE: War Dances

"...and the demons thronged, clinging to boot and mail, dragging him down like a suit of iron..."

CLASSES:

(Lv.18~) Swordmaster

Sold in Palace of the Dead and Deneb's Shop for 3600 goth once the shop is accessible in Chapter IV.

Dropped from the following unit(s):

CH4-SB[11B] Boulder Sands

(05,06,04) Swordmaster x 1 (Lv.~32)

CH4-SB[23] The Hanging Gardens (Enraptured Dreams)

(05,08,18) Templar (Swordmaster) x 1 (Lv.~33)

CH4-SB[32] The Hanging Gardens (Ivory Stair)

(07,04,23) Templar (Swordmaster) x 1 (Lv.~33)

CH4-SB[35] The Hanging Gardens (Relics of the Past)

(08,22,15) Templar (Swordmaster) x 1 (Lv.~34)

=====

Treatise on Technique

[0A1F]
=====

A guide to the WAR DANCE spell ENVIGORATING DANCE, an INDIRECT spell that reduces the TP of MULTIPLE nearby enemies while increasing the caster's TP.

War Dances

RANGE: 1 AREA: 3 RT: +20

AFFINITY: Light

COST: HP 50 Fan of Wasting x 1

PREREQUISITE: War Dances

"...what a choice to bow, before enemy sworn, and sheath the sword..."

CLASSES:

(Lv.26~) Swordmaster

Sold in General Shops for 5200 goth at the start of Chapter IV.

Dropped from the following unit(s):

CH4-SQ[1.1] Port Omish
(05,20,08) Swordmaster x 1 (Lv.33~)

CH4-SQ[1.2] Port Omish
(14,17,04) Swordmaster x 1 (Lv.33~)

CH4-SQ[12.1] Ndamsa Fortress (Ndamsa Fortress)
(05,09,18) Swordmaster Aeshan x 1 (Lv.33~)

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Treatise on Seduction	[138A]
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=====

A guide to the WAR DANCE spell DEMON PETAL DANCE, an INDIRECT spell that CHARMS MULTIPLE nearby enemies.

War Dances

RANGE: 1 AREA: 2 RT: +20
COST: TP 50 Fan of Charisma x 1
PREREQUISITE: War Dances

"...she danced a dance of beauty and night-flowers, and all who saw her were taken with fever..."

CLASSES:
(Lv.16~) Swordmaster

Dropped from the following unit(s):

CH4-SB[10A] Barnicia Castle (Barnicia Grand Staircase)
(11,16,13) Templar (Swordmaster) x 1 (Lv.~32)

CH4-SB[23] The Hanging Gardens (Enraptured Dreams)
(05,08,18) Templar (Swordmaster) x 1 (Lv.~33)

Note: This item is missable. Once all playable classes exceed a certain level range, enemies will no longer be able to carry it. There are no alternative sources.

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S o n g	[5EA0]
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=====

Sing magical songs that have a variety of effects on nearby units. Requires MP and reagents.

Devil's Score	[2681]
Cursed Score	[E0AB]
Raucous Score	[FDE3]
Limpid Score	[6129]
Resonant Score	[6315]
Glorious Score	[A86B]
Rapturous Score	[0918]

=====

Sheet music for the SONG spell ARDENT CONGA, an INDIRECT spell that grants SPELLCRAFT to MULTIPLE nearby allies and restores a small amount of their MP.

Song

RANGE: 1 AREA: 3 RT: +14
 COST: MP 20 Songstress's Score x 1
 PREREQUISITE: Songs

"This fiery passion / None can stop / Like a spring / Dark flowing forth."

CLASSES:
 (Lv.01~) Songstress

Sold in Deneb's Shop for 200 goth after recruiting Deneb & Iuria.

Cursed Score

Sheet music for the SONG spell WEAKENING JOROPO, an INDIRECT spell that WEAKENS MULTIPLE nearby enemies.

Song

RANGE: 1 AREA: 3 RT: +15
 COST: MP 25 Songstress's Score x 1
 PREREQUISITE: Songs

"Calm the soul / Quiet the blaze / Release your strength / And fill your heart."

CLASSES:
 (Lv.07~) Songstress

Sold in Deneb's Shop for 1400 goth after recruiting Deneb & Iuria.

Raucous Score

Sheet music for the SONG spell TAUNTING MAMBO, an INDIRECT spell that inflicts STAGGER on MULTIPLE nearby enemies.

Song

RANGE: 1 AREA: 3 RT: +16
 COST: MP 30 Songstress's Score x 2
 PREREQUISITE: Songs

"The slightest push / Let reason fly / Through you face the mountain / You will stand tall!"

CLASSES:
 (Lv.14~) Songstress

Sold in Deneb's Shop for 2800 goth after recruiting Deneb & Iuria.

=====
Limpid Score [6129]
=====

Sheet music for the SONG spell STIRRING FOLCLORE, an INDIRECT spell that grants HEALCRAFT to MULTIPLE nearby allies.

Song

RANGE: 1 AREA: 3 RT: +17
COST: MP 35 Songstress's Score x 3
PREREQUISITE: Songs

"Blow green winds / Now is the season / A time of dance / And overflowing joy."

CLASSES:
(Lv.21~) Songstress

Sold in Deneb's Shop for 4200 goth after recruiting Deneb & Iuria.

=====
Resonant Score [6315]
=====

Sheet music for the SONG spell SOMBER CHACARERA, an INDIRECT spell that inflicts MISSTEP on MULTIPLE nearby enemies.

Song

RANGE: 1 AREA: 3 RT: +18
COST: MP 40 Songstress's Score x 3
PREREQUISITE: Songs

"Those birds you watched / Now flown too high / But age flies swifter / and cold earth calls."

CLASSES:
(Lv.28~) Songstress

Dropped from the following unit(s):
San Bronsa Ruins (Floating Ruins - Level 13)
(11,24,16) Familiar x 1

=====
Glorious Score [A86B]
=====

Sheet music for the SONG spell ESCALATING SANAT, an INDIRECT spell that grants RENEWAL to MULTIPLE nearby targets, gradually restoring HP for a set time. Has no effect on undead.

Song

RANGE: 1 AREA: 3 RT: +19
COST: MP 45 Songstress's Score x 4
PREREQUISITE: Songs

"I hear your voice / And I'm aflame / My heart beats quick / With memories of this."

CLASSES:

(Lv.35~) Songstress

Dropped from the following unit(s):

San Bronsa Ruins (Floating Ruins - Level 13)
(09,22,17) Cleric x 1

=====
Rapturous Score

[0918]
=====

Sheet music for the SONG spell POISED ARABESQUE, an INDIRECT spell that restores a small amount of HP and MP to MULTIPLE nearby allies.

Song

RANGE: 1 AREA: 3 RT: +20

AFFINITY: Light

COST: MP 50 Songstress's Score x 5

PREREQUISITE: Songs

"Touch of a finger / Feel its warmth / The peace it brings / And fills you whole."

CLASSES:

(Lv.42~) Songstress

Dropped from the following unit(s):

San Bronsa Ruins (Floating Ruins - Level 14)
(04,12,31) Ethereal Vision x 1

=====
C o n s u m a b l e s

[EFA2]
=====

Items that have a one-time use in battle. Once used, the item is removed from inventory.

Mend Leaf	[92BE]
Mend Leaf +1	[6CB4]
Mend Leaf +2	[D69C]
Mend Leaf +3	[8BC3]
Mending Seed	[7083]
Mending Seed +1	[0745]
Mending Seed +2	[0AE7]
Mending Seed +3	[623D]
Mending Salve	[4601]
Mending Salve +1	[6732]
Mending Salve +2	[841B]
Mending Essence	[3ECF]
Magic Leaf	[EC96]
Magic Leaf +1	[9B18]
Magic Leaf +2	[42AD]
Magic Leaf +3	[786C]
Magic Seed	[20C7]
Magic Seed +1	[390D]
Magic Seed +2	[8BD0]
Magic Seed +3	[9E5B]

Magic Salve	[E6A0]
Magic Salve +1	[8E6D]
Magic Salve +2	[7241]
Magic Essence	[BE74]
Fruit of the Adept	[ED38]
Fruit of the Adept +1	[E5DC]
Fruit of the Sage	[A32B]
Fruit of the Sage +1	[F8B4]
Fruit of the Seraph	[2485]
Overripe Fruit	[9EF2]
Zolia Draught	[8D12]
Zolia Draught +1	[2FBA]
Zena Wine	[2CBE]
Illumina Nectar	[3F7E]
Gerun Powder	[8A5F]
Feyrn Bolus	[1D5A]
Maca Antidote	[65EF]
Maca Antidote +1	[A5FD]
Jaarn's Poultice	[2DC9]
Ishtar's Ambrosia	[C51B]
Ashmedai's Grog	[632C]
Blessing Stone	[10D8]
Hallowing Stone	[3892]
Areion Plume	[7D0C]
Basin of Time	[F704]
Spiritstone of the Stars	[4FD1]
Faeriescale Powder	[1A93]
Crystallized Flame	[7A50]
Mercurial Phial	[946B]
Jewel of the Avatar	[ED6F]
Hair of the Unicorn	[6028]
Philtre of Ashes	[EAF7]
Black Lizard Powder	[64BA]
Dragon Steak	[84FA]
Braised Skewer	[EC8A]
Steamed Mollusk	[F749]
Minced Patty	[19FC]
Brand of the Sacrifice	[A647]
Dynast-King's Mead	[C3AE]
Echo Stone	[645F]
Blackwing Leg	[C1BE]
Rood Upright	[37D1]
Haunt's Tome	[0A6D]
Darkscale Tome	[310B]
Cursed Unicorn Blood	[A574]
Skulldust Nostrum	[D5B6]
Magedrain Gland	[7168]
Shiftstone	[1ABE]
Palace Guide, 1st Ed.	[E37B]
Palace Guide, 2nd Ed.	[D0E8]
Palace Guide, 3rd Ed.	[6195]
Horn of the Savage	[4E05]
Coral Harp	[1AB6]
Whirlwind Shot	[CA71]
Duststorm Shot	[570B]
Thunder Shot	[0AF1]
Torrent Shot	[A5FC]
Conflagration Shot	[0A8C]
Firnice Shot	[B95A]
Coruscate Shot	[9483]

Murk Shot	[05D9]
<Book of the Dead>	[E218]
<Ring of the Dead>	[354B]
<Ensanguined Rood>	[21F5]
<Seal of Rebirth>	[2F97]
Void Orb	[AF3B]
Gale Orb	[8195]
Dust Orb	[057B]
Storm Orb	[8904]
Cataract Orb	[4F8B]
Inferno Orb	[8436]
Black Ice Orb	[B604]
Radiant Orb	[C714]
Gloom Orb	[930E]
Elixir	[D9B1]
Charm of Remission	[DFAB]
<Gorgon Head>	[01AB]
Glass Pumpkin	[6279]
Heaven's Fork	[6BE0]
The Magician	[0A37]
The High Priestess	[8942]
The Empress	[AE9C]
The Emperor	[EB59]
The Hierophant	[A549]
The Lovers	[B472]
The Chariot	[F081]
Strength	[0DBA]
The Hermit	[5F06]
Wheel of Fortune	[DC53]
Justice	[73FB]
The Hanged Man	[E304]
Death	[1407]
Temperance	[0C2E]
The Devil	[6D89]
The Tower	[0F1A]
The Star	[42DA]
The Moon	[B267]
The Sun	[B164]
Judgement	[9AD3]
The World	[F021]
The Fool	[093B]

=====
Mend Leaf [92BE]
=====

Restore 25 HP to a SINGLE TARGET.

Consumables

RANGE: 1 AREA: 1 RT: +11

EFFECT: Heal 25

Sold in General Shops for 80 goth at the start of the game.

Crafted using <On Medicine I>.

Materials:

Bundle of Herbs x 1 Water x 1

Rewarded 5 after CH1N-SB[1] Golyat.

=====
Mend Leaf +1 [6CB4]
=====

Restore 50 HP to a SINGLE TARGET. Requires FIELD ALCHEMY I.

Consumables

RANGE: 1 AREA: 1 RT: +12
EFFECT: Heal 50
PREREQUISITE: Field Alchemy I

Sold in General Shops for 140 goth at the start of the game.

Crafted using <On Medicine I>.

Materials:

Mend Leaf x 1 Bundle of Herbs x 1

=====
Mend Leaf +2 [D69C]
=====

Restore 75 HP to a SINGLE TARGET. Requires FIELD ALCHEMY I.

Consumables

RANGE: 1 AREA: 1 RT: +13
EFFECT: Heal 75
PREREQUISITE: Field Alchemy I

Sold in General Shops for 250 goth at the start of the game.

Crafted using <On Medicine I>.

Materials:

Mend Leaf +1 x 1 Bundle of Herbs x 1

=====
Mend Leaf +3 [8BC3]
=====

Restore 100 HP to a SINGLE TARGET. Requires FIELD ALCHEMY II.

Consumables

RANGE: 1 AREA: 1 RT: +14
EFFECT: Heal 100
PREREQUISITE: Field Alchemy II

Crafted using <On Medicine I>.

Materials:

Mend Leaf +2 x 1 Bundle of Herbs x 2

=====
Mending Seed [7083]
=====

Restore 125 HP to a SINGLE TARGET. Requires FIELD ALCHEMY II.

Consumables

RANGE: 1 AREA: 1 RT: +15
EFFECT: Heal 125
PREREQUISITE: Field Alchemy II

Sold in General Shops for 520 goth after CH1N-SB[5] Krysaro and returning to Almorica Castle.

Crafted using <On Medicine I>.

Materials:

Mend Leaf +3	x 1	Bundle of Herbs	x 1
Water	x 1		

Mending Seed +1 [0745]

Restore 150 HP to a SINGLE TARGET. Requires FIELD ALCHEMY III.

Consumables

RANGE: 1 AREA: 1 RT: +16
EFFECT: Heal 150
PREREQUISITE: Field Alchemy III

Crafted using <On Medicine II>.

Materials:

Mend Leaf +2	x 1	Bundle of Herbs	x 2
--------------	-----	-----------------	-----

Mending Seed +2 [0AE7]

Restore 175 HP to a SINGLE TARGET. Requires FIELD ALCHEMY III.

Consumables

RANGE: 1 AREA: 1 RT: +17
EFFECT: Heal 175
PREREQUISITE: Field Alchemy III

Crafted using <On Medicine II>.

Materials:

Mending Seed +1	x 1	Bundle of Herbs	x 1
Herbal Extract	x 1		

Mending Seed +3 [623D]

Restore 200 HP to a SINGLE TARGET. Requires FIELD ALCHEMY IV.

Consumables

RANGE: 1 AREA: 1 RT: +18
EFFECT: Heal 200
PREREQUISITE: Field Alchemy IV

Crafted using <On Medicine II>.

Materials:

Mending Seed +2	x 1	Bundle of Herbs	x 2
-----------------	-----	-----------------	-----

Herbal Extract x 1

=====
Mending Salve [4601]
=====

Restore 25% of max HP to a SINGLE TARGET. Requires FIELD ALCHEMY II.

Consumables

RANGE: 1 AREA: 1 RT: +20

EFFECT: Heal 25%

PREREQUISITE: Field Alchemy II

Sold in General Shops for 870 goth after CH1N-SB[5] Krysaró and returning to Almorica Castle.

Crafted using <On Medicine II>.

Materials:

Mending Seed +1 x 1 Herbal Extract x 1

Water x 1

=====
Mending Salve +1 [6732]
=====

Restore 50% of max HP to a SINGLE TARGET. Requires FIELD ALCHEMY III.

Consumables

RANGE: 1 AREA: 1 RT: +30

EFFECT: Heal 50%

PREREQUISITE: Field Alchemy III

Crafted using <On Medicine II>.

Materials:

Mending Seed +2 x 1 Bundle of Herbs x 1

Herbal Extract x 1

=====
Mending Salve +2 [841B]
=====

Restore 75% of max HP to a SINGLE TARGET. Requires FIELD ALCHEMY IV.

Consumables

RANGE: 1 AREA: 1 RT: +40

EFFECT: Heal 75%

PREREQUISITE: Field Alchemy IV

Crafted using <On Medicine II>.

Materials:

Mending Seed +3 x 1 Bundle of Herbs x 2

Herbal Extract x 1

=====
Mending Essence [3ECF]
=====

Restore all HP to a SINGLE TARGET. Requires FIELD ALCHEMY IV.

Consumables

RANGE: 1 AREA: 1 RT: +50
EFFECT: Full Heal
PREREQUISITE: Field Alchemy IV

Crafted using <On Medicine II>.

Materials:

Mending Salve +2 x 1 Bundle of Herbs x 1
Herbal Extract x 2

===== Magic Leaf [EC96] =====

Restore 25 MP to a SINGLE TARGET.

Consumables

RANGE: 1 AREA: 1 RT: +11
EFFECT: Charge 25

Sold in General Shops for 80 goth at the start of the game.

Crafted using <On Medicine I>.

Materials:

Bundle of Herbs x 1 Water x 1

Rewarded 5 after CH1N-SB[1] Golyat.

===== Magic Leaf +1 [9B18] =====

Restore 50 MP to a SINGLE TARGET. Requires FIELD ALCHEMY I.

Consumables

RANGE: 1 AREA: 1 RT: +12
EFFECT: Charge 50
PREREQUISITE: Field Alchemy I

Sold in General Shops for 140 goth at the start of the game.

Crafted using <On Medicine I>.

Materials:

Magic Leaf x 1 Bundle of Herbs x 1

===== Magic Leaf +2 [42AD] =====

Restore 75 MP to a SINGLE TARGET. Requires FIELD ALCHEMY I.

Consumables

RANGE: 1 AREA: 1 RT: +13
EFFECT: Charge 75

=====
Magic Seed +2 [8BD0]
=====

Restore 175 MP to a SINGLE TARGET. Requires FIELD ALCHEMY III.

Consumables

RANGE: 1 AREA: 1 RT: +17
EFFECT: Charge 175
PREREQUISITE: Field Alchemy III

Crafted using <On Medicine II>.

Materials:

Magic Seed +1	x 1	Bundle of Herbs	x 1
Herbal Extract	x 1		

=====
Magic Seed +3 [9E5B]
=====

Restore 200 MP to a SINGLE TARGET. Requires FIELD ALCHEMY IV.

Consumables

RANGE: 1 AREA: 1 RT: +18
EFFECT: Charge 200
PREREQUISITE: Field Alchemy IV

Crafted using <On Medicine II>.

Materials:

Magic Seed +2	x 1	Bundle of Herbs	x 2
Herbal Extract	x 1		

=====
Magic Salve [E6A0]
=====

Restore 25% MP to a SINGLE TARGET. Requires FIELD ALCHEMY II.

Consumables

RANGE: 1 AREA: 1 RT: +20
EFFECT: Charge 25%
PREREQUISITE: Field Alchemy II

Sold in General Shops for 870 goth after CH1N-SB[5] Krysaro and returning to Almorica Castle.

Crafted using <On Medicine II>.

Materials:

Magic Seed +1	x 1	Herbal Extract	x 1
Water	x 1		

=====
Magic Salve +1 [8E6D]
=====

Restore 50% MP to a SINGLE TARGET. Requires FIELD ALCHEMY III.

Consumables

RANGE: 1 AREA: 1 RT: +30
EFFECT: Charge 50%
PREREQUISITE: Field Alchemy III

Crafted using <On Medicine II>.

Materials:

Magic Seed +2	x 1	Bundle of Herbs	x 1
Herbal Extract	x 1		

=====
Magic Salve +2 [7241]
=====

Restore 75% MP to a SINGLE TARGET. Requires FIELD ALCHEMY IV.

Consumables

RANGE: 1 AREA: 1 RT: +40
EFFECT: Charge 75%
PREREQUISITE: Field Alchemy IV

Crafted using <On Medicine II>.

Materials:

Magic Seed +3	x 1	Bundle of Herbs	x 2
Herbal Extract	x 1		

=====
Magic Essence [BE74]
=====

Restore all MP to a SINGLE TARGET. Requires FIELD ALCHEMY IV.

Consumables

RANGE: 1 AREA: 1 RT: +50
EFFECT: Full Charge
PREREQUISITE: Field Alchemy IV

Crafted using <On Medicine II>.

Materials:

Magic Salve +2	x 1	Bundle of Herbs	x 1
Herbal Extract	x 2		

=====
Fruit of the Adept [ED38]
=====

Restore 10% of max HP and MP to a SINGLE TARGET. Requires FIELD ALCHEMY II.

Consumables

RANGE: 1 AREA: 1 RT: +19
EFFECT: Restore 10%
PREREQUISITE: Field Alchemy II

Sold in General Shops for 250 goth after CH1N-SB[5] Krysaró and returning to Almorica Castle.

Crafted using <On Medicine I>.

Materials:

Fruit	x 2	Bundle of Herbs	x 1
Water	x 1		

=====
Fruit of the Adept +1 [E5DC]
=====

Restore 25% of max HP and MP to a SINGLE TARGET. Requires FIELD ALCHEMY II.

Consumables

RANGE: 1 AREA: 1 RT: +29
EFFECT: Restore 25%
PREREQUISITE: Field Alchemy II

Crafted using <On Medicine II>.

Materials:

Fruit of the Adept	x 1	Mend Leaf +2	x 1
Magic Leaf +2	x 1		

=====
Fruit of the Sage [A32B]
=====

Restore 50% of max HP and MP to a SINGLE TARGET. Requires FIELD ALCHEMY III.

Consumables

RANGE: 1 AREA: 1 RT: +39
EFFECT: Restore 50%
PREREQUISITE: Field Alchemy III

Crafted using <On Medicine II>.

Materials:

Fruit of the Adept +1	x 1	Mend Leaf +3	x 1
Magic Leaf +3	x 1		

=====
Fruit of the Sage +1 [F8B4]
=====

Restore 75% of max HP and MP to a SINGLE TARGET. Requires FIELD ALCHEMY III.

Consumables

RANGE: 1 AREA: 1 RT: +49
EFFECT: Restore 75%
PREREQUISITE: Field Alchemy III

Crafted using <On Medicine II>.

Materials:

Fruit of the Sage	x 1	Mending Seed	x 1
Magic Seed	x 1		

=====
Fruit of the Seraph [2485]
=====

Restore all HP and MP to a SINGLE TARGET. Requires FIELD ALCHEMY IV.

Consumables

RANGE: 1 AREA: 1 RT: +59
EFFECT: Full Restore
PREREQUISITE: Field Alchemy IV

Note: Stolen from Sorcerers and Sorceresses.

=====
Overripe Fruit [9EF2]
=====

Sacrifice HP to heal nearby friendly units. Requires FIELD ALCHEMY IV.

Consumables

RANGE: 1 AREA: 3 RT: +25
EFFECT: Cannibalize
PREREQUISITE: Field Alchemy IV

Dropped from the following unit(s):

CH2C-SB[7] Qadriga Fortress (Qadriga Fortress)
(04,09,19) Berserker Darza x 3

CH2L-SB[6] Qadriga Fortress (Qadriga Fortress)
(04,09,19) Berserker Darza x 3

=====
Zolia Draught [8D12]
=====

Remove SLEEP and CHARM from a SINGLE TARGET.

Consumables

RANGE: 2 AREA: 1 RT: +11
EFFECT: Rouse Mind

Sold in General Shops for 250 goth at the start of the game.

Crafted using <On Medicine I>.

Materials:

Fruit x 1 Bundle of Herbs x 1
Spirits x 1

=====
Zolia Draught +1 [2FBA]
=====

Remove BEWITCH, SPENDTHRIFT, and PARANOIA from a SINGLE TARGET. Requires
FIELD ALCHEMY II.

Consumables

RANGE: 1 AREA: 1 RT: +13
EFFECT: Restore Mind
PREREQUISITE: Field Alchemy II

Crafted using <On Medicine II>.

Materials:

Zolia Draught	x 1	Bundle of Herbs	x 1
Herbal Extract	x 1	Spirits	x 1

=====

Zena Wine [2CBE]

=====

Remove STUN from a SINGLE TARGET.

Consumables

RANGE: 2 AREA: 1 RT: +11

EFFECT: Restore Sense

Sold in General Shops for 250 goth at the start of the game.

Crafted using <On Medicine I>.

Materials:

Fruit	x 1	Bundle of Herbs	x 1
Spirits	x 1		

=====

Illumina Nectar [3F7E]

=====

Remove SILENCE from a SINGLE TARGET.

Consumables

RANGE: 2 AREA: 1 RT: +11

EFFECT: Restore Voice

Sold in General Shops for 250 goth at the start of the game.

Crafted using <On Medicine I>.

Materials:

Fruit	x 1	Bundle of Herbs	x 1
Spirits	x 1		

=====

Gerun Powder [8A5F]

=====

Remove PETRIFY from a SINGLE TARGET. Requires FIELD ALCHEMY I.

Consumables

RANGE: 2 AREA: 1 RT: +11

EFFECT: Nullify Stone

PREREQUISITE: Field Alchemy I

Sold in General Shops for 250 goth at the start of the game.

Crafted using <On Medicine I>.

Materials:

Fruit	x 1	Bundle of Herbs	x 1
Spirits	x 1		

=====

Feyrn Bolus

[1D5A]

Remove BIND, SHACKLE, and STOP from a SINGLE TARGET. Requires FIELD ALCHEMY II.

Consumables

RANGE: 1 AREA: 1 RT: +15
EFFECT: Nullify Bonds
PREREQUISITE: Field Alchemy II

Sold in General Shops for 250 goth at the start of the game.

Crafted using <On Medicine I>.

Materials:

Fruit	x 1	Bundle of Herbs	x 1
Spirits	x 1		

=====

Maca Antidote

[65EF]

Remove POISON from a SINGLE TARGET.

Consumables

RANGE: 2 AREA: 1 RT: +11
EFFECT: Nullify Poison

Sold in General Shops for 250 goth at the start of the game.

Crafted using <On Medicine I>.

Materials:

Fruit	x 1	Bundle of Herbs	x 1
Spirits	x 1		

=====

Maca Antidote +1

[A5FD]

Remove VENOM from a SINGLE TARGET. Requires FIELD ALCHEMY III.

Consumables

RANGE: 1 AREA: 1 RT: +15
EFFECT: Nullify Venom
PREREQUISITE: Field Alchemy III

Crafted using <On Medicine II>.

Materials:

Maca Antidote	x 1	Bundle of Herbs	x 1
Herbal Extract	x 1	Spirits	x 1

=====

Jaarn's Poultice

[2DC9]

Remove HOBBLE and LEADEN from a SINGLE TARGET. Requires FIELD ALCHEMY I.

Consumables

RANGE: 1 AREA: 1 RT: +15
EFFECT: Free Movement
PREREQUISITE: Field Alchemy I

Sold in General Shops for 250 goth at the start of the game.

Crafted using <On Medicine I>.

Materials:

Fruit	x 1	Bundle of Herbs	x 1
Spirits	x 1		

=====

Ishtar's Ambrosia	[C51B]
-------------------	--------

=====

Remove CURSE, WITHER, and ADDLE from a SINGLE TARGET. Requires FIELD ALCHEMY III.

Consumables

RANGE: 1 AREA: 1 RT: +15
EFFECT: Lift Curse
PREREQUISITE: Field Alchemy III

Crafted using <On Medicine II>.

Materials:

Fruit of the Adept	x 1	Bundle of Herbs	x 1
Herbal Extract	x 1	Spirits	x 1

=====

Ashmedai's Grog	[632C]
-----------------	--------

=====

Remove FEAR from a SINGLE TARGET. Requires FIELD ALCHEMY III.

Consumables

RANGE: 1 AREA: 1 RT: +15
EFFECT: Remove Fear
PREREQUISITE: Field Alchemy III

Crafted using <On Medicine II>.

Materials:

Fruit of the Adept	x 1	Bundle of Herbs	x 1
Nightshade Extract	x 1	Spirits	x 1

=====

Blessing Stone	[10D8]
----------------	--------

=====

REVIVE a SINGLE incapacitated ally and restore 10% of max HP and MP.

Consumables

RANGE: 4 AREA: 1 RT: +25
EFFECT: Raise Fallen

Sold in General Shops for 2000 goth at the start of the game.

Hallowing Stone [3892]

REVIVE a SINGLE incapacitated ally and restore 25% of max HP and MP. Requires FIELD ALCHEMY II.

Consumables

RANGE: 3 AREA: 1 RT: +40
EFFECT: Raise Fallen II
PREREQUISITE: Field Alchemy II

Dropped from the following unit(s):

CH2C-SB[8] Ndamsa Fortress (Ndamsa Fortress)		
(04,08,17) Valkyrie Veldrei	x 3	
CH2L-SB[9] The Arkhaiopolis of Rhime		
(04,08,19) Valkyrie	x 3	
(15,10,12) Rune Fencer	x 3	
CH2L-SQ[1] The Reisan Way		
(20,10,08) Knight Alfred	x 3	
CH3N-SB[3] Tynemouth Hill		
(02,26,16) Cleric	x 1	
CH3N-SB[4] Port Asyton		
(07,06,11) Cleric	x 1	
CH3N-SB[8] Coritanae Keep (The Gates of Coritanae)		
(03,11,14) Cleric	x 3	
CH3N-SB[9] Coritanae Keep (Coritanae Ward)		
(02,04,09) Cleric	x 2	
(02,06,09) Cleric	x 2	
CH3N-SB[10] Mount Weobry		
(03,13,06) Knight	x 3	
CH3N-SB[11] The Arkhaiopolis of Rhime		
(21,19,10) Cleric	x 2	
CH3C-SB[6] Bahanna Highlands		
(04,07,16) Knight Hektor	x 3	
CH3C-SB[7A] Brigantys Castle (Brigantys South Curtain Wall)		
(01,12,29) Cleric	x 3	
CH3C-SB[7B] Brigantys Castle (Brigantys West Curtain Wall)		
(10,25,25) Cleric	x 2	
(12,26,24) Cleric	x 2	
CH3C-SB[8] Brigantys Castle (Brigantys Great Hall)		
(02,04,06) Cleric	x 1	
(02,08,06) Cleric	x 1	
CH3L-SB[4] Bahanna Highlands		

(19,05,04) Cleric x 1

CH3L-SB[6] Coritanae Keep (The Gates of Coritanae)

(05,17,15) Cleric x 3

(07,10,10) Knight x 3

CH3L-SB[7A] Coritanae Keep (Coritanae Ward)

(02,05,09) Cleric x 2

CH3L-SB[7B] Coritanae Keep (Coritanae Ward)

(03,08,09) Cleric x 2

CODA-SB[1] Port Omish

(05,13,05) Octopus x 1

(15,06,03) Octopus x 1

Phorampa Wildwood (The Howling Hills)

(01,07,14) Knight x 1

(15,12,06) Knight x 1

=====
Areion Plume [7D0C]
=====

Temporarily STRENGTHEN a SINGLE TARGET.

Consumables

RANGE: 2 AREA: 1 RT: +15

EFFECT: Strengthen

Sold in General Shops for 300 goth at the start of the game.

=====
Basin of Time [F704]
=====

Temporarily FORTIFY a SINGLE TARGET.

Consumables

RANGE: 2 AREA: 1 RT: +15

EFFECT: Fortify

Sold in General Shops for 300 goth at the start of the game.

=====
Spiritstone of the Stars [4FD1]
=====

Temporarily grant SPELLCRAFT to a SINGLE TARGET.

Consumables

RANGE: 2 AREA: 1 RT: +15

EFFECT: Spellcraft

Sold in General Shops for 300 goth at the start of the game.

=====
Faeriescale Powder [1A93]
=====

Temporarily grant HEALCRAFT to a SINGLE TARGET.

Consumables

RANGE: 2 AREA: 1 RT: +15

EFFECT: Healcraft

Sold in General Shops for 300 goth at the start of the game.

=====
Crystallized Flame [7A50]
=====

Temporarily grant RESILIENCE to a SINGLE TARGET.

Consumables

RANGE: 2 AREA: 1 RT: +15

EFFECT: Resilience

Sold in General Shops for 300 goth at the start of the game.

=====
Mercurial Phial [946B]
=====

Temporarily grant TRUESTRIKE to a SINGLE TARGET.

Consumables

RANGE: 2 AREA: 1 RT: +15

EFFECT: Truestrike

Sold in General Shops for 300 goth at the start of the game.

=====
Jewel of the Avatar [ED6F]
=====

Temporarily grant DODGE to a SINGLE TARGET.

Consumables

RANGE: 2 AREA: 1 RT: +15

EFFECT: Dodge

Sold in General Shops for 300 goth at the start of the game.

=====
Hair of the Unicorn [6028]
=====

Temporarily grant TRUEFLIGHT to a SINGLE TARGET.

Consumables

RANGE: 2 AREA: 1 RT: +15

EFFECT: Trueflight

Sold in General Shops for 300 goth at the start of the game.

=====
Philtre of Ashes [EAF7]
=====

Temporarily grant SIDESTEP to a SINGLE TARGET.

Consumables

RANGE: 2 AREA: 1 RT: +15

EFFECT: Sidestep

Sold in General Shops for 300 goth at the start of the game.

=====
Black Lizard Powder [64BA]
=====

Temporarily grant SPELLSTRIKE to a SINGLE TARGET.

Consumables

RANGE: 2 AREA: 1 RT: +15

EFFECT: Spellstrike

Sold in General Shops for 300 goth at the start of the game.

=====
Dragon Steak [84FA]
=====

This hearty slab of meat increases TP by 50 and gives a slight, but permanent, boost to the STR and VIT of a SINGLE TARGET.

Consumables

RANGE: 1 AREA: 1 RT: +11

EFFECT: Invigorate

Sold in all shops for 10 goth in limited quantities after auctioning a monster.

Monsters:

Cloud Dragon	x 1	Earth Dragon	x 1	Thunder Dragon	x 1
Flood Dragon	x 1	Flame Dragon	x 1	Frost Dragon	x 1
Arc Dragon	x 1	Dark Dragon	x 1		

=====
Braised Skewer [EC8A]
=====

A lean, healthy alternative. This skewer increases TP by 50 and gives a slight, but permanent, boost to the DEX and AGI of a SINGLE TARGET.

Consumables

RANGE: 1 AREA: 1 RT: +11

EFFECT: Invigorate

Sold in all shops for 10 goth in limited quantities after auctioning a monster.

Monsters:

Gryphon x 1

=====

Steamed Mollusk	[F749]
-----------------	--------

=====

A treat for lovers of seafood, this shellfish increases TP by 50 and gives a slight, but permanent, boost to the INT and MIND of a SINGLE TARGET.

Consumables

RANGE: 1 AREA: 1 RT: +11

EFFECT: Invigorate

Sold in all shops for 10 goth in limited quantities after auctioning a monster.

Monsters:

Octopus x 1

=====

Minced Patty	[19FC]
--------------	--------

=====

This patty of meat tastes faintly of rubber, but it does increase TP by 50 and gives a slight, but permanent, boost to the AVD and RES of a SINGLE TARGET.

Consumables

RANGE: 1 AREA: 1 RT: +11

EFFECT: Invigorate

Sold in all shops for 10 goth in limited quantities after auctioning a monster.

Monsters:

Hydra x 1 Cockatrice x 1

=====

Brand of the Sacrifice	[A647]
------------------------	--------

=====

Temporarily WEAKEN a SINGLE TARGET.

Consumables

RANGE: 2 AREA: 1 RT: +14

EFFECT: Weaken

Sold in General Shops for 1000 goth at the start of the game.

=====

Dynast-King's Mead	[C3AE]
--------------------	--------

=====

Temporarily inflict BREACH on a SINGLE TARGET.

Consumables

RANGE: 2 AREA: 1 RT: +14

EFFECT: Breach

Sold in General Shops for 1500 goth at the start of the game.

=====
Echo Stone [645F]
=====

Temporarily inflict SPOILSPELL on a SINGLE TARGET.

Consumables

RANGE: 2 AREA: 1 RT: +14

EFFECT: Spoilspell

Sold in General Shops for 1000 goth at the start of the game.

=====
Blackwing Leg [C1BE]
=====

Temporarily inflict SPOILHEAL on a SINGLE TARGET.

Consumables

RANGE: 2 AREA: 1 RT: +14

EFFECT: Spoilheal

Sold in General Shops for 1000 goth at the start of the game.

=====
Rood Upright [37D1]
=====

Temporarily ENFEEBLE a SINGLE TARGET.

Consumables

RANGE: 2 AREA: 1 RT: +14

EFFECT: Enfeeble

Sold in General Shops for 1500 goth at the start of the game.

=====
Haunt's Tome [0A6D]
=====

Temporarily inflict FALSESTRIKE on a SINGLE TARGET.

Consumables

RANGE: 2 AREA: 1 RT: +14

EFFECT: Falsestrike

Sold in General Shops for 1000 goth at the start of the game.

=====
Darkscale Tome [310B]
=====

Temporarily inflict STAGGER on a SINGLE TARGET.

Consumables

RANGE: 2 AREA: 1 RT: +14

EFFECT: Stagger

Sold in General Shops for 1500 goth at the start of the game.

=====
Cursed Unicorn Blood [A574]
=====

Temporarily inflict FALSEFLIGHT on a SINGLE TARGET.

Consumables

RANGE: 2 AREA: 1 RT: +14

EFFECT: Falseflight

Sold in General Shops for 1000 goth at the start of the game.

=====
Skulldust Nostrum [D5B6]
=====

Temporarily inflict MISSTEP on a SINGLE TARGET.

Consumables

RANGE: 2 AREA: 1 RT: +14

EFFECT: Misstep

Sold in General Shops for 1500 goth at the start of the game.

=====
Magedrain Gland [7168]
=====

Temporarily inflict SPELLSLIP on a SINGLE TARGET.

Consumables

RANGE: 2 AREA: 1 RT: +14

EFFECT: Spellslip

Sold in General Shops for 1000 goth at the start of the game.

=====
Shiftstone [1ABE]
=====

Allow a SINGLE TARGET to flee from battle.

Consumables

RANGE: 1 AREA: 1 RT: +11

EFFECT: Flee

Dropped from the following unit(s):

CH2C-SB[8] Ndamsa Fortress (Ndamsa Fortress)
 (04,08,17) Valkyrie Veldrei x 3

CH2L-SB[9] The Arkhaiopolis of Rhime
 (04,08,19) Valkyrie x 3
 (15,10,12) Rune Fencer x 3

CH2L-SQ[1] The Reisan Way
 (20,10,08) Knight Alfred x 3

Xeod Moors
 (08,03,03) Rune Fencer x 1
 (08,19,03) Valkyrie x 1

=====

Palace Guide, 1st Ed.	[E37B]
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=====

An exhaustive compendium on the Palace of the Dead. Seems to serve the same function as a Shiftstone. Might be useful for slipping out of battle.

Consumables

RANGE: 1 AREA: 1 RT: +11
EFFECT: Flee

Crafted using <Secrets of the Master>.

Materials:

Shiftstone	x 1	Glass Pumpkin	x 2
Wyrn Horn	x 1		

Dropped from the following unit(s):

CODA-SB[3.4] Palace of the Dead (Palace - Chamber of the Seal)
 (14,20,15) Revenant Rodrick x 3

=====

Palace Guide, 2nd Ed.	[D0E8]
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=====

A revised, exhaustive compendium on the Palace of the Dead. Seems to serve the same function as a Shiftstone. Might be useful for slipping out of battle.

Consumables

RANGE: 1 AREA: 1 RT: +11
EFFECT: Flee

Crafted using <Secrets of the Master>.

Materials:

Shiftstone	x 1	Glass Pumpkin	x 2
Enchanted Feather	x 1		

Dropped from the following unit(s):

CODA-SB[3.4] Palace of the Dead (Palace - Chamber of the Seal)
 (14,20,15) Revenant Rodrick x 3

=====

Palace Guide, 3rd Ed.

[6195]

=====

An extensively revised, exhaustive compendium on the Palace of the Dead. Seems to serve the same function as a Shiftstone. Might be useful for slipping out of battle.

Consumables

RANGE: 1 AREA: 1 RT: +11

EFFECT: Flee

Crafted using <Secrets of the Master>.

Materials:

Shiftstone	x 1	Glass Pumpkin	x 2
Ancient Bone	x 1		

Dropped from the following unit(s):

CH4-SQ[17.8] Palace of the Dead (Palace - Altar of the Beyond)
(08,07,08) Lich Nybeth x 1

CODA-SB[3.4] Palace of the Dead (Palace - Chamber of the Seal)
(14,20,15) Revenant Rodrick x 3

=====

Horn of the Savage

[4E05]

=====

Summon foul weather to the battlefield. Requires FIELD ALCHEMY I.

Consumables

RANGE: 1 AREA: 1 RT: +10

EFFECT: Gather Storm

PREREQUISITE: Field Alchemy I

Sold in General Shops for 1000 goth after CH1N-SB[7] The Arkhaiopolis of Rhime and returning to Almorica Castle.

=====

Coral Harp

[1AB6]

=====

Improve weather conditions on the battlefield. Requires FIELD ALCHEMY I.

Consumables

RANGE: 1 AREA: 1 RT: +10

EFFECT: Scatter Storm

PREREQUISITE: Field Alchemy I

Sold in General Shops for 1000 goth after CH1N-SB[7] The Arkhaiopolis of Rhime and returning to Almorica Castle.

=====

Whirlwind Shot

[CA71]

=====

An explosive charge imbued with the power of AIR. When thrown, acts as an

=====

Torrent Shot

[A5FC]

=====

An explosive charge imbued with the power of WATER. When thrown, acts as an INDIRECT weapon that deals CRUSHING damage to MULTIPLE TARGETS. Requires FIELD ALCHEMY II.

Consumables

RANGE: 1 AREA: 2 RT: +18
EFFECT: Torrent
AFFINITY: Water
PREREQUISITE: Field Alchemy II

Sold in General Shops for 750 goth after CH2C-SB[3] Xeod Moors or CH2L-SB[2] Xeod Moors.

Crafted using <The Fusil>.

Materials:

Blackpowder x 2 Water Krystallos x 1

=====

Conflagration Shot

[0A8C]

=====

An explosive charge imbued with the power of FIRE. When thrown, acts as an INDIRECT weapon that deals CRUSHING damage to MULTIPLE TARGETS. Requires FIELD ALCHEMY II.

Consumables

RANGE: 1 AREA: 2 RT: +18
EFFECT: Volcanic Bomb
AFFINITY: Fire
PREREQUISITE: Field Alchemy II

Sold in General Shops for 750 goth after CH2C-SB[3] Xeod Moors or CH2L-SB[2] Xeod Moors.

Crafted using <The Fusil>.

Materials:

Blackpowder x 2 Fire Krystallos x 1

=====

Firnice Shot

[B95A]

=====

An explosive charge imbued with the power of ICE. When thrown, acts as an INDIRECT weapon that deals CRUSHING damage to MULTIPLE TARGETS. Requires FIELD ALCHEMY II.

Consumables

RANGE: 1 AREA: 2 RT: +18
EFFECT: Flash Freeze
AFFINITY: Ice
PREREQUISITE: Field Alchemy II

RANGE: 1 AREA: 1 RT: +15

EFFECT: Burial Rites

Dropped from the following unit(s):

Palace of the Dead (Palace of the Dead - Level 37)

(05,16,17) Gorgon x 1

Palace of the Dead (Palace of the Dead - Level 62)

(27,04,02) Lich x 1

Palace of the Dead (Palace - Altar of the Beyond)

(09,06,08) Lich Queen x 1

Palace of the Dead (Palace of the Dead - Level 114)

(10,14,19) Cenobite x 1

=====
<Ring of the Dead>

[354B]

=====
An ancient curse lies upon this ring. An evil aura prevents it from being worn.

Consumables

RANGE: 1 AREA: 1 RT: +50

EFFECT: Nether Gate

Dropped from the following unit(s):

Palace of the Dead (Palace of the Dead - Level 33)

(03,15,13) Cenobite x 1

Palace of the Dead (Palace of the Dead - Level 53)

(09,12,20) Death Eater x 1

Palace of the Dead (Palace of the Dead - Level 99)

(02,13,18) Cenobite x 1

Palace of the Dead (Palace of the Dead - Level 109)

(29,08,12) Cenobite x 1

=====
<Ensanguined Rood>

[21F5]

=====
The brave who wore this sacred talisman died a horrible death. Even now, its silvery patterns are encrusted with his blood.

Consumables

RANGE: 1 AREA: 1 RT: +50

EFFECT: Heaven's Gate

Dropped from the following unit(s):

San Bronsa Ruins (Tower of Law Eternal - Level 1)

(12,08,09) Witch x 1

San Bronsa Ruins (Tower of Law Eternal - Level 7)

(02,26,22) Familiar x 1

San Bronsa Ruins (Tower of Law Eternal -Level 12)
(05,09,12) Terror Knight x 1

San Bronsa Ruins (Floating Ruins - Level 5)
(04,14,17) Gorgon x 1

=====

<Seal of Rebirth> [2F97]

=====

A seal crafted by the ancient Dragon Lords to free the souls of the dead. The glyphs upon it are impossible to decipher.

Consumables

RANGE: 1 AREA: 1 RT: +50
EFFECT: Resurrection

Rewarded 1 after CH4-SQ[1.5] The Pirate's Graveyard (On Holy Ground) and claiming the Pirate's Treasure.

Dropped from the following unit(s):

San Bronsa Ruins (Tower of Law Eternal - Level 3)
(02,14,32) Rogue x 1

San Bronsa Ruins (Tower of Law Eternal - Level 9)
(08,19,03) Rogue x 1

San Bronsa Ruins (Floating Ruins - Level 2)
(15,07,11) Rogue x 1

San Bronsa Ruins (Floating Ruins - Level 7)
(05,16,26) Matriarch x 1

=====

Void Orb [AF3B]

=====

A mysterious energy emanates from this orb of VOID krystallos. Requires FIELD ALCHEMY IV.

Consumables

RANGE: 7 AREA: 3 RT: +30
EFFECT: Exhalatio
PREREQUISITE: Field Alchemy IV

Sold in all shops for 9000 goth in limited quantities after auctioning a monster.

Monsters:
Hydra x 2

=====

Gale Orb [8195]

=====

A mysterious energy emanates from this orb of AIR krystallos. Requires FIELD ALCHEMY IV.

Consumables

RANGE: 7 AREA: 3 RT: +30
EFFECT: Procera
AFFINITY: Air
PREREQUISITE: Field Alchemy IV

Sold in all shops for 9000 goth in limited quantities after auctioning a monster.

Monsters:
Cloud Dragon x 2

Crafted using <Codex of Gems>.

Materials:
Air Krystallos x 3

=====
Dust Orb [057B]

A mysterious energy emanates from this orb of EARTH krystallos. Requires FIELD ALCHEMY IV.

Consumables

RANGE: 7 AREA: 3 RT: +30
EFFECT: Pondus
AFFINITY: Earth
PREREQUISITE: Field Alchemy IV

Sold in all shops for 9000 goth in limited quantities after auctioning a monster.

Monsters:
Earth Dragon x 2

Crafted using <Codex of Gems>.

Materials:
Earth Krystallos x 3

=====
Storm Orb [8904]

A mysterious energy emanates from this orb of LIGHTNING krystallos. Requires FIELD ALCHEMY IV.

Consumables

RANGE: 7 AREA: 3 RT: +30
EFFECT: Tonitrus
AFFINITY: Lightning
PREREQUISITE: Field Alchemy IV

Sold in all shops for 9000 goth in limited quantities after auctioning a monster.

Monsters:
Thunder Dragon x 2

Crafted using <Codex of Gems>.

Materials:
Lightning Krystallos x 3

=====

Cataract Orb

[4F8B]

=====

A mysterious energy emanates from this orb of WATER krystallos. Requires
FIELD ALCHEMY IV.

Consumables

RANGE: 7 AREA: 3 RT: +30
EFFECT: Coectura
AFFINITY: Water
PREREQUISITE: Field Alchemy IV

Sold in all shops for 9000 goth in limited quantities after auctioning a
monster.

Monsters:
 Flood Dragon x 2

Crafted using <Codex of Gems>.

Materials:
 Water Krystallos x 3

=====

Inferno Orb

[8436]

=====

A mysterious energy emanates from this orb of FIRE krystallos. Requires FIELD
ALCHEMY IV.

Consumables

RANGE: 7 AREA: 3 RT: +30
EFFECT: Diruptio
AFFINITY: Fire
PREREQUISITE: Field Alchemy IV

Sold in all shops for 9000 goth in limited quantities after auctioning a
monster.

Monsters:
 Flame Dragon x 2

Crafted using <Codex of Gems>.

Materials:
 Fire Krystallos x 3

=====

Black Ice Orb

[B604]

=====

A mysterious energy emanates from this orb of ICE krystallos. Requires FIELD
ALCHEMY IV.

Consumables

RANGE: 7 AREA: 3 RT: +30
EFFECT: Congelatio
AFFINITY: Ice
PREREQUISITE: Field Alchemy IV

Sold in all shops for 9000 goth in limited quantities after auctioning a monster.

Monsters:

Frost Dragon x 2

Crafted using <Codex of Gems>.

Materials:

Ice Krystallos x 3

=====
Radiant Orb

[C714]
=====

A mysterious energy emanates from this orb of LIGHT krystallos. Requires FIELD ALCHEMY IV.

Consumables

RANGE: 7 AREA: 3 RT: +30

EFFECT: Radius

AFFINITY: Light

PREREQUISITE: Field Alchemy IV

Sold in all shops for 9000 goth in limited quantities after auctioning a monster.

Monsters:

Arc Dragon x 2

Crafted using <Codex of Gems>.

Materials:

Light Krystallos x 3

=====
Gloom Orb

[930E]
=====

A mysterious energy emanates from this orb of DARK krystallos. Requires FIELD ALCHEMY IV.

Consumables

RANGE: 7 AREA: 3 RT: +30

EFFECT: Umbra

AFFINITY: Dark

PREREQUISITE: Field Alchemy IV

Sold in all shops for 9000 goth in limited quantities after auctioning a monster.

Monsters:

Dark Dragon x 2

Crafted using <Codex of Gems>.

Materials:

Dark Krystallos x 3

=====
Elixir

[D9B1]
=====

Restore 1 life to a SINGLE TARGET.

Consumables

RANGE: 1 AREA: 1 RT: +50

EFFECT: Restore Life

Rewarded 1 after CH4-SQ[1.5] The Pirate's Graveyard (On Holy Ground) and claiming the Pirate's Treasure.

Dropped from the following unit(s):

Phorampa Wildwood (Untrodden Marsh)

(04,01,03) Octopus	x 1
(05,06,04) Octopus	x 1
(06,15,08) Octopus	x 1

Phorampa Wildwood (The Feral Shore)

(12,02,03) Octopus	x 1
(12,04,03) Octopus	x 1
(13,06,03) Octopus	x 1

Phorampa Wildwood (Gunagua Headwater)

(15,06,03) Octopus	x 1
(18,03,03) Octopus	x 1
(19,05,03) Octopus	x 1
(21,02,03) Octopus	x 1

=====

Charm of Remission

[DFAB]

Restore a SINGLE zombie unit to its natural state. Requires FIELD ALCHEMY II.

Consumables

RANGE: 2 AREA: 1 RT: +30

EFFECT: Revive

PREREQUISITE: Field Alchemy II

Sold in Palace of the Dead and Deneb's Shop for 2000 goth once the shop is accessible in Chapter IV.

Dropped from the following unit(s):

Xeod Moors

(04,03,04) Terror Knight	x 1
(11,06,03) Terror Knight	x 1
(13,19,03) Terror Knight	x 1

Phorampa Wildwood (Untrodden Marsh)

(07,12,08) Knight	x 1
(09,08,07) Terror Knight	x 1
(11,07,07) Warrior	x 1

Phorampa Wildwood (The Feral Shore)

(01,03,08) Enchantress	x 1
(02,07,07) Knight	x 1
(05,07,07) Terror Knight	x 1
(06,00,05) Rune Fencer	x 1
(06,02,04) Wizard	x 1
(07,03,03) Archer	x 1

(10,02,03) Rune Fencer x 1
(11,06,03) Knight x 1

=====

<Gorgon Head> [01AB]

=====

Not just any gorgon head, this is the head of Medusa, most vile of all gorgons. One look into those eyes, and you'll turn to stone...or so they say.

Consumables

RANGE: 32 AREA: + RT: +20
EFFECT: Evil Eye

Dropped from the following unit(s):

Palace of the Dead (Palace of the Dead - Level 101)
(26,11,11) Gorgon x 1

Palace of the Dead (Palace of the Dead - Level 112)
(02,11,16) Gorgon x 1

Glass Pumpkin [6279]

=====

This crystalline pumpkin this size of a large egg was made from krystallos. It serves as a talisman for warding off evil.

Consumables

RANGE: 1 AREA: 1 RT: +50
EFFECT: Full Charge

Rewarded 1 after CH4-SQ[1.5] The Pirate's Graveyard (On Holy Ground) and claiming the Pirate's Treasure.

Dropped from the following unit(s):

Palace of the Dead (Palace of the Dead - Level 1)
(02,04,16) Familiar x 1
(02,13,17) Familiar x 1
(10,15,11) Familiar x 1

Palace of the Dead (Palace of the Dead - Level 5)
(12,01,03) Rogue x 1
(20,01,07) Familiar x 1

Palace of the Dead (Palace of the Dead - Level 6)
(02,01,10) Familiar x 1
(06,07,06) Rogue x 1

Palace of the Dead (Palace of the Dead - Level 7)
(09,09,05) Familiar x 1

Palace of the Dead (Palace of the Dead - Level 10)
(07,10,12) Familiar x 1
(09,14,15) Familiar x 1
(16,07,06) Familiar x 1

Palace of the Dead (Palace of the Dead - Level 12)

(04,00,07) Familiar	x 1
Palace of the Dead (Palace of the Dead - Level 13)	
(07,02,10) Familiar	x 1
Palace of the Dead (Palace of the Dead - Level 15)	
(13,01,02) Familiar	x 1
(13,04,02) Rogue	x 1
Palace of the Dead (Palace of the Dead - Level 18)	
(10,09,20) Rogue	x 1
(15,01,03) Rogue	x 1
Palace of the Dead (Palace of the Dead - Level 19)	
(18,00,04) Rogue	x 1
Palace of the Dead (Palace of the Dead - Level 20)	
(06,00,02) Rogue	x 1
Palace of the Dead (Palace of the Dead - Level 21)	
(04,00,02) Rogue	x 1
Palace of the Dead (Palace of the Dead - Level 25)	
(13,09,09) Rogue	x 1
(13,16,09) Familiar	x 1
Palace of the Dead (Palace of the Dead - Level 26)	
(03,02,13) Rogue	x 1
(07,01,08) Familiar	x 1
Palace of the Dead (Palace of the Dead - Level 30)	
(07,20,11) Rogue	x 1
(11,17,11) Familiar	x 1
Palace of the Dead (Palace of the Dead - Level 34)	
(08,16,21) Familiar	x 1
(10,08,11) Rogue	x 1
Palace of the Dead (Palace of the Dead - Level 35)	
(11,09,16) Incubus	x 1
(19,13,11) Banshee	x 1
Palace of the Dead (Palace of the Dead - Level 39)	
(07,04,15) Banshee	x 1
(08,11,17) Incubus	x 1
Palace of the Dead (Palace of the Dead - Level 41)	
(08,05,07) Incubus	x 1
(20,07,05) Rogue	x 1
(21,03,02) Familiar	x 1
Palace of the Dead (Palace of the Dead - Level 47)	
(01,20,15) Familiar	x 1
(11,01,04) Rogue	x 1
Palace of the Dead (Palace of the Dead - Level 48)	
(05,10,19) Rogue	x 1
(05,15,19) Familiar	x 1
Palace of the Dead (Palace of the Dead - Level 50)	

(03,09,13) Banshee	x 1
Palace of the Dead (Palace of the Dead - Level 54)	
(08,03,10) Familiar	x 1
(08,05,10) Rogue	x 1
(11,05,09) Incubus	x 1
Palace of the Dead (Palace of the Dead - Level 56)	
(14,04,04) Incubus	x 1
(15,02,03) Incubus	x 1
Palace of the Dead (Palace of the Dead - Level 62)	
(12,01,12) Familiar	x 1
(16,02,11) Rogue	x 1
Palace of the Dead (Palace of the Dead - Level 64)	
(14,09,09) Banshee	x 1
(16,12,09) Incubus	x 1
Palace of the Dead (Palace of the Dead - Level 68)	
(12,02,02) Familiar	x 1
(14,01,02) Rogue	x 1
(15,04,02) Familiar	x 1
Palace of the Dead (Palace of the Dead - Level 71)	
(13,11,04) Familiar	x 1
Palace of the Dead (Palace of the Dead - Level 72)	
(05,10,17) Incubus	x 1
(11,11,14) Banshee	x 1
Palace of the Dead (Palace of the Dead - Level 74)	
(03,10,15) Familiar	x 1
Palace of the Dead (Palace of the Dead - Level 78)	
(02,04,12) Banshee	x 1
Palace of the Dead (Palace of the Dead - Level 79)	
(11,01,08) Incubus	x 1
Palace of the Dead (Palace of the Dead - Level 81)	
(07,26,17) Incubus	x 1
Palace of the Dead (Palace of the Dead - Level 84)	
(04,07,17) Banshee	x 1
(15,12,23) Banshee	x 1
Palace of the Dead (Palace of the Dead - Level 87)	
(01,14,20) Incubus	x 1
(06,13,12) Incubus	x 1
Palace of the Dead (Palace of the Dead - Level 90)	
(10,06,17) Banshee	x 1
(25,04,03) Banshee	x 1
(27,09,03) Banshee	x 1
Palace of the Dead (Palace of the Dead - Level 91)	
(08,00,07) Banshee	x 1
(09,03,10) Banshee	x 1
(18,07,04) Incubus	x 1

Palace of the Dead (Palace of the Dead - Level 95)

(04,27,22) Incubus x 1

(06,09,12) Incubus x 1

Palace of the Dead (Palace of the Dead - Level 98)

(09,04,06) Banshee x 1

(09,09,05) Banshee x 1

Palace of the Dead (Palace - Altar of the Beyond)

(11,04,08) Banshee x 1

(11,09,08) Banshee x 1

Palace of the Dead (Palace of the Dead - Level 104)

(04,01,16) Incubus x 1

(08,11,17) Incubus x 1

(09,12,18) Incubus x 1

Palace of the Dead (Palace of the Dead - Level 105)

(19,05,03) Banshee x 1

Palace of the Dead (Palace of the Dead - Level 106)

(06,08,06) Banshee x 1

(14,11,07) Banshee x 1

Palace of the Dead (Palace of the Dead - Level 107)

(04,01,03) Banshee x 1

(14,10,03) Banshee x 1

Palace of the Dead (Palace of the Dead - Level 108)

(02,21,20) Incubus x 1

(14,00,03) Incubus x 1

Palace of the Dead (Palace of the Dead - Level 112)

(03,16,18) Banshee x 1

(14,00,03) Banshee x 1

Palace of the Dead (Palace of the Dead - Level 113)

(05,00,02) Incubus x 1

(16,00,05) Incubus x 1

=====

Heaven's Fork

[6BE0]

=====

A cleverly crafted tuning fork, used to commune with the Twelve Heavenly Generals.

Consumables

RANGE: 1 AREA: 1 RT: +50

EFFECT: Full Heal

Crafted using <Secrets of the Master>.

Materials:

Daedalus Pinion x 1 Daedalus Rack x 1

Orichalcum x 2

Dropped from the following unit(s):

CODA-SB[3.4] Palace of the Dead (Palace - Chamber of the Seal)

SE[5] Palace of the Dead (Palace - Altar of the Beyond)

(08,07,08) Blackmoor

x 1

=====
The Magician [0A37]
=====

Draw upon the mysterious power of the Tarot to temporarily ENFEEBLE a SINGLE TARGET.

Consumables

RANGE: 2 AREA: 1 RT: +14

EFFECT: Enfeeble

=====
The High Priestess [8942]
=====

Draw upon the mysterious power of the Tarot to temporarily grant HEALCRAFT to a SINGLE TARGET.

Consumables

RANGE: 2 AREA: 1 RT: +11

EFFECT: Healcraft

=====
The Empress [AE9C]
=====

Draw upon the mysterious power of the Tarot to temporarily grant RESILIENT to a SINGLE TARGET.

Consumables

RANGE: 2 AREA: 1 RT: +11

EFFECT: Resilience

=====
The Emperor [EB59]
=====

Draw upon the mysterious power of the Tarot to temporarily FORTIFY a SINGLE TARGET.

Consumables

RANGE: 2 AREA: 1 RT: +11

EFFECT: Fortify

=====
The Hierophant [A549]
=====

Draw upon the mysterious power of the Tarot to temporarily grant SPELLSTRIKE to a SINGLE TARGET.

Consumables

RANGE: 2 AREA: 1 RT: +11

EFFECT: Spellstrike

=====
The Lovers

[B472]

=====
Draw upon the mysterious power of the Tarot to temporarily inflict SPOILHEAL on a SINGLE TARGET.

Consumables

RANGE: 2 AREA: 1 RT: +14

EFFECT: Spoilheal

=====
The Chariot

[F081]

=====
Draw upon the mysterious power of the Tarot to temporarily inflict BREACHED on a SINGLE TARGET.

Consumables

RANGE: 2 AREA: 1 RT: +14

EFFECT: Breach

=====
Strength

[0DBA]

=====
Draw upon the mysterious power of the Tarot to temporarily STRENGTHEN a SINGLE TARGET.

Consumables

RANGE: 2 AREA: 1 RT: +11

EFFECT: Strengthen

=====
The Hermit

[5F06]

=====
Draw upon the mysterious power of the Tarot to temporarily grant SPELLCRAFT to a SINGLE TARGET.

Consumables

RANGE: 2 AREA: 1 RT: +11

EFFECT: Spellcraft

=====
Wheel of Fortune

[DC53]

=====
Draw upon the mysterious power of the Tarot to temporarily grant BLINKWALK to a SINGLE TARGET.

Consumables

RANGE: 1 AREA: 1 RT: +10

EFFECT: Blinkwalk

Justice

[73FB]

Draw upon the mysterious power of the Tarot to temporarily grant DODGE to a SINGLE TARGET.

Consumables

RANGE: 2 AREA: 1 RT: +11

EFFECT: Dodge

The Hanged Man

[E304]

Draw upon the mysterious power of the Tarot to temporarily inflict FALSESTRIKE on a SINGLE TARGET.

Consumables

RANGE: 2 AREA: 1 RT: +14

EFFECT: Falsestrike

Death

[1407]

Draw upon the mysterious power of the Tarot to temporarily WEAKEN a SINGLE TARGET.

Consumables

RANGE: 2 AREA: 1 RT: +14

EFFECT: Weaken

Temperance

[0C2E]

Draw upon the mysterious power of the Tarot to temporarily inflict STAGGER on a SINGLE TARGET.

Consumables

RANGE: 2 AREA: 1 RT: +14

EFFECT: Stagger

The Devil

[6D89]

Draw upon the mysterious power of the Tarot to temporarily inflict SPOILSPELL on a SINGLE TARGET.

Consumables

RANGE: 2 AREA: 1 RT: +14

EFFECT: Spoilspell

=====
The Tower

[0F1A]

=====
Draw upon the mysterious power of the Tarot to temporarily inflict MISSTEP on a SINGLE TARGET.

Consumables

RANGE: 2 AREA: 1 RT: +14

EFFECT: Misstep

=====
The Star

[42DA]

=====
Draw upon the mysterious power of the Tarot to temporarily grant TRUEFLIGHT to a SINGLE TARGET.

Consumables

RANGE: 2 AREA: 1 RT: +11

EFFECT: Trueflight

=====
The Moon

[B267]

=====
Draw upon the mysterious power of the Tarot to temporarily infl FALSEFLIGHT on a SINGLE TARGET.

Consumables

RANGE: 2 AREA: 1 RT: +14

EFFECT: Falseflight

=====
The Sun

[B164]

=====
Draw upon the mysterious power of the Tarot to temporarily grant SIDESTEP to a SINGLE TARGET.

Consumables

RANGE: 2 AREA: 1 RT: +11

EFFECT: Sidestep

=====
Judgement

[9AD3]

=====
Draw upon the mysterious power of the Tarot to temporarily grant TRUESTRIKE to a SINGLE TARGET.

Consumables

RANGE: 2 AREA: 1 RT: +11

EFFECT: Truestrike

=====
The World [F021]
=====

Draw upon the mysterious power of the Tarot to temporarily grant CLOUDWALK to a SINGLE TARGET.

Consumables

RANGE: 1 AREA: 1 RT: +10

EFFECT: Cloudwalk

=====
The Fool [093B]
=====

Draw upon the mysterious power of the Tarot to temporarily inflict SPELLSLIP on a SINGLE TARGET.

Consumables

RANGE: 2 AREA: 1 RT: +14

EFFECT: Spellslip

=====
R e a g e n t s [7F43]
=====

Items that are used to cast various spells or sold for goth. Once used, the item is removed from inventory.

Vibrant Whetstone	[4A1B]
Attercop Web	[93A4]
Nightjar Bell	[AF7D]
Tortoiseshell Pin	[B7F3]
Fuse Ash	[CFE0]
Crow Track	[7642]
Short Kunai	[517E]
Grappling Hook	[D253]
Water Striders	[D27C]
Paper Doll	[C587]
Horse Bit	[5983]
Beaded Frogwax	[85D2]
Vermin Ichor	[B709]
Fan of the Brave	[AB20]
Fan of the Merciful	[C56D]
Fan of Protection	[4168]
Fan of the Mists	[E840]
Fan of the Serpent	[5967]
Fan of Depravity	[0FE8]
Fan of Wasting	[DE3A]
Fan of Charisma	[A3F9]
Copper Oberyth	[D4A7]
Bronze Oberyth	[1509]

Silver Oberyth	[51A0]
Gold Oberyth	[EF25]
Platinum Oberyth	[6CF0]
Wyrn Gem	[8D3B]
Dried Eyestem	[6FC2]
Shoulder Shard	[458C]
Salted Lobe	[4BE0]
Bloodied Ventricle	[C15D]
Songstress's Score	[E602]

=====
Vibrant Whetstone [4A1B]
=====

This whetstone sparkles with scintillating colors. Used to sharpen blades.

Sold in General Shops for 200 goth after CH2C-SB[3] Xeod Moors or CH2L-SB[2]
Xeod Moors.

=====
Attercop Web [93A4]
=====

The unique pattern of this spider web marks it as the creation of a sand
spider.

Sold in General Shops for 200 goth after CH2C-SB[3] Xeod Moors or CH2L-SB[2]
Xeod Moors.

=====
Nightjar Bell [AF7D]
=====

This bell rings to give early warning of the coming of the nightjar, a bird
said to herald calamity.

Sold in General Shops for 200 goth after CH2C-SB[3] Xeod Moors or CH2L-SB[2]
Xeod Moors.

=====
Tortoiseshell Pin [B7F3]
=====

A hairpin fashioned from the shell of a sea turtle.

Sold in General Shops for 200 goth after CH2C-SB[3] Xeod Moors or CH2L-SB[2]
Xeod Moors.

=====
Fuse Ash [CFE0]
=====

Ash left from the burning of a fuse.

Sold in General Shops for 200 goth after CH2C-SB[3] Xeod Moors or CH2L-SB[2]
Xeod Moors.

=====
Crow Track [7642]
=====

A mark bearing the tracks of the elusive three-legged crow.

Sold in General Shops for 200 goth after CH2C-SB[3] Xeod Moors or CH2L-SB[2] Xeod Moors.

Short Kunai [517E]

Ninja conceal spikes such as this in their hand as an implement of assassination.

Sold in General Shops for 200 goth after CH2C-SB[3] Xeod Moors or CH2L-SB[2] Xeod Moors.

Grappling Hook [D253]

A barbed iron hook at the end of a length of rope. Used for reaching high places.

Sold in General Shops for 200 goth after CH2C-SB[3] Xeod Moors or CH2L-SB[2] Xeod Moors.

Water Striders [D27C]

These rings of wood that fit over one's boots enable the wearer to walk across water.

Sold in General Shops for 200 goth after CH2C-SB[3] Xeod Moors or CH2L-SB[2] Xeod Moors.

Paper Doll [C587]

A paper talisman in the shape of a person or beast. Used as a magical decoy.

Sold in General Shops for 200 goth after CH2C-SB[3] Xeod Moors or CH2L-SB[2] Xeod Moors.

Horse Bit [5983]

A metal rod placed in a horse's mouth. Used to attach reins.

Sold in General Shops for 200 goth after CH2C-SB[3] Xeod Moors or CH2L-SB[2] Xeod Moors.

Beaded Frogwax [85D2]

A medicinal substance made by drying the collected secretions from the ear ducts of frogs.

Sold in General Shops for 200 goth after CH2C-SB[3] Xeod Moors or CH2L-SB[2] Xeod Moors.

Vermin Ichor [B709]

Oil extracted from a mash of spiders, praying mantises, frogs, lizards, and serpents. Highly poisonous.

Sold in General Shops for 200 goth after CH2C-SB[3] Xeod Moors or CH2L-SB[2] Xeod Moors.

Fan of the Brave [AB20]

Fan used in the Lion Dance. The illustration depicts men in armor hunting a great, ferocious cat.

Sold in General Shops for 300 goth after CH2C-SB[3] Xeod Moors or CH2L-SB[2] Xeod Moors.

Fan of the Merciful [C56D]

Fan used in the Harvest Dance. The illustration depicts village folk in lush fields, dancing to bless their crops.

Sold in General Shops for 300 goth after CH2C-SB[3] Xeod Moors or CH2L-SB[2] Xeod Moors.

Fan of Protection [4168]

Fan used in the Bellows Dance. The illustration depicts a master swordsmith raising a shining blade to the heavens, while angels look on.

Sold in General Shops for 300 goth after CH2C-SB[3] Xeod Moors or CH2L-SB[2] Xeod Moors.

Fan of the Mists [E840]

Fan used in the Shriving Dance. The illustration depicts a warrior and his companions driving off demons.

Sold in General Shops for 300 goth after CH2C-SB[3] Xeod Moors or CH2L-SB[2] Xeod Moors.

Fan of the Serpent [5967]

Fan used in the Comely Dance. The illustration depicts a princess whose deep, unrequited love for a man drove her to become a demon.

Sold in General Shops for 300 goth after CH2C-SB[3] Xeod Moors or CH2L-SB[2] Xeod Moors.

=====
Fan of Depravity [0FE8]
=====

Fan used in the Bedeviling Dance. The illustration depicts tiny demons making mischief behind people's backs.

Sold in General Shops for 300 goth after CH2C-SB[3] Xeod Moors or CH2L-SB[2] Xeod Moors.

=====
Fan of Wasting [DE3A]
=====

Fan used in the Envigoring Dance. The illustration depicts a procession of monks praying over the emaciated corpse of a man lying beside a road.

Sold in General Shops for 300 goth after CH2C-SB[3] Xeod Moors or CH2L-SB[2] Xeod Moors.

=====
Fan of Charisma [A3F9]
=====

Fan used in the Demonpetal Dance. The illustration depicts a beautiful girl in the midst of a graceful dance.

Sold in General Shops for 300 goth after CH2C-SB[3] Xeod Moors or CH2L-SB[2] Xeod Moors.

=====
Copper Oberyth [D4A7]
=====

The coin of the realm during the reign of King Dorgalua. One copper oberyth is worth 100 goth.

Rewarded 35 after CH4-SQ[1.5] The Pirate's Graveyard (On Holy Ground) and claiming the Pirate's Treasure.

=====
Bronze Oberyth [1509]
=====

The coin of the realm during the reign of King Dorgalua. One bronze oberyth is worth 250 goth.

Rewarded 28 after CH4-SQ[1.5] The Pirate's Graveyard (On Holy Ground) and claiming the Pirate's Treasure.

=====
Silver Oberyth [51A0]
=====

The coin of the realm during the reign of King Dorgalua. One silver oberyth is worth 1000 goth.

Rewarded 22 after CH4-SQ[1.5] The Pirate's Graveyard (On Holy Ground) and claiming the Pirate's Treasure.

Gold Oberyth [EF25]

The coin of the realm during the reign of King Dorgalua. One gold oberyth is worth 3000 goth.

Rewarded 18 after CH4-SQ[1.5] The Pirate's Graveyard (On Holy Ground) and claiming the Pirate's Treasure.

Dropped from the following unit(s):

CH3N-SB[2] Boed Fortress (Boed Fortress)		
(11,13,21) Templar (Knight)	x 1	
CH3C-SB[8] Brigantys Castle (Brigantys Great Hall)		
(03,06,06) Knight Xaebos	x 1	
CH3L-SB[6] Coritanae Keep (The Gates of Coritanae)		
(07,05,10) Knight	x 1	
CH4-SB[14] The Royal City of Heim (Heim Courtyard)		
(06,26,25) Knight Latimer	x 3 (Lv.~33)	
CH4-SB[15] The Royal City of Heim (Heim Great Hall)		
(12,17,09) Dark Bishop Brantyn	x 4 (Lv.~33)	
CH4-SQ[10] Oeram		
(07,23,27) Fusilier Pherenian	x 1 (Lv.~31)	
CH4-SQ[17.6] Palace of the Dead (Palace of the Dead - Level 41)		
(17,04,10) Lich	x 1	
(19,04,10) Lich	x 1	
CODA-SQ[1.1] San Bronsa Ruins (Tower of Law Eternal - Level 3)		
(03,12,32) Divine Knight	x 1	
(03,14,32) Divine Knight	x 1	
The Pirate's Graveyard (Ripples of Grief)		
(05,16,07) Lich	x 1	
The Pirate's Graveyard (Memories of Turquoise)		
(09,04,06) Lich	x 1	
Palace of the Dead (Palace of the Dead - Level 52)		
(09,12,05) Lich	x 1	
Palace of the Dead (Palace of the Dead - Level 57)		
(14,09,09) Lich	x 1	

Platinum Oberyth [6CF0]

The coin of the realm during the reign of King Dorgalua. One platinum oberyth is worth 5000 goth.

Dropped from the following unit(s):

CH3N-SB[2] Boed Fortress (Boed Fortress)
(07,13,25) Knight Commander Oz x 1 (Lv.29~)

CH3C-SB[16] Phidoch Castle (Phidoch Great Hall)
(10,14,05) Knight Commander Oz x 1 (Lv.31~)

CH3L-SB[15] Phidoch Castle (Phidoch Great Hall)
(10,14,05) Knight Commander Oz x 1 (Lv.31~)

CH4-SB[14] The Royal City of Heim (Heim Courtyard)
(06,26,25) Knight Latimer x 1 (Lv.~33)

CH4-SB[15] The Royal City of Heim (Heim Great Hall)
(12,17,09) Dark Bishop Brantyn x 2 (Lv.~33)

CH4-SQ[10] Oeram
(07,23,27) Fusilier Pherenian x 1 (Lv.32~)

CH4-SQ[11.2] Boed Fortress (Sanctum of Xoshonell)
(09,16,08) Ifrit x 1 (Lv.~32)

CH4-SQ[12.2] Ndamsa Fortress (Sanctum of Hahnela)
(02,04,19) Vainateya x 1 (Lv.~32)

CH4-SQ[13.2] Gecho Fortress (Sanctum of Vaasa)
(20,03,03) Nathalork x 1 (Lv.~32)

CH4-SQ[14.2] Geyld Fortress (Sanctum of Greuza)
(05,05,09) Tlaloc x 1 (Lv.~32)

CH4-SQ[15.2] Lhazan Fortress (Sanctum of Lyuneram)
(07,28,20) Lygenstzel x 1 (Lv.~32)

CH4-SQ[16.2] Qadriga Fortress (Sanctum of Nestharot)
(17,07,05) Xolotl x 1 (Lv.~32)

CODA-SB[9] Golyat (Golyat North Village)
(04,18,31) Knight Commander Balxephon x 1
(05,19,31) Death Templar Lanselot x 1
(07,01,10) Knight Commander Martym x 1
(07,08,11) Knight Commander Oz x 1
(07,10,12) Knight Commander Ozma x 1
(09,26,23) Knight Commander Andoras x 1
(10,22,17) Knight Commander Volaq x 1
(13,11,09) Knight Commander Barbas x 1

Boed Fortress (Sanctum of Xoshonell)
(09,16,08) Ifrit x 1

Ndamsa Fortress (Sanctum of Hahnela)
(02,04,19) Vainateya x 1

Gecho Fortress (Sanctum of Vaasa)
(20,03,03) Nathalork x 1

Geyld Fortress (Sanctum of Greuza)
(05,05,09) Tlaloc x 1

Lhazan Fortress (Sanctum of Lyuneram)
(07,28,20) Lygenstzel x 1

Qadriga Fortress (Sanctum of Nestharot)
(17,07,05) Xolotl x 1

SE[5] Palace of the Dead (Palace - Altar of the Beyond)
(08,07,08) Blackmoor x 1

=====

Wyrms Gem [8D3B]

=====

A beautiful crystal, also known as a "Dragon's Tear." The Dragon Lords of old wore these power stones as talismans.

Sold in General Shops for 300 goth after CH3N-SB[9] Coritanae Keep (Coritanae Ward), CH3C-SB[4] Coritanae Keep (Coritanae Ward) or CH3L-SB[3] Brigantys Castle (Brigantys Great Hall).

=====

Dried Eyestem [6FC2]

=====

A pickled eyeball and attached nerve ganglia, dried and stored in a cool place. As for whose eye it is...some things are best left mysteries.

Sold in Palace of the Dead and Deneb's Shop for 400 goth once the shop is accessible in Chapter IV.

=====

Shoulder Shard [458C]

=====

A polished fragment from a shoulder blade. It bears vile incantations, carved in ancient, dark letters. As for whose shoulder it was...some things are best left mysteries.

Sold in Palace of the Dead and Deneb's Shop for 500 goth once the shop is accessible in Chapter IV.

=====

Salted Lobe [4BE0]

=====

A salted ear, aged in an old cask of wine. Favored food of ores. As for whose ear it was...some things are better left mysteries.

Sold in Palace of the Dead and Deneb's Shop for 600 goth once the shop is accessible in Chapter IV.

=====

Bloodied Ventricle [C15D]

=====

A cut of heart so fresh, it still drips blood. Some special technique has been employed to keep it from spoiling. As for whose heart it was...some things are better left mysteries.

Sold in Palace of the Dead and Deneb's Shop for 700 goth once the shop is accessible in Chapter IV.

=====
Songstress's Score

[E602]
=====

A score consisting of a great collection of songs, mostly traditional, all recorded in the Balowara style.

Sold in Deneb's Shop for 10 goth after recruiting Deneb & Iuria.

=====
C l a s s m a r k s

[D2FC]
=====

Items that change the class of a unit. Once used, the item is removed from inventory.

Warrior's Mark	[97E6]
Archer's Mark	[A72B]
Mage's Mark	[D7CB]
Sibyl's Mark	[A658]
Mage-Knight's Mark	[9D42]
Knight's Mark	[03CE]
Dreadknight's Mark	[B712]
Berserker's Mark	[B6A7]
Swordsman's Mark	[1629]
Dragoon's Mark	[DE46]
Ninja's Mark	[4E85]
Bandit's Mark	[21AC]
Fusilier's Mark	[53DE]
Beastmaster's Mark	[3DF8]
Magus's Mark	[C824]
Necroapprentice's Mark	[C1EA]
Footsoldier's Mark	[1239]
Juggernaut's Mark	[F036]
Chief's Mark	[FD7E]
Familiar's Mark	[A9F3]
Windwurm's Mark	[8E5F]
Cragwurm's Mark	[DC26]
Stormwurm's Mark	[271E]
Waterwurm's Mark	[1B3A]
Firewurm's Mark	[4F16]
Icewurm's Mark	[130D]
Gleamwurm's Mark	[892D]
Gloomwurm's Mark	[AC3E]
Sandstone's Mark	[74CF]
Granite's Mark	[B30D]
Black Iron's Mark	[B0E8]
Magesteel's Mark	[928D]
Sovereign's Mark	[E628]
Brave's Mark	[A2E5]
Abuna's Mark	[0674]
Princess's Mark	[7A83]
Heretic's Mark	[B278]
Holy Knight's Mark	[972B]
Star Seer's Mark	[F94E]
Peregrine's Mark	[8E9B]
White Knight's Mark	[3E67]
Oracle's Mark	[564F]
Wicce's Mark	[C6D4]

Songstress's Mark [BA4C]
Hagiaknight's Mark [B1AF]
Pirate's Mark [50AB]

=====

Warrior's Mark [97E6]

=====

The classmark required to change classes to WARRIOR.

Sold in General Shops for 250 goth at the start of the game.

=====

Archer's Mark [A72B]

=====

The classmark required to change classes to ARCHER.

Sold in General Shops for 250 goth at the start of the game.

=====

Mage's Mark [D7CB]

=====

The classmark required to change classes to WIZARD.

Sold in General Shops for 250 goth at the start of the game.

=====

Sibyl's Mark [A658]

=====

The classmark required to change classes to CLERIC.

Sold in General Shops for 250 goth at the start of the game.

=====

Mage-Knight's Mark [9D42]

=====

The classmark required to change classes to RUNE FENCER.

Sold in General Shops for 250 goth at the start of the game.

=====

Knight's Mark [03CE]

=====

The classmark required to change classes to KNIGHT.

Sold in General Shops for 250 goth after CH2C-SB[3] Xeod Moors or CH2L-SB[2]
Xeod Moors.

=====

Dreadknight's Mark [B712]

=====

The classmark required to change classes to TERROR KNIGHT.

Sold in General Shops for 250 goth after CH2C-SB[3] Xeod Moors or CH2L-SB[2]
Xeod Moors.

Lhazan Fortress (Lhazan Fortress)
(02,09,18) Fusilier x 1

Lhazan Fortress (Within the Fortress)
(22,06,06) Fusilier x 1

Lhazan Fortress (Temple of Lyuneram, 2nd Descent)
(06,11,15) Fusilier x 1

SE[2] The Leupha Coast
(05,24,03) Fusilier x 2
(07,24,03) Fusilier x 2

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Beastmaster's Mark [3DF8]

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The classmark required to change classes to BEAST TAMER.

Sold in General Shops for 500 goth after CH2C-SB[3] Xeod Moors or CH2L-SB[2] Xeod Moors.

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Magus's Mark [C824]

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The classmark required to change classes to WARLOCK or WITCH.

Dropped from the following unit(s):

CH2L-SB[10] Almorica Castle (The Gates of Almorica)
(03,04,11) Witch x 2 (Lv.~27)
(03,12,11) Warlock x 2 (Lv.~27)

CH3N-SB[8] Coritanae Keep (The Gates of Coritanae)
(05,16,15) Witch Gildora x 3

CH3N-SB[12A] Phidoch Castle (Phidoch South Curtain Wall)
(05,07,18) Warlock x 3

CH3N-SB[12B] Phidoch Castle (Phidoch West Curtain Wall)
(08,15,11) Warlock x 1

CH3N-SB[13] Phidoch Castle (Phidoch Great Hall)
(02,15,13) Witch x 1

CH3C-SB[3] Coritanae Keep (The Gates of Coritanae)
(06,15,15) Witch Gildora x 3

CH3C-SB[4] Coritanae Keep (Coritanae Ward)
(03,10,10) Warlock x 3

CH3C-SB[7A] Brigantys Castle (Brigantys South Curtain Wall)
(04,11,15) Witch x 3

CH3C-SB[8] Brigantys Castle (Brigantys Great Hall)
(03,02,06) Witch x 3

CH3C-SB[15B] Phidoch Castle (Phidoch West Curtain Wall)
(19,14,11) Warlock x 1

CH3L-SB[5] The Reisan Way		
(24,03,10) Warlock		x 3
CH3L-SB[8A] The Psonji Weald		
(07,02,03) Warlock		x 3
(10,02,04) Witch		x 3
CH4-SB[2A] Brigantys Castle (Brigantys South Curtain Wall)		
(06,17,13) Warlock		x 1
CH4-SB[2B] Brigantys Castle (Brigantys West Curtain Wall)		
(02,19,12) Witch		x 1
CH4-SB[3] Mount Hedon		
(06,15,13) Warlock LeRozza		x 1
CH4-SB[8] Barnicia Castle (The Gates of Barnicia)		
(07,15,11) Templar (Warlock)		x 1
CH4-SB[10A] Barnicia Castle (Barnicia Grand Staircase)		
(13,19,15) Templar (Warlock)		x 1
CH4-SB[13A] The Royal City of Heim (The Gates of Heim)		
(20,12,12) Witch		x 1
CH4-SB[13B] The Royal City of Heim (Heim South Curtain Wall)		
(04,15,22) Warlock		x 1
CH4-SB[15] The Royal City of Heim (Heim Great Hall)		
(10,19,09) Witch		x 1
(14,19,09) Witch		x 1
CH4-SB[35] The Hanging Gardens (Relics of the Past)		
(11,26,15) Templar (Warlock)		x 1
CH4-SQ[1.5] The Pirate's Graveyard (On Holy Ground)		
(05,21,10) Warlock		x 1
(09,21,08) Witch		x 1
CH4-SQ[13.2] Gecho Fortress (Sanctum of Vaasa)		
(20,05,02) Warlock		x 1
CODA-SB[2.1] The Pirate's Graveyard (Cape of Spite)		
(01,12,11) Witch		x 1
CODA-SB[5] The Arkhaiopolis of Rhime (Torakoria Way)		
(01,04,12) Templar (Warlock)		x 1
CODA-SB[9] Golyat (Golyat North Village)		
(11,20,17) Templar (Warlock)		x 1
CODA-SQ[1.1] San Bronsa Ruins (Tower of Law Eternal - Level 3)		
(01,15,32) Witch		x 1
(03,17,32) Warlock		x 1
The Reisan Way		
(01,06,07) Warlock		x 1
The Psonji Weald		
(04,17,05) Warlock		x 1

Mount Hedon		
(04,15,14) Warlock		x 1
Belmorose Highwilds		
(01,03,06) Witch		x 1
Phorampa Wildwood (Lie Down in Green Pastures)		
(18,12,04) Warlock		x 1
Phorampa Wildwood (Wonder at the Gods Above)		
(01,17,22) Witch		x 1
(07,17,21) Warlock		x 1
The Pirate's Graveyard (Valley of Shadow and Light)		
(02,04,09) Witch		x 1
Boed Fortress (Temple of Xoshonell, 2nd Descent)		
(09,07,15) Warlock		x 1
Ndamsa Fortress (Temple of Hahnela, 2nd Descent)		
(03,01,06) Warlock		x 1
Gecho Fortress (Gecho Fortress)		
(09,06,07) Warlock		x 1
(10,09,10) Warlock		x 1
Gecho Fortress (Temple of Vaasa, 1st Descent)		
(10,13,21) Witch		x 1
(15,10,15) Warlock		x 1
Gecho Fortress (Temple of Vaasa, 2nd Descent)		
(10,13,16) Witch		x 1
Gecho Fortress (Temple of Vaasa, 3rd Descent)		
(06,03,08) Warlock		x 1
(06,11,08) Warlock		x 1
Gecho Fortress (Temple of Vaasa, 4th Descent)		
(01,10,11) Witch		x 1
Gecho Fortress (Sanctum of Vaasa)		
(20,05,02) Warlock		x 1
Lhazan Fortress (Lhazan Fortress)		
(02,15,21) Witch		x 1
Lhazan Fortress (Temple of Lyuneram, 1st Descent)		
(03,03,12) Witch		x 1
Lhazan Fortress (Sanctum of Lyuneram)		
(06,23,17) Witch		x 1
Palace of the Dead (Palace of the Dead - Level 1)		
(02,06,06) Witch		x 1
Palace of the Dead (Palace of the Dead - Level 4)		
(09,07,12) Witch		x 1
Palace of the Dead (Palace of the Dead - Level 8)		

(10,13,12) Warlock x 1

Palace of the Dead (Palace of the Dead - Level 17)

(06,12,13) Warlock x 1

Palace of the Dead (Palace of the Dead - Level 20)

(04,03,11) Warlock x 1

Palace of the Dead (Palace of the Dead - Level 48)

(08,24,10) Witch x 1

Palace of the Dead (Palace of the Dead - Level 57)

(10,05,08) Warlock x 1

Palace of the Dead (Palace of the Dead - Level 72)

(05,16,18) Warlock x 1

San Bronsa Ruins (Tower of Law Eternal - Level 8)

(02,04,08) Warlock x 1

(08,04,08) Witch x 1

=====
Necroprentice's Mark

[C1EA]

=====
The classmark required to change classes to NECROMANCER.

Rewarded 3 after CH4-SQ[2.3] Golyat and recruiting Cressida.

Dropped from the following unit(s):

SE[4] Palace of the Dead (Palace of the Dead - Level 18)

(10,09,20) Necromancer x 3

(15,01,13) Necromancer x 3

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Footsoldier's Mark

[1239]

=====
The classmark required to change classes to HOPLITE.

Dropped from the following unit(s):

CH2C-SB[10] The Arkhaiopolis of Rhime

(14,02,09) Hoplite x 3

(15,15,11) Hoplite x 3

CH3N-SB[5] Mount Hedon

(05,12,12) Hoplite x 3

CH3N-SB[10] Mount Weobry

(12,17,20) Hoplite x 3

CH3N-SQ[2] Golyat

(05,11,05) Hoplite x 1

CH3C-SB[5] The Reisan Way

(08,15,09) Hoplite x 3

CH3C-SB[7B] Brigantys Castle (Brigantys West Curtain Wall)

(03,18,12) Hoplite x 3

(12,18,11) Hoplite x 3

CH3C-SB[12] Mount Weobry		
(13,06,14) Hoplite		x 3
CH3L-SB[2B] Brigantys Castle (Brigantys West Curtain Wall)		
(03,18,12) Hoplite		x 3
(12,18,11) Hoplite		x 3
CH3L-SB[9] Tynemouth Hill		
(15,10,05) Hoplite		x 3
(15,12,04) Hoplite		x 3
CH4-SQ[1.3] The Pirate's Graveyard (Crystal Halls)		
(06,05,12) Hoplite		x 1
CH4-SQ[5.6] Bortegun Fens		
(05,14,05) Hoplite		x 1
CH4-SQ[9] Neimrahava Wood		
(07,09,06) Hoplite		x 1
(08,06,04) Hoplite		x 1
CH4-SQ[11.2] Boed Fortress (Sanctum of Xoshonell)		
(07,14,04) Hoplite		x 1
(11,14,04) Hoplite		x 1
CH4-SQ[14.1] Geyld Fortress (Geyld Fortress)		
(03,07,12) Hoplite		x 1
CH4-SQ[17.3] Palace of the Dead (Palace of the Dead - Level 3)		
(13,04,04) Hoplite		x 1
(19,06,05) Hoplite		x 1
The Reisan Way		
(10,16,13) Hoplite		x 1
The Psonji Weald		
(16,18,05) Hoplite		x 1
The Vanessian Way		
(12,04,13) Hoplite		x 1
The Pirate's Graveyard (Cape of Spite)		
(07,16,15) Hoplite		x 1
The Pirate's Graveyard (Crystal Halls)		
(13,03,10) Hoplite		x 1
The Pirate's Graveyard (Crumbling Garden)		
(02,15,10) Hoplite		x 1
The Pirate's Graveyard (Bosom of the Sea God)		
(02,21,21) Hoplite		x 1
The Pirate's Graveyard (Ripples of Grief)		
(07,02,05) Hoplite		x 1
Boed Fortress (Sanctum of Xoshonell)		
(07,14,04) Hoplite		x 1

Geyld Fortress (Geyld Fortress)
(12,12,08) Hoplite x 1

Geyld Fortress (Within the Fortress)
(07,00,08) Hoplite x 1

Geyld Fortress (Temple of Greuza, 3rd Descent)
(06,02,05) Hoplite x 1

Lhazan Fortress (Temple of Lyuneram, 1st Descent)
(04,01,12) Hoplite x 1

Lhazan Fortress (Temple of Lyuneram, 2nd Descent)
(07,15,06) Hoplite x 1

Palace of the Dead (Palace of the Dead - Level 3)
(20,01,04) Hoplite x 1

Palace of the Dead (Palace of the Dead - Level 9)
(21,01,02) Hoplite x 1

Palace of the Dead (Palace of the Dead - Level 20)
(10,09,11) Hoplite x 1

Palace of the Dead (Palace of the Dead - Level 21)
(01,13,20) Hoplite x 1

Palace of the Dead (Palace of the Dead - Level 63)
(05,15,18) Hoplite x 1

Palace of the Dead (Palace of the Dead - Level 69)
(04,15,11) Hoplite x 1

San Bronsa Ruins (Tower of Law Eternal - Level 2)
(04,03,03) Hoplite x 1

San Bronsa Ruins (Tower of Law Eternal - Level 4)
(02,08,10) Hoplite x 1
(12,08,10) Hoplite x 1

San Bronsa Ruins (Tower of Law Eternal - Level 8)
(04,11,13) Hoplite x 1

SE[1] The Vanessian Way
(06,12,15) Hoplite x 1

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Juggernaut's Mark

[F036]

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The classmark required to change classes to JUGGERNAUT.

Dropped from the following unit(s):

CH3N-SB[3] Tynemouth Hill
(05,15,05) Juggernaut x 3
(11,16,04) Juggernaut x 3

CH3N-SB[4] Port Asyton
(08,11,12) Juggernaut x 3

CH3N-SB[5] Mount Hedon (04,07,11) Juggernaut	x 3
CH3N-SB[10] Mount Weobry (11,16,20) Juggernaut	x 3
CH3N-SQ[2] Golyat (10,16,04) Juggernaut	x 1
CH3C-SB[5] The Reisan Way (11,15,10) Juggernaut	x 3
CH3C-SB[7B] Brigantys Castle (Brigantys West Curtain Wall) (07,18,12) Juggernaut	x 3
CH3C-SB[12] Mount Weobry (16,09,15) Juggernaut (17,13,18) Juggernaut	x 3 x 3
CH3L-SB[2B] Brigantys Castle (Brigantys West Curtain Wall) (07,18,12) Juggernaut	x 3
CH3L-SB[8A] The Psonji Weald (04,07,04) Juggernaut (11,07,04) Juggernaut	x 3 x 3
CH3L-SB[8B] Lake Bordu (18,09,04) Juggernaut	x 3
CH3L-SB[9] Tynemouth Hill (16,08,03) Juggernaut (16,14,04) Juggernaut	x 3 x 3
CH4-SB[11A] Iorumza Canyon (22,04,04) Juggernaut	x 1
CH4-SQ[1.3] The Pirate's Graveyard (Crystal Halls) (05,02,11) Juggernaut	x 1
CH4-SQ[5.1] Madura Drift (07,04,09) Juggernaut	x 1
CH4-SQ[5.6] Bortegun Fens (01,14,06) Juggernaut	x 1
CH4-SQ[9] Neimrahava Wood (06,08,06) Juggernaut	x 1
CH4-SQ[14.1] Geyld Fortress (Geyld Fortress) (04,03,10) Juggernaut	x 1
CH4-SQ[17.3] Palace of the Dead (Palace of the Dead - Level 3) (08,05,05) Juggernaut (17,03,04) Juggernaut	x 1 x 1
CH4-SQ[17.4A] Palace of the Dead (Palace of the Dead - Level 5) (19,03,10) Juggernaut	x 1
CH4-SQ[17.4B] Palace of the Dead (Palace of the Dead - Level 5) (19,03,10) Juggernaut	x 1

CODA-SB[2.2] The Pirate's Graveyard (Bosom of the Sea God)	
(06,02,09) Juggernaut	x 1
The Psonji Weald	
(02,03,03) Juggernaut	x 1
Belmorose Highwilds	
(19,04,03) Juggernaut	x 1
The Vanessan Way	
(17,25,05) Juggernaut	x 1
Lambiss Hill	
(02,05,25) Juggernaut	x 1
The Pirate's Graveyard (Astride the Border)	
(01,18,16) Juggernaut	x 1
The Pirate's Graveyard (Crystal Halls)	
(19,01,05) Juggernaut	x 1
The Pirate's Graveyard (Crumbling Garden)	
(09,15,10) Juggernaut	x 1
The Pirate's Graveyard (Midline Rift)	
(01,07,11) Juggernaut	x 1
Boed Fortress (Temple of Xoshonell, 1st Descent)	
(04,09,13) Juggernaut	x 1
Boed Fortress (Temple of Xoshonell, 2nd Descent)	
(14,02,07) Juggernaut	x 1
Geyld Fortress (Temple of Greuza, 2nd Descent)	
(25,03,10) Juggernaut	x 1
Geyld Fortress (Sanctum of Greuza)	
(07,08,09) Juggernaut	x 1
Lhazan Fortress (Temple of Lyuneram, 4th Descent)	
(01,03,10) Juggernaut	x 1
Palace of the Dead (Palace of the Dead - Level 3)	
(16,08,04) Juggernaut	x 1
Palace of the Dead (Palace of the Dead - Level 6)	
(04,06,12) Juggernaut	x 1
Palace of the Dead (Palace of the Dead - Level 11)	
(16,01,03) Juggernaut	x 1
Palace of the Dead (Palace of the Dead - Level 18)	
(12,04,10) Juggernaut	x 1
Palace of the Dead (Palace of the Dead - Level 19)	
(11,03,05) Juggernaut	x 1
Palace of the Dead (Palace of the Dead - Level 20)	
(05,12,11) Juggernaut	x 1

Palace of the Dead (Palace of the Dead - Level 30)
(03,06,10) Juggernaut x 1

Palace of the Dead (Palace of the Dead - Level 47)
(05,18,05) Juggernaut x 1

Palace of the Dead (Palace of the Dead - Level 63)
(06,13,17) Juggernaut x 1

Palace of the Dead (Palace of the Dead - Level 69)
(12,01,05) Juggernaut x 1

Palace of the Dead (Palace of the Dead - Level 74)
(01,09,15) Juggernaut x 1

San Bronsa Ruins (Tower of Law Eternal - Level 6)
(12,07,14) Juggernaut x 1
(12,09,14) Juggernaut x 1

San Bronsa Ruins (Tower of Law Eternal - Level 7)
(04,25,20) Juggernaut x 1

San Bronsa Ruins (Tower of Law Eternal - Level 12)
(06,03,12) Juggernaut x 1

San Bronsa Ruins (Floating Ruins - Level 15)
(16,21,18) Juggernaut x 1

SE[1] The Vanessan Way
(04,16,15) Juggernaut x 1

SE[4] Palace of the Dead (Palace of the Dead - Level 18)
(12,04,10) Juggernaut x 1

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Chief's Mark

[FD7E]
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The classmark required to change classes to PATRIARCH or MATRIARCH.

Dropped from the following unit(s):

CH4-SQ[1.3] The Pirate's Graveyard (Crystal Halls)
(05,12,19) Patriarch x 1

CH4-SQ[5.1] Madura Drift
(01,12,10) Patriarch x 1

CH4-SQ[5.6] Bortegun Fens
(11,17,07) Matriarch x 1

CH4-SQ[8.1] The Leupha Coast
(06,29,03) Matriarch x 1
(08,27,03) Matriarch x 1

CH4-SQ[14.2] Geyld Fortress (Sanctum of Greuza)
(06,03,09) Patriarch x 1
(06,07,09) Patriarch x 1

CH4-SQ[15.2] Lhazan Fortress (Sanctum of Lyuneram)

(05,27,19) Matriarch	x 1
(09,27,19) Matriarch	x 1
CODA-SB[3.2] Palace of the Dead (Palace of the Dead - Level 98)	
(03,06,06) Matriarch	x 1
CODA-SB[3.3] Palace of the Dead (Palace of the Dead - Level 105)	
(24,02,08) Matriarch	x 1
(24,06,11) Matriarch	x 1
Belmorose Highwilds	
(16,09,03) Matriarch	x 1
Lambiss Hill	
(01,09,26) Matriarch	x 1
The Pirate's Graveyard (Astride the Border)	
(13,02,06) Patriarch	x 1
The Pirate's Graveyard (Crumbling Garden)	
(18,03,06) Patriarch	x 1
Boed Fortress (Temple of Xoshonell, 1st Descent)	
(14,13,14) Patriarch	x 1
Geyld Fortress (Geyld Fortress)	
(02,12,17) Patriarch	x 1
Geyld Fortress (Within the Fortress)	
(02,05,07) Patriarch	x 1
Geyld Fortress (Temple of Greuza, 2nd Descent)	
(07,06,18) Patriarch	x 1
Geyld Fortress (Sanctum of Greuza)	
(07,05,09) Patriarch	x 1
Lhazan Fortress (Temple of Lyuneram, 4th Descent)	
(08,00,08) Matriarch	x 1
Lhazan Fortress (Sanctum of Lyuneram)	
(10,29,19) Matriarch	x 1
Palace of the Dead (Palace of the Dead - Level 6)	
(06,08,13) Matriarch	x 1
Palace of the Dead (Palace of the Dead - Level 13)	
(10,03,08) Matriarch	x 1
Palace of the Dead (Palace of the Dead - Level 14)	
(08,13,13) Patriarch	x 1
Palace of the Dead (Palace of the Dead - Level 23)	
(11,04,02) Matriarch	x 1
Palace of the Dead (Palace of the Dead - Level 27)	
(14,20,13) Patriarch	x 1
Palace of the Dead (Palace of the Dead - Level 62)	
(12,03,12) Matriarch	x 1

Palace of the Dead (Palace of the Dead - Level 70)
 (03,08,14) Patriarch x 1

San Bronsa Ruins (Tower of Law Eternal - Level 2)
 (03,02,03) Matriarch x 1

San Bronsa Ruins (Tower of Law Eternal - Level 7)
 (05,26,22) Matriarch x 1

San Bronsa Ruins (Tower of Law Eternal - Level 12)
 (04,05,12) Matriarch x 1

San Bronsa Ruins (Tower of Law Eternal - Level 13)
 (07,10,17) Matriarch x 1

San Bronsa Ruins (Floating Ruins - Level 15)
 (12,22,19) Matriarch x 1

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Familiar's Mark

[A9F3]

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The classmark required to change classes to FAMILIAR.

Dropped from the following unit(s):

CH2C-SB[3] Xeod Moors
 (06,20,03) Familiar x 3

CH2C-SB[8] Ndamsa Fortress (Ndamsa Fortress)
 (02,02,13) Familiar x 3

CH2L-SB[8] The Golborza Plain
 (02,21,09) Familiar x 3
 (04,21,09) Familiar x 3

CH3N-SB[6] Hagia Banhamuba
 (23,02,04) Familiar x 3
 (23,09,04) Familiar x 3

CH3N-SQ[1] Qadriga Fortress (Qadriga Fortress)
 (00,09,22) Familiar x 1

CH3C-SB[5] The Reisan Way
 (09,18,17) Familiar x 3
 Summoned Familiar x 3

CH3L-SB[8B] Lake Bordu
 Summoned Familiar x 3

CH3L-SB[12] Mount Weobry
 (18,03,10) Familiar x 1

CH4-SQ[5.1] Madura Drift
 (05,21,10) Familiar x 1

CH4-SQ[6] Vasque
 (01,02,07) Familiar x 1
 (01,13,15) Familiar x 1
 (04,06,13) Familiar x 1

(05,17,16) Familiar	x 1
CH4-SQ[16.2] Qadriga Fortress (Sanctum of Nestharot)	
(15,08,06) Familiar	x 1
(17,09,05) Familiar	x 1
CH4-SQ[17.1] Palace of the Dead (Palace of the Dead - Level 1)	
(03,06,04) Familiar	x 1
(04,01,05) Familiar	x 1
(08,01,03) Familiar	x 1
(08,06,05) Familiar	x 1
(10,01,06) Familiar	x 1
The Psonji Weald	
(08,06,04) Familiar	x 1
Belmorose Highwilds	
(14,12,06) Familiar	x 1
Bortegun Fens	
(03,06,06) Familiar	x 1
Neimrahava Wood	
(02,02,04) Familiar	x 1
Phorampa Wildwood (Field of Fallen Shadow)	
(01,02,02) Familiar	x 1
(01,07,03) Familiar	x 1
(02,19,09) Familiar	x 1
(05,02,03) Familiar	x 1
Phorampa Wildwood (Untrodden Marsh)	
(03,04,04) Familiar	x 1
(04,06,05) Familiar	x 1
(05,09,07) Familiar	x 1
(07,02,03) Familiar	x 1
Phorampa Wildwood (Scenic Knoll)	
(02,02,13) Familiar	x 1
Phorampa Wildwood (Heart of the Wildwood)	
(01,11,11) Familiar	x 1
The Pirate's Graveyard (Valley of Shadow and Light)	
(08,04,10) Familiar	x 1
The Pirate's Graveyard (Memories of Turquoise)	
(06,03,06) Familiar	x 1
Qadriga Fortress (Qadriga Fortress)	
(06,06,13) Familiar	x 1
(12,13,17) Familiar	x 1
Qadriga Fortress (Within the Fortress)	
(01,04,09) Familiar	x 1
Qadriga Fortress (Temple of Nestharot, 1st Descent)	
(12,10,13) Familiar	x 1
(18,07,10) Familiar	x 1

Qadriga Fortress (Sanctum of Nestharot)
 (15,06,06) Familiar x 1

Palace of the Dead (Palace of the Dead - Level 1)
 (08,06,05) Familiar x 1

Palace of the Dead (Palace of the Dead - Level 7)
 (15,09,07) Familiar x 1

Palace of the Dead (Palace of the Dead - Level 10)
 (07,10,12) Familiar x 1
 (09,03,15) Familiar x 1
 (09,14,15) Familiar x 1
 (16,07,06) Familiar x 1
 (16,13,14) Familiar x 1

San Bronsa Ruins (Tower of Law Eternal - Level 3)
 (04,14,32) Familiar x 1

San Bronsa Ruins (Tower of Law Eternal - Level 5)
 (13,11,18) Familiar x 1
 (15,04,18) Familiar x 1

San Bronsa Ruins (Tower of Law Eternal - Level 13)
 (09,04,17) Familiar x 1

 =====
 Windwurm's Mark [8E5F]
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The classmark required to change classes to CLOUD DRAGON.

 Sold in all shops for 300 goth in limited quantities after auctioning a monster.

Monsters:
 Cloud Dragon x 2

 Dropped from the following unit(s):

CH2C-SB[4] Lake Bordu
 (13,07,04) Cloud Dragon x 3

CH2L-SB[3] Rhea Boum Aqueduct
 (07,19,14) Beast Tamer x 3

CH3N-SB[4] Port Asyton
 (08,00,08) Cloud Dragon x 3

CH3C-SB[10] Coritanae Keep (The Gates of Coritanae)
 (16,18,12) Cloud Dragon x 1

CH3L-SB[10] Almorica Castle (The Gates of Almorica)
 (08,09,09) Cloud Dragon x 1

CH4-SQ[3] Golyat
 (07,13,15) Cloud Dragon x 1

CH4-SQ[5.3] Vasque
 (11,17,12) Cloud Dragon x 1

CH4-SQ[12.1] Ndamsa Fortress (Ndamsa Fortress)

(07,04,09) Cloud Dragon x 1
(09,08,13) Cloud Dragon x 1

CH4-SQ[17.6] Palace of the Dead (Palace of the Dead - Level 41)
(21,09,02) Cloud Dragon x 1

Lambiss Hill

(02,12,26) Cloud Dragon x 1
(05,06,25) Cloud Dragon x 1
(07,08,24) Cloud Dragon x 1
(08,13,24) Cloud Dragon x 1

Phorampa Wildwood (Field of Fallen Shadow)

(13,20,10) Cloud Dragon x 1

Phorampa Wildwood (Untrodden Marsh)

(03,12,08) Cloud Dragon x 1

Phorampa Wildwood (Land of the Supplicant)

(05,15,09) Cloud Dragon x 1

Ndamsa Fortress (Temple of Hahnela, 3rd Descent)

(09,19,12) Cloud Dragon x 1

Ndamsa Fortress (Temple of Hahnela, 4th Descent)

(05,12,13) Cloud Dragon x 1
(06,19,12) Cloud Dragon x 1

Palace of the Dead (Palace of the Dead - Level 2)

(24,01,08) Cloud Dragon x 1

Palace of the Dead (Palace of the Dead - Level 21)

(08,01,02) Cloud Dragon x 1

San Bronsa Ruins (Tower of Law Eternal - Level 2)

(04,11,20) Cloud Dragon x 1

San Bronsa Ruins (Tower of Law Eternal - Level 11)

(06,03,10) Cloud Dragon x 1

=====

Cragwyrn's Mark [DC26]

=====

The classmark required to change classes to EARTH DRAGON.

Sold in all shops for 300 goth in limited quantities after auctioning a monster.

Monsters:

Earth Dragon x 2

Dropped from the following unit(s):

CH1N-SB[7] The Arkhaiopolis of Rhime
(07,05,10) Earth Dragon x 2

CH3N-SB[10] Mount Weobry
(03,07,07) Earth Dragon x 3

CH3L-SB[5] The Reisan Way
(04,03,03) Earth Dragon x 3

CH4-SB[7] Tzorious Field
(15,08,02) Earth Dragon x 1

CH4-SB[11B] Boulder Sands
(14,10,03) Earth Dragon x 1

CH4-SB[30] The Hanging Gardens (Sharp and Cold the Stars)
(09,11,23) Earth Dragon x 1

CH4-SQ[5.3] Vasque
(12,08,11) Earth Dragon x 1

The Reisan Way
(10,08,10) Earth Dragon x 1

Neimrahava Wood
(09,03,04) Earth Dragon x 1

Boulder Sands
(12,17,10) Earth Dragon x 1
(14,20,09) Earth Dragon x 1
(16,17,09) Earth Dragon x 1

Phorampa Wildwood (Field of Fallen Shadow)
(10,20,10) Earth Dragon x 1

Phorampa Wildwood (Untrodden Marsh)
(01,09,07) Earth Dragon x 1

Phorampa Wildwood (Land of the Supplicant)
(07,15,08) Earth Dragon x 1

Gecho Fortress (Temple of Vaasa, 3rd Descent)
(04,13,10) Earth Dragon x 1

Gecho Fortress (Temple of Vaasa, 4th Descent)
(05,16,11) Earth Dragon x 1
(07,17,10) Earth Dragon x 1

Palace of the Dead (Palace of the Dead - Level 8)
(20,02,08) Earth Dragon x 1

Palace of the Dead (Palace of the Dead - Level 21)
(05,03,07) Earth Dragon x 1

Palace of the Dead (Palace of the Dead - Level 34)
(11,05,03) Earth Dragon x 1

San Bronsa Ruins (Tower of Law Eternal - Level 2)
(11,01,09) Earth Dragon x 1

San Bronsa Ruins (Tower of Law Eternal - Level 11)
(07,05,10) Earth Dragon x 1

=====
Stormwyrms Mark

[271E]

=====
The classmark required to change classes to THUNDER DRAGON.

Sold in all shops for 300 goth in limited quantities after auctioning a monster.

Monsters:

Thunder Dragon x 2

Dropped from the following unit(s):

CH3C-SB[15A] Phidoch Castle (Phidoch South Curtain Wall)

(12,10,09) Thunder Dragon x 1

CH3L-SB[8A] The Psonji Weald

(14,09,04) Thunder Dragon x 3

CH4-SB[5] The Vanessan Way

(05,21,15) Thunder Dragon x 1

CH4-SB[30] The Hanging Gardens (Sharp and Cold the Stars)

(08,08,23) Thunder Dragon x 1

CH4-SB[33] The Hanging Gardens (Twixt Heaven and Earth)

(13,17,20) Thunder Dragon x 1

CH4-SQ[5.6] Bortegun Fens

(08,19,09) Thunder Dragon x 1

CH4-SQ[17.5] Palace of the Dead (Palace of the Dead - Level 22)

(26,02,06) Thunder Dragon x 1

The Reisan Way

(20,15,11) Thunder Dragon x 1

Phorampa Wildwood (Field of Fallen Shadow)

(06,18,10) Thunder Dragon x 1

Phorampa Wildwood (Untrodden Marsh)

(03,09,07) Thunder Dragon x 1

Phorampa Wildwood (Land of the Supplicant)

(05,16,10) Thunder Dragon x 1

Qadriga Fortress (Temple of Nestharot, 3rd Descent)

(04,05,07) Thunder Dragon x 1

Qadriga Fortress (Temple of Nestharot, 4th Descent)

(08,10,13) Thunder Dragon x 1

(14,07,12) Thunder Dragon x 1

Palace of the Dead (Palace of the Dead - Level 12)

(12,03,07) Thunder Dragon x 1

Palace of the Dead (Palace of the Dead - Level 17)

(06,07,09) Earth Dragon x 1

Palace of the Dead (Palace of the Dead - Level 27)

(13,03,03) Thunder Dragon x 1

Palace of the Dead (Palace of the Dead - Level 42)

(11,03,10) Thunder Dragon x 1

Palace of the Dead (Palace of the Dead - Level 60)

(11,05,16) Thunder Dragon x 1

Palace of the Dead (Palace of the Dead - Level 67)

(15,07,08) Thunder Dragon x 1

San Bronsa Ruins (Tower of Law Eternal - Level 3)

(17,15,06) Thunder Dragon x 1

San Bronsa Ruins (Tower of Law Eternal - Level 11)

(04,08,10) Thunder Dragon x 1

=====
Waterwyrn's Mark [1B3A]
=====

The classmark required to change classes to FLOOD DRAGON.

Sold in all shops for 300 goth in limited quantities after auctioning a monster.

Monsters:

Flood Dragon x 2

Dropped from the following unit(s):

CH2C-SB[4] Lake Bordu

(13,10,04) Flood Dragon x 3

CH2L-SB[3] Rhea Boum Aqueduct

(05,10,13) Beast Tamer x 3

CH3C-SB[15A] Phidoch Castle (Phidoch South Curtain Wall)

(10,11,11) Flood Dragon x 1

CH4-SB[5] The Vanessian Way

(07,22,15) Flood Dragon x 1

CH4-SB[13C] The Royal City of Heim (Heim Postern Gate)

(12,05,03) Flood Dragon x 1

CH4-SQ[14.1] Geyld Fortress (Geyld Fortress)

(08,11,08) Flood Dragon x 1

CODA-SQ[1.2] San Bronsa Ruins (Tower of Law Eternal - Level 10)

(13,16,09) Flood Dragon x 1

Bahanna Highlands

(01,14,12) Flood Dragon x 1

(02,11,12) Flood Dragon x 1

(11,09,07) Flood Dragon x 1

Phorampa Wildwood (Field of Fallen Shadow)

(05,15,09) Flood Dragon x 1

Phorampa Wildwood (Untrodden Marsh)

(05,03,04) Flood Dragon x 1

Phorampa Wildwood (Land of the Supplicant)

(08,16,09) Flood Dragon x 1

The Pirate's Graveyard (Crystal Halls)

(17,11,09) Flood Dragon x 1

The Pirate's Graveyard (Bosom of the Sea God)
 (15,15,05) Flood Dragon x 1

Geyld Fortress (Temple of Greuza, 3rd Descent)
 (09,14,06) Flood Dragon x 1

Geyld Fortress (Temple of Greuza, 4th Descent)
 (14,02,06) Flood Dragon x 1
 (14,09,10) Flood Dragon x 1

Palace of the Dead (Palace of the Dead - Level 2)
 (23,10,05) Flood Dragon x 1

Palace of the Dead (Palace of the Dead - Level 23)
 (19,03,02) Flood Dragon x 1

Palace of the Dead (Palace of the Dead - Level 51)
 (07,10,05) Flood Dragon x 1

Palace of the Dead (Palace of the Dead - Level 60)
 (13,06,16) Flood Dragon x 1

San Bronsa Ruins (Tower of Law Eternal - Level 3)
 (03,02,05) Flood Dragon x 1

 =====
 Firewyrn's Mark [4F16]
 =====

The classmark required to change classes to FLAME DRAGON.

 Sold in all shops for 300 goth in limited quantities after auctioning a monster.

Monsters:
 Flame Dragon x 2

 Dropped from the following unit(s):

CH2C-SB[5] Tynemouth Hill
 (14,12,05) Flame Dragon x 3

CH3N-SB[5] Mount Hedon
 (03,03,10) Flame Dragon x 3
 (07,15,13) Flame Dragon x 3

CH3N-SB[10] Mount Weobry
 (04,10,07) Flame Dragon x 3

CH3C-SB[10] Coritanae Keep (The Gates of Coritanae)
 (16,16,12) Flame Dragon x 1

CH3L-SB[8A] The Psonji Weald
 (02,09,04) Flame Dragon x 3

CH4-SB[3] Mount Hedon
 (04,10,12) Flame Dragon x 1

CH4-SB[27] The Hanging Gardens (Vermillion Stair)
 (08,12,22) Flame Dragon x 1

CH4-SQ[5.3] Vasque
 (11,05,10) Flame Dragon x 1

CH4-SQ[17.8] Palace of the Dead (Palace - Altar of the Beyond)
 (13,04,03) Flame Dragon x 1

Mount Weobry
 (09,09,11) Flame Dragon x 1

Mount Hedon
 (09,08,08) Flame Dragon x 1
 (10,13,10) Flame Dragon x 1
 (12,14,08) Flame Dragon x 1

Phorampa Wildwood (Field of Fallen Shadow)
 (06,21,10) Flame Dragon x 1

Phorampa Wildwood (Untrodden Marsh)
 (06,07,07) Flame Dragon x 1

Phorampa Wildwood (Land of the Supplicant)
 (06,17,10) Flame Dragon x 1

Boed Fortress (Temple of Xoshonell, 3rd Descent)
 (07,04,06) Flame Dragon x 1

Boed Fortress (Temple of Xoshonell, 4th Descent)
 (18,12,11) Flame Dragon x 1

Palace of the Dead (Palace of the Dead - Level 8)
 (13,04,12) Flame Dragon x 1

Palace of the Dead (Palace of the Dead - Level 19)
 (04,00,02) Flame Dragon x 1

Palace of the Dead (Palace of the Dead - Level 52)
 (05,18,19) Flame Dragon x 1

Palace of the Dead (Palace of the Dead - Level 69)
 (04,09,05) Flame Dragon x 1

Palace of the Dead (Palace - Altar of the Beyond)
 (06,03,04) Flame Dragon x 1

San Bronsa Ruins (Tower of Law Eternal - Level 4)
 (05,07,10) Flame Dragon x 1

San Bronsa Ruins (Tower of Law Eternal - Level 10)
 (11,20,12) Flame Dragon x 1

San Bronsa Ruins (Tower of Law Eternal - Level 11)
 (13,14,12) Flame Dragon x 1

SE[5] Palace of the Dead (Palace - Altar of the Beyond)
 (13,04,03) Flame Dragon x 1

The classmark required to change classes to FROST DRAGON.

Sold in all shops for 300 goth in limited quantities after auctioning a monster.

Monsters:

Frost Dragon x 2

Dropped from the following unit(s):

CH3C-SB[6] Bahanna Highlands

(04,14,17) Frost Dragon x 3

(05,16,16) Frost Dragon x 3

CH4-SB[1] Bahanna Highlands

(08,11,10) Frost Dragon x 1

CH4-SB[27] The Hanging Gardens (Vermillion Stair)

(05,08,19) Frost Dragon x 1

CH4-SQ[15.1] Lhazan Fortress (Lhazan Fortress)

(03,08,10) Frost Dragon x 1

Madura Drift

(03,13,06) Frost Dragon x 1

(05,11,05) Frost Dragon x 1

(07,09,05) Frost Dragon x 1

Phorampa Wildwood (Field of Fallen Shadow)

(02,17,10) Frost Dragon x 1

Phorampa Wildwood (Untrodden Marsh)

(03,14,08) Frost Dragon x 1

Phorampa Wildwood (Land of the Supplicant)

(02,19,09) Frost Dragon x 1

Lhazan Fortress (Temple of Lyuneram, 3rd Descent)

(09,12,16) Frost Dragon x 1

Palace of the Dead (Palace of the Dead - Level 34)

(08,11,11) Frost Dragon x 1

Palace of the Dead (Palace of the Dead - Level 55)

(03,08,13) Frost Dragon x 1

San Bronsa Ruins (Tower of Law Eternal - Level 4)

(09,07,10) Frost Dragon x 1

San Bronsa Ruins (Tower of Law Eternal - Level 10)

(07,19,13) Frost Dragon x 1

San Bronsa Ruins (Tower of Law Eternal - Level 11)

(06,11,10) Frost Dragon x 1

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Gleamwyrms Mark

[892D]

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The classmark required to change classes to ARC DRAGON.

Sold in all shops for 500 goth in limited quantities after auctioning a

monster.

Monsters:

Arc Dragon x 2

Dropped from the following unit(s):

CH2C-SB[10] The Arkhaiopolis of Rhime
(14,13,11) Arc Dragon x 3

CH2L-SB[10] Almorica Castle (The Gates of Almorica)
(07,09,10) Arc Dragon x 3

CH3C-SB[10] Coritanae Keep (The Gates of Coritanae)
(07,05,10) Arc Dragon x 1

CH3L-SB[12] Mount Weobry
(16,01,11) Arc Dragon x 1

CH4-SB[6] Lambiss Hill
(12,09,24) Arc Dragon x 1

CH4-SB[13C] The Royal City of Heim (Heim Postern Gate)
(05,11,08) Arc Dragon x 1
(05,13,08) Arc Dragon x 1

CH4-SB[25] The Hanging Gardens (Halcyon Days)
(05,08,11) Arc Dragon x 1

CH4-SQ[5.3] Vasque
(02,15,14) Arc Dragon x 1

San Bronsa Ruins (Tower of Law Eternal - Level 7)
(02,22,16) Arc Dragon x 1
(12,22,06) Arc Dragon x 1

San Bronsa Ruins (Floating Ruins - Level 12)
(14,13,23) Arc Dragon x 1

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Gloomwyrms Mark [AC3E]

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The classmark required to change classes to DARK DRAGON.

Sold in all shops for 500 goth in limited quantities after auctioning a monster.

Monsters:

Dark Dragon x 2

Dropped from the following unit(s):

CH2C-SB[10] The Arkhaiopolis of Rhime
(14,05,09) Dark Dragon x 3

CH2L-SB[10] Almorica Castle (The Gates of Almorica)
(07,07,10) Dark Dragon x 3

CH3N-SB[10] Mount Weobry
(13,12,14) Dark Dragon x 3

CH3L-SB[12] Mount Weobry
(13,09,13) Dark Dragon x 1

CH4-SB[3] Mount Hedon
 (01,09,14) Dark Dragon x 1

CH4-SB[13A] The Royal City of Heim (The Gates of Heim)
 (20,09,09) Dark Dragon x 1

CH4-SB[20] The Hanging Gardens (Tears of Topaz)
 (05,18,19) Dark Dragon x 1

CH4-SQ[2.2] Qadriga Fortress (Within the Fortress)
 (15,12,05) Dark Dragon x 1

Mount Weobry
 (06,05,12) Dark Dragon x 1

Neimrahava Wood
 (10,12,05) Dark Dragon x 1

Palace of the Dead (Palace of the Dead - Level 5)
 (15,03,10) Dark Dragon x 1

Palace of the Dead (Palace of the Dead - Level 35)
 (11,08,03) Dark Dragon x 1

Palace of the Dead (Palace of the Dead - Level 38)
 (27,13,22) Dark Dragon x 1

Palace of the Dead (Palace of the Dead - Level 107)
 (10,10,11) Dark Dragon x 1

Palace of the Dead (Palace of the Dead - Level 111)
 (09,09,18) Dark Dragon x 1

San Bronsa Ruins (Tower of Law Eternal - Level 8)
 (05,08,13) Dark Dragon x 1
 (05,12,13) Dark Dragon x 1

San Bronsa Ruins (Floating Ruins - Level 12)
 (08,13,23) Dark Dragon x 1

 =====
 Sandstone's Mark [74CF]
 =====

The classmark required to change classes to CLAY GOLEM.

 Sold in all shops for 300 goth in limited quantities after auctioning a monster.

Monsters:

Clay Golem x 2

 Dropped from the following unit(s):

CH2C-SB[3] Xeod Moors
 (09,13,03) Clay Golem x 2
 (13,15,03) Clay Golem x 2

CH2C-SB[9] Golyat
 (04,12,15) Clay Golem x 2
 (09,13,10) Clay Golem x 2

(15,13,08) Clay Golem	x 2
CH2C-SB[10] The Arkhaiopolis of Rhime	
(19,16,09) Clay Golem	x 3
CH2L-SB[4] Port Asyton	
(10,00,06) Clay Golem	x 1
(11,05,08) Clay Golem	x 1
(13,11,10) Clay Golem	x 1
CH2L-SB[10] Almorica Castle (The Gates of Almorica)	
(03,04,11) Witch	x 2 (Lv.28~)
(03,12,11) Warlock	x 2 (Lv.28~)
CH3C-SB[1] Port Asyton	
(12,06,08) Clay Golem	x 3
Tzorious Field	
(13,10,04) Clay Golem	x 1
Boulder Sands	
(02,08,06) Clay Golem	x 1
Gecho Fortress (Gecho Fortress)	
(10,07,07) Clay Golem	x 1
Gecho Fortress (Within the Fortress)	
(07,02,07) Clay Golem	x 1
(10,15,07) Clay Golem	x 1
Palace of the Dead (Palace of the Dead - Level 5)	
(19,03,10) Clay Golem	x 1
Palace of the Dead (Palace of the Dead - Level 16)	
(17,11,07) Clay Golem	x 1
Palace of the Dead (Palace of the Dead - Level 27)	
(05,05,10) Clay Golem	x 1
Palace of the Dead (Palace of the Dead - Level 35)	
(19,02,03) Clay Golem	x 1
Palace of the Dead (Palace of the Dead - Level 61)	
(16,09,08) Stone Golem	x 1

 Granite's Mark

[B30D]
 =====

The classmark required to change classes to STONE GOLEM.

Sold in all shops for 500 goth in limited quantities after auctioning a monster.

Monsters:

Stone Golem x 2

Dropped from the following unit(s):

CH2C-SB[10] The Arkhaiopolis of Rhime	
(24,16,07) Stone Golem	x 3

CH2L-SB[10] Almorica Castle (The Gates of Almorica)		
(10,06,08) Stone Golem		x 3
(10,10,08) Stone Golem		x 3
CH3N-SB[7] Ndamsa Fortress (Ndamsa Fortress)		
Summoned Stone Golem		x 3
CH3N-SB[10] Mount Weobry		
(11,15,18) Stone Golem		x 3
CH3N-SB[12B] Phidoch Castle (Phidoch West Curtain Wall)		
(03,11,10) Stone Golem		x 1
CH3C-SB[3] Coritanae Keep (The Gates of Coritanae)		
(07,06,10) Stone Golem		x 3
CH3C-SB[8] Brigantys Castle (Brigantys Great Hall)		
(07,05,04) Stone Golem		x 3
(07,07,04) Stone Golem		x 3
CH3C-SB[15B] Phidoch Castle (Phidoch West Curtain Wall)		
(03,11,10) Stone Golem		x 1
CH3L-SB[14B] Phidoch Castle (Phidoch West Curtain Wall)		
(03,11,10) Stone Golem		x 3
(14,11,10) Stone Golem		x 3
CH4-SQ[16.1] Qadriga Fortress (Qadriga Fortress)		
(05,02,09) Stone Golem		x 1
(12,13,17) Stone Golem		x 1
Tzorious Field		
(03,19,09) Stone Golem		x 1
Boulder Sands		
(05,05,04) Stone Golem		x 1
Gecho Fortress (Within the Fortress)		
(01,10,11) Stone Golem		x 1
Gecho Fortress (Temple of Vaasa, 1st Descent)		
(10,12,16) Stone Golem		x 1
(15,13,26) Stone Golem		x 1
Gecho Fortress (Temple of Vaasa, 2nd Descent)		
(06,08,15) Stone Golem		x 1
Palace of the Dead (Palace of the Dead - Level 12)		
(10,09,09) Stone Golem		x 1
Palace of the Dead (Palace of the Dead - Level 16)		
(10,14,09) Stone Golem		x 1
Palace of the Dead (Palace of the Dead - Level 25)		
(19,12,09) Stone Golem		x 1
Palace of the Dead (Palace of the Dead - Level 38)		
(13,15,20) Stone Golem		x 1

The classmark required to change classes to IRON GOLEM.

Sold in all shops for 700 goth in limited quantities after auctioning a monster.

Monsters:

Iron Golem x 2

Dropped from the following unit(s):

CH3N-SB[12B] Phidoch Castle (Phidoch West Curtain Wall)
(05,12,09) Iron Golem x 1

CH3C-SB[15B] Phidoch Castle (Phidoch West Curtain Wall)
(11,12,09) Iron Golem x 1

CH3L-SB[10] Almorica Castle (The Gates of Almorica)
(10,10,08) Iron Golem x 1

CH3L-SB[15] Phidoch Castle (Phidoch Great Hall)
(02,09,07) Iron Golem x 1

CH4-SB[8] Barnicia Castle (The Gates of Barnicia)
(01,11,09) Iron Golem x 1
(09,13,09) Iron Golem x 1

CH4-SB[14] The Royal City of Heim (Heim Courtyard)
(04,22,17) Iron Golem x 1

CH4-SB[17] The Hanging Gardens (The Serpent's Spine)
(09,20,21) Iron Golem x 1

CH4-SQ[13.2] Gecho Fortress (Sanctum of Vaasa)
(16,03,02) Iron Golem x 1

Tzorious Field
(02,15,06) Iron Golem x 1

Phorampa Wildwood (Heart of the Wildwood)
(09,14,09) Iron Golem x 1

Gecho Fortress (Temple of Vaasa, 2nd Descent)
(09,13,15) Iron Golem x 1

Gecho Fortress (Temple of Vaasa, 3rd Descent)
(08,11,07) Iron Golem x 1

Gecho Fortress (Temple of Vaasa, 4th Descent)
(12,11,10) Iron Golem x 1

Gecho Fortress (Sanctum of Vaasa)
(10,03,02) Iron Golem x 1
(16,03,02) Iron Golem x 1

Palace of the Dead (Palace of the Dead - Level 36)
(05,04,13) Iron Golem x 1

Palace of the Dead (Palace of the Dead - Level 75)
(03,22,14) Iron Golem x 1

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Magesteel's Mark

[928D]

=====

The classmark required to change classes to BALDUR GOLEM.

Sold in all shops for 900 goth in limited quantities after auctioning a monster.

Monsters:

Baldur Golem x 2

Dropped from the following unit(s):

CH4-SB[33] The Hanging Gardens (Twixt Heaven and Earth)

(08,16,20) Baldur Golem x 1

(12,16,20) Baldur Golem x 1

CH4-SQ[1.4] The Pirate's Graveyard (Ripples of Grief)

(16,06,05) Baldur Golem x 1

(16,11,08) Baldur Golem x 1

CH4-SQ[17.8] Palace of the Dead (Palace - Altar of the Beyond)

(11,06,06) Baldur Golem x 1

Tzorious Field

(06,15,06) Baldur Golem x 1

The Pirate's Graveyard (Ripples of Grief)

(16,07,05) Baldur Golem x 1

The Pirate's Graveyard (Into the Darkness)

(11,19,25) Baldur Golem x 1

Palace of the Dead (Palace of the Dead - Level 39)

(12,07,06) Baldur Golem x 1

Palace of the Dead (Palace of the Dead - Level 50)

(07,17,19) Baldur Golem x 1

Palace of the Dead (Palace of the Dead - Level 67)

(14,18,16) Baldur Golem x 1

San Bronsa Ruins (Tower of Law Eternal - Level 6)

(05,04,18) Baldur Golem x 1

(05,12,18) Baldur Golem x 1

San Bronsa Ruins (Tower of Law Eternal - Level 12)

(09,00,09) Baldur Golem x 1

SE[5] Palace of the Dead (Palace - Altar of the Beyond)

(13,07,05) Baldur Golem x 1

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Sovereign's Mark

[E628]

=====

The classmark required to change classes to LORD.

Rewarded 5 after CH4-SB[10] Barnicia Castle (Barnicia Grand Staircase) and returning to Phidoch Castle (Catiua dead).

Note: Catiua can die in a number of ways: during the story battle that she participates in, in the scene following the battle, or after she's recruited and loses all her hearts like any other unit. The last method also requires Lindl to to be recruited and the story battle at Oeram cleared.

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Brave's Mark [A2E5]
=====

The classmark required to change classes to RANGER.

Rewarded 5 after CH3L-SB[11] Almorica Castle (Almorica Passageway).

=====
Abuna's Mark [0674]
=====

The classmark required to change classes to PRIEST.

Note: Stolen from Clerics in Phorampa Wildwood.

=====
Princess's Mark [7A83]
=====

The classmark required to change classes to PRINCESS.

Rewarded 5 after CH4-SB[10] Barnicia Castle (Barnicia Grand Staircase) and returning to Phidoch Castle (Catiua alive).

=====
Heretic's Mark [B278]
=====

The classmark required to change classes to DARK PRIEST.

Dropped from the following unit(s):

CH4-SB[19] The Hanging Gardens (Echoes of Her Passage)
(06,13,28) Templar (Cleric) x 1 (Lv.34~)

CH4-SB[23] The Hanging Gardens (Enraptured Dreams)
(06,12,19) Templar (Cleric) x 1 (Lv.~33)

CH4-SB[26] The Hanging Gardens (The Beast Has Fangs)
(03,02,17) Templar (Cleric) x 1 (Lv.34~)

CH4-SB[27] The Hanging Gardens (Vermillion Stair)
(06,14,24) Templar (Cleric) x 1 (Lv.~33)

CH4-SB[33] The Hanging Gardens (Twixt Heaven and Earth)
(04,23,21) Templar (Cleric) x 1

=====
Holy Knight's Mark [972B]
=====

The classmark required to change classes to PALADIN.

Sold in Deneb's Shop for 1000 goth after recruiting Deneb & Lancelot.

Star Seer's Mark

[F94E]

The classmark required to change classes to ASTROMANCER.

Sold in Deneb's Shop for 1000 goth after recruiting Deneb & Warren.

Peregrine's Mark

[8E9B]

The classmark required to change classes to VARTAN.

Dropped from the following unit(s):

CH1N-SB[8] Lake Bordu

(04,02,06) Archer x 3

CH1N-SB[9] Xeod Moors

(02,07,04) Archer x 3

(12,04,03) Archer x 3

CH3N-SB[7] Ndamsa Fortress (Ndamsa Fortress)

(07,04,09) Rune Fencer x 3

CH3N-SB[8] Coritanae Keep (The Gates of Coritanae)

(01,03,28) Archer x 3

CH3N-SB[12A] Phidoch Castle (Phidoch South Curtain Wall)

(07,18,20) Beast Tamer x 3

CH3C-SB[7A] Brigantys Castle (Brigantys South Curtain Wall)

(02,06,30) Archer x 3

(02,18,29) Archer x 3

CH3C-SB[7B] Brigantys Castle (Brigantys West Curtain Wall)

(07,21,28) Beast Tamer Orgeau x 3

CH3L-SB[2B] Brigantys Castle (Brigantys West Curtain Wall)

(03,23,28) Archer x 3

(06,24,28) Archer x 3

CH3L-SB[6] Coritanae Keep (The Gates of Coritanae)

(06,19,15) Archer x 3

CH3L-SB[14A] Phidoch Castle (Phidoch South Curtain Wall)

(07,18,20) Beast Tamer x 3

Phorampa Wildwood (Adventurer's Gap)

(07,18,14) Wizard x 1

(13,17,11) Wizard x 1

Phorampa Wildwood (Snowmelt Stream)

(09,19,08) Wizard x 1

(13,11,07) Wizard x 1

White Knight's Mark

[3E67]

=====
The classmark required to change classes to WHITE KNIGHT.

Rewarded 5 at the start of Chapter III (Neutral).

Rewarded 5 after CH3C-SB[13] The Arkhaiopolis of Rhime and returning to Almorica Castle.

Rewarded 5 after CH3L-SB[11] Almorica Castle (Almorica Passageway).

=====
Oracle's Mark

[564F]
=====

The classmark required to change classes to SHAMAN.

Rewarded 3 after clearing "The Apocrypha" side quests (CH4-SQ[11] through CH4-SQ[16]).

Dropped from the following unit(s):

Boed Fortress (Sanctum of Xoshonell)
(09,16,08) Ifrit x 1

Ndamsa Fortress (Sanctum of Hahnela)
(02,04,19) Vainateya x 1

Gecho Fortress (Sanctum of Vaasa)
(20,03,03) Nathalork x 1

Geyld Fortress (Sanctum of Greuza)
(05,05,09) Tlaloc x 1

Lhazan Fortress (Sanctum of Lyuneram)
(07,28,20) Lygenstzel x 1

Qadriga Fortress (Sanctum of Nestharot)
(17,07,05) Xolotl x 1

=====
Wicce's Mark

[C6D4]
=====

The classmark required to change classes to WICCE.

Sold in Deneb's Shop for 5000 goth after recruiting Wicce Deneb.

=====
Songstress's Mark

[BA4C]
=====

The classmark required to change classes to SONGSTRESS.

Sold in Deneb's Shop for 1000 goth after recruiting Deneb & Iuria.

Rewarded 3 after CODA-SB[2.3] The Pirate's Graveyard (Into the Darkness).

=====
Hagiaknight's Mark

[B1AF]
=====

The classmark required to change classes to TEMPLAR.

Dropped from the following unit(s):

CH3N-SB[2] Boed Fortress (Boed Fortress)
(07,13,25) Knight Commander Oz x 1 (Lv.29~)

CH3C-SB[16] Phidoch Castle (Phidoch Great Hall)
(10,14,05) Knight Commander Oz x 1 (Lv.31~)
(10,19,11) Knight Commander Ozma x 1 (Lv.31~)

CH3L-SB[15] Phidoch Castle (Phidoch Great Hall)
(10,14,05) Knight Commander Oz x 1 (Lv.31~)

CODA-SB[9] Golyat (Golyat North Village)
(04,18,31) Knight Commander Balxephon x 1
(05,19,31) Death Templar Lancelot x 1
(07,01,10) Knight Commander Martym x 1
(07,08,11) Knight Commander Oz x 1
(07,10,12) Knight Commander Ozma x 1
(09,26,23) Knight Commander Andoras x 1
(10,22,17) Knight Commander Volaq x 1
(13,11,09) Knight Commander Barbas x 1

=====
Pirate's Mark [50AB]
=====

The classmark required to change classes to BUCCANEER.

Rewarded 1 after CH4-SQ[1.5] The Pirate's Graveyard (On Holy Ground) and claiming the Pirate's Treasure.

Dropped from the following unit(s):

SE[3] The Pirate's Graveyard (On Holy Ground)
(00,07,06) Archer x 3
(01,09,06) Archer x 3
(06,11,06) Terror Knight x 3
(07,08,06) Terror Knight x 3
(09,20,08) Knight x 3
(10,01,05) Archer x 3

=====
I n g r e d i e n t s [DE2A]
=====

Items that are used to craft new items. Once used, the item is removed from inventory.

Inferior Ore [B2C6]
Iron Sand [1C42]
Copper Ore [95A4]
Tin Ore [92D8]
Graphite [1784]
Iron Ore [ABDC]
Silver Ore [2EB6]
Baldur Ore [4BC0]
Gold Ore [DEA5]
Platinum Ore [98C6]
Saltpeter [B753]
Sulfur [8FD4]
Limestone [6A71]

Skyiron	[14FD]
Gemstones	[EA3D]
Krystallos Ore	[82C0]
Bronze Ingot	[F5D2]
Iron Ingot	[F56D]
Silver Ingot	[C72B]
Baldur Ingot	[27AF]
Steel Ingot	[507F]
Hagane Steel	[BEF6]
Wootz Steel	[1364]
Golden Ingot	[FE23]
Platinum Ingot	[5B79]
Fiery Gems	[6B3F]
Verdant Gems	[07A3]
Regal Gems	[20AC]
White Gems	[DC13]
Black Gems	[5701]
Air Krystallos	[7C02]
Earth Krystallos	[F20A]
Lightning Krystallos	[FB61]
Water Krystallos	[F792]
Fire Krystallos	[986D]
Ice Krystallos	[5FB7]
Light Krystallos	[A28E]
Dark Krystallos	[2C80]
Toneriwood	[72AB]
Birnewood	[9D41]
Ananawood	[4D90]
Baobawood	[CF8D]
Beasthide	[014F]
Tannin	[EBD7]
Leather	[523E]
Parchment	[2B61]
Ink	[BCF9]
Goldleaf	[084C]
Water	[7F89]
Log	[5710]
Bundle of Herbs	[FB91]
Herbal Extract	[1295]
Nightshade	[1E5B]
Nightshade Extract	[9F36]
Fruit	[E780]
Spirits	[BD59]
Hempen Thread	[35F6]
Woolen Thread	[509D]
Cotton Thread	[87F9]
Silken Thread	[BC0F]
Silver Thread	[C7DE]
Golden Thread	[5E02]
Linen	[64F1]
Pincord	[0AEC]
Flannel	[D74E]
Velvet	[7243]
Satin	[A4B6]
Blackpowder	[7D9A]
Beast Horn	[DA7E]
Beast Fang	[E97B]
Beast Claw	[FA78]
Wurm Fang	[F862]
Wurm Claw	[2B8D]

Wyrn Scale	[8056]
Wyrn Horn	[6B47]
Wyrn Whisker	[65E0]
Wyrn Thighbone	[EBD9]
Tooth & Claw	[C0B3]
Unicorn Horn	[ECA3]
Enchanted Feather	[E751]
Ancient Wood	[5271]
Ancient Bone	[DE0C]
Orichalcum	[6ACB]
Daedalus Pinion	[609F]
Daedalus Rack	[0F84]

=====
Inferior Ore [B2C6]
=====

A lump of various ores and rock, most of it unusable.

Sold in General Shops for 70 goth after CH2C-SB[3] Xeod Moors or CH2L-SB[2] Xeod Moors.

=====
Iron Sand [1C42]
=====

A fine sand of crushed iron.

Sold in all shops for 100 goth in limited quantities after auctioning a monster.

Monsters:

Clay Golem	x 4	Stone Golem	x 4	Iron Golem	x 4
Baldur Golem	x 4				

Crafted using <Codex of Ores>.

Materials:

Inferior Ore	x 1
--------------	-----

=====
Copper Ore [95A4]
=====

A light-brownish vein runs through this rock.

Sold in General Shops for 120 goth at the start of Chapter III, all routes.

Crafted using <Codex of Ores>.

Materials:

Inferior Ore	x 1
--------------	-----

=====
Tin Ore [92D8]
=====

A grey vein runs through this rock.

Sold in all shops for 120 goth in limited quantities after auctioning a monster.

Monsters:

Cloud Dragon	x 8	Flood Dragon	x 8	Clay Golem	x 8
Stone Golem	x 8	Iron Golem	x 4	Baldur Golem	x 4

Cyclops x12

Crafted using <Codex of Ores>.

Materials:

Inferior Ore x 1

=====
Graphite [1784]
=====

This rock is dark and granular.

Sold in all shops for 120 goth in limited quantities after auctioning a monster.

Monsters:

Earth Dragon x 8 Arc Dragon x 8 Clay Golem x 8
Stone Golem x 8 Iron Golem x 4 Baldur Golem x 4
Cyclops x12

Crafted using <Codex of Ores>.

Materials:

Inferior Ore x 1

=====
Iron Ore [ABDC]
=====

A heavy rock rich with iron.

Sold in all shops for 130 goth in limited quantities after auctioning a monster.

Monsters:

Cloud Dragon x 6 Earth Dragon x 6 Thunder Dragon x 6
Flood Dragon x 6 Flame Dragon x 6 Frost Dragon x 6
Arc Dragon x 6 Dark Dragon x 6 Hydra x 6
Clay Golem x 4 Stone Golem x 4 Iron Golem x16

Crafted using <Codex of Ores>.

Materials:

Inferior Ore x 2

=====
Silver Ore [2EB6]
=====

Parts of this rock glint and sparkle with silvery light.

Sold in all shops for 140 goth in limited quantities after auctioning a monster.

Monsters:

Cloud Dragon x 4 Earth Dragon x 4 Thunder Dragon x 4
Flood Dragon x 4 Flame Dragon x 4 Frost Dragon x 4
Arc Dragon x 4 Dark Dragon x 4 Hydra x 4
Clay Golem x 2 Stone Golem x 2 Iron Golem x 2
Baldur Golem x 2 Gryphon x 4 Cockatrice x 4
Octopus x 8

Crafted using <Codex of Ores>.

Materials:

Inferior Ore x 2

=====

Baldur Ore [4BC0]

=====

A faint aura of magic emanates from this rock.

Sold in all shops for 200 goth in limited quantities after auctioning a monster.

Monsters:

Cloud Dragon	x 2	Earth Dragon	x 2	Thunder Dragon	x 2
Flood Dragon	x 2	Flame Dragon	x 2	Frost Dragon	x 2
Arc Dragon	x 2	Dark Dragon	x 2	Hydra	x 2
Baldur Golem	x16				

Crafted using <Codex of Ores>.

Materials:

Inferior Ore	x 2
--------------	-----

=====

Gold Ore [DEA5]

=====

All that glitters is inside this rock.

Sold in all shops for 250 goth in limited quantities after auctioning a monster.

Monsters:

Hydra	x 1	Gryphon	x 2	Cockatrice	x 2
Octopus	x 2				

Crafted using <Codex of Ores>.

Materials:

Inferior Ore	x 3
--------------	-----

=====

Platinum Ore [98C6]

=====

The silvery-white veins running through this rock are a sight to behold.

Sold in all shops for 300 goth in limited quantities after auctioning a monster.

Monsters:

Gryphon	x 1	Cockatrice	x 1	Octopus	x 1
---------	-----	------------	-----	---------	-----

Crafted using <Codex of Ores>.

Materials:

Inferior Ore	x 3
--------------	-----

=====

Saltpeter [B753]

=====

Used as a component in blackpowder.

Sold in all shops for 120 goth in limited quantities after auctioning a monster.

Monsters:

Thunder Dragon	x 8	Dark Dragon	x 8	Cyclops	x 8
----------------	-----	-------------	-----	---------	-----

Crafted using <Codex of Ores>.

Materials:

Inferior Ore x 2

===== Sulfur [8FD4] =====

Used as a component in blackpowder.

Sold in all shops for 120 goth in limited quantities after auctioning a monster.

Monsters:

Flame Dragon x 8 Cyclops x 8

Crafted using <Codex of Ores>.

Materials:

Inferior Ore x 2

===== Limestone [6A71] =====

A highly alkaline sedimentary rock.

Sold in all shops for 120 goth in limited quantities after auctioning a monster.

Monsters:

Frost Dragon x 8 Clay Golem x 8 Stone Golem x 8
Iron Golem x 4 Baldur Golem x 4 Cyclops x 8

Crafted using <Codex of Ores>.

Materials:

Inferior Ore x 2

===== Skyiron [14FD] =====

This iron-rich rock was found where a shooting star fell to the earth. Useful in making steel, including the high-quality steel used for forging katana.

Dropped from the following unit(s):

CH3N-SB[5] Mount Hedon

 Summoned Terror Knight x 1

CH3N-SB[12B] Phidoch Castle (Phidoch West Curtain Wall)

 (11,12,09) Iron Golem x 1

CH3C-SB[6] Bahanna Highlands

 (05,02,17) Terror Knight x 1

CH3C-SB[15B] Phidoch Castle (Phidoch West Curtain Wall)

 (05,12,09) Iron Golem x 1

CH3L-SB[7B] Coritanae Keep (Coritanae Ward)

 (07,04,07) Terror Knight x 1

CH3L-SB[14B] Phidoch Castle (Phidoch West Curtain Wall)

(05,12,09) Iron Golem x 1

CH4-SQ[2.1] Balmamusa
(12,11,18) Juggernaut x 1

Tzorious Field
(23,19,07) Iron Golem x 1

=====
Gemstones [EA3D]
=====

Jewels begin their lives as rough, uncut stones such as this.

Sold in all shops for 290 goth in limited quantities after auctioning a monster.

Monsters:
Hydra x 1 Octopus x 1

Crafted using <Codex of Ores>.

Materials:
Inferior Ore x 2

Rewarded 12 after CH4-SQ[1.5] The Pirate's Graveyard (On Holy Ground) and claiming the Pirate's Treasure.

=====
Krystallos Ore [82C0]
=====

This cluster of crystals gives off a faint magic aura. The most potent crystals must be chiseled out to be used.

Sold in all shops for 390 goth in limited quantities after auctioning a monster.

Monsters:
Hydra x 1 Octopus x 1

Crafted using <Codex of Ores>.

Materials:
Baldur Ore x 1

Rewarded 12 after CH4-SQ[1.5] The Pirate's Graveyard (On Holy Ground) and claiming the Pirate's Treasure.

=====
Bronze Ingot [F5D2]
=====

A bar of metal made by combining copper with tin. Used in crafting weapons and armor.

Crafted using <Codex of Ores>.

Materials:
Copper Ore x 2 Tin Ore x 1

Dropped from the following unit(s):

Phorampa Wildwood (Untrodden Marsh)
(07,12,08) Knight x 2
(09,08,07) Terror Knight x 2

(11,07,07) Warrior

x 2

Phorampa Wildwood (The Feral Shore)

(07,03,03) Archer

x 1

Iron Ingot

[F56D]

A bar of metal made by smelting iron. Used in crafting weapons and armor.

Crafted using <Codex of Ores>.

Materials:

Iron Ore x 3

Dropped from the following unit(s):

Phorampa Wildwood (Untrodden Marsh)

(07,12,08) Knight x 2

(09,08,07) Terror Knight x 2

(11,07,07) Warrior x 2

Phorampa Wildwood (The Feral Shore)

(02,07,07) Knight x 1

(11,06,03) Knight x 1

Silver Ingot

[C72B]

A bar of metal made by smelting silver. Used in crafting weapons and armor.

Crafted using <Codex of Ores>.

Materials:

Silver Ore x 3

Dropped from the following unit(s):

Phorampa Wildwood (The Feral Shore)

(01,03,08) Enchantress x 1

(06,02,04) Wizard x 1

Baldur Ingot

[27AF]

The natural power of baldur ore is enhanced by combining it with krystallos and silver to make these metal bars. Used in crafting weapons and armor.

Crafted using <Codex of Ores>.

Materials:

Baldur Ore x 1 Silver Ingot x 1

Krystallos Ore x 1

Steel Ingot

[507F]

A bar of metal made by smelting iron with graphite. Used in crafting weapons and armor.

Crafted using <Codex of Ores>.

Materials:

Iron Ore x 2 Graphite x 1

Hagane Steel [BEF6]

A type of steel made by combining carbon with iron sand. Used in forging katana.

Crafted using <Codex of Ores>.

Materials:

Iron Sand x 3 Log x 1

Wootz Steel [1364]

A bar of steel strengthened with krystallos. Also known as damasc steel.

Crafted using <Codex of Ores>.

Materials:

Baldur Ingot x 2 Steel Ingot x 2

Golden Ingot [FE23]

A bar of smelted gold. Used mainly for crafting jewelry.

Crafted using <Codex of Ores>.

Materials:

Gold Ore x 3

Rewarded 2 after CH4-SQ[1.5] The Pirate's Graveyard (On Holy Ground) and claiming the Pirate's Treasure.

Dropped from the following unit(s):

CH3N-SB[2] Boed Fortress (Boed Fortress)
(11,13,21) Templar (Knight) x 1

CH3C-SB[8] Brigantys Castle (Brigantys Great Hall)
(03,06,06) Knight Xaebos x 1

CH3L-SB[6] Coritanae Keep (The Gates of Coritanae)
(07,05,10) Knight x 1

Platinum Ingot [5B79]

A bar of smelted platinum. Used mainly for crafting jewelry.

Crafted using <Codex of Ores>.

Materials:

Platinum Ore x 3

Fiery Gems [6B3F]

=====
Includes rubies and garnets cut from raw gemstones and polished to a fine
luster.

Crafted using <Codex of Gems>.

Materials:

Gemstones x 2

=====
Verdant Gems [07A3]

Includes jade and emeralds cut from raw gemstones and polished to a fine
luster.

Crafted using <Codex of Gems>.

Materials:

Gemstones x 2

=====
Regal Gems [20AC]

Includes amethyst and sapphires cut from raw gemstones and polished to a fine
luster.

Crafted using <Codex of Gems>.

Materials:

Gemstones x 2

=====
White Gems [DC13]

Includes pearls and diamonds cut from raw gemstones and polished to a fine
luster.

Crafted using <Codex of Gems>.

Materials:

Gemstones x 2

=====
Black Gems [5701]

Includes opals and onyx cut from raw gemstones and polished to a fine luster.

Crafted using <Codex of Gems>.

Materials:

Gemstones x 2

=====
Air Krystallos [7C02]

A cut and polished shard of krystallos imbued with strong air magics.

Crafted using <Codex of Gems>.

Materials:

Krystallos Ore x 2

=====
Earth Krystallos [F20A]
=====

A cut and polished shard of krystallos imbued with strong earth magics.

Crafted using <Codex of Gems>.

Materials:

Krystallos Ore x 2

=====
Lightning Krystallos [FB61]
=====

A cut and polished shard of krystallos imbued with strong lightning magics.

Crafted using <Codex of Gems>.

Materials:

Krystallos Ore x 2

=====
Water Krystallos [F792]
=====

A cut and polished shard of krystallos imbued with strong water magics.

Crafted using <Codex of Gems>.

Materials:

Krystallos Ore x 2

=====
Fire Krystallos [986D]
=====

A cut and polished shard of krystallos imbued with strong fire magics.

Crafted using <Codex of Gems>.

Materials:

Krystallos Ore x 2

=====
Ice Krystallos [5FB7]
=====

A cut and polished shard of krystallos imbued with strong ice magics.

Crafted using <Codex of Gems>.

Materials:

Krystallos Ore x 2

=====
Light Krystallos [A28E]
=====

A cut and polished shard of krystallos imbued with strong light magics.

Crafted using <Codex of Gems>.

Materials:

Krystallos Ore x 2

Dark Krystallos [2C80]

A cut and polished shard of krystallos imbued with strong dark magics.

Crafted using <Codex of Gems>.

Materials:

Krystallos Ore x 2

Toneriwood [72AB]

A yellowish, easily workable softwood. Its beautiful grain patterns make it highly suitable for crafts and ornamentation.

Crafted using <Codex of Timber>.

Materials:

Log x 1

Birnewood [9D41]

A dark-brown wood. Though its surface is slightly rough, birnewood is resistant to insects, and not prone to warping when dried. Used for building and furniture.

Crafted using <Codex of Timber>.

Materials:

Log x 2

Ananawood [4D90]

A reddish-brown, lustrous wood. Known for its hardness, light weight, and durability. Sometimes exported to the continent as a luxury material.

Crafted using <Codex of Timber>.

Materials:

Log x 3

Baobawood [CF8D]

This exquisite wood is a dark purple in color. Difficult to process, owing to its stone-like hardness, but very durable with a beautiful grain.

Crafted using <Codex of Timber>.

Materials:

Log x 4

Beasthide [014F]

A cut section of a great beast's hide.

Sold in all shops for 10 goth in limited quantities after auctioning a monster.

Monsters:

Hydra	x 8	Gryphon	x 8	Cockatrice	x 8
Octopus	x 8				

Tannin [EBD7]

This tanning agent is extracted from plants. Used for tanning beasthides, among other things.

Sold in General Shops for 140 goth after CH2C-SB[3] Xeod Moors or CH2L-SB[2] Xeod Moors.

Crafted using <On Medicine I>.

Materials:

Bundle of Herbs	x 2	Water	x 1
-----------------	-----	-------	-----

Leather [523E]

Beasthides are tanned to leather in order to prevent decay and hardening. This material is useful for crafting a wide range of products.

Crafted using <Codex of Textiles>.

Materials:

Beasthide	x 3	Tannin	x 1
-----------	-----	--------	-----

Parchment [2B61]

Parchment is made by smoothing a section of hide, whitening it, stretching it flat, and drying.

Crafted using <Codex of Textiles>.

Materials:

Beasthide	x 2	Water	x 1
Limestone	x 1		

Ink [BCF9]

A collection of differently colored inks.

Sold in General Shops for 150 goth at the start of Chapter III, all routes.

Goldleaf [084C]

A thin-beaten strip of gold mixed with silver and copper. Requires a high degree of skill to fashion.

Crafted using <Codex of Ores>.

Materials:

Golden Ingot	x 2	Silver Ingot	x 1
Bronze Ingot	x 1		

Water [7F89]

Clear, clean water is available in most parts of Valeria.

Sold in General Shops for 50 goth after CH2C-SB[3] Xeod Moors or CH2L-SB[2] Xeod Moors.

Log [5710]

There are several types of harvestable wood in the Valerian Isles, used for ornamentation and building.

Sold in General Shops for 100 goth after CH2C-SB[3] Xeod Moors or CH2L-SB[2] Xeod Moors.

Bundle of Herbs [FB91]

Medicinal herbs growing wild on the Valerian Isles.

Sold in General Shops for 50 goth after CH2C-SB[3] Xeod Moors or CH2L-SB[2] Xeod Moors.

Herbal Extract [1295]

Medicinal extracts from wild herbs have a wide range of curative effects.

Crafted using <On Medicine I>.

Materials:

Bundle of Herbs	x 3
-----------------	-----

Nightshade [1E5B]

A catch-all name for several varieties of poisonous plant that can be found growing across the Valerian Isles.

Sold in General Shops for 50 goth after CH2C-SB[3] Xeod Moors or CH2L-SB[2] Xeod Moors.

Nightshade Extract [9F36]

A poisonous extract from plants, used since ancient times for war and assassination.

Crafted using <On Medicine I>.

Materials:

Nightshade x 3

=====
Fruit [E780]
=====

A wide variety of fruit trees grow on the Valerian Isles.

Sold in General Shops for 70 goth after CH2C-SB[3] Xeod Moors or CH2L-SB[2]
Xeod Moors.

=====
Spirits [BD59]
=====

Alcohol made by distilling various kinds of grains.

Sold in General Shops for 130 goth after CH2C-SB[3] Xeod Moors or CH2L-SB[2]
Xeod Moors.

=====
Hempen Thread [35F6]
=====

Thread made from the fibers of the hemp plant, widely found across the
Valerian Isles.

Sold in General Shops for 70 goth after CH2C-SB[3] Xeod Moors or CH2L-SB[2]
Xeod Moors.

=====
Woolen Thread [509D]
=====

Thread made from the hair of sheep and goats, widely cultivated across the
Valerian Isles.

Sold in General Shops for 90 goth after CH2C-SB[3] Xeod Moors or CH2L-SB[2]
Xeod Moors.

=====
Cotton Thread [87F9]
=====

Thread made from the fibers of the cotton plant, widely found across the
Valerian Isles.

Sold in General Shops for 110 goth after CH2C-SB[3] Xeod Moors or CH2L-SB[2]
Xeod Moors.

=====
Silken Thread [BC0F]
=====

Thread made from the cocoon of the silkworm. Rare in the Valerian Isles, most
silk is imported from the continent.

Sold in General Shops for 400 goth at the start of Chapter III, all routes.

=====

Silver Thread [C7DE]

=====

An ornamental thread made by winding silk with silver leaf.

Crafted using <Codex of Textiles>.

Materials:

Silken Thread	x 2	Silver Ingot	x 1
Baldur Ingot	x 1		

=====

Golden Thread [5E02]

=====

An ornamental thread made by winding silk with gold leaf.

Crafted using <Codex of Textiles>.

Materials:

Silken Thread	x 2	Golden Ingot	x 1
Baldur Ingot	x 1		

=====

Linen [64F1]

=====

Thin, sturdy cloth made by weaving hempen and cotton fibers.

Crafted using <Codex of Textiles>.

Materials:

Hempen Thread	x 2	Cotton Thread	x 2
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=====

Pincord [0AEC]

=====

Pile-woven ribbed fabric. A combination of wool and cotton makes this a thick fabric, excellent for jackets.

Crafted using <Codex of Textiles>.

Materials:

Woolen Thread	x 2	Cotton Thread	x 2
---------------	-----	---------------	-----

=====

Flannel [D74E]

=====

A flat, wool weave with excellent insulating properties, used in a wide variety of clothing.

Crafted using <Codex of Textiles>.

Materials:

Woolen Thread	x 3		
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=====

Velvet [7243]

=====

Pile-woven fabric of cotton and silk. Prized for its beautiful luster.

Phorampa Wildwood (Untrodden Marsh)
(01,09,07) Earth Dragon x 1
(03,09,07) Thunder Dragon x 1
(03,12,08) Cloud Dragon x 1
(03,14,08) Frost Dragon x 1
(05,03,04) Flood Dragon x 1
(06,07,07) Flame Dragon x 1

Phorampa Wildwood (Scenic Knoll)
(01,04,13) Flood Dragon x 1
(03,04,13) Thunder Dragon x 1
(04,02,12) Flame Dragon x 1
(05,15,16) Earth Dragon x 1
(10,03,09) Frost Dragon x 1
(12,03,09) Cloud Dragon x 1

Phorampa Wildwood (Land of the Supplicant)
(05,15,09) Cloud Dragon x 1
(05,16,10) Thunder Dragon x 1
(06,17,10) Flame Dragon x 1

=====

Beast Fang

[E97B]

=====

The fang from the mouth of a beast. Cuts like a sword.

Dropped from the following unit(s):

Madura Drift

(05,11,05) Frost Dragon x 1
(12,09,05) Frost Dragon x 1

Bahanna Highlands

(02,11,12) Flood Dragon x 1

Mount Hedon

(07,12,11) Flame Dragon x 1
(12,14,08) Flame Dragon x 1

Lambiss Hill

(07,08,24) Cloud Dragon x 1

Boulder Sands

(12,17,10) Earth Dragon x 1

Phorampa Wildwood (Field of Fallen Shadow)

(02,17,10) Frost Dragon x 1
(05,15,09) Flood Dragon x 1
(06,18,10) Thunder Dragon x 1
(06,21,10) Flame Dragon x 1
(10,20,10) Earth Dragon x 1
(13,20,10) Cloud Dragon x 1

Phorampa Wildwood (Untrodden Marsh)

(01,09,07) Earth Dragon x 1
(03,09,07) Thunder Dragon x 1
(03,12,08) Cloud Dragon x 1
(03,14,08) Frost Dragon x 1
(05,03,04) Flood Dragon x 1

(06,07,07) Flame Dragon x 1

Phorampa Wildwood (Scenic Knoll)

(01,04,13) Flood Dragon x 1
(03,04,13) Thunder Dragon x 1
(04,02,12) Flame Dragon x 1
(05,15,16) Earth Dragon x 1
(10,03,09) Frost Dragon x 1
(12,03,09) Cloud Dragon x 1

Phorampa Wildwood (Land of the Supplicant)

(05,15,09) Cloud Dragon x 1
(05,16,10) Thunder Dragon x 1
(06,17,10) Flame Dragon x 1

=====

Beast Claw

[FA78]

=====

A knife-like claw from the paw of a beast.

Dropped from the following unit(s):

Madura Drift

(07,09,05) Frost Dragon x 1
(16,08,04) Frost Dragon x 1

Bahanna Highlands

(11,09,07) Flood Dragon x 1

Mount Hedon

(09,08,08) Flame Dragon x 1
(11,00,03) Flame Dragon x 1

Lambiss Hill

(05,06,25) Cloud Dragon x 1

Boulder Sands

(16,17,09) Earth Dragon x 1

Phorampa Wildwood (Field of Fallen Shadow)

(02,17,10) Frost Dragon x 1
(05,15,09) Flood Dragon x 1
(06,18,10) Thunder Dragon x 1
(06,21,10) Flame Dragon x 1
(10,20,10) Earth Dragon x 1
(13,20,10) Cloud Dragon x 1

Phorampa Wildwood (Untrodden Marsh)

(01,09,07) Earth Dragon x 1
(03,09,07) Thunder Dragon x 1
(03,12,08) Cloud Dragon x 1
(03,14,08) Frost Dragon x 1
(05,03,04) Flood Dragon x 1
(06,07,07) Flame Dragon x 1

Phorampa Wildwood (Scenic Knoll)

(01,04,13) Flood Dragon x 1
(03,04,13) Thunder Dragon x 1
(04,02,12) Flame Dragon x 1
(05,15,16) Earth Dragon x 1

(10,03,09) Frost Dragon x 1
(12,03,09) Cloud Dragon x 1

Phorampa Wildwood (Land of the SupPLICant)

(05,15,09) Cloud Dragon x 1
(05,16,10) Thunder Dragon x 1
(06,17,10) Flame Dragon x 1

=====

WyrM Fang

[F862]

=====

A fang from a dragon's mouth. Particularly effective at cutting dragonhide.

Dropped from the following unit(s):

CH1N-SB[7] The Arkhaiopolis of Rhime
(07,05,10) Earth Dragon x 1

CH2C-SB[4] Lake Bordu
(13,07,04) Cloud Dragon x 1

CH2L-SB[3] Rhea Boum Aqueduct
(07,19,14) Beast Tamer x 1

Madura Drift
(03,13,06) Frost Dragon x 1
(09,12,06) Frost Dragon x 1

Bahanna Highlands
(01,14,12) Flood Dragon x 1
(14,08,05) Flood Dragon x 1

Mount Hedon
(01,09,14) Flame Dragon x 1
(10,13,10) Flame Dragon x 1

Lambiss Hill
(08,13,24) Cloud Dragon x 1

Boulder Sands
(14,20,09) Earth Dragon x 1

Phorampa Wildwood (Field of Fallen Shadow)
(03,06,02) Flood Dragon x 1
(04,08,04) Thunder Dragon x 1
(05,10,06) Flame Dragon x 1
(06,04,03) Cloud Dragon x 1
(09,04,05) Frost Dragon x 1
(11,05,07) Earth Dragon x 1

Phorampa Wildwood (Land of the SupPLICant)
(02,19,09) Frost Dragon x 1
(07,15,08) Earth Dragon x 1
(08,16,09) Flood Dragon x 1

=====

WyrM Claw

[2B8D]

=====

A claw from a dragon's hand. Particularly effective at cutting dragonhide.

Dropped from the following unit(s):

CH2C-SB[4] Lake Bordu	
(13,10,04) Flood Dragon	x 1
CH2L-SB[3] Rhea Boum Aqueduct	
(05,10,13) Beast Tamer	x 1
Madura Drift	
(05,11,05) Frost Dragon	x 1
(12,09,05) Frost Dragon	x 1
Bahanna Highlands	
(02,11,12) Flood Dragon	x 1
Mount Hedon	
(07,12,11) Flame Dragon	x 1
(12,14,08) Flame Dragon	x 1
Lambiss Hill	
(07,08,24) Cloud Dragon	x 1
Boulder Sands	
(12,17,10) Earth Dragon	x 1
Phorampa Wildwood (Field of Fallen Shadow)	
(03,06,02) Flood Dragon	x 1
(04,08,04) Thunder Dragon	x 1
(05,10,06) Flame Dragon	x 1
(06,04,03) Cloud Dragon	x 1
(09,04,05) Frost Dragon	x 1
(11,05,07) Earth Dragon	x 1
Phorampa Wildwood (Land of the Supplicant)	
(02,19,09) Frost Dragon	x 1
(07,15,08) Earth Dragon	x 1
(08,16,09) Flood Dragon	x 1

=====

Wyrn Scale

[8056]

=====

A scale from a dragon's carapace. Extremely durable, especially at fending off the attacks of other dragons.

Dropped from the following unit(s):

Madura Drift	
(06,14,07) Frost Dragon	x 1
(07,09,05) Frost Dragon	x 1
(16,08,04) Frost Dragon	x 1
(19,00,03) Frost Dragon	x 1
Bahanna Highlands	
(11,09,07) Flood Dragon	x 1
(17,08,05) Flood Dragon	x 1
Mount Hedon	
(01,16,16) Flame Dragon	x 1
(02,12,15) Flame Dragon	x 1
(09,08,08) Flame Dragon	x 1

(11,00,03)	Flame Dragon	x 1
The Vanessian Way		
(13,26,07)	Flame Dragon	x 1
(14,04,10)	Earth Dragon	x 1
Lambiss Hill		
(05,06,25)	Cloud Dragon	x 1
(05,10,24)	Cloud Dragon	x 1
(11,09,24)	Cloud Dragon	x 1
Tzorious Field		
(02,12,05)	Earth Dragon	x 1
(07,19,07)	Flame Dragon	x 1
(12,18,03)	Earth Dragon	x 1
Neimrahava Wood		
(10,01,02)	Dark Dragon	x 1
(13,14,05)	Earth Dragon	x 1
Boulder Sands		
(07,08,08)	Earth Dragon	x 1
(16,17,09)	Earth Dragon	x 1
Phorampa Wildwood (Field of Fallen Shadow)		
(03,06,02)	Flood Dragon	x 1
(04,08,04)	Thunder Dragon	x 1
(05,10,06)	Flame Dragon	x 1
(06,04,03)	Cloud Dragon	x 1
(09,04,05)	Frost Dragon	x 1
(11,05,07)	Earth Dragon	x 1
Phorampa Wildwood (Scenic Knoll)		
(04,12,17)	Thunder Dragon	x 1
(05,03,13)	Flame Dragon	x 1
(05,12,15)	Earth Dragon	x 1
(06,09,14)	Flood Dragon	x 1
(08,03,09)	Cloud Dragon	x 1
(11,01,09)	Frost Dragon	x 1
Phorampa Wildwood (Land of the Supplicant)		
(02,19,09)	Frost Dragon	x 1
(07,15,08)	Earth Dragon	x 1
(08,16,09)	Flood Dragon	x 1

 =====
 Wyrn Horn

[6B47]
 =====

The horn from the head of a dragon. Caked with the dried blood of countless victims.

 Dropped from the following unit(s):

Madura Drift		
(03,13,06)	Frost Dragon	x 1
(06,14,07)	Frost Dragon	x 1
(09,12,06)	Frost Dragon	x 1
(19,00,03)	Frost Dragon	x 1

Bahanna Highlands

(01,14,12)	Flood Dragon	x 1
(14,08,05)	Flood Dragon	x 1
(17,08,05)	Flood Dragon	x 1
Mount Hedon		
(01,09,14)	Flame Dragon	x 1
(01,16,16)	Flame Dragon	x 1
(02,12,15)	Flame Dragon	x 1
(10,13,10)	Flame Dragon	x 1
The Vanessian Way		
(13,26,07)	Flame Dragon	x 1
(14,04,10)	Earth Dragon	x 1
Lambiss Hill		
(05,10,24)	Cloud Dragon	x 1
(08,13,24)	Cloud Dragon	x 1
(11,09,24)	Cloud Dragon	x 1
Tzorious Field		
(02,12,05)	Earth Dragon	x 1
(07,19,07)	Flame Dragon	x 1
(12,18,03)	Earth Dragon	x 1
Neimrahava Wood		
(10,01,02)	Dark Dragon	x 1
(13,14,05)	Earth Dragon	x 1
Boulder Sands		
(07,08,08)	Earth Dragon	x 1
(14,20,09)	Earth Dragon	x 1
Phorampa Wildwood (Field of Fallen Shadow)		
(03,06,02)	Flood Dragon	x 1
(04,08,04)	Thunder Dragon	x 1
(05,10,06)	Flame Dragon	x 1
(06,04,03)	Cloud Dragon	x 1
(09,04,05)	Frost Dragon	x 1
(11,05,07)	Earth Dragon	x 1
Phorampa Wildwood (Scenic Knoll)		
(01,04,13)	Flood Dragon	x 1
(03,04,13)	Thunder Dragon	x 1
(04,02,12)	Flame Dragon	x 1
(04,12,17)	Thunder Dragon	x 1
(05,03,13)	Flame Dragon	x 1
(05,12,15)	Earth Dragon	x 1
(05,15,16)	Earth Dragon	x 1
(06,09,14)	Flood Dragon	x 1
(08,03,09)	Cloud Dragon	x 1
(10,03,09)	Frost Dragon	x 1
(11,01,09)	Frost Dragon	x 1
(12,03,09)	Cloud Dragon	x 1

 =====
 Wyrms Whisker

[65E0]
 =====

A hard whisker taken from a dragon's chin. Strong enough to leave a mark when raked across a shield of steel.

Dropped from the following unit(s):

Madura Drift

(05,11,05)	Frost Dragon	x 1
(06,14,07)	Frost Dragon	x 1
(12,09,05)	Frost Dragon	x 1
(19,00,03)	Frost Dragon	x 1

Bahanna Highlands

(02,11,12)	Flood Dragon	x 1
(17,08,05)	Flood Dragon	x 1

Mount Hedon

(01,16,16)	Flame Dragon	x 1
(02,12,15)	Flame Dragon	x 1
(07,12,11)	Flame Dragon	x 1
(12,14,08)	Flame Dragon	x 1

The Vanessian Way

(13,26,07)	Flame Dragon	x 1
(14,04,10)	Earth Dragon	x 1

Lambiss Hill

(05,10,24)	Cloud Dragon	x 1
(07,08,24)	Cloud Dragon	x 1
(11,09,24)	Cloud Dragon	x 1

Tzorious Field

(02,12,05)	Earth Dragon	x 1
(07,19,07)	Flame Dragon	x 1
(12,18,03)	Earth Dragon	x 1

Neimrahava Wood

(10,01,02)	Dark Dragon	x 1
(13,14,05)	Earth Dragon	x 1

Boulder Sands

(07,08,08)	Earth Dragon	x 1
(12,17,10)	Earth Dragon	x 1

Phorampa Wildwood (Scenic Knoll)

(04,12,17)	Thunder Dragon	x 1
(05,03,13)	Flame Dragon	x 1
(05,12,15)	Earth Dragon	x 1
(06,09,14)	Flood Dragon	x 1
(08,03,09)	Cloud Dragon	x 1
(11,01,09)	Frost Dragon	x 1

Qadriga Fortress (Sanctum of Nestharot)

(17,07,05)	Xolotl	x 1
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=====

Wyrms Thighbone

[EBD9]

=====

Bone taken from the body of a dragon. Dried and used for crafting weapons and armor.

Dropped from the following unit(s):

Madura Drift

(06,14,07) Frost Dragon x 1
(07,09,05) Frost Dragon x 1
(16,08,04) Frost Dragon x 1
(19,00,03) Frost Dragon x 1

Bahanna Highlands

(11,09,07) Flood Dragon x 1
(17,08,05) Flood Dragon x 1

Mount Hedon

(01,16,16) Flame Dragon x 1
(02,12,15) Flame Dragon x 1
(09,08,08) Flame Dragon x 1
(11,00,03) Flame Dragon x 1

The Vanessian Way

(13,26,07) Flame Dragon x 1
(14,04,10) Earth Dragon x 1

Lambiss Hill

(05,06,25) Cloud Dragon x 1
(05,10,24) Cloud Dragon x 1
(11,09,24) Cloud Dragon x 1

Tzorious Field

(02,12,05) Earth Dragon x 1
(07,19,07) Flame Dragon x 1
(12,18,03) Earth Dragon x 1

Neimrahava Wood

(10,01,02) Dark Dragon x 1
(13,14,05) Earth Dragon x 1

Boulder Sands

(07,08,08) Earth Dragon x 1
(16,17,09) Earth Dragon x 1

Phorampa Wildwood (Scenic Knoll)

(04,12,17) Thunder Dragon x 1
(05,03,13) Flame Dragon x 1
(05,12,15) Earth Dragon x 1
(06,09,14) Flood Dragon x 1
(08,03,09) Cloud Dragon x 1
(11,01,09) Frost Dragon x 1

=====

Tooth & Claw

[C0B3]

=====

This tooth and claw taken from a demonic hound exude an unsettling aura.

Dropped from the following unit(s):

The Psonji Weald

(03,11,04) Patriarch x 1
(06,12,04) Warrior x 1
(08,10,04) Hoplite x 1
(08,13,04) Berserker x 1

Belmorose Highwilds

(01,03,06) Witch x 1

(16,09,03) Matriarch x 1
(19,04,03) Juggernaut x 1

Bortegun Fens

(00,00,06) Warrior x 1
(07,09,03) Berserker x 1
(15,08,03) Terror Knight x 1

Iorumza Canyon

(12,08,05) Hoplite x 1
(14,05,03) Warrior x 1
(14,09,05) Patriarch x 1
(15,02,04) Terror Knight x 1

Phorampa Wildwood (Land of the Supplicant)

(12,19,10) Gryphon x 1
(14,18,10) Gryphon x 1
(15,19,10) Gryphon x 1

Unicorn Horn

[ECA3]

The legendary unicorn horn. As unicorns are never seen, there is some doubt as to its authenticity.

Dropped from the following unit(s):

Lake Bordu

(01,02,06) Gryphon x 1
(02,11,07) Gryphon x 1
(14,03,03) Gryphon x 1
(20,10,04) Gryphon x 1

Madura Drift

(02,05,08) Gryphon x 1
(03,03,06) Cockatrice x 1

The Vanessan Way

(05,18,15) Cockatrice x 1
(08,02,15) Cockatrice x 1

Phorampa Wildwood (Whisper of Leaf and Water)

(06,14,07) Cockatrice x 1
(08,13,05) Cockatrice x 1
(09,18,04) Cockatrice x 1
(11,19,04) Cockatrice x 1

Phorampa Wildwood (Land of the Supplicant)

(12,19,10) Gryphon x 1
(14,18,10) Gryphon x 1
(15,19,10) Gryphon x 1

Enchanted Feather

[E751]

Feather taken from a gryphon or cockatrice. Its vibrant colors make it excellent for ornamental use.

Dropped from the following unit(s):

CH2C-SB[7] Qadriga Fortress (Qadriga Fortress)

(07,02,07) Cockatrice x 1
(07,03,12) Cockatrice x 1

CH2C-SB[8] Ndamsa Fortress (Ndamsa Fortress)

(04,03,10) Gryphon x 1
(06,00,05) Gryphon x 1

Lake Bordu

(01,02,06) Gryphon x 1
(02,11,07) Gryphon x 1
(14,03,03) Gryphon x 1
(20,10,04) Gryphon x 1

Madura Drift

(02,05,08) Gryphon x 1
(03,03,06) Cockatrice x 1

Phorampa Wildwood (Adventurer's Gap)

(02,14,16) Gryphon x 1
(04,14,09) Gryphon x 1
(05,17,15) Gryphon x 1
(11,14,09) Gryphon x 1

Phorampa Wildwood (Snowmelt Stream)

(08,12,06) Gryphon x 1
(09,10,05) Gryphon x 1
(09,17,07) Gryphon x 1
(10,12,06) Gryphon x 1

Ndamsa Fortress (Sanctum of Hahnela)

(02,04,19) Vainateya x 1

Lhazan Fortress (Sanctum of Lyuneram)

(07,28,20) Lygenstzel x 1

===== [5271] =====

Petrified hunk of wood taken from the ancient World Tree, Yggdrasil. Harder than any rock.

Dropped from the following unit(s):

Lake Bordu

(09,01,03) Octopus x 1
(12,01,03) Octopus x 1
(16,01,03) Octopus x 1
(19,02,03) Octopus x 1

Rhea Boum Aqueduct

(06,07,10) Octopus x 1
(06,16,12) Octopus x 1
(09,13,11) Octopus x 1
(16,13,09) Octopus x 1

The Leupha Coast

(13,17,03) Octopus x 1
(14,23,03) Octopus x 1
(15,04,03) Kraken x 1

(15,12,03) Octopus x 1

Phorampa Wildwood (Untrodden Marsh)

(04,01,03) Octopus x 2

(05,06,04) Octopus x 2

(06,15,08) Octopus x 2

Phorampa Wildwood (The Feral Shore)

(12,02,03) Octopus x 2

(12,04,03) Octopus x 2

(13,06,03) Octopus x 2

Phorampa Wildwood (Gunagua Headwater)

(15,06,03) Octopus x 2

(18,03,03) Octopus x 2

(19,05,03) Octopus x 2

(21,02,03) Octopus x 2

Geyld Fortress (Sanctum of Greuza)

(05,05,09) Tlaloc x 1

SE[2] The Leupha Coast

(10,25,03) Octopus x 1

(12,29,03) Octopus x 1

(14,23,03) Octopus x 1

(16,29,03) Kraken x 1

Ancient Bone

[DEOC]

The petrified remnants of a demon summoned from the abyss and defeated in the great Ogre Battle.

Dropped from the following unit(s):

Lake Bordu

(01,13,08) Cyclops x 1

(01,13,08) Cyclops x 1

(05,04,05) Cyclops x 1

(05,04,05) Cyclops x 1

(09,05,03) Cyclops x 1

(09,05,03) Cyclops x 1

(19,07,04) Cyclops x 1

(19,07,04) Cyclops x 1

Orichalcum

[6ACB]

This fabled metal gives off a faint, greenish glow. Impossible to make with existing alchemical or magical techniques.

Dropped from the following unit(s):

Gecho Fortress (Sanctum of Vaasa)

(20,03,03) Nathalork x 1

Palace of the Dead (Palace of the Dead - Level 55)

(06,17,13) Onyx Dragon x 1

Palace of the Dead (Palace of the Dead - Level 61)

(19,10,07) Baldur Golem x 1

Palace of the Dead (Palace of the Dead - Level 72)
 (05,16,18) Warlock x 1

HG[1] Palace of the Dead (Palace of the Dead - Level 86)
 (07,20,16) Vija x 1

HG[2] The Pirate's Graveyard (Memories of Turquoise)
 (07,19,12) Enja x 1

HG[3] Phorampa Wildwood (Heart of the Wildwood)
 (09,14,09) Maitreya x 1

HG[4] Palace of the Dead (Palace of the Dead - Level 96)
 (09,11,16) Ijana x 1

HG[5] Palace of the Dead (Palace of the Dead - Level 93)
 (20,25,13) Chandra x 1

HG[6] San Bronsa Ruins (Floating Ruins - Level 4)
 (04,18,21) Vayu x 1

HG[7] Phorampa Wildwood (Wonder at the Gods Above)
 (08,17,21) Indra x 1

HG[8] San Bronsa Ruins (Floating Ruins - Level 8)
 (13,12,24) Rakshas x 1

HG[9] Palace of the Dead (Palace of the Dead - Level 77)
 (04,23,22) Ahurama x 1

HG[10] Palace of the Dead (Palace of the Dead - Level 89)
 (05,08,20) Asurama x 1

HG[11] San Bronsa Ruins (Floating Ruins - Central Garden)
 (10,19,15) Aditi x 1

HG[12] San Bronsa Ruins (Floating Ruins - Level 14)
 (03,12,31) Saranga x 1

 =====
 Daedalus Pinion

[609F]
 =====

A gear fashioned by the master smith of the ancient Dragon Lords. Several different sizes and shapes of these are known to exist, though they are impossible to make with current techniques.

Dropped from the following unit(s):

CH4-SQ[17.8] Palace of the Dead (Palace - Altar of the Beyond)
 (08,07,08) Lich Nybeth x 1

Palace of the Dead (Palace of the Dead - Level 67)
 (14,21,15) Iron Golem x 1

Palace of the Dead (Palace of the Dead - Level 75)
 (03,22,14) Iron Golem x 1

HG[1] Palace of the Dead (Palace of the Dead - Level 86)

(07,20,16) Vija x 1

HG[2] The Pirate's Graveyard (Memories of Turquoise)
(07,19,12) Enja x 1

HG[3] Phorampa Wildwood (Heart of the Wildwood)
(09,14,09) Maitreya x 1

HG[4] Palace of the Dead (Palace of the Dead - Level 96)
(09,11,16) Ijana x 1

HG[5] Palace of the Dead (Palace of the Dead - Level 93)
(20,25,13) Chandra x 1

HG[6] San Bronsa Ruins (Floating Ruins - Level 4)
(04,18,21) Vayu x 1

HG[7] Phorampa Wildwood (Wonder at the Gods Above)
(08,17,21) Indra x 1

HG[8] San Bronsa Ruins (Floating Ruins - Level 8)
(13,12,24) Rakshas x 1

HG[9] Palace of the Dead (Palace of the Dead - Level 77)
(04,23,22) Ahurama x 1

HG[10] Palace of the Dead (Palace of the Dead - Level 89)
(05,08,20) Asurama x 1

HG[11] San Bronsa Ruins (Floating Ruins - Central Garden)
(10,19,15) Aditi x 1

HG[12] San Bronsa Ruins (Floating Ruins - Level 14)
(03,12,31) Saranga x 1

=====

Daedalus Rack

[0F84]

=====

A straight line-gear made by the master smith of the ancient Dragon Lords.
Several different lengths are known to exist, though they are impossible to
make with current techniques.

Dropped from the following unit(s):

CH4-SQ[17.8] Palace of the Dead (Palace - Altar of the Beyond)
(08,07,08) Lich Nybeth x 1

Palace of the Dead (Palace of the Dead - Level 57)
(13,14,14) Necromancer x 1

Palace of the Dead (Palace of the Dead - Level 62)
(28,02,02) Necromancer x 1

HG[1] Palace of the Dead (Palace of the Dead - Level 86)
(07,20,16) Vija x 1

HG[2] The Pirate's Graveyard (Memories of Turquoise)
(07,19,12) Enja x 1

HG[3] Phorampa Wildwood (Heart of the Wildwood)

(09,14,09) Maitreya x 1

HG[4] Palace of the Dead (Palace of the Dead - Level 96)
 (09,11,16) Ijana x 1

HG[5] Palace of the Dead (Palace of the Dead - Level 93)
 (20,25,13) Chandra x 1

HG[6] San Bronsa Ruins (Floating Ruins - Level 4)
 (04,18,21) Vayu x 1

HG[7] Phorampa Wildwood (Wonder at the Gods Above)
 (08,17,21) Indra x 1

HG[8] San Bronsa Ruins (Floating Ruins - Level 8)
 (13,12,24) Rakshas x 1

HG[9] Palace of the Dead (Palace of the Dead - Level 77)
 (04,23,22) Ahurama x 1

HG[10] Palace of the Dead (Palace of the Dead - Level 89)
 (05,08,20) Asurama x 1

HG[11] San Bronsa Ruins (Floating Ruins - Central Garden)
 (10,19,15) Aditi x 1

HG[12] San Bronsa Ruins (Floating Ruins - Level 14)
 (03,12,31) Saranga x 1

 =====
 R e c i p e s [487B]
 =====

Items that enable the synthesis of new items. Requires ingredients.

<Melee Weapons I> [7BA5]
 <Melee Weapons II> [7284]
 <The Fist> [654C]
 <Fist Enchiridion> [CA8B]
 <The Blade> [05FC]
 <Dagger Enchiridion> [B8AC]
 <Sword Enchiridion> [427D]
 <2-H Sword Enchiridion> [AE38]
 <Axe, Spear & Hammer> [A289]
 <Axe Enchiridion> [15BA]
 <Spear Enchiridion> [B1A8]
 <Hammer Enchiridion> [54C8]
 <The Katana> [D81E]
 <Katana Enchiridion> [2D0F]
 <2-H Katana Enchiridion> [5910]
 <Cudgel & Whip> [1508]
 <Cudgel Enchiridion> [AC8D]
 <Whip Enchiridion> [1B6E]
 <Transcription> [E975]
 <Musical Instruments I> [0D92]
 <Musical Instruments II> [EC2A]
 <Ranged Weapons I> [F3C7]
 <Ranged Weapons II> [F02A]
 <Ways of Gerges> [486F]

<The Bow>	[19B4]
<Bow Enchiridion>	[EF05]
<The Crossbow>	[F8A6]
<Crossbow Enchiridion>	[DE60]
<The Fusil>	[F7C8]
<Fusil Enchiridion>	[0A47]
<Thrown Weapons I>	[65BA]
<Thrown Weapons II>	[5D06]
<Smithing Armor I>	[573A]
<Smithing Armor II>	[D279]
<Armorcraft>	[586A]
<Shieldcraft>	[8B6A]
<Shield Enchiridion>	[87C5]
<Helm Enchiridion>	[8DA4]
<Body Armor Enchiridion>	[8DE0]
<Armguard Enchiridion>	[ED8C]
<Legguard Enchiridion>	[7E24]
<Codex of Jewelry I>	[1CE7]
<Codex of Jewelry II>	[489C]
<Codex of Jewelry III>	[2FBE]
<Codex of Jewelry IV>	[0476]
<Codex of Ores>	[3204]
<Codex of Gems>	[0BF9]
<Codex of Timber>	[29C4]
<Codex of Textiles>	[36D9]
<On Medicine I>	[081C]
<On Medicine II>	[7FC8]
<Secrets of the Master>	[D457]

<Melee Weapons I> [7BA5]

Crafting recipe. Allows the crafting and strengthening of a variety of melee weapons. For the novice crafter.

Sold in General Shops for 1000 goth after CH2C-SB[3] Xeod Moors or CH2L-SB[2] Xeod Moors.

<Melee Weapons II> [7284]

Crafting recipe. Allows the crafting and strengthening of a variety of melee weapons. For the intermediate crafter.

Sold in General Shops for 2000 goth at the start of Chapter III, all routes.

<The Fist> [654C]

Crafting recipe. Allows the crafting and strengthening of fist weapons. For the expert crafter.

Dropped from the following unit(s):

CH4-SQ[11.2] Boed Fortress (Sanctum of Xoshonell)
(09,16,08) Ifrit x 1 (Lv.~32)

CH4-SQ[12.2] Ndamsa Fortress (Sanctum of Hahnela)
(02,04,19) Vainateya x 1

=====

<Fist Enchiridion>

[CA8B]

=====

Crafting recipe thought to have been written by the ancient Dragon Lords.
Allows the crafting and strengthening of fist weapons. For the superior crafter.

Dropped from the following unit(s):

Phorampa Wildwood (Heart of the Wildwood)
(01,01,05) Warrior x 1 (Lv.20~)

=====

<The Blade>

[05FC]

=====

Crafting recipe. Allows the crafting and strengthening of daggers, one-handed swords, and two-handed swords. For the expert crafter.

Dropped from the following unit(s):

CH4-SQ[16.2] Qadriga Fortress (Sanctum of Nestharot)
(17,07,05) Xolotl x 1

=====

<Dagger Enchiridion>

[B8AC]

=====

Crafting recipe thought to have been written by the ancient Dragon Lords.
Allows the crafting and strengthening of daggers. For the superior crafter.

Dropped from the following unit(s):

Gecho Fortress (Temple of Vaasa, 3rd Descent)
(13,14,08) Rogue x 1

=====

<Sword Enchiridion>

[427D]

=====

Crafting recipe thought to have been written by the ancient Dragon Lords.
Allows the crafting and strengthening of one-handed swords. For the superior crafter.

Dropped from the following unit(s):

Ndamsa Fortress (Temple of Hahnela, 4th Descent)
(03,16,12) Knight x 1

=====

<2-H Sword Enchiridion>

[AE38]

=====

Crafting recipe thought to have been written by the ancient Dragon Lords.
Allows the crafting and strengthening of two-handed swords. For the superior crafter.

Dropped from the following unit(s):

Phorampa Wildwood (Land of the Supplicant)
(06,19,10) Terror Knight x 1 (Lv.20~)

=====
<Axe, Spear & Hammer> [A289]
=====

Crafting recipe. Allows the crafting and strengthening of axes, spears, and hammers. For the expert crafter.

Dropped from the following unit(s):
CH4-SQ[14.2] Geyld Fortress (Sanctum of Greuza)
(05,05,09) Tlaloc x 1

=====
<Axe Enchiridion> [15BA]
=====

Crafting recipe thought to have been written by the ancient Dragon Lords. Allows the crafting and strengthening of axes. For the superior crafter.

Dropped from the following unit(s):
Phorampa Wildwood (Whisper of Leaf and Water)
(04,19,08) Beast Tamer x 1 (Lv.17~)

=====
<Spear Enchiridion> [B1A8]
=====

Crafting recipe thought to have been written by the ancient Dragon Lords. Allows the crafting and strengthening of spears. For the superior crafter.

Dropped from the following unit(s):
Phorampa Wildwood (Gunagua Headwater)
(18,08,03) Rune Fencer x 1 (Lv.17~)

=====
<Hammer Enchiridion> [54C8]
=====

Crafting recipe thought to have been written by the ancient Dragon Lords. Allows the crafting and strengthening of hammers. For the superior crafter.

Dropped from the following unit(s):
The Pirate's Graveyard (Into the Darkness)
(05,08,11) Knight x 1

=====
<The Katana> [D81E]
=====

Crafting recipe. Allows the crafting and strengthening of one-handed and two-handed katana. For the expert crafter.

Dropped from the following unit(s):
CH4-SQ[14.2] Geyld Fortress (Sanctum of Greuza)
(05,05,09) Tlaloc x 1

=====
<Katana Enchiridion> [2D0F]
=====

Crafting recipe thought to have been written by the ancient Dragon Lords. Allows the crafting and strengthening of one-handed katana. For the superior

crafter.

Dropped from the following unit(s):

Phorampa Wildwood (Lie Down in Green Pastures)
(13,11,03) Ninja x 1 (Lv.17~)

=====

<2-H Katana Enchiridion> [5910]

Crafting recipe thought to have been written by the ancient Dragon Lords.
Allows the crafting and strengthening of two-handed katana. For the superior crafter.

Dropped from the following unit(s):

Phorampa Wildwood (The Frostfen)
(01,07,08) Swordmaster x 1 (Lv.17~)

=====

<Cudgel & Whip> [1508]

Crafting recipe. Allows the crafting and strengthening of cudgels and whips.
For the expert crafter.

Dropped from the following unit(s):

CH4-SQ[16.2] Qadriga Fortress (Sanctum of Nestharot)
(17,07,05) Xolotl x 1

=====

<Cudgel Enchiridion> [AC8D]

Crafting recipe thought to have been written by the ancient Dragon Lords.
Allows the crafting and strengthening of cudgels. For the superior crafter.

Dropped from the following unit(s):

Lhazan Fortress (Temple of Lyuneram, 4th Descent)
(02,01,09) Gorgon x 1

=====

<Whip Enchiridion> [1B6E]

Crafting recipe thought to have been written by the ancient Dragon Lords.
Allows the crafting and strengthening of whips. For the superior crafter.

Dropped from the following unit(s):

Phorampa Wildwood (Scenic Knoll)
(02,15,17) Beast Tamer x 1 (Lv.20~)

=====

<Transcription> [E975]

Crafting recipe. Allows the transcribing of a variety of spellbooks. For the expert crafter.

Dropped from the following unit(s):

Palace of the Dead (Palace of the Dead - Level 23)

<Musical Instruments I>

[0D92]

Crafting recipe. Allows the crafting and strengthening of instruments. For the novice crafter.

Sold in General Shops for 100 goth after CODA-SB[5] The Arkhaiopolis of Rhime (Torakoria Way) and visiting San Bronsa Ruins.

Dropped from the following unit(s):

San Bronsa Ruins (Tower of Law Eternal - Level 2)
(01,09,25) Familiar x 1

San Bronsa Ruins (Tower of Law Eternal - Level 3)
(02,06,25) Berserker x 1
(13,15,25) Berserker x 1

San Bronsa Ruins (Tower of Law Eternal - Level 5)
(11,14,17) Rogue x 1
(14,13,18) Rogue x 1

San Bronsa Ruins (Tower of Law Eternal - Level 6)
(09,02,15) Archer x 1

San Bronsa Ruins (Tower of Law Eternal - Level 8)
(04,03,12) Warrior x 1
(06,03,12) Warrior x 1

San Bronsa Ruins (Tower of Law Eternal - Level 9)
(02,27,20) Enchantress x 1

<Musical Instruments II>

[EC2A]

Crafting recipe. Allows the crafting and strengthening of instruments. For the expert crafter.

Dropped from the following unit(s):

San Bronsa Ruins (Floating Ruins - Level 1)
(19,08,14) Matriarch x 1

<Ranged Weapons I>

[F3C7]

Crafting recipe. Allows the crafting and strengthening of ranged weapons. For the novice crafter.

Sold in General Shops for 1000 goth after CH2C-SB[3] Xeod Moors or CH2L-SB[2] Xeod Moors.

<Ranged Weapons II>

[F02A]

Crafting recipe. Allows the crafting and strengthening of ranged weapons. For

the intermediate crafter.

Sold in General Shops for 2000 goth at the start of Chapter III, all routes.

=====
<Ways of Gerges>

[486F]

Crafting recipe. A detailed description of the Gerges tribe's techniques for strengthening blowguns. For the novice to intermediate crafter.

Dropped from the following unit(s):

CH2C-SB[7] Qadriga Fortress (Qadriga Fortress)
(04,09,19) Berserker Darza x 1

CH2L-SB[6] Qadriga Fortress (Qadriga Fortress)
(04,09,19) Berserker Darza x 1

=====
<The Bow>

[19B4]

Crafting recipe. Allows the crafting and strengthening of bows. For the expert crafter.

Dropped from the following unit(s):

CH4-SQ[13.2] Gecho Fortress (Sanctum of Vaasa)
(20,03,03) Nathalork x 1

=====
<Bow Enchiridion>

[EF05]

Crafting recipe thought to have been written by the ancient Dragon Lords. Allows the crafting and strengthening of bows. For the superior crafter.

Dropped from the following unit(s):

Phorampa Wildwood (Wonder at the Gods Above)
(02,14,20) Archer x 1 (Lv.20~)

=====
<The Crossbow>

[F8A6]

Crafting recipe. Allows the crafting and strengthening of crossbows. For the expert crafter.

Dropped from the following unit(s):

CH4-SQ[12.2] Ndamsa Fortress (Sanctum of Hahnela)
(02,04,19) Vainateya x 1

=====
<Crossbow Enchiridion>

[DE60]

Crafting recipe thought to have been written by the ancient Dragon Lords. Allows the crafting and strengthening of crossbows. For the superior crafter.

Dropped from the following unit(s):

Palace of the Dead (Palace of the Dead - Level 22)

<The Fusil>

[F7C8]

Crafting recipe. Carried in secret from the Fusilier's Guild of Balboede, this teaches the crafting of fusils. For the intermediate to expert crafter.

Dropped from the following unit(s):

- CH4-SQ[8.2] Grimsby
- (09,05,13) Templar (Terror Knight) x 1

<Fusil Enchiridion>

[0A47]

Crafting recipe. Carried in secret from the Fusilier's Guild of Balboede, this teaches the strengthening of fusils. For the intermediate to expert crafter.

Dropped from the following unit(s):

- Boed Fortress (Temple of Xoshonell, 4th Descent)
- (04,02,15) Fusilier x 1

<Thrown Weapons I>

[65BA]

Crafting recipe. Allows the crafting and strengthening of thrown weapons. For the expert crafter.

Dropped from the following unit(s):

- Palace of the Dead (Palace of the Dead - Level 10)
- (14,04,15) Beast Tamer x 1

<Thrown Weapons II>

[5D06]

Crafting recipe. Allows the crafting and strengthening of thrown weapons. For the superior crafter.

Dropped from the following unit(s):

- CH4-SQ[15.2] Lhazan Fortress (Sanctum of Lyuneram)
- (07,28,20) Lygenstzel x 1

<Smithing Armor I>

[573A]

Crafting recipe. Allows the crafting and strengthening of a variety of armor. For the novice crafter.

Sold in General Shops for 1000 goth after CH2C-SB[3] Xeod Moors or CH2L-SB[2] Xeod Moors.

<Smithing Armor II>

[D279]

=====
Crafting recipe. Allows the crafting and strengthening of a variety of armor.
For the intermediate crafter.

Sold in General Shops for 2000 goth at the start of Chapter III, all routes.

=====
<Armorcraft> [586A]
=====

Crafting recipe. Allows the crafting and strengthening of a variety of armor.
For the expert crafter.

Dropped from the following unit(s):

CH4-SQ[11.2] Boed Fortress (Sanctum of Xoshonell)
(09,16,08) Ifrit x 1 (Lv.~32)

CH4-SQ[13.2] Gecho Fortress (Sanctum of Vaasa)
(20,03,03) Nathalork x 1

=====
<Shieldcraft> [8B6A]
=====

Crafting recipe. Allows the crafting and strengthening of shields. For the
expert crafter.

Dropped from the following unit(s):

CH4-SQ[11.2] Boed Fortress (Sanctum of Xoshonell)
(09,16,08) Ifrit x 1 (Lv.33~)

=====
<Shield Enchiridion> [87C5]
=====

Crafting recipe thought to have been written by the ancient Dragon Lords.
Allows the crafting and strengthening of shields. For the superior crafter.

Dropped from the following unit(s):

Geyld Fortress (Temple of Greuza, 4th Descent)
(07,07,12) Hoplite x 1

=====
<Helm Enchiridion> [8DA4]
=====

Crafting recipe thought to have been written by the ancient Dragon Lords.
Allows the crafting and strengthening of helms. For the superior crafter.

Dropped from the following unit(s):

Qadriga Fortress (Temple of Nestharot, 4th Descent)
(02,14,13) Cleric x 1

=====
<Body Armor Enchiridion> [8DE0]
=====

Crafting recipe thought to have been written by the ancient Dragon Lords.
Allows the crafting and strengthening of body armor. For the superior
crafter.

Dropped from the following unit(s):

The Pirate's Graveyard (Midline Rift)
(02,09,09) Blood Gavial x 1

=====
<Armguard Enchiridion> [ED8C]
=====

Crafting recipe thought to have been written by the ancient Dragon Lords.
Allows the crafting and strengthening of armguards. For the superior crafter.

Dropped from the following unit(s):

Palace of the Dead (Palace of the Dead - Level 20)
(10,09,11) Hoplite x 1

=====
<Legguard Enchiridion> [7E24]
=====

Crafting recipe thought to have been written by the ancient Dragon Lords.
Allows the crafting and strengthening of legguards. For the superior crafter.

Dropped from the following unit(s):

The Pirate's Graveyard (Bosom of the Sea God)
(02,21,21) Hoplite x 1

=====
<Codex of Jewelry I> [1CE7]
=====

Crafting recipe. Allows the crafting jewelry. For the novice to intermediate crafter.

Sold in General Shops for 1500 goth after CH2C-SB[3] Xeod Moors or CH2L-SB[2] Xeod Moors.

=====
<Codex of Jewelry II> [489C]
=====

Crafting recipe. Allows the crafting jewelry. For the novice to intermediate crafter.

Sold in General Shops for 3000 goth at the start of Chapter III, all routes.

=====
<Codex of Jewelry III> [2FBE]
=====

Crafting recipe. Allows the crafting jewelry. For the intermediate to expert crafter.

Dropped from the following unit(s):

CH4-SQ[11.2] Boed Fortress (Sanctum of Xoshonell)
(09,16,08) Ifrit x 1 (Lv.33~)

=====
<Codex of Jewelry IV> [0476]
=====

=====
Crafting recipe. Allows the crafting jewelry. For the expert to superior crafter.

Dropped from the following unit(s):

CH4-SQ[15.2] Lhazan Fortress (Sanctum of Lyuneram)
(07,28,20) Lygenstzel x 1

=====
<Codex of Ores> [3204]
=====

Crafting recipe. Allows the extraction and refinement of a variety of ores and the production of ingots.

Sold in General Shops for 800 goth after CH2C-SB[3] Xeod Moors or CH2L-SB[2] Xeod Moors.

=====
<Codex of Gems> [0BF9]
=====

Crafting recipe. Allows the cutting, polishing, and processing of jewels from krystallos and gemstones.

Dropped from the following unit(s):

CH3N-SB[12A] Phidoch Castle (Phidoch South Curtain Wall)
(04,10,18) Enchantress Vestiarri x 1

CH3N-SB[12B] Phidoch Castle (Phidoch West Curtain Wall)
(08,19,20) Swordmaster Mercure x 1

CH3C-SB[15A] Phidoch Castle (Phidoch South Curtain Wall)
(04,10,18) Enchantress Vestiarri x 1

CH3C-SB[15B] Phidoch Castle (Phidoch West Curtain Wall)
(08,19,20) Swordmaster Mercure x 1

CH3L-SB[14A] Phidoch Castle (Phidoch South Curtain Wall)
(04,10,18) Enchantress Vestiarri x 1

CH3L-SB[14B] Phidoch Castle (Phidoch West Curtain Wall)
(08,19,20) Swordmaster Mercure x 1

=====
<Codex of Timber> [29C4]
=====

Crafting recipe. Allows the production of a variety of lumber from logs.

Sold in General Shops for 600 goth after CH2C-SB[3] Xeod Moors or CH2L-SB[2] Xeod Moors.

=====
<Codex of Textiles> [36D9]
=====

Crafting recipe. Allows the production of cloth from a variety of fibers and the processing of beasthides.

Sold in General Shops for 700 goth after CH2C-SB[3] Xeod Moors or CH2L-SB[2] Xeod Moors.

=====
<On Medicine I> [081C]
=====

Crafting recipe. Allows the concoction of a variety of medicinal compounds.
For the novice to intermediate apothecary.

Sold in General Shops for 1000 goth after CH2C-SB[6] Krysaros or CH2L-SB[6] Qadriga Fortress.

Dropped from the following unit(s):

CH2C-SB[3] Xeod Moors
(10,19,03) Rune Fencer Vance x 1

CH2L-SB[4] Port Asyton
(16,06,05) Cleric Nadia x 1

=====
<On Medicine II> [7FC8]
=====

Crafting recipe. Allows the concoction of a variety of medicinal compounds.
For the expert to superior apothecary.

Dropped from the following unit(s):

CH2C-SB[11] Almorica Castle (The Gates of Almorica)
(05,07,11) Sorceress Ramidos x 1

CH2L-SB[11] Almorica Castle (Almorica Passageway)
(03,05,07) Terror Knight Marino x 1

=====
<Secrets of the Master> [D457]
=====

Crafting recipe. A collection of knowledge concerning the techniques used by Daedalus, master smith of the ancient Dragon Lords, compiled by his disciples. For the superior crafter.

Dropped from the following unit(s):

CH4-SQ[17.8] Palace of the Dead (Palace - Altar of the Beyond)
(08,07,08) Lich Nybeth x 1

=====
S h o p s [4B0D]
=====

Purchase arms and arcana, sell unnecessary items, hire units, and craft items. Shops update with new inventory after certain conditions are met.

Worrying about item availability at shops is only a one-time deal. As you progress through the game, the items that become available will remain available forever, even after traveling back in time using the World Tarot. However, in the chance that a first-time player wants to know the details ahead of time, or if a veteran player wants a fresh start with this knowledge at hand, I've attempted to document this information regardless of the

reason.

General Shops	[BAF2]
Deneb's Shop	[C26A]
Palace of the Dead Shop	[91F6]
Palace of the Dead and Deneb's Shop	[B8C7]
Auction	[E32F]

=====
General Shops [BAF2]
=====

General shops are shops that appear at any kingdom or town. Available shortly after the first few story battles, they offer the largest inventory of items.

Available at the start of the game.

[Fists]

Leather Caestus	1400
Bronze Knuckles	2100

[Daggers]

Sticker	900
Battle Knife	1500

[Swords (1H)]

Short Sword	1000
Gladius	1400

[Swords (2H)]

Broadsword	1400
Viking Sword	1900

[Axes]

Hand Axe	1000
----------	------

[Spears]

Bronze Spear	1300
--------------	------

[Hammers]

Halt Hammer	1200
-------------	------

[Cudgels]

Sibyl's Staff	800
---------------	-----

[Blowguns]

Gerges Blowgun	1500
----------------	------

[Bows]

Shortbow	1000
Great Bow	1600

[Crossbows]

Crossbow	1000
----------	------

[Shields]

Buckler	1500
Pelta	2200

[Helms]

Circlet	1300
---------	------

[Body Armor]

Robe	500
Leather Armor	500
Chainmail	700

[Armguards]

Leather Gloves	500
Leather Sleeves	800

[Legguards]

Linen Slops	400
Leather Leggings	700

[Jewelry]

Warrior's Ring	1400
Defender's Ring	1400
[Air]	
Grimoire Rafale	300
Grimoire Tourbillon	1000
Grimoire Infuvent	900
Grimoire Antivent	600
Grimoire Hypnose	500
[Earth]	
Grimoire Aiguille	300
Grimoire Rocher	1000
Grimoire Infuterre	900
Grimoire Antiterre	600
[Lightning]	
Grimoire Foudrarc	300
Grimoire Scindeciel	1000
Grimoire Infufoudre	900
Grimoire Antifoudre	600
Grimoire Choquant	600
[Water]	
Grimoire Aquamasse	300
Grimoire Malepluie	1000
Grimoire Infueau	900
Grimoire Antieau	600
Grimoire Toxibrume	700
[Fire]	
Grimoire Bouledefeu	300
Grimoire Flammes	1000
Grimoire Calcinant	500
[Ice]	
Grimoire Glace	300
Grimoire Congelation	1000
Grimoire Infuglace	900
Grimoire Antiglace	600
Grimoire Engourdissant	500
[Divine]	
Grimoire Radiance	300
Grimoire Exorcisme	800
Grimoire Infulumiere	1100
Grimoire Scellant	500
Grimoire Reveil	600
Grimoire Vivacite	200
Grimoire Vitalite	400
[Dark]	
Grimoire Douleur	300
Grimoire Infutenebres	1100
Grimoire Paralysie	300
Grimoire Toxigaz	700
Grimoire Sommeil	500
Grimoire Tentation	600
[Consumables]	
Mend Leaf	80
Mend Leaf +1	140
Mend Leaf +2	250
Magic Leaf	80
Magic Leaf +1	140
Magic Leaf +2	250
Zolia Draught	250
Zena Wine	250
Illumina Nectar	250

Gerun Powder	250
Feyrn Bolus	250
Maca Antidote	250
Jaarn's Poultice	250
Blessing Stone	2000
Areion Plume	300
Basin of Time	300
Spiritstone of the Stars	300
Faeriescale Powder	300
Crystallized Flame	300
Mercurial Phial	300
Jewel of the Avatar	300
Hair of the Unicorn	300
Philtre of Ashes	300
Black Lizard Powder	300
Brand of the Sacrifice	1000
Dynast-King's Mead	1500
Echo Stone	1000
Blackwing Leg	1000
Rood Upright	1500
Haunt's Tome	1000
Darkscale Tome	1500
Cursed Unicorn Blood	1000
Skulldust Nostrum	1500
Magedrain Gland	1000
[Classmarks]	
Warrior's Mark	250
Archer's Mark	250
Mage's Mark	250
Sibyl's Mark	250
Mage-Knight's Mark	250

Available after CH1N-SB[5] Krysaró and returning to Almorica Castle.

[Swords (1H)]	
Rapier	2000
[Axes]	
Battle Axe	1800
[Spears]	
Xyston	2000
[Hammers]	
Caldia	2000
[Cudgels]	
Mage Staff	1200
[Crossbows]	
Stonebow	1900
[Thrown]	
Lobber	3600
[Helms]	
Bronze Helm	1400
[Air]	
Grimoire Detournant	900
[Earth]	
Grimoire Maladresse	900
[Lightning]	
Grimoire Immobilisant	900
[Water]	
Grimoire Stagnation	900
[Fire]	
Grimoire Antifeu	600

Grimoire Brulant	900
[Ice]	
Grimoire Fragilisant	800
[Divine]	
Grimoire Antilumiere	800
Grimoire Defigeant	1000
[Dark]	
Grimoire Briseciel	1000
Grimoire Aspirevie	1000
Grimoire Antitenebres	800
[Consumables]	
Mending Seed	520
Mending Salve	870
Magic Seed	520
Magic Salve	870
Fruit of the Adept	250

Available after CH1N-SB[7] The Arkhaiopolis of Rhime and returning to Almorica Castle.

[Fists]	
Iron Claws	2700
[Daggers]	
Dirk	2100
[Swords (2H)]	
Zweihander	2600
[Axes]	
Heavy Axe	2600
[Spears]	
Voulge	2500
[Hammers]	
Morning Star	2400
[Bows]	
Longbow	2300
[Shields]	
Aspis	2700
[Body Armor]	
Magus Robe	1800
[Armguards]	
Gauntlets	900
[Legguards]	
Chain Leggings	1000
[Water]	
Grimoire Bonnepluie	1100
[Divine]	
Grimoire Puniton	1000
Grimoire Volubilite	1100
[Dark]	
Grimoire Torpeur	1100
[Consumables]	
Horn of the Savage	1000
Coral Harp	1000

Available after CH2C-SB[3] Xeod Moors or CH2L-SB[2] Xeod Moors.

[Swords (1H)]	
Shamshir	2500
[Whips]	
Bullwhip	2900
[Crossbows]	

Bowgun	2900
[Thrown]	
Tomahawk	200
[Air]	
Grimoire Rafale II	1200
[Earth]	
Grimoire Aiguille II	1200
Grimoire Ensablant	1100
[Lightning]	
Grimoire Foudrarc II	1200
[Water]	
Grimoire Aquamasse II	1200
[Fire]	
Grimoire Bouledefeu II	1200
Grimoire Infufeu	900
[Ice]	
Grimoire Glace II	1200
[Divine]	
Grimoire Radiance II	1200
Grimoire Celerite	1000
Grimoire Purete	1200
Grimoire Soins	900
[Dark]	
Grimoire Douleur II	1200
Grimoire Gravite	1200
[Ninjutsu]	
Scroll of Windshear	1200
Scroll of Earthshear	1400
Scroll of Stormshear	1600
Scroll of Waveshear	1800
Scroll of Shadow	800
Scroll of the Reins	1800
Scroll of the Toad	1000
[War Dances]	
Treatise on Courage	800
Treatise on Safety	1800
[Consumables]	
Whirlwind Shot	750
Duststorm Shot	750
Thunder Shot	750
Torrent Shot	750
Conflagration Shot	750
Firnice Shot	750
Coruscate Shot	750
Murk Shot	750
[Reagents]	
Vibrant Whetstone	200
Attercop Web	200
Nightjar Bell	200
Tortoiseshell Pin	200
Fuse Ash	200
Crow Track	200
Short Kunai	200
Grappling Hook	200
Water Striders	200
Paper Doll	200
Horse Bit	200
Beaded Frogwax	200
Vermin Ichor	200
Fan of the Brave	300

Fan of the Merciful	300
Fan of Protection	300
Fan of the Mists	300
Fan of the Serpent	300
Fan of Depravity	300
Fan of Wasting	300
Fan of Charisma	300
[Classmarks]	
Knight's Mark	250
Dreadknight's Mark	250
Berserker's Mark	250
Beastmaster's Mark	500
[Ingredients]	
Inferior Ore	70
Tannin	140
Water	50
Log	100
Bundle of Herbs	50
Nightshade	50
Fruit	70
Spirits	130
Hempen Thread	70
Woolen Thread	90
Cotton Thread	110
[Recipes]	
<Melee Weapons I>	1000
<Ranged Weapons I>	1000
<Smithing Armor I>	1000
<Codex of Jewelry I>	1500
<Codex of Ores>	800
<Codex of Timber>	600
<Codex of Textiles>	700

Available after CH2C-SB[6] Krysaros or CH2L-SB[6] Qadriga Fortress.

[Fists]	
Cat Bagh Nakh	3600
[Daggers]	
Butcher Knife	2600
[Swords (2H)]	
Baldur Blade	3900
[Axes]	
Baldur Axe	3900
[Spears]	
Baldur Spear	3600
[Hammers]	
Baldur Hammer	4500
[Cudgels]	
Baldur Mace	2700
[Bows]	
Baldur Bow	3300
[Shields]	
Tower Shield	3500
[Helms]	
Baldur Helm	1700
[Body Armor]	
Baldur Armor	1800
[Armguards]	
Baldur Gauntlets	1700
[Air]	

Grimoire Trombe	1400
[Earth]	
Grimoire Rempart	1400
[Lightning]	
Grimoire Electrisant	1400
[Fire]	
Grimoire Enflammant	1400
[Ice]	
Grimoire Serenite	1400
[Divine]	
Grimoire Vitalite II	1400
[Dark]	
Grimoire Aspiremagie	1400
[Ninjutsu]	
Scroll of Flameshear	2000
[Recipes]	
<On Medicine I>	1000

Available after CH2C-SB[10] The Arkhaiopolis of Rhime or CH2L-SB[9] The Arkhaiopolis of Rhime.

[Swords (1H)]	
Baldur Sword	3600
[Katana (1H)]	
Hisyu	900
Wakizashi	1300
Jitte	1900
Spiritblade	2900
[Katana (2H)]	
Tachi	1100
Siege Sword	1700
Nodachi	2400
Mageblade	3600
[Crossbows]	
Baldur Crossbow	3500
[Legguards]	
Baldur Leggings	1800
[Dark]	
Grimoire Petrifiant	1500
[Ninjutsu]	
Scroll of Iceshear	2200

Available at the start of Chapter III, all routes.

[Ice]	
Grimoire Gelant	1500
[Dark]	
Grimoire Offrande	1500
[War Dances]	
Treatise on Inferiority	2400
[Ingredients]	
Copper Ore	120
Ink	150
Silken Thread	400
[Recipes]	
<Melee Weapons II>	2000
<Ranged Weapons II>	2000
<Smithing Armor II>	2000
<Codex of Jewelry II>	3000

Available after CH3N-SB[9] Coritanae Keep (Coritanae Ward), CH3C-SB[4] Coritanae Keep (Coritanae Ward) or CH3L-SB[3] Brigantys Castle (Brigantys Great Hall).

[Reagents]

Wyrm Gem 300

Available after CH3N-SB[4] Port Asyton, CH3C-SB[6] Bahanna Highlands or CH3L-SB[7]A/B Coritanae Keep (Coritanae Ward).

[Fists]

Baldur Claws 5000

[Daggers]

Baldur Dagger 3700

[Swords (1H)]

Cutlass 4200

[Swords (2H)]

Bastard Sword 4600

[Axes]

Tabar Zin 3800

[Spears]

Scorpion 5100

[Hammers]

War Hammer 4500

[Katana (1H)]

Ninja Sword 3700

[Katana (2H)]

Cane Blade 4400

[Thrown]

Javelin 400

[Shields]

Spiked Shield 4400

[Air]

Grimoire Tourbillon II 1900

Grimoire Fixateur 1600

[Earth]

Grimoire Rocher II 1900

Grimoire Monolithe 1600

[Lightning]

Grimoire Scindeciel II 1900

Grimoire Eclair 1600

[Water]

Grimoire Malepluie II 1900

Grimoire Embourbant 1600

[Fire]

Grimoire Flammes II 1900

[Ice]

Grimoire Congelation II 1900

[Divine]

Grimoire Bravoure 1800

[Dark]

Grimoire Revirement 1600

[Ninjutsu]

Scroll of the Spider 2600

[Classmarks]

Swordsman's Mark 500

Dragoon's Mark 500

Ninja's Mark 500

Available after CH3N-SB[9] Coritanae Keep (Coritanae Ward), CH3C-SB[11]A/B

Coritanae Keep (Coritanae Ward) or CH3L-SB[11] Almorica Castle (Almorica Passageway).

[Cudgels]		
Exarch's Staff		3700
[Bows]		
Composite Bow		4200
[Crossbows]		
Heavy Crossbow		4700
[Body Armor]		
Brigandine		1900
[Armguards]		
Nomad Bracers		1900
[Divine]		
Grimoire Mobilite		1700
Grimoire Resurrection		1500
[Dark]		
Grimoire Briseciel II		1900
[War Dances]		
Treatise on Resolve		2800

Available at the start of Chapter IV.

[Fists]		
Katara		5700
[Daggers]		
Kris		400
[Swords (1H)]		
Khora		4900
[Swords (2H)]		
Claymore		5700
[Axes]		
Chakmak		4800
[Spears]		
Trident		5600
[Hammers]		
War Maul		6400
[Katana (1H)]		
Moon Sickle		4300
[Katana (2H)]		
Dechevalier		5400
[Whips]		
Spiked Laurel		5400
[Shields]		
Baldur Shield		5900
[Helms]		
Wizard's Hat		3900
[Fire]		
Grimoire Fumerolle		1800
[Divine]		
Grimoire Punition II		1900
[Ninjutsu]		
Scroll of the Monkey		3000
[War Dances]		
Treatise on Technique		5200

Available after CH4-SB[4] Hagia Banhamuba and returning to Phidoch Castle.

[Crossbows]		
Arbalest		5800

[Air]		
	Grimoire Rafale III	2100
[Earth]		
	Grimoire Aiguille III	2100
[Lightning]		
	Grimoire Foudrarc III	2100
[Water]		
	Grimoire Aquamasse III	2100
[Fire]		
	Grimoire Bouledefeu III	2100
[Ice]		
	Grimoire Glace III	2100

Available after CH4-SB[10] Barnicia Castle (Barnicia Grand Staircase) and returning to Phidoch Castle.

[Fists]		
	Tiger Bagh Nakh	7100
[Daggers]		
	Kidney Spike	5100
[Swords (1H)]		
	Damasc Sword	6000
[Swords (2H)]		
	Falx	6800
[Axes]		
	Guisarme	6900
[Spears]		
	Bardiche	6400
[Hammers]		
	Spiked Flail	6700
[Katana (1H)]		
	Sai	6000
[Katana (2H)]		
	Blacksteel Blade	6500
[Cudgels]		
	Magus Staff	4200
[Bows]		
	Seige Bow	6800
[Thrown]		
	Woshele	500
[Shields]		
	Heater Shield	7000
[Body Armor]		
	Sorcerer's Robe	5200
[Armguards]		
	Overguards	2700
[Divine]		
	Grimoire Radiance III	2100
[Dark]		
	Grimoire Douleur III	2100

Available after CH4-SB[15] The Royal City of Heim (Heim Great Hall).

[Cudgels]		
	Damasc Mace	7600
[Crossbows]		
	Steelbow	6900
[Legguards]		
	Damasc Leggings	3300
[Divine]		

Grimoire Vitalite III 2400

Available after CODA-SB[1] Port Omish.

[Fists]	
Damasc Claws	8900
[Daggers]	
Damasc Dagger	6500
[Swords (2H)]	
Damasc Blade	8400
[Axes]	
Damasc Axe	8700
[Spears]	
Damasc Spear	8000
[Hammers]	
Damasc Hammer	10300
[Katana (1H)]	
Muso Blade	6700
[Katana (2H)]	
Helm Halver	8700
[Blowguns]	
Baldur Blowgun	4800
[Bows]	
Damasc Bow	7400
[Crossbows]	
Damasc Crossbow	9500
[Thrown]	
Francisca	1200
[Shields]	
Damasc Shield	8200
[Helms]	
Damasc Helm	2800
[Body Armor]	
Damasc Mail	3600
[Armguards]	
Damasc Mitts	3100
[Air]	
Grimoire Tourbillon III	2800
[Earth]	
Grimoire Rocher III	2800
[Lightning]	
Grimoire Scindeciel III	2800
[Water]	
Grimoire Malepluie III	2800
[Fire]	
Grimoire Flammes III	2800
[Ice]	
Grimoire Congelation III	2800
[Divine]	
Grimoire Puniton III	2800

Available after CODA-SB[5] The Arkhaiopolis of Rhime (Torakoria Way).

[Instruments]	
Pandeiro	2800
[Thrown]	
Pilum	1600
Bola	700
Chakram	2000

Available after CODA-SB[5] The Arkhaiopolis of Rhime (Torakoria Way) and visiting San Bronsa Ruins.

[Recipes]

<Musical Instruments I> 100

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Deneb's Shop

[C26A]

=====

Deneb's shop becomes available at the start of Chapter IV, after reading the appropriate article in the Warren Report. Her shop temporarily replaces the town's general shop when she appears. Although she sells less items than the general shops, she also sells some exclusive goods, namely "hero" classmarks. Deneb's shop moves to different towns every day, so it can be difficult to find her by chance. Here is a list of all the days and locations where she can appear:

Days	Location
1 or 15	Port Omish
2 or 16	Grimsby
3 or 17	The Royal City of Heim
4 or 18	Oeram
5 or 19	Barnicia Castle
6 or 20	Golyat
7 or 21	Almorica Castle
8 or 22	The Arkhaiopolis of Rhime
9 or 23	Krysaro
10 or 24	Phidoch Castle
11 or 25	Balmamusa
12	Coritanae Keep
13	Port Asyton
14	Brigantys Castle

Note that since the days don't pass in CODA, her shop will remain in a fixed location. The rules don't change when Deneb is recruited and Punkin takes over. The list below only contains items sold by Deneb's shop, as it would be redundant to list items that already exist in general shops.

Available once the shop is accessible in Chapter IV.

[Classmarks]

Bandit's Mark 500

Available after recruiting Wicce Deneb.

[Classmarks]

Wicce's Mark 5000

Available after recruiting Deneb & Iuria.

[Song]

Devil's Score 200

Cursed Score 1400

Raucous Score 2800

Limpid Score 4200

[Reagents]

Songstress's Score 10

Grimoire Damnes	2500
[Draconic]	
Grimoire Tempete	2700
Grimoire Distorsion	2700
Grimoire Ouragan	2700
Grimoire Inondation	2700
Grimoire Fournaise	2700
Grimoire Glaciation	2700
Grimoire Stellaire	2700
Grimoire Supplices	2700

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Palace of the Dead and Deneb's Shop

[B8C7]

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A number of items are exclusive to both the Palace of the Dead and Deneb's shop. Though mostly arcana, Necromancer reagents and the rare Charm of Remission can be bought here.

Available once the shop is accessible in Chapter IV.

[Divine]	
Grimoire Exorcisme II	1800
Grimoire Annulation	2100
Grimoire Purgation	2000
[Dark]	
Grimoire Aspirenergie	1900
Grimoire Entrave	2000
[War Dances]	
Treatise on Excess	3600
[Consumables]	
Charm of Remission	2000
[Reagents]	
Dried Eystem	400
Shoulder Shard	500
Salted Lobe	600
Bloodied Ventricle	700

Available after CH4-SB[10] Barnicia Castle (Barnicia Grand Staircase) and returning to Phidoch Castle.

[Dark]	
Grimoire Menottes	2300

Available after CODA-SB[1] Port Omish.

[Divine]	
Grimoire Fluidite	2700
Grimoire Soins II	2300
[Dark]	
Grimoire Briseciel III	2800

Available after CODA-SB[5] The Arkhaiopolis of Rhime (Torakoria Way).

[Divine]	
Grimoire Benediction	3500

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All shops allow the you to auction off monsters you've recruited. Doing so will net the you some goth. More importantly, some useful items become available for purchase in limited quantities. These items are mostly crafting materials, but some valuable consumables can be acquired routinely through this system. These limited-quantity items can be bought in any shop, regardless of where the monster was auctioned.

Available in limited quantities after auctioning a monster.

[Cloud Dragon]

Dragon Steak	x 1	10
Gale Orb	x 2	9000
Windwyrms Mark	x 2	300
Tin Ore	x 8	120
Iron Ore	x 6	130
Silver Ore	x 4	140
Baldur Ore	x 2	200

[Earth Dragon]

Dragon Steak	x 1	10
Dust Orb	x 2	9000
Cragwyrms Mark	x 2	300
Graphite	x 8	120
Iron Ore	x 6	130
Silver Ore	x 4	140
Baldur Ore	x 2	200

[Thunder Dragon]

Dragon Steak	x 1	10
Storm Orb	x 2	9000
Stormwyrms Mark	x 2	300
Iron Ore	x 6	130
Silver Ore	x 4	140
Baldur Ore	x 2	200
Saltpeter	x 8	120

[Flood Dragon]

Dragon Steak	x 1	10
Cataract Orb	x 2	9000
Waterwyrms Mark	x 2	300
Tin Ore	x 8	120
Iron Ore	x 6	130
Silver Ore	x 4	140
Baldur Ore	x 2	200

[Flame Dragon]

Dragon Steak	x 1	10
Inferno Orb	x 2	9000
Firewyrms Mark	x 2	300
Iron Ore	x 6	130
Silver Ore	x 4	140
Baldur Ore	x 2	200
Sulfur	x 8	120

[Frost Dragon]

Dragon Steak	x 1	10
Black Ice Orb	x 2	9000

Icewyrms Mark	x 2	300
Iron Ore	x 6	130
Silver Ore	x 4	140
Baldur Ore	x 2	200
Limestone	x 8	120

[Arc Dragon]

Dragon Steak	x 1	10
Radiant Orb	x 2	9000
Gleamwyrms Mark	x 2	500
Graphite	x 8	120
Iron Ore	x 6	130
Silver Ore	x 4	140
Baldur Ore	x 2	200

[Dark Dragon]

Dragon Steak	x 1	10
Gloom Orb	x 2	9000
Gloomwyrms Mark	x 2	500
Iron Ore	x 6	130
Silver Ore	x 4	140
Baldur Ore	x 2	200
Salt peter	x 8	120

[Hydra]

Minced Patty	x 1	10
Void Orb	x 2	9000
Iron Ore	x 6	130
Silver Ore	x 4	140
Baldur Ore	x 2	200
Gold Ore	x 1	250
Gemstones	x 1	290
Krystallos Ore	x 1	390
Beasthide	x 8	10

[Clay Golem]

Sandstone's Mark	x 2	300
Iron Sand	x 4	100
Tin Ore	x 8	120
Graphite	x 8	120
Iron Ore	x 4	130
Silver Ore	x 2	140
Limestone	x 8	120

[Stone Golem]

Granite's Mark	x 2	500
Iron Sand	x 4	100
Tin Ore	x 8	120
Graphite	x 8	120
Iron Ore	x 4	130
Silver Ore	x 2	140
Limestone	x 8	120

[Iron Golem]

Black Iron's Mark	x 2	700
Iron Sand	x 4	100
Tin Ore	x 4	120
Graphite	x 4	120
Iron Ore	x16	130
Silver Ore	x 2	140

Limestone	x 4	120
[Baldur Golem]		
Magesteel's Mark	x 2	900
Iron Sand	x 4	100
Tin Ore	x 4	120
Graphite	x 4	120
Silver Ore	x 2	140
Baldur Ore	x16	200
Limestone	x 4	120
[Gryphon]		
Braised Skewer	x 1	10
Silver Ore	x 4	140
Gold Ore	x 2	250
Platinum Ore	x 1	300
Beasthide	x 8	10
[Cockatrice]		
Minced Patty	x 1	10
Silver Ore	x 4	140
Gold Ore	x 2	250
Platinum Ore	x 1	300
Beasthide	x 8	10
[Octopus]		
Steamed Mollusk	x 1	10
Silver Ore	x 8	140
Gold Ore	x 2	250
Platinum Ore	x 1	300
Gemstones	x 1	290
Krystallos Ore	x 1	390
Beasthide	x 8	10
[Cyclops]		
Tin Ore	x12	120
Graphite	x12	120
Saltpeter	x 8	120
Sulfur	x 8	120
Limestone	x 8	120

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C r a f t i n g

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[2B47]

Combine ingredients to create new items.

<Melee Weapons I>	[B72E]
<Melee Weapons II>	[9F24]
<The Fist>	[B35C]
<Fist Enchiridion>	[4E9C]
<The Blade>	[4D6C]
<Dagger Enchiridion>	[26C9]
<Sword Enchiridion>	[1C4A]
<2-H Sword Enchiridion>	[4EA7]
<Axe, Spear & Hammer>	[DBAE]
<Axe Enchiridion>	[5BFD]
<Spear Enchiridion>	[B492]
<Hammer Enchiridion>	[E9B1]

<The Katana>	[5609]
<Katana Enchiridion>	[93A6]
<2-H Katana Enchiridion>	[5DCE]
<Cudgel & Whip>	[DE47]
<Cudgel Enchiridion>	[F6B5]
<Whip Enchiridion>	[1C50]
<Transcription>	[D3E8]
<Musical Instruments I>	[05B9]
<Musical Instruments II>	[36C2]
<Ranged Weapons I>	[67F4]
<Ranged Weapons II>	[0954]
<Ways of Gerges>	[3805]
<The Bow>	[32EF]
<Bow Enchiridion>	[A58D]
<The Crossbow>	[34F6]
<Crossbow Enchiridion>	[1A9E]
<The Fusil>	[D462]
<Fusil Enchiridion>	[53A8]
<Thrown Weapons I>	[B4E6]
<Thrown Weapons II>	[A029]
<Smithing Armor I>	[F38C]
<Smithing Armor II>	[824F]
<Armorcraft>	[953C]
<Shieldcraft>	[A23E]
<Shield Enchiridion>	[153B]
<Helm Enchiridion>	[8DAE]
<Body Armor Enchiridion>	[7839]
<Armguard Enchiridion>	[1DAF]
<Legguard Enchiridion>	[B8DF]
<Codex of Jewelry I>	[B917]
<Codex of Jewelry II>	[AC0B]
<Codex of Jewelry III>	[6453]
<Codex of Jewelry IV>	[B9D6]
<Codex of Ores>	[BF02]
<Codex of Gems>	[2D91]
<Codex of Timber>	[F671]
<Codex of Textiles>	[EC8F]
<On Medicine I>	[AEFB]
<On Medicine II>	[69BD]
<Secrets of the Master>	[185E]

=====
<Melee Weapons I> [B72E]
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Crafting recipe. Allows the crafting and strengthening of a variety of melee weapons. For the novice crafter.

[Leather Caestus +1]

Leather Caestus	x 1	Leather	x 3
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[Bronze Knuckles +1]

Bronze Knuckles	x 1	Bronze Ingot	x 2
Leather	x 1		

[Iron Claws +1]

Iron Claws	x 1	Iron Ingot	x 2
Leather	x 1		

[Cat Bagh Nakh +1]

Cat Bagh Nakh	x 1	Beast Fang	x 1
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Beast Claw	x 1	Grimoire Toxigaz	x 1
[Sticker +1]			
Sticker	x 1	Bronze Ingot	x 2
Toneriwood	x 1		
[Battle Knife +1]			
Battle Knife	x 1	Bronze Ingot	x 2
Toneriwood	x 1		
[Dirk +1]			
Dirk	x 1	Bronze Ingot	x 1
Iron Ingot	x 1	Grimoire Scellant	x 1
[Butcher Knife +1]			
Butcher Knife +1	x 1	Iron Ingot	x 2
Birnewood	x 1		
[Short Sword +1]			
Short Sword	x 1	Bronze Ingot	x 1
Toneriwood	x 1	Leather	x 1
[Gladius +1]			
Gladius	x 1	Bronze Ingot	x 1
Toneriwood	x 1	Leather	x 1
[Rapier +1]			
Rapier	x 1	Iron Ingot	x 1
Toneriwood	x 1	The Hanged Man	x 1
[Shamshir +1]			
Shamshir	x 1	Iron Ingot	x 1
Birnewood	x 1	Leather	x 1
[Broadsword +1]			
Broadsword	x 1	Bronze Ingot	x 2
Toneriwood	x 1		
[Viking Sword +1]			
Viking Sword	x 1	Bronze Ingot	x 1
Toneriwood	x 1	Leather	x 1
[Zweihander +1]			
Zweihander	x 1	Iron Ingot	x 1
Birnewood	x 1	The Chariot	x 1
[Baldur Blade +1]			
Baldur Blade	x 1	Silver Ingot	x 1
Baldur Ingot	x 1	Birnewood	x 1
[Hand Axe +1]			
Hand Axe	x 1	Bronze Ingot	x 2
Toneriwood	x 1		
[Battle Axe +1]			
Battle Axe	x 1	Bronze Ingot	x 1
Toneriwood	x 1	The Tower	x 1
[Heavy Axe +1]			
Heavy Axe	x 1	Iron Ingot	x 1

Toneriwood	x 1	Leather	x 1
[Baldur Axe +1]			
Baldur Axe	x 1	Silver Ingot	x 1
Baldur Ingot	x 1	Birnewood	x 1
[Bronze Spear +1]			
Bronze Spear	x 1	Bronze Ingot	x 2
Toneriwood	x 1		
[Xyston +1]			
Xyston	x 1	Bronze Ingot	x 1
Toneriwood	x 1	Leather	x 1
[Voulge +1]			
Voulge	x 1	Iron Ingot	x 1
Toneriwood	x 1	The Chariot	x 1
[Halt Hammer +1]			
Halt Hammer	x 1	Bronze Ingot	x 2
Toneriwood	x 1		
[Caldia]			
Enchanted Feather	x 1	Zolia Draught	x 1
Dark Krystallos	x 1	Cotton Thread	x 1
[Iron Fan]			
Caldia	x 1	Iron Ingot	x 2
Nightshade Extract	x 1		
[Morning Star +1]			
Morning Star	x 1	Iron Ingot	x 2
Leather	x 1		
[Baldur Hammer +1]			
Baldur Hammer	x 1	Silver Ingot	x 1
Baldur Ingot	x 1	Nightshade Extract	x 1
[Superior Hisyu]			
Hisyu	x 1	Iron Ingot	x 2
Toneriwood	x 1		
[Superior Wakizashi]			
Wakizashi	x 1	Iron Ingot	x 1
Toneriwood	x 1	Cotton Thread	x 1
[Superior Jitte]			
Jitte	x 1	Iron Ingot	x 1
Birnewood	x 1	Cotton Thread	x 1
[Superior Spiritblade]			
Spiritblade	x 1	Silver Ingot	x 1
Baldur Ingot	x 1	Birnewood	x 1
[Superior Tachi]			
Tachi	x 1	Iron Ingot	x 2
Toneriwood	x 1		
[Sawblade]			
Siege Sword	x 1	Iron Ingot	x 1

Toneriwood	x 1	Cotton Thread	x 1
[Superior Nodachi]			
Nodachi	x 1	Iron Ingot	x 1
Birnewood	x 1	Cotton Thread	x 1
[Sibyl's Staff +1]			
Sibyl's Staff	x 1	Silver Ingot	x 2
Toneriwood	x 1		
[Mage Staff +1]			
Mage Staff	x 1	Unicorn Horn	x 1
Enchanted Feather	x 1	Silver Ingot	x 1
[Baldur Mace +1]			
Baldur Mace	x 1	Silver Ingot	x 1
Baldur Ingot	x 1	Leather	x 1
[Bullwhip +1]			
Bullwhip	x 1	Leather	x 2
Toneriwood	x 1		

=====

<Melee Weapons II>

[9F24]

=====

Crafting recipe. Allows the crafting and strengthening of a variety of melee weapons. For the intermediate crafter.

[Baldur Claws +1]			
Baldur Claws	x 1	Silver Ingot	x 1
Baldur Ingot	x 2		
[Katara +1]			
Katara	x 1	Iron Ingot	x 1
Steel Ingot	x 2		
[Tiger Bagh Nakh +1]			
Tiger Bagh Nakh	x 1	Beast Fang	x 1
Beast Claw	x 1	Grimoire Miasme	x 1
[Baldur Dagger +1]			
Baldur Dagger	x 1	Silver Ingot	x 1
Baldur Ingot	x 1	Leather	x 1
[Kris +1]			
Kris	x 1	Silver Ingot	x 1
Iron Ingot	x 1	Ananawood	x 1
[Kidney Spike +1]			
Kidney Spike	x 1	Iron Ingot	x 1
Steel Ingot	x 1	Ananawood	x 1
[Bladur Sword +1]			
Baldur Sword	x 1	Silver Ingot	x 1
Baldur Ingot	x 1	Birnewood	x 1
[Cutlass +1]			
Cutlass	x 1	Iron Ingot	x 1
Steel Ingot	x 1	Haunt's Tome	x 1

[Khora +1]				
Khora	x 1	Iron Ingot		x 1
Steel Ingot	x 1	Ananawood		x 1
[Bastard Sword +1]				
Bastard Sword	x 1	Iron Ingot		x 1
Steel Ingot	x 1	Ananawood		x 1
[Claymore +1]				
Claymore	x 1	Iron Ingot		x 1
Steel Ingot	x 1	Dynast-King's Mead		x 1
[Falx +1]				
Falx	x 1	Steel Ingot		x 1
Golden Ingot	x 1	Ananawood		x 1
[Tabar Zin +1]				
Tabar Zin	x 1	Iron Ingot		x 1
Steel Ingot	x 1	Ananawood		x 1
[Chakmak +1]				
Chakmak	x 1	Iron Ingot		x 1
Steel Ingot	x 1	Skulldust Nostrum		x 1
[Guisarme +1]				
Guisarme	x 1	Steel Ingot		x 1
Golden Ingot	x 1	Ananawood		x 1
[Baldur Spear +1]				
Baldur Spear	x 1	Silver Ingot		x 1
Baldur Ingot	x 1	Birnewood		x 1
[Scorpion +1]				
Scorpion	x 1	Iron Ingot		x 1
Birnewood	x 1	Nightshade Extract		x 1
[Trident +1]				
Trident	x 1	Iron Ingot		x 1
Steel Ingot	x 1	Ananawood		x 1
[Bardiche +1]				
Bardiche	x 1	Steel Ingot		x 2
Ananawood	x 1			
[War Hammer +1]				
War Hammer	x 1	Iron Ingot		x 1
Steel Ingot	x 1	Ananawood		x 1
[War Maul +1]				
War Maul	x 1	Silver Ingot		x 1
Steel Ingot	x 1	Ananawood		x 1
[Spiked Flail +1]				
Spiked Flail	x 1	Steel Ingot		x 2
Ananawood	x 1			
[Superior Ninja Sword]				
Ninja Sword	x 1	Iron Ingot		x 1
Steel Ingot	x 1	Birnewood		x 1

[Superior Moon Sickle]			
Moon Sickle	x 1	Steel Ingot	x 1
Hagane Steel	x 1	Ananawood	x 1
[Superior Sai]			
Sai	x 1	Steel Ingot	x 1
Hagane Steel	x 1	Silken Thread	x 1
[Superior Mageblade]			
Mageblade	x 1	Silver Ingot	x 1
Baldur Ingot	x 1	Grimoire Scellant	x 1
[Superior Cane Blade]			
Cane Blade	x 1	Steel Ingot	x 1
Hagane Steel	x 1	Ananawood	x 1
[Superior Dechevalier]			
Dechevalier	x 1	Steel Ingot	x 1
Hagane Steel	x 1	Silken Thread	x 1
[Laquersteel Blade]			
Blacksteel Blade	x 1	Steel Ingot	x 1
Hagane Steel	x 1	Silver Thread	x 1
[Exarch's Staff +1]			
Exarch's Staff	x 1	Ancient Wood	x 1
Baldur Ingot	x 1	White Gems	x 1
[Magus Staff +1]			
Magus Staff	x 1	Baldur Ingot	x 1
Verdant Gems	x 1	Black Gems	x 1
[Spiked Laurel +1]			
Spiked Laurel	x 1	Steel Ingot	x 2
Leather	x 1		

<The Fist>

[B35C]

Crafting recipe. Allows the crafting and strengthening of fist weapons. For the expert crafter.

[Damasc Claws +1]			
Damasc Claws	x 1	Steel Ingot	x 1
Wootz Steel	x 2		
[Dragon Claws]			
Wurm Fang	x 1	Wurm Claw	x 1
Wurm Scale	x 1	Leather	x 1
[Jamadhar]			
Steel Ingot	x 1	Wootz Steel	x 1
Golden Ingot	x 1	Verdant Gems	x 1
[Hellhound Claws]			
Tooth & Claw	x 2	Wootz Steel	x 1
Regal Gems	x 1		

[Kerberos Claws]

Hellhound Claws	x 1	Tooth & Claw	x 1
Wootz Steel	x 1	Gloom Orb	x 1

<Fist Enchiridion>

[4E9C]

Crafting recipe thought to have been written by the ancient Dragon Lords. Allows the crafting and strengthening of fist weapons. For the superior crafter.

[Dragon Blades]

Dragon Claws	x 1	Wyrmscale Sleeves	x 1
Worm Horn	x 1	Inferno Orb	x 1

[Vishnu's Katara]

Jamadhari	x 1	Wootz Steel	x 1
Golden Ingot	x 1	Cataract Orb	x 1

<The Blade>

[4D6C]

Crafting recipe. Allows the crafting and strengthening of daggers, one-handed swords, and two-handed swords. For the expert crafter.

[Damasc Dagger +1]

Damasc Dagger	x 1	Steel Ingot	x 1
Wootz Steel	x 1	Baobawood	x 1

[Valiant's Dagger]

Wootz Steel	x 2	Baobawood	x 1
Fiery Gems	x 1		

[Marauder Knife]

Steel Ingot	x 1	Wootz Steel	x 1
Platinum Ingot	x 1	Water Krystallos	x 1

[Damasc Sword +1]

Damasc Sword	x 1	Steel Ingot	x 1
Wootz Steel	x 1	Baobawood	x 1

[Walloon Sword]

Shamshir +1	x 1	Steel Ingot	x 1
Golden Ingot	x 1	Regal Gems	x 1

[Ice Blade]

Steel Ingot	x 1	Wootz Steel	x 1
Baobawood	x 1	Ice Krystallos	x 1

[Kukri]

Steel Ingot	x 1	Wootz Steel	x 1
Baobawood	x 1	Fiery Gems	x 1

[Damasc Blade +1]

Damasc Blade	x 1	Steel Ingot	x 1
Wootz Steel	x 1	Baobawood	x 1

[Desert Blade]

Steel Ingot	x 1	Wootz Steel	x 1
Baobawood	x 1	Earth Krystallos	x 1

[The Headsman]

Steel Ingot	x 1	Wootz Steel	x 1
Baobawood	x 1	Dark Krystallos	x 1

[Rhomphaia]

Steel Ingot	x 1	Wootz Steel	x 2
Lightning Krystallos	x 1		

<Dagger Enchiridion>

[26C9]

Crafting recipe thought to have been written by the ancient Dragon Lords.
Allows the crafting and strengthening of daggers. For the superior crafter.

[Brilliant Dagger]

Valiant's Dagger	x 1	Wootz Steel	x 1
Golden Ingot	x 1	Radiant Orb	x 1

[Predator Knife]

Marauder Knife	x 1	Jamadhar	x 1
Platinum Ingot	x 1	Black Ice Orb	x 1

[Dragon Fang]

Wurm Fang	x 1	Wurm Horn	x 1
Wurm Thighbone	x 1	Dust Orb	x 1

<Sword Enchiridion>

[1C4A]

Crafting recipe thought to have been written by the ancient Dragon Lords.
Allows the crafting and strengthening of one-handed swords. For the superior crafter.

[Lightning Sword]

Walloon Sword	x 1	Baldur Ingot	x 1
Lightning Krystallos	x 1	Storm Orb	x 1

[Isberg]

Ice Blade	x 1	Steel Ingot	x 1
Wootz Steel	x 1	Black Ice Orb	x 1

[Fandango]

Kukri	x 1	Wootz Steel	x 2
Inferno Orb	x 1		

<2-H Sword Enchiridion>

[4EA7]

Crafting recipe thought to have been written by the ancient Dragon Lords.
Allows the crafting and strengthening of two-handed swords. For the superior crafter.

[Gaia Blade]

Desert Blade	x 1	Steel Ingot	x 1
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Wootz Steel	x 1	Dust Orb	x 1
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[The Dark Headsman]

The Headsman	x 1	Wootz Steel	x 1
Platinum Ingot	x 1	Gloom Orb	x 1

[Grasshewer Blade]

Rhomphaia	x 1	Steel Ingot	x 1
Wootz Steel	x 1	Storm Orb	x 1

<Axe, Spear & Hammer>

[DBAE]

Crafting recipe. Allows the crafting and strengthening of axes, spears, and hammers. For the expert crafter.

[Damasc Axe +1]

Damasc Axe	x 1	Steel Ingot	x 1
Wootz Steel	x 1	Baobawood	x 1

[Balbriggan]

Steel Ingot	x 1	Wootz Steel	x 1
Baobawood	x 1	Leather	x 1

[Dragon Axe]

Wyrm Fang	x 1	Wyrm Claw	x 1
Wyrm Scale	x 1	Wootz Steel	x 1

[Damasc Spear +1]

Damasc Spear	x 1	<Shieldcraft>	x 1
Wootz Steel	x 1	Baobawood	x 1

[Poleaxe]

Steel Ingot	x 1	Wootz Steel	x 1
Baobawood	x 1	Verdant Gems	x 1

[Culnrikolnne]

Unicorn Horn	x 1	Baldur Ingot	x 1
Platinum Ingot	x 1	Light Krystallos	x 1

[Damasc Hammer +1]

Damasc Hammer	x 1	Steel Ingot	x 1
Wootz Steel	x 1	Baobawood	x 1

[Dragon Hammer]

Wyrm Thighbone	x 1	Wyrm Fang	x 1
Wootz Steel	x 1	Baobawood	x 1

[Yggdrasil Gnarl]

Ancient Wood	x 1	Wootz Steel	x 1
Platinum Ingot	x 1	Baobawood	x 1

[Francisca +1]

Francisca	x 1	Copper Ore	x 1
Iron Ore	x 1		

[Bola +1]

Bola	x 1	Iron Ore	x 1
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=====
<Axe Enchiridion>

[5BFD]

=====
Crafting recipe thought to have been written by the ancient Dragon Lords.
Allows the crafting and strengthening of axes. For the superior crafter.

[Trovaon]

Balbriggan	x 1	Wootz Steel	x 2
Storm Orb	x 1		

[Terre Axe]

Dragon Axe	x 1	Worm Horn	x 1
Wootz Steel	x 1	Dust Orb	x 1

[Stardust]

<Glamrock>	x 1	Skyiron	x 1
Platinum Ingot	x 1	Radiant Orb	x 1

=====
<Spear Enchiridion>

[B492]

=====
Crafting recipe thought to have been written by the ancient Dragon Lords.
Allows the crafting and strengthening of spears. For the superior crafter.

[Hache]

Poleaxe	x 1	Steel Ingot	x 1
Wootz Steel	x 1	Dust Orb	x 1

[Holy Lance]

Culnrikolnne	x 1	Unicorn Horn	x 1
Wootz Steel	x 1	Radiant Orb	x 1

[Ignis]

<Volcaetus>	x 1	Wootz Steel	x 1
Fire Krystallos	x 1	Inferno Orb	x 1

=====
<Hammer Enchiridion>

[E9B1]

=====
Crafting recipe thought to have been written by the ancient Dragon Lords.
Allows the crafting and strengthening of hammers. For the superior crafter.

[Sanguine Hammer]

Dragon Hammer	x 1	Worm Horn	x 1
Worm Whisker	x 1	Wootz Steel	x 1

[Glacies]

Yggdrasil Gnarl	x 1	Worm Thighbone	x 1
Wootz Steel	x 1	Black Ice Orb	x 1

=====
<The Katana>

[5609]

=====
Crafting recipe. Allows the crafting and strengthening of one-handed and
two-handed katana. For the expert crafter.

[Superior Muso Blade]

Muso Blade	x 1	Hagane Steel	x 1
Wootz Steel	x 1	Silver Thread	x 1

[Tigerblade]

Hagane Steel	x 1	Wootz Steel	x 1
Baobawood	x 1	Golden Thread	x 1

[Ghostblade]

Muso Blade	x 1	Hagane Steel	x 1
Golden Thread	x 1	Regal Gems	x 1

[Brahma]

Ghostblade	x 1	Hagane Steel	x 1
Wootz Steel	x 1	Earth Krystallos	x 1

[Superior Helm Halver]

Helm Halver	x 1	Hagane Steel	x 1
Wootz Steel	x 1	Silver Thread	x 1

[Oakblade]

Hagane Steel	x 1	Wootz Steel	x 1
Baobawood	x 1	Silver Thread	x 1

[Whispertouch Blade]

Muso Blade	x 1	Hagane Steel	x 1
Golden Thread	x 1	Dark Krystallos	x 1

[Macuahuitl]

Tigerblade	x 1	Hagane Steel	x 1
Wootz Steel	x 1	Earth Krystallos	x 1

=====

<Katana Enchiridion>

[93A6]

=====
Crafting recipe thought to have been written by the ancient Dragon Lords.
Allows the crafting and strengthening of one-handed katana. For the superior crafter.

[Superior Tigerblade]

Tigerblade	x 1	Hagane Steel	x 2
Wootz Steel	x 1		

[Superior Ghostblade]

Ghostblade	x 1	Hagane Steel	x 1
Wootz Steel	x 1	Cataract Orb	x 1

[Superior Brahma]

Brahma	x 1	Hagane Steel	x 1
Platinum Ingot	x 1	Radiant Orb	x 1

=====

<2-H Katana Enchiridion>

[5DCE]

=====
Crafting recipe thought to have been written by the ancient Dragon Lords.
Allows the crafting and strengthening of two-handed katana. For the superior crafter.

[Nene Bane]				
Oakblade	x 1	Hagane Steel		x 2
Golden Thread	x 1			

[Firefly]				
Whispertouch Blade	x 1	Hagane Steel		x 1
Wootz Steel	x 1	Gale Orb		x 1

[Bringer of Light]				
Macuahuitl	x 1	Hagane Steel		x 1
Platinum Ingot	x 1	Storm Orb		x 1

=====

<Cudgel & Whip> [DE47]

=====

Crafting recipe. Allows the crafting and strengthening of cudgels and whips.
For the expert crafter.

[Damasc Mace +1]				
Damasc Mace	x 1	Steel Ingot		x 1
Wootz Steel	x 2			

[Staff of Restoration]				
Exarch's Staff +1	x 1	Unicorn Horn		x 1
Grimoire Vitalite III	x 1	Radiant Orb		x 1

[Staff of Purification]				
Exarch's Staff +1	x 1	Enchanted Feather		x 1
Grimoire Exorcisme	x 1	Radiant Orb		x 1

[Clearcrack Whip]				
Silver Ingot	x 1	Baldur Ingot		x 2
Leather	x 1			

=====

<Cudgel Enchiridion> [F6B5]

=====

Crafting recipe thought to have been written by the ancient Dragon Lords.
Allows the crafting and strengthening of cudgels. For the superior crafter.

[Wand of Air]				
Magus Staff +1	x 1	Golden Ingot		x 1
Platinum Ingot	x 1	Gale Orb		x 1

[Wand of Earth]				
Magus Staff +1	x 1	Golden Ingot		x 1
Platinum Ingot	x 1	Dust Orb		x 1

[Wand of Lightning]				
Magus Staff +1	x 1	Golden Ingot		x 1
Platinum Ingot	x 1	Storm Orb		x 1

[Wand of Water]				
Magus Staff +1	x 1	Golden Ingot		x 1
Platinum Ingot	x 1	Cataract Orb		x 1

[Wand of Fire]				
Magus Staff +1	x 1	Golden Ingot		x 1

Platinum Ingot	x 1	Inferno Orb	x 1
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[Wand of Ice]

Magus Staff +1	x 1	Golden Ingot	x 1
Platinum Ingot	x 1	Black Ice Orb	x 1

<Whip Enchiridion>

[1C50]

Crafting recipe thought to have been written by the ancient Dragon Lords.
Allows the crafting and strengthening of whips. For the superior crafter.

[Holy Comet]

Clearcrack Whip	x 1	Unicorn Horn	x 1
Enchanted Feather	x 1	Radiant Orb	x 1

[Blood Whip]

Clearcrack Whip	x 1	Tooth & Claw	x 1
Wyrn Whisker	x 1	Gloom Orb	x 1

<Transcription>

[D3E8]

Crafting recipe. Allows the transcribing of a variety of spellbooks. For the expert crafter.

[Biblion Anatomiae]

Parchment	x 2	Ink	x 1
Goldleaf	x 1		

[Biblion Teratos]

Parchment	x 2	Ink	x 1
Goldleaf	x 1		

[Biblion Herpetou]

Parchment	x 2	Ink	x 1
Goldleaf	x 1		

[Biblion Drakontos]

Parchment	x 2	Ink	x 1
Goldleaf	x 1		

[Biblion Sacri]

Parchment	x 2	Ink	x 1
Goldleaf	x 1		

[Biblion Daemonis]

Parchment	x 2	Ink	x 1
Goldleaf	x 1		

[Biblion Spiritus]

Parchment	x 2	Ink	x 1
Goldleaf	x 1		

[Biblion Thanatos]

Parchment	x 2	Ink	x 1
Goldleaf	x 1		

[Biblion Pupparris]

Parchment	x 2	Ink	x 1
Goldleaf	x 1		

<Musical Instruments I>

[05B9]

Crafting recipe. Allows the crafting and strengthening of instruments. For the novice crafter.

[Pandeiro +1]

Pandeiro	x 1	Beasthide	x 1
Birnewood	x 1	Steel Ingot	x 1

[Bolon +1]

Bolon	x 1	Beasthide	x 1
Ananawood	x 1	Steel Ingot	x 1

<Musical Instruments II>

[36C2]

Crafting recipe. Allows the crafting and strengthening of instruments. For the expert crafter.

[Cavaquinho +1]

Cavaquinho	x 1	Baobawood	x 1
Steel Ingot	x 1	Golden Ingot	x 1

<Ranged Weapons I>

[67F4]

Crafting recipe. Allows the crafting and strengthening of ranged weapons. For the novice crafter.

[Shortbow +1]

Shortbow	x 1	Toneriwood	x 2
Hempen Thread	x 1		

[Great Bow +1]

Great Bow	x 1	Toneriwood	x 1
Beast Horn	x 1	Hempen Thread	x 1

[Longbow +1]

Longbow	x 1	Birnewood	x 1
Iron Ingot	x 1	Hempen Thread	x 1

[Crossbow +1]

Crossbow	x 1	Toneriwood	x 2
Bronze Ingot	x 1		

[Stonebow +1]

Stonebow	x 1	Birnewood	x 1
Bronze Ingot	x 1	Inferior Ore	x 1

[Bowgun +1]

Bowgun	x 1	Birnewood	x 1
Bronze Ingot	x 1	Iron Ingot	x 1

Gerges Blowgun	x 1	Iron Ingot	x 1
Nightshade Extract	x 1	Grimoire Paralysie	x 1

[Wortdart Blowgun]

Gerges Blowgun	x 1	Iron Ingot	x 1
Nightshade Extract	x 1	Grimoire Tentation	x 1

[Frogdart Blowgun]

Gerges Blowgun	x 1	Iron Ingot	x 1
Nightshade Extract	x 1	Grimoire Toxigaz	x 1

[Mutedart Blowgun]

Gerges Blowgun	x 1	Iron Ingot	x 1
Nightshade Extract	x 1	Grimoire Scellant	x 1

[Petridart Blowgun]

Gerges Blowgun	x 1	Iron Ingot	x 1
Nightshade Extract	x 1	Grimoire Petrifiant	x 1

<The Bow>

[32EF]

Crafting recipe. Allows the crafting and strengthening of bows. For the expert crafter.

[Damasc Bow +1]

Damasc Bow	x 1	Steel Ingot	x 1
Wootz Steel	x 2		

[Cupido Bow]

Crescente	x 1	Steel Ingot	x 1
Wootz Steel	x 1	Golden Ingot	x 1

[Ixquimilli's Bow]

Permafrost Bow	x 1	Steel Ingot	x 1
Wootz Steel	x 1	Black Ice Orb	x 1

<Bow Enchiridion>

[A58D]

Crafting recipe thought to have been written by the ancient Dragon Lords. Allows the crafting and strengthening of bows. For the superior crafter.

[Garuda Bow]

Tempest Bow	x 1	Enchanted Feather	x 1
Wootz Steel	x 1	Gale Orb	x 1

[Indra's Bow]

Thunder Bow	x 1	Baldur Ingot	x 1
Wootz Steel	x 1	Storm Orb	x 1

<The Crossbow>

[34F6]

Crafting recipe. Allows the crafting and strengthening of crossbows. For the expert crafter.

[Damasc Crossbow +1]				
Damasc Crossbow	x 1	Steel Ingot		x 1
Wootz Steel	x 2			

=====
 <Crossbow Enchiridion> [1A9E]
 =====

Crafting recipe thought to have been written by the ancient Dragon Lords.
 Allows the crafting and strengthening of crossbows. For the superior crafter.

[Al-iklil]				
Roodbow	x 1	Wootz Steel		x 1
Golden Ingot	x 1	Radiant Orb		x 1

=====
 <The Fusil> [D462]
 =====

Crafting recipe. Carried in secret from the Fusilier's Guild of Balboede,
 this teaches the crafting of fusils. For the intermediate to expert crafter.

[Rimfire]				
Steel Ingot	x 2	Blackpowder		x 1
Birnewood	x 1			

[Commander's Gun]				
Steel Ingot	x 2	Blackpowder		x 1
Ananawood	x 1			

[Musket]				
Steel Ingot	x 2	Blackpowder		x 1
Baobawood	x 1			

[Whirlwind Shot]				
Blackpowder	x 2	Air Krystallos		x 1

[Duststorm Shot]				
Blackpowder	x 2	Earth Krystallos		x 1

[Thunder Shot]				
Blackpowder	x 2	Lightning Krystallos		x 1

[Torrent Shot]				
Blackpowder	x 2	Water Krystallos		x 1

[Conflagration Shot]				
Blackpowder	x 2	Fire Krystallos		x 1

[Firnice Shot]				
Blackpowder	x 2	Ice Krystallos		x 1

[Coruscate Shot]				
Blackpowder	x 2	Light Krystallos		x 1

[Murk Shot]				
Blackpowder	x 2	Dark Krystallos		x 1

[Blackpowder]				
Log	x 1	Saltpeter		x 1

Sulfur x 1

<Fusil Enchiridion>

[53A8]

Crafting recipe. Carried in secret from the Fusilier's Guild of Balboede, this teaches the strengthening of fusils. For the intermediate to expert crafter.

[Rimfire +1]

Rimfire	x 1	Wootz Steel	x 1
Blackpowder	x 1	Beast Horn	x 1

[Commander's Gun +1]

Commander's Gun	x 1	Wootz Steel	x 1
Blackpowder	x 1	Worm Horn	x 1

[Musket +1]

Musket	x 1	Wootz Steel	x 1
Blackpowder	x 1	Unicorn Horn	x 1

<Thrown Weapons I>

[B4E6]

Crafting recipe. Allows the crafting and strengthening of thrown weapons. For the expert crafter.

[Pilum +1]

Pilum	x 1	Copper Ore	x 1
Iron Ore	x 1		

[Lobber +1]

Lobber	x 1	Birnewood	x 1
Iron Ingot	x 1	Steel Ingot	x 1

<Thrown Weapons II>

[A029]

Crafting recipe. Allows the crafting and strengthening of thrown weapons. For the superior crafter.

[Chakram +1]

Chakram	x 1	Copper Ore	x 1
Iron Ore	x 1	Graphite	x 1

[Urchin Bola +1]

Urchin Bola	x 1	Copper Ore	x 1
Iron Ore	x 1	Graphite	x 1

[Lobber +2]

Lobber +1	x 1	Baobawood	x 1
Wootz Steel	x 1	Worm Whisker	x 1

<Smithing Armor I>

[F38C]

Crafting recipe. Allows the crafting and strengthening of a variety of armor.
For the novice crafter.

[Buckler +1]

Buckler	x 1	Toneriwood	x 1
Bronze Ingot	x 1	Illumina Nectar	x 1

[Pelta +1]

Pelta	x 1	Birnewood	x 1
Bronze Ingot	x 1	Zena Wine	x 1

[Aspis +1]

Aspis	x 1	Bronze Ingot	x 1
Iron Ingot	x 1	Zolia Draught	x 1

[Tower Shield +1]

Tower Shield	x 1	Iron Ingot	x 1
Silver Ingot	x 1	Zolia Draught	x 1

[Spiked Shield +1]

Spiked Shield	x 1	Iron Ingot	x 2
Maca Antidote	x 1		

[Circlet +1]

Circlet	x 1	Bronze Ingot	x 2
Illumina Nectar	x 1		

[Bronze Helm +1]

Bronze Helm	x 1	Bronze Ingot	x 1
Iron Ingot	x 1	Zena Wine	x 1

[Robe +1]

Robe	x 1	Linen	x 2
Hempen Thread	x 1		

[Leather Armor +1]

Leather Armor	x 1	Leather	x 2
Hempen Thread	x 1		

[Chainmail +1]

Chainmail	x 1	Bronze Ingot	x 1
Iron Ingot	x 2		

[Magus Robe +1]

Magus Robe	x 1	Pincord	x 1
Woolen Thread	x 1	Cotton Thread	x 1

[Leather Gloves +1]

Leather Gloves	x 1	Leather	x 2
Hempen Thread	x 1		

[Leather Sleeves +1]

Leather Sleeves	x 1	Leather	x 2
Bronze Ingot	x 1		

[Gauntlets +1]

Gauntlets	x 1	Iron Ingot	x 2
Leather	x 1		

[Linen Slops +1]

Linen Slops	x 1	Linen	x 2
Hempen Thread	x 1		

[Leather Leggings +1]

Leather Leggings	x 1	Leather	x 2
Woolen Thread	x 1		

[Chain Leggings +1]

Chain Leggings	x 1	Bronze Ingot	x 2
Iron Ingot	x 1		

=====

<Smithing Armor II>

[824F]

=====

Crafting recipe. Allows the crafting and strengthening of a variety of armor.
For the intermediate crafter.

[Baldur Shield +1]

Baldur Shield	x 1	Silver Ingot	x 1
Baldur Ingot	x 1	Grimoire Celerite	x 1

[Heater Shield +1]

Heater Shield	x 1	Iron Ingot	x 1
Steel Ingot	x 1	White Gems	x 1

[Baldur Helm +1]

Baldur Helm	x 1	Silver Ingot	x 1
Baldur Ingot	x 1	Zolia Draught	x 1

[Wizard's Hat +1]

Wizard's Hat	x 1	Flannel	x 1
Golden Thread	x 1	Baldur Ingot	x 1

[Baldur Armor +1]

Baldur Armor	x 1	Silver Ingot	x 1
Baldur Ingot	x 2		

[Brigandine +1]

Brigandine	x 1	Iron Ingot	x 1
Steel Ingot	x 1	Leather	x 1

[Sorcerer's Robe +1]

Sorcerer's Robe	x 1	Flannel	x 1
Velvet	x 1	Golden Thread	x 1

[Baldur Gauntlets +1]

Baldur Gauntlets	x 1	Silver Ingot	x 1
Baldur Ingot	x 2		

[Nomad Bracers +1]

Nomad Bracers	x 1	Iron Ingot	x 1
Enchanted Feather	x 1	Leather	x 1

[Overguards +1]

Overguards	x 1	Iron Ingot	x 1
Steel Ingot	x 2		

[Baldur Leggings +1]

Baldur Leggings	x 1	Silver Ingot	x 1
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Baldur Ingot x 2

<Armorcraft>

[953C]

Crafting recipe. Allows the crafting and strengthening of a variety of armor. For the expert crafter.

[Damasc Helm +1]

Damasc Helm	x 1	Steel Ingot	x 1
Wootz Steel	x 1	Enchanted Feather	x 1

[Damasc Mail +1]

Damasc Mail	x 1	Wootz Steel	x 2
Platinum Ingot	x 1		

[Wyrmscale Armor]

Damasc Mail +1	x 1	Worm Scale	x 2
Worm Whisker	x 1		

[Damasc Mitts +1]

Damasc Mitts	x 1	Steel Ingot	x 1
Wootz Steel	x 2		

[Damasc Leggings +1]

Damasc Leggings	x 1	Steel Ingot	x 1
Wootz Steel	x 2		

<Shieldcraft>

[A23E]

Crafting recipe. Allows the crafting and strengthening of shields. For the expert crafter.

[Damasc Shield +1]

Damasc Shield	x 1	Steel Ingot	x 1
Wootz Steel	x 1	Fiery Gems	x 1

[Ancient Dragon Scale]

Dragon Scale	x 1	Worm Scale	x 1
Worm Whisker	x 1	Inferno Orb	x 1

<Shield Enchiridion>

[153B]

Crafting recipe thought to have been written by the ancient Dragon Lords. Allows the crafting and strengthening of shields. For the superior crafter.

[Rozenzi Shield]

Damasc Shield +1	x 1	Wootz Steel	x 1
Baldur Ingot	x 1	Ancient Wood	x 1

[Dread Shield]

Rozenzi Shield	x 1	Wootz Steel	x 1
Baldur Ingot	x 1	Ancient Bone	x 1

<Helm Enchiridion>

[8DAE]

Crafting recipe thought to have been written by the ancient Dragon Lords.
Allows the crafting and strengthening of helms. For the superior crafter.

[Wyrmscale Helm]

Damasc Helm +1	x 1	Wyrmscale	x 1
Wyrms Horn	x 1	Wyrms Whisker	x 1

<Body Armor Enchiridion>

[7839]

Crafting recipe thought to have been written by the ancient Dragon Lords.
Allows the crafting and strengthening of body armor. For the superior crafter.

[Robes of the Gale]

Sorcerer's Robe +1	x 1	Satin	x 1
Golden Thread	x 1	Gale Orb	x 1

[Robes of the Dust]

Sorcerer's Robe +1	x 1	Satin	x 1
Golden Thread	x 1	Dust Orb	x 1

[Robes of the Storm]

Sorcerer's Robe +1	x 1	Satin	x 1
Golden Thread	x 1	Storm Orb	x 1

[Robes of the Cataract]

Sorcerer's Robe +1	x 1	Satin	x 1
Golden Thread	x 1	Cataract Orb	x 1

[Robes of the Inferno]

Sorcerer's Robe +1	x 1	Satin	x 1
Golden Thread	x 1	Inferno Orb	x 1

[Robes of Black Ice]

Sorcerer's Robe +1	x 1	Satin	x 1
Golden Thread	x 1	Black Ice Orb	x 1

[Robes of Radiance]

Sorcerer's Robe +1	x 1	Satin	x 1
Golden Thread	x 1	Radiant Orb	x 1

[Robes of Gloom]

Sorcerer's Robe +1	x 1	Satin	x 1
Golden Thread	x 1	Gloom Orb	x 1

<Armguard Enchiridion>

[1DAF]

Crafting recipe thought to have been written by the ancient Dragon Lords.
Allows the crafting and strengthening of armguards. For the superior crafter.

[Arkhiatros Mitts]

Velvet	x 2	Silver Thread	x 1
Radiant Orb	x 1		

[Mage's Mitts]

Velvet	x 2	Silver Thread	x 1
Gloom Orb	x 1		

[Wyrmscale Sleeves]

Overguards +1	x 1	Worm Scale	x 2
Worm Whisker	x 1		

<Legguard Enchiridion>

[B8DF]

Crafting recipe thought to have been written by the ancient Dragon Lords.
Allows the crafting and strengthening of legguards. For the superior crafter.

[Arkhiatros Trousers]

Linen Slops +1	x 1	Pincord	x 1
Baldur Ingot	x 1	Silver Thread	x 1

[Mage Trousers]

Linen Slops +1	x 1	Flannel	x 1
Baldur Ingot	x 1	Golden Thread	x 1

<Codex of Jewelry I>

[B917]

Crafting recipe. Allows the crafting jewelry. For the novice to intermediate crafter.

[Warrior's Ring +1]

Warrior's Ring	x 1	Silver Ingot	x 1
Golden Ingot	x 1	Platinum Ingot	x 1

[Defender's Ring +1]

Defender's Ring	x 1	Silver Ingot	x 1
Golden Ingot	x 1	Platinum Ingot	x 1

[Ring of the Horde]

Warrior's Ring	x 1	Defender's Ring	x 1
Iron Ingot	x 1	White Gems	x 1

[Ring of Vitality]

Warrior's Ring	x 1	Defender's Ring	x 1
Silver Ingot	x 1	Worm Fang	x 1

[Ring of Deftness]

Warrior's Ring	x 1	Defender's Ring	x 1
Golden Ingot	x 1	Fiery Gems	x 1

[Ring of Alacrity]

Warrior's Ring	x 1	Defender's Ring	x 1
Silver Ingot	x 1	Beast Fang	x 1

[Ring of Evasion]

Warrior's Ring	x 1	Defender's Ring	x 1
Steel Ingot	x 1	Verdant Gems	x 1

[Ring of Intellect]

Warrior's Ring	x 1	Defender's Ring	x 1
Baldur Ingot	x 1	Regal Gems	x 1

[Ring of the Mind]

Warrior's Ring	x 1	Defender's Ring	x 1
Baldur Ingot	x 1	Verdant Gems	x 1

[Magebane Band]

Warrior's Ring	x 1	Defender's Ring	x 1
Platinum Ingot	x 1	Black Gems	x 1

[Band of Fortune]

Warrior's Ring	x 1	Defender's Ring	x 1
Wootz Steel	x 1	White Gems	x 1

<Codex of Jewelry II>

[AC0B]

Crafting recipe. Allows the crafting jewelry. For the novice to intermediate crafter.

[Ring of the Horde +1]

Ring of the Horde	x 1	Iron Ingot	x 2
White Gems	x 1		

[Ring of Vitality +1]

Ring of Vitality	x 1	Silver Ingot	x 2
Wyrn Fang	x 1		

[Ring of Deftness +1]

Ring of Deftness	x 1	Golden Ingot	x 2
Fiery Gems	x 1		

[Ring of Alacrity +1]

Ring of Alacrity	x 1	Silver Ingot	x 2
Beast Fang	x 1		

[Ring of Evasion +1]

Ring of Evasion	x 1	Steel Ingot	x 2
Verdant Gems	x 1		

[Ring of Intellect +1]

Ring of Intellect	x 1	Baldur Ingot	x 2
Regal Gems	x 1		

[Ring of the Mind +1]

Ring of the Mind	x 1	Baldur Ingot	x 2
Verdant Gems	x 1		

[Magebane Band +1]

Magebane Band	x 1	Platinum Ingot	x 2
Black Gems	x 1		

[Band of Fortune +1]

Band of Fortune	x 1	Wootz Steel	x 2
White Gems	x 1		

=====
Crafting recipe. Allows the crafting jewelry. For the intermediate to expert crafter.

[Gale Choker]

Golden Ingot x 1 Platinum Ingot x 1
Air Krystallos x 1 Gale Orb x 1

[Dust Choker]

Golden Ingot x 1 Platinum Ingot x 1
Earth Krystallos x 1 Dust Orb x 1

[Storm Choker]

Golden Ingot x 1 Platinum Ingot x 1
Lightning Krystallos x 1 Storm Orb x 1

[Cataract Choker]

Golden Ingot x 1 Platinum Ingot x 1
Water Krystallos x 1 Cataract Orb x 1

[Firewyrn Choker]

Golden Ingot x 1 Platinum Ingot x 1
Fire Krystallos x 1 Inferno Orb x 1

[Black Ice Choker]

Golden Ingot x 1 Platinum Ingot x 1
Ice Krystallos x 1 Black Ice Orb x 1

[Saint King's Choker]

Golden Ingot x 1 Platinum Ingot x 1
Light Krystallos x 1 Radiant Orb x 1

[Ghast's Choker]

Golden Ingot x 1 Platinum Ingot x 1
Dark Krystallos x 1 Gloom Orb x 1

=====
Crafting recipe. Allows the crafting jewelry. For the expert to superior crafter.

[Beast's Earring]

Warrior's Ring x 1 Defender's Ring x 1
Beast Horn x 1 Black Gems x 1

[Wasp's Earring]

Warrior's Ring x 1 Defender's Ring x 1
Enchanted Feather x 1 Verdant Gems x 1

[Guardman's Earring]

Warrior's Ring x 1 Defender's Ring x 1
Beast Fang x 1 Verdant Gems x 1

[Swordsman's Earring]

Warrior's Ring x 1 Defender's Ring x 1
Unicorn Horn x 1 Regal Gems x 1

[Barbarian's Earring]			
Warrior's Ring	x 1	Defender's Ring	x 1
Wyrm Scale	x 1	Regal Gems	x 1
[Spearman's Earring]			
Warrior's Ring	x 1	Defender's Ring	x 1
Wyrm Claw	x 1	Fiery Gems	x 1
[Temblor Earring]			
Warrior's Ring	x 1	Defender's Ring	x 1
Tooth & Claw	x 1	White Gems	x 1
[Crescent Earring]			
Warrior's Ring	x 1	Defender's Ring	x 1
Wyrm Thighbone	x 1	Fiery Gems	x 1
[Sunfire Earring]			
Warrior's Ring	x 1	Defender's Ring	x 1
Ancient Wood	x 1	Fiery Gems	x 1
[Saint's Earring]			
Warrior's Ring	x 1	Defender's Ring	x 1
Wyrm Thighbone	x 1	White Gems	x 1
[Earring of the Snake]			
Warrior's Ring	x 1	Defender's Ring	x 1
Ancient Wood	x 1	Regal Gems	x 1
[Scrivener's Earring]			
Warrior's Ring	x 1	Defender's Ring	x 1
Ancient Bone	x 1	Black Gems	x 1
[Canso Earring]			
Warrior's Ring	x 1	Defender's Ring	x 1
Enchanted Feather	x 1	Verdant Gems	x 1
[Earring of Stillness]			
Warrior's Ring	x 1	Defender's Ring	x 1
Unicorn Horn	x 1	Verdant Gems	x 1
[Stalker's Earring]			
Warrior's Ring	x 1	Defender's Ring	x 1
Wyrm Whisker	x 1	Regal Gems	x 1
[Archer's Earring]			
Warrior's Ring	x 1	Defender's Ring	x 1
Wyrm Whisker	x 1	White Gems	x 1
[Farseer's Earring]			
Warrior's Ring	x 1	Defender's Ring	x 1
Orichalcum	x 1	Verdant Gems	x 1

<Codex of Ores>

[BF02]

Crafting recipe. Allows the extraction and refinement of a variety of ores and the production of ingots.

[Iron Sand]

Inferior Ore	x 1		
[Copper Ore]			
Inferior Ore	x 1		
[Tin Ore]			
Inferior Ore	x 1		
[Graphite]			
Inferior Ore	x 1		
[Iron Ore]			
Inferior Ore	x 2		
[Silver Ore]			
Inferior Ore	x 2		
[Baldur Ore]			
Inferior Ore	x 2		
[Gold Ore]			
Inferior Ore	x 3		
[Platinum Ore]			
Inferior Ore	x 3		
[Saltpeter]			
Inferior Ore	x 2		
[Sulfur]			
Inferior Ore	x 2		
[Limestone]			
Inferior Ore	x 2		
[Gemstones]			
Inferior Ore	x 2		
[Krystallos Ore]			
Baldur Ore	x 1		
[Bronze Ingot]			
Copper Ore	x 2	Tin Ore	x 1
[Iron Ingot]			
Iron Ore	x 3		
[Silver Ingot]			
Silver Ore	x 3		
[Baldur Ingot]			
Baldur Ore	x 1	Silver Ingot	x 1
Krystallos Ore	x 1		
[Steel Ingot]			
Iron Ore	x 2	Graphite	x 1
[Hagane Steel]			
Iron Sand	x 3	Log	x 1

[Wootz Steel]				
Baldur Ingot	x 2	Steel Ingot	x 2	
[Golden Ingot]				
Gold Ore	x 3			
[Platinum Ingot]				
Platinum Ore	x 3			
[Goldleaf]				
Golden Ingot	x 2	Silver Ingot	x 1	
Bronze Ingot	x 1			

=====

<Codex of Gems>

[2D91]

=====

Crafting recipe. Allows the cutting, polishing, and processing of jewels from krystallos and gemstones.

[Gale Orb]

Air Krystallos	x 3
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[Dust Orb]

Earth Krystallos	x 3
------------------	-----

[Storm Orb]

Lightning Krystallos	x 3
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[Cataract Orb]

Water Krystallos	x 3
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[Inferno Orb]

Fire Krystallos	x 3
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[Black Ice Orb]

Ice Krystallos	x 3
----------------	-----

[Radiant Orb]

Light Krystallos	x 3
------------------	-----

[Gloom Orb]

Dark Krystallos	x 3
-----------------	-----

[Fiery Gems]

Gemstones	x 2
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[Verdant Gems]

Gemstones	x 2
-----------	-----

[Regal Gems]

Gemstones	x 2
-----------	-----

[White Gems]

Gemstones	x 2
-----------	-----

[Black Gems]

Gemstones	x 2
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[Air Krystallos]

Krystallos Ore	x 2
[Earth Krystallos]	
Krystallos Ore	x 2
[Lightning Krystallos]	
Krystallos Ore	x 2
[Water Krystallos]	
Krystallos Ore	x 2
[Fire Krystallos]	
Krystallos Ore	x 2
[Ice Krystallos]	
Krystallos Ore	x 2
[Light Krystallos]	
Krystallos Ore	x 2
[Dark Krystallos]	
Krystallos Ore	x 2

=====

<Codex of Timber>

[F671]

=====

Crafting recipe. Allows the production of a variety of lumber from logs.

[Toneriwood]	
Log	x 1
[Birnewood]	
Log	x 2
[Ananawood]	
Log	x 3
[Baobawood]	
Log	x 4

=====

<Codex of Textiles>

[EC8F]

=====

Crafting recipe. Allows the production of cloth from a variety of fibers and the processing of beasthides.

[Leather]			
Beasthide	x 3	Tannin	x 1
[Parchment]			
Beasthide	x 2	Water	x 1
Limestone	x 1		
[Silver Thread]			
Silken Thread	x 2	Silver Ingot	x 1
Baldur Ingot	x 1		

[Golden Thread]

Silken Thread	x 2	Golden Ingot	x 1
Baldur Ingot	x 1		

[Linen]

Hempen Thread	x 2	Cotton Thread	x 2
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[Pincord]

Woolen Thread	x 2	Cotton Thread	x 2
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[Flannel]

Woolen Thread	x 3		
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[Velvet]

Cotton Thread	x 2	Silken Thread	x 1
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[Satin]

Silken Thread	x 4		
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<On Medicine I>

[AEFB]

=====

Crafting recipe. Allows the concoction of a variety of medicinal compounds.
For the novice to intermediate apothecary.

[Mend Leaf]

Bundle of Herbs	x 1	Water	x 1
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[Mend Leaf +1]

Mend Leaf	x 1	Bundle of Herbs	x 1
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[Mend Leaf +2]

Mend Leaf +1	x 1	Bundle of Herbs	x 1
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[Mend Leaf +3]

Mend Leaf +2	x 1	Bundle of Herbs	x 2
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[Mending Seed]

Mend Leaf +3	x 1	Bundle of Herbs	x 1
Water	x 1		

[Magic Leaf]

Bundle of Herbs	x 1	Water	x 1
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[Magic Leaf +1]

Magic Leaf	x 1	Bundle of Herbs	x 1
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[Magic Leaf +2]

Magic Leaf +1	x 1	Bundle of Herbs	x 1
---------------	-----	-----------------	-----

[Magic Leaf +3]

Magic Leaf +2	x 1	Bundle of Herbs	x 2
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[Magic Seed]

Magic Leaf +3	x 1	Bundle of Herbs	x 1
Water	x 1		

[Fruit of the Adept]

Fruit	x 2	Bundle of Herbs	x 1
Water	x 1		

[Zolia Draught]				
Fruit	x 1	Bundle of Herbs		x 1
Spirits	x 1			
[Zena Wine]				
Fruit	x 1	Bundle of Herbs		x 1
Spirits	x 1			
[Illumina Nectar]				
Fruit	x 1	Bundle of Herbs		x 1
Spirits	x 1			
[Gerun Powder]				
Fruit	x 1	Bundle of Herbs		x 1
Spirits	x 1			
[Feyrn Bolus]				
Fruit	x 1	Bundle of Herbs		x 1
Spirits	x 1			
[Maca Antidote]				
Fruit	x 1	Bundle of Herbs		x 1
Spirits	x 1			
[Jaarn's Poultice]				
Fruit	x 1	Bundle of Herbs		x 1
Spirits	x 1			
[Tannin]				
Bundle of Herbs	x 2	Water		x 1
[Herbal Extract]				
Bundle of Herbs	x 3			
[Nightshade Extract]				
Nightshade	x 3			

=====

<On Medicine II>

[69BD]

=====

Crafting recipe. Allows the concoction of a variety of medicinal compounds.
For the expert to superior apothecary.

[Mending Seed +1]				
Mend Leaf +2	x 1	Bundle of Herbs		x 2
[Mending Seed +2]				
Mending Seed +1	x 1	Bundle of Herbs		x 1
Herbal Extract	x 1			
[Mending Seed +3]				
Mending Seed +2	x 1	Bundle of Herbs		x 2
Herbal Extract	x 1			
[Mending Salve]				
Mending Seed +1	x 1	Herbal Extract		x 1
Water	x 1			

[Mending Salve +1]				
Mending Seed +2	x 1	Bundle of Herbs		x 1
Herbal Extract	x 1			
[Mending Salve +2]				
Mending Seed +3	x 1	Bundle of Herbs		x 2
Herbal Extract	x 1			
[Mending Essence]				
Mending Salve +2	x 1	Bundle of Herbs		x 1
Herbal Extract	x 2			
[Magic Seed +1]				
Magic Seed	x 1	Bundle of Herbs		x 2
[Magic Seed +2]				
Magic Seed +1	x 1	Bundle of Herbs		x 1
Herbal Extract	x 1			
[Magic Seed +3]				
Magic Seed +2	x 1	Bundle of Herbs		x 2
Herbal Extract	x 1			
[Magic Salve]				
Magic Seed +1	x 1	Herbal Extract		x 1
Water	x 1			
[Magic Salve +1]				
Magic Seed +2	x 1	Bundle of Herbs		x 1
Herbal Extract	x 1			
[Magic Salve +2]				
Magic Seed +3	x 1	Bundle of Herbs		x 2
Herbal Extract	x 1			
[Magic Essence]				
Magic Salve +2	x 1	Bundle of Herbs		x 1
Herbal Extract	x 2			
[Fruit of the Adept +1]				
Fruit of the Adept	x 1	Mend Leaf +2		x 1
Magic Leaf +2	x 1			
[Fruit of the Sage]				
Fruit of the Adept +1	x 1	Mend Leaf +3		x 1
Magic Leaf +3	x 1			
[Fruit of the Sage +1]				
Fruit of the Sage	x 1	Mending Seed		x 1
Magic Seed	x 1			
[Zolia Draught +1]				
Zolia Draught	x 1	Bundle of Herbs		x 1
Herbal Extract	x 1	Spirits		x 1
[Maca Antidote +1]				
Maca Antidote	x 1	Bundle of Herbs		x 1
Herbal Extract	x 1	Spirits		x 1
[Ishtar's Ambrosia]				

Fruit of the Adept	x 1	Bundle of Herbs	x 1
Herbal Extract	x 1	Spirits	x 1

[Ashmedai's Grog]

Fruit of the Adept	x 1	Bundle of Herbs	x 1
Nightshade Extract	x 1	Spirits	x 1

=====

<Secrets of the Master>

[185E]

=====

Crafting recipe. A collection of knowledge concerning the techniques used by Daedalus, master smith of the ancient Dragon Lords, compiled by his disciples. For the superior crafter.

=====

[Daedalus Knuckles]

Daedalus Pinion	x 1	Daedalus Rack	x 1
Skyiron	x 1	Dust Orb	x 1

[Daedalus Blade]

Daedalus Pinion	x 1	Daedalus Rack	x 1
Orichalcum	x 1	Storm Orb	x 1

[Daedalus Bowgun]

Keening Bowgun	x 1	Daedalus Pinion	x 1
Daedalus Rack	x 1	Orichalcum	x 1

[Medusa Shield]

Aegis	x 1	Daedalus Pinion	x 1
Orichalcum	x 1	<Gorgon Head>	x 1

[<Daedalus Gauntlets>]

Damasc Mitts +1	x 1	Daedalus Pinion	x 1
Daedalus Rack	x 1	Orichalcum	x 1

[Palace Guide, 1st Ed.]

Shiftstone	x 1	Glass Pumpkin	x 2
Wyrn Horn	x 1		

[Palace Guide, 2nd Ed.]

Shiftstone	x 1	Glass Pumpkin	x 2
Enchanted Feather	x 1		

[Palace Guide, 3rd Ed.]

Shiftstone	x 1	Glass Pumpkin	x 2
Ancient Bone	x 1		

[Heaven's Fork]

Daedalus Pinion	x 1	Daedalus Rack	x 1
Orichalcum	x 2		

=====

Q u e s t R e w a r d s

[D48B]

=====

Quest rewards are items that are acquired automatically after certain story battles or side quests are completed. They are the exclusive source of some important classmarks as well as some unique-unsellable weapons.

Rewarded at the start of the game. Equipped by Catiua.

{Crimson Necklace} x 1

Rewarded at the start of the game. Equipped by Denam.

{Azure Necklace} x 1

Rewarded after CH1N-SB[1] Golyat.

Mend Leaf x 5

Magic Leaf x 5

Rewarded at the start of Chapter III (Neutral).

White Knight's Mark x 5

Rewarded after CH3C-SB[13] The Arkhaiopolis of Rhime and returning to Almorica Castle.

White Knight's Mark x 5

Rewarded after CH3L-SB[11] Almorica Castle (Almorica Passageway).

Brave's Mark x 5

White Knight's Mark x 5

Rewarded after CH4-SB[10] Barnicia Castle (Barnicia Grand Staircase) and returning to Phidoch Castle (Catiua dead).

Sovereign's Mark x 5

Rewarded after CH4-SB[10] Barnicia Castle (Barnicia Grand Staircase) and returning to Phidoch Castle (Catiua alive).

Princess's Mark x 5

Rewarded after CH4-SB[15] The Royal City of Heim (Heim Great Hall).

{Lombardia} x 1

Rewarded after CH4-SQ[1.5] The Pirate's Graveyard (On Holy Ground) and claiming the Pirate's Treasure.

<Seal of Rebirth> x 1

Elixir x 1

Glass Pumpkin x 1

Copper Oberyth x35

Bronze Oberyth x28

Silver Oberyth x22

Gold Oberyth x18

Pirate's Mark x 1

Gemstones x12

Krystallos Ore x12

Golden Ingot x 2

Rewarded after CH4-SQ[2.3] Golyat and recruiting Cressida.

Necroprentice's Mark x 3

Rewarded after CH4-SQ[8.2] Grimsby and recruiting Lindl.

Fusilier's Mark x 3

Rewarded after clearing "The Apocrypha" side quests (CH4-SQ[11] through CH4-SQ[16]).

Oracle's Mark x 3

Rewarded after CH4-SB[36] Heart of the Gardens (Chamber of the Seal).

{Brynhildir} x 1

(07,05,09) [Warrior]
Zena Wine x 3
Copper Oberyth x 6
Copper Oberyth x10

(07,09,10) [Warrior]
Copper Oberyth x 4
Copper Oberyth x 7
Copper Oberyth x12

(07,13,09) [Warrior]
Dynast-King's Mead x 3
Copper Oberyth x 5
Copper Oberyth x13

=====
Chapter I (Neutral) Story Battle #3: [39F1]
Almorica Castle (Almorica Passageway)
=====

A small corridor leading to the Castellan's chambers. The walls are unadorned, as befits the walls of a stronghold on this war-torn island.

Enemy: The Galgastani
Leader: Sir Agares
Guest: The Xenobians

The group defeats the mercenaries and proceeds inside.
The castle is defended not by Consul Nybeth, but a knight named Sir Agares.

(02,05,07) [Enchantress]
Grimoire Rafale x 1

(05,05,07) [Knight Agares]
Knight's Mark x 3
Bronze Oberyth x 5
Blessing Stone x 2

(07,02,07) [Warrior]
Zolia Draught x 3
Copper Oberyth x 6
Copper Oberyth x10

(07,05,05) [Warrior]
Copper Oberyth x 3
Copper Oberyth x 7
Copper Oberyth x11

(07,07,07) [Warrior]
Mend Leaf x 3
Copper Oberyth x 8
Copper Oberyth x12

=====
Chapter I (Neutral) Story Battle #4: [584B]
Tynemouth Hill
=====

White limestone formations jut like teeth from the top of this gentle, grassy

hill.

Enemy: The Galgastani
Leader: The Magus Orba
Guest: Canopus

Soldiers of the Kingdom of Galgastan waylay Denam en route to Krysaro.

(08,03,04) [Wizard Orba]

Grimoire Bouledefeu x 1
Bronze Oberyth x10
Mage's Mark x 1
Blessing Stone x 1

(08,07,05) [Warrior]

Copper Oberyth x 2
Copper Oberyth x 5
Copper Oberyth x13

(11,04,04) [Archer]

Copper Oberyth x 3
Copper Oberyth x 7
Copper Oberyth x10

=====
Chapter I (Neutral) Story Battle #5:
Krysaro

[4C52]

=====
Before the time of Dorgalua, this town in the Almorica marches was the center of a cult worshipping the Sea God Vasque.

Enemy: The Galgastani
Leader: The Necroprentice Moldova
Guest: Abuna Donnalto

The Resistance find Abuna Donnalto in a town overrun by the undead minions of a Galgastani necromancer.

(02,11,08) [Enchantress]

Grimoire Aquamasse x 1

(06,07,08) [Warrior]

Copper Oberyth x 3
Copper Oberyth x 7
Copper Oberyth x12

(08,03,09) [Necromancer Moldova]

Grimoire Sommeil x 1
Bronze Oberyth x15
Copper Oberyth x 9
Blessing Stone x 1

(12,15,04) [Wizard]

Grimoire Foudrarc x 1

(13,08,03) [Warrior]

Copper Oberyth x 5
Copper Oberyth x 8
Copper Oberyth x11

=====
Chapter I (Neutral) Story Battle #6:
The Golborza Plain
=====

[7DF8]

A great grassland spreading across central Almorica.

Enemy: The Galgastani
Leader: The Swordfighter Brezen
Guest: Sir Leonar

En route to Phidoch Castle a battle is fought with Galgastani soldiers marching from Rhime.

(01,04,05) [Wizard]

Grimoire Rocher	x 1
Zena Wine	x 3
Copper Oberyth	x 6
Copper Oberyth	x10

(01,20,09) [Enchantress]

Grimoire Hypnose	x 1
Horn of the Savage	x 3
Copper Oberyth	x 7
Copper Oberyth	x12

(02,21,09) [Cleric]

Blessing Stone	x 3
Coral Harp	x 3
Magic Leaf +2	x 3

(03,17,09) [Berserker Brezen]

Berserker's Mark	x 2
Bronze Oberyth	x11
Dynast-King's Mead	x 5

(14,20,06) [Wizard]

Grimoire Engourdissant	x 1
Zena Wine	x 3
Copper Oberyth	x 5
Copper Oberyth	x17

=====
Chapter I (Neutral) Story Battle #7:
The Arkhaiopolis of Rhime
=====

[B201]

This ancient city, site of the first battle between Galgastani and Walister, has stood for centuries.

Enemy: The Galgastani
Leader: Sir Bolis
Guest: Sir Leonar, Cistina

Denam encounters a warrior maiden cornered by the Galgastani on the outskirts of Rhime.

(03,05,13) [Wizard]

Grimoire Calcinant	x 1
--------------------	-----

Copper Oberyth x 3
Copper Oberyth x20

(04,06,12) [Beast Tamer]

Beastmaster's Mark x 2
Copper Oberyth x 7
Copper Oberyth x17

(06,07,14) [Knight Bolis]

Knight's Mark x 2
Bronze Oberyth x 8
Copper Oberyth x15

(07,05,10) [Earth Dragon]

Cragwyrn's Mark x 2
Wyrn Fang x 1

(09,06,09) [Berserker]

Berserker's Mark x 2
Copper Oberyth x 5
Copper Oberyth x13

=====

Chapter I (Neutral) Story Battle #8:

[72C0]

Lake Bordu

=====

Several rivers feed into this marsh-bound lake in the west of Coritanae.

Enemy: The Galgastani

Leader: Sir Grion

Guest: Dame Ravness

While traveling to Balmamusa with Dame Ravness, Denam trades blows with
frontline Galgastani forces.

(02,06,06) [Wizard]

Grimoire Malepluie x 1
Copper Oberyth x 5
Copper Oberyth x14

(02,08,06) [Knight Grion]

Knight's Mark x 2
Bronze Oberyth x 8
Copper Oberyth x12

(04,02,06) [Archer]

-> Peregrine's Mark x 3
Copper Oberyth x 8
Copper Oberyth x10

(05,04,05) [Berserker]

Berserker's Mark x 1
Copper Oberyth x 4
Copper Oberyth x16

(06,10,05) [Enchantress]

Grimoire Scindeciel x 1
Copper Oberyth x 6
Copper Oberyth x12

(07,12,06) [Berserker]
Berserker's Mark x 1
Copper Oberyth x 6
Copper Oberyth x10

=====
Chapter I (Neutral) Story Battle #9: [6FA0]
Xeod Moors

A vast wetlands in the middle of the Coritanae Region, made rich by the flow of the Xeod.

Enemy: The Galgastani
Leader: The Beastmaster Ganpp
Guest: Dame Ravness

Denam is waylaid by the Beastmaster Ganpp and his minions on the moors leading to Balmamusa.

(02,07,04) [Archer]
-> Peregrine's Mark x 3
Copper Oberyth x 8
Copper Oberyth x10

(03,09,03) [Berserker]
Berserker's Mark x 2
Bronze Oberyth x 7
Copper Oberyth x15

(07,08,03) [Beast Tamer]
Beastmaster's Mark x 2
Bronze Oberyth x 7
Copper Oberyth x15

(09,01,03) [Cleric]
Blessing Stone x 2
Illumina Nectar x 3

(12,04,03) [Archer]
-> Peregrine's Mark x 3
Copper Oberyth x 8
Copper Oberyth x10

=====
Chapter I (Neutral) Story Battle #10: [2901]
Balmamusa

A coal-mining town in the middle of the Bahm range; the houses here sprung up around the mineshafts.

Enemy: The Galgastani
Guest: Dame Ravness

Denam attacks the Galgastani garrison by night to make contact with local Walister.

(05,04,13) [Archer]

Mercurial Phial	x 3
Copper Oberyth	x 3
Inferior Ore	x 2
Log	x 3

(05,08,16) [Warrior]

Magic Leaf +1	x 2
Copper Oberyth	x 5
Inferior Ore	x 1
Log	x 2

(06,06,13) [Archer]

Jewel of the Avatar	x 3
Copper Oberyth	x 5
Inferior Ore	x 1
Log	x 2

(06,08,15) [Warrior]

Mend Leaf	x 3
Copper Oberyth	x 3
Inferior Ore	x 3
Log	x 1

(07,06,13) [Warrior]

Mend Leaf +1	x 2
Copper Oberyth	x 4
Inferior Ore	x 2
Log	x 3

(08,04,10) [Archer]

Feyrn Bolus	x 3
Copper Oberyth	x 7
Inferior Ore	x 3
Log	x 1

(09,06,13) [Warrior]

Magic Leaf	x 3
Copper Oberyth	x 2
Inferior Ore	x 3
Log	x 1

(13,07,14) [Archer]

Blessing Stone	x 2
Copper Oberyth	x 6
Inferior Ore	x 1
Log	x 2

=====
Chapter I (Neutral) Story Battle #11A: [6CD0]
Balmamusa
=====

A coal-mining town in the middle of the Bahm range; the houses here sprung up around the mineshafts.

Enemy: The Walister Resistance

Denam fights desperately to prevent the killing of Walister at Balmamusa.

(10,17,25) [Knight]

Blessing Stone x 1
Bronze Oberyth x 5
Copper Oberyth x13

(12,20,27) [Enchantress]

Grimoire Stagnation x 1
Bronze Oberyth x 3
Copper Oberyth x 7

=====
Chapter I (Neutral) Story Battle #11B:

[C683]

Balmamusa

=====
A coal-mining town in the middle of the Bahm range; the houses here sprung up around the mineshafts.

Enemy: The Galgastani

Galgastani reinforcements arrive on the scene. Dame Ravness also turns her blade on Denam for agreeing to the killings.

(06,17,25) [Knight]

Blessing Stone x 1
Bronze Oberyth x 5
Copper Oberyth x12

(12,20,27) [Wizard]

Grimoire Immobilisant x 1
Bronze Oberyth x 3
Copper Oberyth x 8

=====
Chapter I (Neutral) Side Quest #1:

[6CB0]

Qadriga Fortress (Qadriga Fortress)

These ruins of an ancient keep mark the scene of the great battle between King Dorgalua and King Rodrick, who once vied for control of the islands.

Enemy: The Galgastani

Leader: The Necromancer Nybeth

Nybeth was at Qadriga Fortress as reported. He sends his undead minions into battle with Denam.

(02,06,15) [Wizard]

Grimoire Scindeciel x 1
Copper Oberyth x12
Magic Leaf +1 x 3

(03,12,24) [Enchantress]

Grimoire Malepluie x 1
Copper Oberyth x 6
Zena Wine x 3

=====
Chapter II (Chaotic)

[63F1]

"This world can be put to rights."

It is now three weeks since the massacre at Balmamusa. The tragedy has brought the Walister together as one, and divided the Galgastani camp.

CH2C-SB[1] Port Asyton	[F815]
CH2C-SB[2] Rhea Boum Aqueduct	[E64B]
CH2C-SB[3] Xeod Moors	[6D7F]
CH2C-SB[4] Lake Bordu	[3E4C]
CH2C-SB[5] Tynemouth Hill	[C6ED]
CH2C-SB[6] Kryсаро	[CDBF]
CH2C-SB[7] Qadriga Fortress (Qadriga Fortress)	[4D02]
CH2C-SB[8] Ndamsa Fortress (Ndamsa Fortress)	[2431]
CH2C-SB[9] Golyat	[135B]
CH2C-SB[10] The Arkhaiopolis of Rhime	[4B3F]
CH2C-SB[11] Almorica Castle (The Gates of Almorica)	[903B]

=====
Chapter II (Chaotic) Story Battle #1: [F815]
Port Asyton
=====

A sole port in the Brigantys Region, Asyton enjoys vigorous trade as the gateway to the Western Obero Sea.

Enemy: The Walister Resistance
Leader: Arycelle

Arycelle of the Walister Resistance confronts Denam, who is wanted for plotting the massacre at Balmamusa.

(01,09,17) [Cleric]
Blessing Stone x 1
Bundle of Herbs x 8
Water x 4

(02,10,17) [Archer]
Beasthide x 2

(05,05,11) [Knight]
Silver Oberyth x 1
Bronze Oberyth x 4
Knight's Mark x 1
Copper Oberyth x10

(05,07,12) [Knight]
Silver Oberyth x 1
Copper Oberyth x 3
Knight's Mark x 1
Copper Oberyth x12

(06,03,14) [Warrior]
Log x 3
Inferior Ore x 1

(06,10,17) [Rune Fencer]
Log x 3
Inferior Ore x 1

=====
This aqueduct was constructed in ancient times, though now more cracks run through it than water. Some travelers use the dry passage as an alternative to walking the highroad.

Enemy: Bounty Hunters
Leader: Xapan the Mercenary

Bounty hunters attack Denam as he journeys to Tynemouth Hill.

(04,05,11) [Beast Tamer]

Beastmaster's Mark	x 1
Bronze Oberyth	x 8
Copper Oberyth	x22

(06,06,10) [Octopus]

Beasthide	x 3
Log	x 1
Magic Leaf	x 3
Magic Leaf +1	x 2

(08,08,11) [Terror Knight]

Dreadknight's Mark	x 3
Silver Oberyth	x 5
Bronze Oberyth	x10

(13,06,10) [Beast Tamer]

Beastmaster's Mark	x 1
Bronze Oberyth	x 9
Copper Oberyth	x21

(14,05,06) [Octopus]

Beasthide	x 3
Log	x 1
Mend Leaf	x 3
Mend Leaf +1	x 2

(16,17,09) [Octopus]

Beasthide	x 6
Log	x 2
Areion Plume	x 3
Hair of the Unicorn	x 3

=====
A vast wetlands in the middle of the Coritanae Region, made rich by the flow of the Xeod.

Enemy: The Galgastani
Leader: Decurion Vance

Denam happens upon a skirmish between Arycelle and Galgastani soldiers.

(06,20,03) [Familiar]

Familiar's Mark	x 3
Grimoire Celerite	x 1
Grimoire Soins	x 1
Copper Oberyth	x12

(09,13,03) [Clay Golem]

Sandstone's Mark	x 2
Silver Oberyth	x 5
Inferior Ore	x 8
Gemstones	x 2

(10,19,03) [Rune Fencer Vance]

-> <On Medicine I>	x 1
Silver Oberyth	x15
Bronze Oberyth	x25
Mend Leaf +2	x 3

(13,09,03) [Rogue]

Bandit's Mark	x 3
Silver Oberyth	x 1
Bronze Oberyth	x 5
Copper Oberyth	x12

(13,15,03) [Clay Golem]

Sandstone's Mark	x 2
Silver Oberyth	x 4
Inferior Ore	x 8
Gemstones	x 2

=====
Chapter II (Chaotic) Story Battle #4: [3E4C]
Lake Bordu
=====

Several rivers feed into this marsh-bound lake in the west of Coritanae.

Enemy: The Galgastani
Leader: The Swordsman Genzo
Guest: Arycelle

Denam encounters Galgastani forces while en route to Tynemouth Hill with Arycelle in tow.

(13,07,04) [Cloud Dragon]

Windwyrms's Mark	x 3
Wyrms Fang	x 1
Silver Oberyth	x 2

(13,10,04) [Flood Dragon]

Waterwyrms's Mark	x 3
Wyrms Claw	x 1
Silver Oberyth	x 2

(15,12,04) [Octopus]

Beasthide	x 3
Beasthide	x 2
Water	x 5

(17,01,03) [Octopus]

Beasthide	x 3
-----------	-----

Beasthide x 2
Water x 5

(17,09,04) [Ninja Genzo]

Ninja's Mark x 3
Bronze Oberyth x10
Scroll of Windshear x 1
Scroll of Earthshear x 1

(18,13,04) [Rune Fencer]

Silver Oberyth x 8
Bronze Oberyth x13
Copper Oberyth x28

(19,08,04) [Beast Tamer]

Silver Oberyth x 9
Bronze Oberyth x16
Copper Oberyth x24

=====
Chapter II (Chaotic) Story Battle #5:
Tynemouth Hill

[C6ED]

=====
White limestone formations jut like teeth from the top of this gentle, grassy hill.

Enemy: The Walister Resistance
Leader: Vyce
Guest: Arycelle

At Tynemouth Denam finds not Lancelot but Vyce lying in wait. Vyce seeks to eliminate those who know the truth of the massacre.

(01,10,09) [Dragoon]

Dragoon's Mark x 3
Bronze Oberyth x16
Copper Oberyth x24

(03,11,08) [Cyclops]

Grimoire Gravite x 1
Silver Oberyth x 2
Log x 4
Leather x 2

(12,17,05) [Terror Knight]

Dreadknight's Mark x 3
Silver Oberyth x 8
Bronze Oberyth x13

(14,12,05) [Flame Dragon]

Firewyrn's Mark x 3
Beasthide x 4
Silver Oberyth x 2

(16,13,04) [Beast Tamer]

Beastmaster's Mark x 3
Bronze Oberyth x18
Copper Oberyth x23

=====
Chapter II (Chaotic) Story Battle #6:

[CDBF]

Krysaro

=====
Before the time of Dorgalua, this town in the Almorica marches was the center of a cult worshipping the Sea God Vasque.

Enemy: The Walister Resistance
Leader: Sir Farrel

After withdrawing from Tynemouth to Krysaro, Denam meets with a Resistance ambush.

(07,08,06) [Knight Farrel]

Silver Oberyth	x11
Bronze Oberyth	x12
Copper Oberyth	x20
Mend Leaf +3	x 2

(10,07,04) [Wizard]

Grimoire Bouledefeu II	x 1
Silver Oberyth	x 3
Bronze Oberyth	x15
Magic Leaf +1	x 3

(17,08,03) [Enchantress]

Grimoire Glace II	x 1
Silver Oberyth	x 3
Bronze Oberyth	x13
Magic Leaf +1	x 3

=====
Chapter II (Chaotic) Story Battle #7:

[4D02]

Qadriga Fortress (Qadriga Fortress)

=====
These ruins of an ancient keep mark the scene of the great battle between King Dorgalua and King Rodrick, who once vied for control of the islands.

Enemy: Pirates
Leader: The Pirate Darza
Guest: Sir Folcort

Having resolved to aid Sir Folcort to gain passage to Rhime, Denam sets off to rescue the Magus Bayin from pirates.

(02,07,16) [Wizard]

Grimoire Rafale II	x 1
Silver Oberyth	x 3
Bronze Oberyth	x12
Magic Leaf +1	x 3

(04,09,19) [Berserker Darza]

Ishtar's Ambrosia	x 3
Ashmedai's Grog	x 3
Overripe Fruit	x 3
-> <Ways of Gerges>	x 1

(06,09,11) [Enchantress]

Grimoire Foudrarc II	x 1
Silver Oberyth	x 3
Bronze Oberyth	x15
Magic Leaf +1	x 3

(07,02,07) [Cockatrice]

Silver Oberyth	x 2
Enchanted Feather	x 1
Beasthide	x 4
Inferior Ore	x 4

(07,03,12) [Cockatrice]

Silver Oberyth	x 2
Enchanted Feather	x 1
Beasthide	x 4
Log	x 4

=====
Chapter II (Chaotic) Story Battle #8:

[2431]

Ndamsa Fortress (Ndamsa Fortress)
=====

The ancient ruins of a mighty fortress, constructed to defend the island of Dekingos from invasion.

Enemy: Pirates

Leader: The Pirate Veldrei

Guest: Sir Folcurt, The Magus Bayin

Denam makes a slight detour to rescue Cistina of the Liberation Front from the pirate's stronghold.

(01,06,19) [Wizard]

Grimoire Aiguille II	x 1
Silver Oberyth	x 6
Bronze Oberyth	x15
Magic Leaf +2	x 3

(02,02,13) [Familiar]

Familiar's Mark	x 3
Bronze Oberyth	x13
Silver Oberyth	x 3

(02,10,19) [Enchantress]

Grimoire Aquamasse II	x 1
Silver Oberyth	x 5
Bronze Oberyth	x12
Magic Leaf +2	x 3

(04,03,10) [Gryphon]

Silver Oberyth	x 2
Enchanted Feather	x 1
Beasthide	x 4
Log	x 4

(04,08,17) [Valkyrie Veldrei]

-> Shiftstone	x 3
Hallowing Stone	x 3
Silver Oberyth	x 6
Bronze Oberyth	x20

(06,00,05) [Gryphon]
Silver Oberyth x 2
Enchanted Feather x 1
Beasthide x 4
Fruit x 4

(07,01,07) [Rogue]
Bandit's Mark x 3
Bronze Oberyth x15
Silver Oberyth x 2

(07,09,14) [Terror Knight]
Dreadknight's Mark x 3
Silver Oberyth x 1

=====
Chapter II (Chaotic) Story Battle #9: [135B]
Golyat
=====

A port town on Galdochae, known as Oberon's Pearl in better days. Its once-beautiful walls now bear the scars of war.

Enemy: Bounty Hunters
Leader: The Mage Dagon
Guest: Cistina, Sir Folcurt, The Magus Bayin

Denam is set upon by bounty hunters while making haste to Rhime.

Note: In some situations, I've seen Greased Boots drop from a third flying Archer standing on a rooftop (like the other two units who carry the boots). He spawns at (10,16,21). I do not know what conditions are required for this, so it remains a mystery.

(01,16,28) [Archer]
-> Greased Boots x 1 (Lv.~27)

(04,12,15) [Clay Golem]
Sandstone's Mark x 2
Bronze Oberyth x 7
Faeriescale Powder x 3

(04,15,19) [Kunoichi]
Scroll of Stormshear x 1
Silver Oberyth x 1
Bronze Oberyth x 7 (Lv.~27)
Bronze Oberyth x10 (Lv.28~)

(05,17,24) [Archer]
-> Greased Boots x 1 (Lv.28~)

(07,17,18) [Enchantress]
Grimoire Detournant x 1
Silver Oberyth x 1
Bronze Oberyth x 6 (Lv.~27)
Bronze Oberyth x 9 (Lv.28~)

(08,12,13) [Terror Knight]
Dreadknight's Mark x 3

Silver Oberyth x 1
Bronze Oberyth x 8 (Lv.~27)
Bronze Oberyth x12 (Lv.28~)

(08,14,15) [Wizard Dagon]

Grimoire Douleur II x 1
Silver Oberyth x 6
Bronze Oberyth x 8 (Lv.~27)
Copper Oberyth x12 (Lv.~27)
Bronze Oberyth x28 (Lv.28~)
Copper Oberyth x30 (Lv.28~)

(08,19,18) [Wizard]

Grimoire Bonnepluie x 1
Silver Oberyth x 1
Bronze Oberyth x 8

(09,13,10) [Clay Golem]

Sandstone's Mark x 2
Bronze Oberyth x 5
Areion Plume x 3

(11,14,14) [Ninja]

Scroll of Waveshear x 1
Silver Oberyth x 1
Bronze Oberyth x 9 (Lv.~27)
Bronze Oberyth x13 (Lv.28~)

(11,20,18) [Cleric]

Grimoire Volubilite x 1
Silver Oberyth x 1
Blessing Stone x 1
Ishtar's Ambrosia x 3

(14,19,18) [Cleric]

Grimoire Purete x 1
Silver Oberyth x 1
Blessing Stone x 1
Ashmedai's Grog x 3

(15,13,08) [Clay Golem]

Sandstone's Mark x 2
Bronze Oberyth x 6
Spiritstone of the Stars x 3

Chapter II (Chaotic) Story Battle #10:

[4B3F]

The Arkhaiopolis of Rhime

This ancient city, site of the first battle between Galgastani and Walister, has stood for centuries.

Enemy: Bounty Hunters

Leader: Xapan the Mercenary

Denam arrives in Rhime only to run into the bounty hunter Xapan the Mercenary.

(09,08,13) [Rogue]

Bandit's Mark x 3
Silver Oberyth x 4
Mend Leaf +3 x 3

(09,10,13) [Rogue]

Bandit's Mark x 3
Silver Oberyth x 4
Mend Leaf +3 x 3

(14,02,09) [Hoplite]

Footsoldier's Mark x 3
Silver Oberyth x 2
Bronze Oberyth x 7
Copper Oberyth x10

(14,05,09) [Dark Dragon]

Gloomwyrms Mark x 3
Silver Oberyth x 1
Bronze Oberyth x 5
Copper Oberyth x 9

(14,13,11) [Arc Dragon]

Gleamwyrms Mark x 3
Silver Oberyth x 1
Bronze Oberyth x 9
Copper Oberyth x11

(15,15,11) [Hoplite]

Footsoldier's Mark x 3
Silver Oberyth x 2
Bronze Oberyth x 7
Copper Oberyth x15

(19,16,09) [Clay Golem]

Sandstone's Mark x 3
Silver Oberyth x 1
Bronze Oberyth x 7
Copper Oberyth x13

(24,16,07) [Stone Golem]

Granite's Mark x 3
Silver Oberyth x 1
Bronze Oberyth x 6
Copper Oberyth x14

=====

Chapter II (Chaotic) Story Battle #11: [903B]

Almorica Castle (The Gates of Almorica)

=====

This castle was once the seat of power in Old Almorica. It was taken by Duke Ronwey before the outbreak of war.

Enemy: The Walister Resistance, Bounty Hunters
Leader: The Spellbinder Ramidos, Xapan the Mercenary

Denam engages Xapan and Resistance soldiers upon arriving at Almorica Castle to rescue Catiaua.

(03,03,11) [Terror Knight]

Dreadknight's Mark	x 3
Silver Oberyth	x 2
Bronze Oberyth	x 9
Copper Oberyth	x25

(03,14,11) [Ninja]

Ninja's Mark	x 3
Silver Oberyth	x 3
Bronze Oberyth	x10
Copper Oberyth	x24

(05,05,11) [Wizard]

Grimoire Enflammant	x 1
Silver Oberyth	x 3
Bronze Oberyth	x10
Copper Oberyth	x17

(05,07,11) [Sorceress Ramidos]

Grimoire Electrisant	x 1
Silver Oberyth	x 5
Bronze Oberyth	x15
-> <On Medicine II>	x 1

(05,12,10) [Enchantress]

Grimoire Trombe	x 1
Silver Oberyth	x 2
Bronze Oberyth	x12
Copper Oberyth	x20

(06,01,09) [Rogue]

Bandit's Mark	x 3
Silver Oberyth	x 3
Bronze Oberyth	x12
Copper Oberyth	x20

(06,14,11) [Terror Knight]

Dreadknight's Mark	x 3
Silver Oberyth	x 4
Bronze Oberyth	x13
Copper Oberyth	x21

(08,13,09) [Wizard]

Grimoire Stagnation	x 1
Silver Oberyth	x 3
Bronze Oberyth	x11
Copper Oberyth	x19

=====
 C h a p t e r I I (L a w f u l)
 =====

[70CF]

"I will fear no reproach."

It is now three weeks since the massacre at Balmamusa. As Duke Ronwey envisioned, Resistance morale has soared as the Walister cry out for vengeance, and the Galgastani have been driven back en masse.

CH2L-SB[1] Balmamusa [B236]
 CH2L-SB[2] Xeod Moors [4C1F]

CH2L-SB[3] Rhea Boum Aqueduct	[0243]
CH2L-SB[4] Port Asyton	[52C3]
CH2L-SB[5] Port Asyton	[1AF6]
CH2L-SB[6] Qadriga Fortress (Qadriga Fortress)	[37C6]
CH2L-SB[7] Tynemouth Hill	[86BC]
CH2L-SB[8] The Golborza Plain	[A607]
CH2L-SB[9] The Arkhaiopolis of Rhime	[A5C0]
CH2L-SB[10] Almorica Castle (The Gates of Almorica)	[C6A3]
CH2L-SB[11] Almorica Castle (Almorica Passageway)	[E36A]
CH2L-SQ[1] The Reisan Way	[AB87]

Chapter II (Lawful) Story Battle #1: [B236]
 Balmamusa

A coal-mining town in the middle of the Bahm range; the houses here sprung up around the mineshafts.

Enemy: The Galgastani

Upon arriving in Balmamusa on the orders of Duke Ronwey, Denam attacks the Galgastani garrison by night.

(02,10,27) [Archer]

- Log x 3
- Inferior Ore x 1

(05,02,10) [Warrior]

- Beasthide x 1

(08,07,14) [Knight]

- Silver Oberyth x 1
- Bronze Oberyth x 4
- Knight's Mark x 1
- Silver Oberyth x10

(12,15,17) [Warrior]

- Beasthide x 1

(13,11,12) [Valkyrie]

- Blessing Stone x 1
- Bundle of Herbs x 8
- Water x 4

(14,19,30) [Archer]

- Log x 3
 - Inferior Ore x 1
-

Chapter II (Lawful) Story Battle #2: [4C1F]
 Xeod Moors

A vast wetlands in the middle of the Coritanae Region, made rich by the flow of the Xeod.

Enemy: The Galgastani
 Leader: The Magus Garba

Denam clashes with Galgastani forces while on the march.

(01,15,04) [Warrior]
 Log x 3
 Inferior Ore x 1

(03,16,03) [Berserker]
 Silver Oberyth x 1
 Bronze Oberyth x 3
 Berserker's Mark x 1
 Silver Oberyth x10

(05,16,03) [Gryphon]
 Beasthide x 2

(06,14,03) [Terror Knight]
 Dreadknight's Mark x 3
 Silver Oberyth x 8
 Bronze Oberyth x13

(07,19,03) [Wizard Garba]
 Grimoire Douleur II x 1 (Lv.~25)
 Silver Oberyth x 6 (Lv.~25)
 Bronze Oberyth x28 (Lv.~25)
 Copper Oberyth x30 (Lv.~25)

(08,13,03) [Warrior]
 Blessing Stone x 1
 Bundle of Herbs x 8
 Water x 4

(11,16,04) [Berserker]
 Silver Oberyth x 1
 Bronze Oberyth x 3
 Berserker's Mark x 1
 Silver Oberyth x10

(12,13,03) [Gryphon]
 Beasthide x 2

(13,15,03) [Rune Fencer]
 Log x 3
 Inferior Ore x 1

=====
 Chapter II (Lawful) Story Battle #3: [0243]
 Rhea Boum Aqueduct
 =====

This aqueduct was constructed in ancient times, though now more cracks run through it than water. Some travelers use the dry passage as an alternative to walking the highroad.

Enemy: The Galgastani
 Leader: Sibyl Josephine

Denam encounters Galgastani soldiers while en route to Port Asyton.

(04,09,11) [Archer]
 Silver Oberyth x 8
 Bronze Oberyth x13

Copper Oberyth	x28
(05,10,13) [Beast Tamer]	
Waterwyrms Mark	x 3
Wyrms Claw	x 1
Silver Oberyth	x 2
(06,14,12) [Octopus]	
Beasthide	x 3
Beasthide	x 2
Water	x 5
(06,16,12) [Octopus]	
Beasthide	x 3
Beasthide	x 2
Water	x 5
(07,19,14) [Beast Tamer]	
Windwyrms Mark	x 3
Wyrms Fang	x 1
Silver Oberyth	x 2
(09,19,14) [Archer]	
Silver Oberyth	x 9
Bronze Oberyth	x16
Copper Oberyth	x24

=====
Chapter II (Lawful) Story Battle #4: [52C3]
Port Asyton
=====

A sole port in the Brigantys Region, Asyton enjoys vigorous trade as the gateway to the Western Obero Sea.

Enemy: The Galgastani
Leader: Sibyl Nadia

Feigning an assault on Coritanae Keep, Denam moves to capture Asyton.

(10,00,06) [Clay Golem]	
Sandstone's Mark	x 1
Silver Oberyth	x 1
Inferior Ore	x 5
Gemstones	x 1
(11,05,08) [Clay Golem]	
Sandstone's Mark	x 1
Silver Oberyth	x 1
Inferior Ore	x 5
Gemstones	x 1
(12,09,14) [Archer]	
Grimoire Torpeur	x 1
Grimoire Gravite	x 1
Copper Oberyth	x12
(13,06,08) [Berserker]	
Grimoire Celerite	x 1
Grimoire Soins	x 1

Copper Oberyth x12

(13,11,10) [Clay Golem]

Sandstone's Mark x 1

Silver Oberyth x 1

Inferior Ore x 5

Gemstones x 1

(16,06,05) [Cleric Nadia]

-> <On Medicine I> x 1

Bronze Oberyth x12

Copper Oberyth x15

=====
Chapter II (Lawful) Story Battle #5:

[1AF6]

Port Asyton
=====

A sole port in the Brigantys Region, Asyton enjoys vigorous trade as the gateway to the Western Obero Sea.

Enemy: The New Walister Alliance

Leader: Arycelle

After capturing Asyton, Denam is set upon by those seeking vengeance against the Resistance for the massacre at Balmamusa.

(00,04,15) [Enchantress]

Grimoire Bouledefeu II x 1

Silver Oberyth x 3

Bronze Oberyth x15

Magic Leaf +1 x 3

(01,09,17) [Cleric]

Silver Oberyth x 8

Bronze Oberyth x13

Copper Oberyth x28

(01,12,17) [Wizard]

Grimoire Glace II x 1

Silver Oberyth x 3

Bronze Oberyth x13

Magic Leaf +1 x 3

(02,02,17) [Archer]

Silver Oberyth x 9

Bronze Oberyth x16

Copper Oberyth x24

(04,04,11) [Berserker]

Dreadknight's Mark x 3

Silver Oberyth x 1

(05,05,11) [Knight]

Silver Oberyth x 1

Bronze Oberyth x 4

Knight's Mark x 1

Silver Oberyth x10

(05,07,12) [Knight]

Silver Oberyth	x 1
Bronze Oberyth	x 3
Knight's Mark	x 1
Silver Oberyth	x12

=====
Chapter II (Lawful) Story Battle #6: [37C6]
Qadriga Fortress (Qadriga Fortress)
=====

These ruins of an ancient keep mark the scene of the great battle between King Dorgalua and King Rodrick, who once vied for control of the islands.

Enemy: Pirates
Leader: The Pirate Darza

While at sea bound for Almorica, Denam is waylaid by pirates pursuing Xapan the Mercenary.

(02,07,16) [Wizard]
Grimoire Rafale II x 1
Silver Oberyth x 3
Bronze Oberyth x12
Magic Leaf +1 x 3

(02,13,22) [Enchantress]
Grimoire Foudrarc II x 1
Silver Oberyth x 3
Bronze Oberyth x15
Magic Leaf +1 x 3

(04,09,19) [Berserker Darza]
Ishtar's Ambrosia x 3
Ashmedai's Grog x 3
Overripe Fruit x 3
-> <Ways of Gerges> x 1

(05,03,12) [Rune Fencer]
Silver Oberyth x11
Bronze Oberyth x12
Copper Oberyth x20
Mend Leaf +3 x 2

(07,02,07) [Cyclops]
Grimoire Gravite x 1
Silver Oberyth x 2
Log x 4
Leather x 2

(07,03,12) [Cyclops]
Grimoire Gravite x 1
Silver Oberyth x 2
Log x 4
Leather x 2

=====
Chapter II (Lawful) Story Battle #7: [86BC]
Tynemouth Hill
=====

White limestone formations jut like teeth from the top of this gentle, grassy hill.

Enemy: The Galgastani
Leader: Arkhiatros Wynoa

While traveling to Almorica Denam encounters a Galgastani commander and relief party withdrawing from the Psonji Weald.

(05,20,06) [Cleric]
Grimoire Volubilite x 1
Silver Oberyth x 1
Blessing Stone x 1
Ishtar's Ambrosia x 3

(07,17,06) [Cleric]
Grimoire Purete x 1
Silver Oberyth x 1
Blessing Stone x 1
Ashmedai's Grog x 3

(08,20,08) [Cleric Wynoa]
Silver Oberyth x11
Bronze Oberyth x12
Copper Oberyth x20
Mend Leaf +3 x 2

(08,24,08) [Terror Knight Gatialo]
Dreadknight's Mark x 3
Silver Oberyth x 8
Bronze Oberyth x13

(09,17,04) [Cleric]
Grimoire Purete x 1
Silver Oberyth x 1
Blessing Stone x 1
Ashmedai's Grog x 3

(11,20,07) [Cleric]
Grimoire Volubilite x 1
Silver Oberyth x 1
Blessing Stone x 1
Ishtar's Ambrosia x 3

Chapter II (Lawful) Story Battle #8: [A607]
The Golborza Plain

A great grassland spreading across central Almorica.

Enemy: The New Walister Alliance
Leader: Gousin

En route to Phidoch Castle Denam is set upon by soldiers of the New Walister Alliance.

(01,12,09) [Warrior]
-> Greased Boots x 1 (Lv.27~)

(01,19,09) [Rogue]
 Bandit's Mark x 3
 Grimoire Torpeur x 1
 Grimoire Gravite x 1
 Copper Oberyth x12

(02,16,09) [Rogue]
 Bandit's Mark x 3
 Grimoire Torpeur x 1
 Grimoire Gravite x 1
 Copper Oberyth x12

(02,21,09) [Familiar]
 Familiar's Mark x 3
 Grimoire Celerite x 1
 Grimoire Soins x 1
 Copper Oberyth x12

(04,21,09) [Familiar]
 Familiar's Mark x 3
 Grimoire Celerite x 1
 Grimoire Soins x 1
 -> Greased Boots x 1 (Lv.~26)
 Copper Oberyth x12 (Lv.27~)

(05,15,06) [Ninja Gousin]
 Ninja's Mark x 3
 Bronze Oberyth x12
 Scroll of Windshear x 1 (Lv.~26)
 Scroll of Earthshear x 1 (Lv.~26)
 -> Alluring Dress x 1 (Lv.27~)
 -> Alluring Highboots x 1 (Lv.27~)

(08,20,05) [Rogue]
 Bandit's Mark x 3
 Silver Oberyth x 4
 Mend Leaf +3 x 3

(11,21,05) [Rogue]
 Bandit's Mark x 3
 Silver Oberyth x 4
 Mend Leaf +3 x 3

 =====
 Chapter II (Lawful) Story Battle #9: [A5C0]
 The Arkhaiopolis of Rhime
 =====

This ancient city, site of the first battle between Galgastani and Walister, has stood for centuries.

 Enemy: The New Walister Alliance
 Leader: Vyce

As Denam sets out for Almorica Castle after talks with Leonar, he encounters Vyce and Arycelle, who seek an audience with the Holy Knights.

 (04,08,19) [Valkyrie]
 -> Shiftstone x 3
 Hallowing Stone x 3

Silver Oberyth x 6
Bronze Oberyth x20

(08,13,19) [Wizard]

Grimoire Aquamasse II x 1
Silver Oberyth x 5
Bronze Oberyth x12
Magic Leaf +2 x 3

(15,10,12) [Rune Fencer]

-> Shiftstone x 3
Hallowing Stone x 3
Silver Oberyth x 6
Bronze Oberyth x20

=====
Chapter II (Lawful) Story Battle #10: [C6A3]
Almorica Castle (The Gates of Almorica)

This castle was once the seat of power in Old Almorica. It was taken by Duke Ronwey before the outbreak of war.

Enemy: The Walister Resistance
Leader: The Spellbinder Modiliani

Denam assails Almorica to topple Duke Ronwey. The castle is defended by his Walister Resistance comrades.

(03,04,11) [Witch]

Magus's Mark x 2 (Lv.~27)
Sandstone's Mark x 2 (Lv.28~)
Bronze Oberyth x 5
Spiritstone of the Stars x 3
Grimoire Enflammant x 1 (Lv.~27)

(03,12,11) [Warlock]

Magus's Mark x 2 (Lv.~27)
Sandstone's Mark x 2 (Lv.28~)
Bronze Oberyth x 5
Areion Plume x 3
Grimoire Trombe x 1 (Lv.~27)

(04,08,11) [Sorcerer Modiliani]

Grimoire Electrisant x 1
Silver Oberyth x 5
Bronze Oberyth x15
Copper Oberyth x19

(07,05,09) [Beast Tamer]

Beastmaster's Mark x 1
Bronze Oberyth x16
Copper Oberyth x24

(07,07,10) [Dark Dragon]

Gloomwurm's Mark x 3
Beasthide x 4
Silver Oberyth x 2

(07,09,10) [Arc Dragon]

Gleamwyrms Mark x 3
Beasthide x 4
Silver Oberyth x 2

(07,11,09) [Beast Tamer]

Beastmaster's Mark x 1
Bronze Oberyth x16
Copper Oberyth x24

(10,06,08) [Stone Golem]

Granite's Mark x 3
Silver Oberyth x 1
Bronze Oberyth x 6
Copper Oberyth x24

(10,10,08) [Stone Golem]

Granite's Mark x 3
Silver Oberyth x 1
Bronze Oberyth x 6
Copper Oberyth x24

=====
Chapter II (Lawful) Story Battle #11: [E36A]
Almorica Castle (Almorica Passageway)
=====

A small corridor leading to the Castellan's chambers. The walls are unadorned, as befits the walls of a stronghold on this war-torn island.

Enemy: The Walister Resistance
Leader: Sir Marino

Denam battles Resistance soldiers once more within the castle.

(02,07,07) [Enchantress]

Grimoire Douleur II x 1
Silver Oberyth x 6
Bronze Oberyth x28
Copper Oberyth x30

(03,05,07) [Terror Knight Marino]

Dreadknight's Mark x 3
Silver Oberyth x 1
Bronze Oberyth x12
-> <On Medicine II> x 1

(12,12,08) [Kunoichi]

Scroll of Stormshear x 1
Silver Oberyth x 1
Bronze Oberyth x10

=====
Chapter II (Lawful) Side Quest #1: [AB87]
The Reisan Way
=====

The ancient Valerians laid the cobblestones for this road here over 1,000 years ago. Even today it serves to connect the various regions of the island together.

Enemy: The Galgastani
Leader: Sir Alfred

Denam runs into Galgastani forces escorting Dame Ravness to Coritanae Keep.

(20,10,08) [Knight Alfred]
-> Shiftstone x 3
Hallowing Stone x 3
Silver Oberyth x 6
Bronze Oberyth x20

(25,07,09) [Wizard]
Grimoire Enflammant x 1
Silver Oberyth x 3
Bronze Oberyth x10
Copper Oberyth x17

(25,13,08) [Wizard]
Grimoire Trombe x 1
Silver Oberyth x 2
Bronze Oberyth x12
Copper Oberyth x20

=====
C h a p t e r I I I (N e u t r a l) [3F90]
=====

"There will be sacrifices."

Four weeks have passed since Rhime fell to the Bakram. Having seized the Arkhaiopolis, the Bakram pushed further south, but were held back by a combined force of Galgastani and Walister.

CH3N-SB[2] Boed Fortress (Boed Fortress)	[5C73]
CH3N-SB[3] Tynemouth Hill	[C9D5]
CH3N-SB[4] Port Asyton	[7FB4]
CH3N-SB[5] Mount Hedon	[39A0]
CH3N-SB[6] Hagia Banhamuba	[A0D2]
CH3N-SB[7] Ndamsa Fortress (Ndamsa Fortress)	[ED80]
CH3N-SB[8] Coritanae Keep (The Gates of Coritanae)	[4A68]
CH3N-SB[9] Coritanae Keep (Coritanae Ward)	[DC5A]
CH3N-SB[10] Mount Weobry	[1B46]
CH3N-SB[11] The Arkhaiopolis of Rhime	[7841]
CH3N-SB[12A] Phidoch Castle (Phidoch South Curtain Wall)	[4097]
CH3N-SB[12B] Phidoch Castle (Phidoch West Curtain Wall)	[AF82]
CH3N-SB[13] Phidoch Castle (Phidoch Great Hall)	[2903]
CH3N-SQ[1] Qadriga Fortress (Qadriga Fortress)	[DEF0]
CH3N-SQ[2] Golyat	[24AE]

Chapter III (Neutral) Story Battle #2: [5C73]
Boed Fortress (Boed Fortress)

The ruins of an ancient fortress built to serve as a watch tower on Phaesta Minor.

Enemy: The Dark Knights
Leader: The Dark Knight Oz
Guest: Cerya

Upon arriving at the Liberation Front stronghold seeking Vyce, Denam encounters Dark Knights sent to wipe out the partisans.

(01,10,28) [Templar (Archer)]

Silver Oberyth x 2 (Lv.~28)
Bronze Oberyth x12 (Lv.~28)
Copper Oberyth x20 (Lv.~28)

(03,11,26) [Templar (Archer)]

Silver Oberyth x 2 (Lv.~28)
Bronze Oberyth x12 (Lv.~28)
Copper Oberyth x20 (Lv.~28)

(06,16,26) [Templar (Cleric)]

Grimoire Resurrection x 1
Silver Oberyth x 1
Bronze Oberyth x 7
Copper Oberyth x15

(07,13,25) [Knight Commander Oz]

-> <Glamrock> x 1 (Lv.29~)
-> Hagiaknight's Mark x 1 (Lv.29~)
-> Alluring Boots x 1 (Lv.29~)
-> Alluring Corset x 1 (Lv.29~)
Platinum Oberyth x 1 (Lv.29~)

(08,11,20) [Templar (Warrior)]

Bloodied Ventricle x 5
Beasthide x 3

(08,15,25) [Templar (Wizard)]

Grimoire Scindeciel II x 1
Silver Oberyth x 2
Copper Oberyth x13
Herbal Extract x 2

(09,16,25) [Templar (Wizard)]

Grimoire Congelation II x 1
Silver Oberyth x 2
Copper Oberyth x11
Nightshade Extract x 2

(10,12,20) [Templar (Rune Fencer)]

Grimoire Radiance II x 1
Silver Oberyth x 1
Bronze Oberyth x 4
Grimoire Gelant x 1 (Lv.~28)

(11,13,21) [Templar (Knight)]

Golden Ingot x 1
Silver Oberyth x 5
Velvet x 1
Gold Oberyth x 1

White limestone formations jut like teeth from the top of this gentle, grassy hill.

Enemy: Galgastani Remnants
Leader: The Beastmaster Ganpp

While en route to Asyton in pursuit of Galgastani remnants, Denam is waylaid by the Beastmaster Ganpp.

(00,23,16) [Wizard]
Grimoire Offrande x 1 (Lv.~28)
Silver Oberyth x 4 (Lv.~28)
Bronze Oberyth x25 (Lv.~28)
Copper Oberyth x40 (Lv.~28)

(02,26,16) [Cleric]
Hallowing Stone x 1
Blessing Stone x 3
Grimoire Bravoure x 1
Mend Leaf +3 x 1

(05,15,05) [Juggernaut]
Juggernaut's Mark x 3
Silver Oberyth x 2
Bronze Oberyth x 5
Copper Oberyth x12

(06,18,08) [Gryphon Berda]
Beasthide x 3
Beasthide x 5
Log x 4

(08,16,03) [Hoplite]
Grimoire Resurrection x 1
Silver Oberyth x 1
Bronze Oberyth x 6
Copper Oberyth x12

(11,16,04) [Juggernaut]
Juggernaut's Mark x 3
Silver Oberyth x 2
Bronze Oberyth x 8

(13,18,06) [Gryphon Obda]
Beasthide x 3
Beasthide x 5
Log x 4

(15,27,12) [Wizard]
Grimoire Tourbillon II x 1
Grimoire Offrande x 1
Mend Leaf +2 x 3
Bundle of Herbs x 4

Chapter III (Neutral) Story Battle #4: [7FB4]
Port Asyton

A sole port in the Brigantys Region, Asyton enjoys vigorous trade as the

gateway to the Western Obero Sea.

Enemy: ???

Guest: Sibyl Oelias, Sir Dievold

Arriving in Asyton, Denam happens upon a brother and sister beset by undead creatures.

(05,03,11) [Enchantress]

Grimoire Bouledefeu II	x 1
Grimoire Enflammant	x 1
Silver Oberyth	x 1
Herbal Extract	x 3

(06,10,17) [Wizard]

Grimoire Aiguille II	x 1
Grimoire Rempart	x 1
Silver Oberyth	x 1
Nightshade Extract	x 3

(07,06,11) [Cleric]

Hallowing Stone	x 1
Blessing Stone	x 3
Grimoire Mobilite	x 1
Mend Leaf +3	x 1

(08,00,08) [Cloud Dragon]

Windwurm's Mark	x 3
Krystallos Ore	x 1
Gemstones	x 1
Inferior Ore	x 4

(08,09,11) [Archer]

Bronze Oberyth	x25 (Lv.~28)
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(08,11,12) [Juggernaut]

Juggernaut's Mark	x 3
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(09,03,08) [Knight]

Silver Oberyth	x 4 (Lv.~28)
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(10,06,08) [Warrior]

Bloodied Ventricle	x 5
Beasthide	x 3
Copper Oberyth	x20 (Lv.~28)

(14,10,08) [Warrior]

Bloodied Ventricle	x 5
Beasthide	x 3
Copper Oberyth	x20 (Lv.~28)

Chapter III (Neutral) Story Battle #5:

[39A0]

Mount Hedon

An active volcano towering over the center of Banhamuba. Even now, molten lava flows daily from its crater.

Enemy: The Galgastani

Leader: The Necroapprentice Cassandra

While continuing his search for Galgastani remnants, Denam is headed off by a mage with power over the dead.

(01,08,13) [Rogue]

Bandit's Mark x 3

(03,03,10) [Flame Dragon]

Firewyrn's Mark x 3

Krystallos Ore x 1

Gemstones x 1

Inferior Ore x 4

(03,10,15) [Necromancer Cassandra]

Grimoire Offrande x 1

Silver Oberyth x 5

Bronze Oberyth x12

(04,07,11) [Juggernaut]

Juggernaut's Mark x 3

(05,04,09) [Wizard]

Grimoire Foudrarc II x 1

Parchment x 3

Ink x 3

Beasthide x 8

(05,12,12) [Hoplite]

Footsoldier's Mark x 3

Silver Oberyth x 2

Bronze Oberyth x 9

(07,15,13) [Flame Dragon]

Firewyrn's Mark x 3

Krystallos Ore x 1

Gemstones x 1

Inferior Ore x 4

Summoned [Wizard]

Grimoire Tourbillon II x 1 (Lv.~28)

Silver Oberyth x 2 (Lv.~28)

Bronze Oberyth x12 (Lv.~28)

Copper Oberyth x20 (Lv.~28)

Summoned [Enchantress]

Grimoire Rocher II x 1 (Lv.~28)

Silver Oberyth x 2 (Lv.~28)

Bronze Oberyth x12 (Lv.~28)

Copper Oberyth x20 (Lv.~28)

Summoned [Terror Knight]

-> Skyiron x 1

=====
Chapter III (Neutral) Story Battle #6:

[A0D2]

Hagia Banhamuba
=====

An ancient temple built to worship Ishtar, Goddess of Light and War.

Enemy: The Galgastani
Leader: The Necroprentice Cressida

Denam is accosted by Cressida, daughter of the Necroprentice Cassandra, while traveling to Ndamsa Fortress.

(20,03,04) [Cyclops]

Grimoire Revirement	x 1
Inferior Ore	x 4
Copper Ore	x 2
Tin Ore	x 2

(21,08,04) [Cyclops]

Grimoire Revirement	x 1
Inferior Ore	x 4
Copper Ore	x 2
Tin Ore	x 2

(22,06,04) [Necromancer Cressida]

Grimoire Offrande	x 1
Silver Oberyth	x 5
Bronze Oberyth	x12

(23,02,04) [Familiar]

Familiar's Mark	x 3
Grimoire Malepluie II	x 1 (Lv.~28)

(23,09,04) [Familiar]

Familiar's Mark	x 3
Grimoire Scindeciel II	x 1 (Lv.~28)

Summoned [Juggernaut]

Bronze Oberyth	x25 (Lv.~28)
Copper Oberyth	x40 (Lv.~28)

Summoned [Hoplite]

Silver Oberyth	x 4 (Lv.~28)
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=====
Chapter III (Neutral) Story Battle #7:

[ED80]

Ndamsa Fortress (Ndamsa Fortress)

=====
The ancient ruins of a mighty fortress, constructed to defend the island of Dekingos from invasion.

Enemy: The Galgastani

Leader: The Necromancer Nybeth

Denam confronts the Necromancer Nybeth and his undead minions. By his side stands Sir Gildas, who has been missing since the invasion of Rhime.

(02,02,13) [Enchantress]

Salted Lobe	x 5
Log	x 6
Grimoire Flamme II	x 1 (Lv.~29)

(07,04,09) [Rune Fencer]

-> Peregrine's Mark	x 3
---------------------	-----

Log	x 4
Beasthide	x 4
Copper Ore	x 4

(07,07,14) [Berserker]

Krystallos Ore	x 1
Silver Oberyth	x 5
Bronze Oberyth	x10
Copper Oberyth	x15

Summoned [Matriarch]

Grimoire Congelation II	x 1 (Lv.~29)
Silver Oberyth	x 4 (Lv.~29)
Bronze Oberyth	x25 (Lv.~29)
Copper Oberyth	x40 (Lv.~29)

Summoned [Stone Golem]

Granite's Mark	x 3
Silver Oberyth	x 1
Bronze Oberyth	x 6
Copper Oberyth	x24

Chapter III (Neutral) Story Battle #8:
Coritanae Keep (The Gates of Coritanae)

[4A68]

A fitting fortress to guard one of the richest regions on the islands.
Coritanae Keep was built on a rocky outcropping in the middle of the Xeod,
giving it natural protection from invaders.

Enemy: The Galgastani
Leader: The Mage Gildora

Denam moves to recapture Coritanae Keep, which had fallen to a group of
Galgastani remnants.

(01,03,28) [Archer]

-> Peregrine's Mark	x 3
Log	x 4
Beasthide	x 4
Copper Ore	x 4

(03,09,12) [Wizard]

Grimoire Revirement	x 1 (Lv.~29)
Silver Oberyth	x 4 (Lv.~29)

(03,11,14) [Cleric]

Hallowing Stone	x 3
Blessing Stone	x 3
Grimoire Resurrection	x 1
Grimoire Bravoure	x 1

(05,01,08) [Terror Knight]

Shoulder Shard	x 5
Iron Sand	x 2

(05,07,10) [Knight]

Dried Eyestem	x 5
Inferior Ore	x 6

(05,16,15) [Witch Gildora]
Magus's Mark x 3
Grimoire Rocher II x 1
Grimoire Oeildaigle x 1
Wyrn Gem x14

(07,15,15) [Ninja]
Ninja's Mark x 3
Scroll of the Reins x 1
Scroll of Waveshear x 1
Bronze Oberyth x 5

(07,17,15) [Valkyrie]
Grimoire Aiguille II x 1
Silver Oberyth x 1
Bronze Oberyth x 3

=====
Chapter III (Neutral) Story Battle #9: [DC5A]
Coritanae Keep (Coritanae Ward)
=====

The remnants of an indoor garden. Water was once sluiced to the sides of the central corridor to feed the trees that grew here.

Enemy: The Galgastani
Leader: High Commander Xaebos

High Commander Xaebos, leader of the Galgastani remnants, lay in wait inside the keep.

(02,04,09) [Cleric]
Blessing Stone x 3
Hallowing Stone x 2
Grimoire Resurrection x 1
Grimoire Bravoure x 1

(02,06,09) [Cleric]
Blessing Stone x 3
Hallowing Stone x 2
Grimoire Resurrection x 1
Grimoire Bravoure x 1

(04,02,09) [Enchantress]
Grimoire Scindeciel II x 1
Grimoire Offrande x 1
Magic Leaf +2 x 3
Bundle of Herbs x 4

(04,08,09) [Wizard]
Grimoire Gelant x 1
Grimoire Congelation II x 1
Silver Oberyth x 5
Bronze Oberyth x15

(06,04,08) [Dragoon]
Dragoon's Mark x 3
Silver Oberyth x 2
Bronze Oberyth x10

Copper Oberyth x15

(06,06,08) [Dragoon]

Dragoon's Mark x 3

Silver Oberyth x 2

Bronze Oberyth x10

Copper Oberyth x15

(08,04,06) [Terror Knight]

Silver Oberyth x 4 (Lv.~29)

Bronze Oberyth x25 (Lv.~29)

(08,06,06) [Terror Knight]

Grimoire Briseciel II x 1 (Lv.~29)

Copper Oberyth x40 (Lv.~29)

=====
Chapter III (Neutral) Story Battle #10:

[1B46]

Mount Weobry
=====

An active volcano in the Burnham Massif, a mountain range rising in the island's central region. After 120 years of slumber, the volcano reawakened upon the death of King Dorgalua.

Enemy: ???

Denam is attacked by ferocious beasts while traversing a mountain path leading to Rhime.

(00,05,20) [Cockatrice]

-> Winged Boots x 1 (Lv.30~)

(01,01,17) [Wizard]

Silver Oberyth x 2

Bronze Oberyth x12

Copper Oberyth x20

(03,07,07) [Earth Dragon]

Cragwyrn's Mark x 3

Krystallos Ore x 1

Gemstones x 1

Inferior Ore x 4

(03,13,06) [Knight]

Blessing Stone x 3

Silver Oberyth x 5

Hallowing Stone x 3

Jaarn's Poultice x 3

(04,10,07) [Flame Dragon]

Firewyrn's Mark x 3

Krystallos Ore x 1

Gemstones x 1

Inferior Ore x 4

(06,19,27) [Enchantress]

Silver Oberyth x 2 (Lv.~29)

Bronze Oberyth x12 (Lv.~29)

Copper Oberyth x20 (Lv.~29)

(11,15,18) [Stone Golem]
Granite's Mark x 3
Silver Oberyth x 1
Bronze Oberyth x 5
Copper Oberyth x12

(11,16,20) [Juggernaut]
Juggernaut's Mark x 3
Silver Oberyth x 2
Bronze Oberyth x 5
Copper Oberyth x12

(12,17,20) [Hoplite]
Footsoldier's Mark x 3
Silver Oberyth x 2
Bronze Oberyth x 5
Copper Oberyth x12

(13,12,14) [Dark Dragon]
Gloomwyrn's Mark x 3
Krystallos Ore x 1
Gemstones x 1
Inferior Ore x 4

(17,17,15) [Gryphon]
-> Winged Boots x 2 (Lv.~29)

(18,18,15) [Knight]
Silver Oberyth x 3
Silver Oberyth x 3
Bronze Oberyth x 8

(19,17,13) [Warlock]
Grimoire Vifesprit x 1 (Lv.~29)

=====
Chapter III (Neutral) Story Battle #11: [7841]
The Arkhaiopolis of Rhime
=====

This ancient city, site of the first battle between Galgastani and Walister,
has stood for centuries.

Enemy: The Bakram

Finally reaching the end of the mountain path, Denam descends upon the Bakram
occupying Rhime.

(02,16,17) [Cleric]
Grimoire Bravoure x 1 (Lv.~30)

(07,11,09) [Terror Knight]
Copper Oberyth x40 (Lv.~30)

(09,14,09) [Wizard]
Grimoire Scindeciel II x 1
Grimoire Eclair x 1
Silver Oberyth x 1
Magic Leaf +2 x 3

(15,16,09) [Knight]
Silver Oberyth x 4 (Lv.~30)

(19,18,10) [Archer]
Bronze Oberyth x25 (Lv.~30)

(21,19,10) [Cleric]
Blessing Stone x 3
Hallowing Stone x 2
Grimoire Resurrection x 1
Grimoire Bravoure x 1

=====
Chapter III (Neutral) Story Battle #12A: [4097]
Phidoch Castle (Phidoch South Curtain Wall)
=====

The chalk used in the construction of this castle's walls gives Phidoch its nickname: "The Swan." It is nonetheless a powerful fortress situated in the middle of the island.

Enemy: The Bakram
Leader: The Witch Vestiarri

After liberating Rhime, the Resistance marches on Phidoch Castle. There Denam's forces trade blows with Bakram soldiers.

(01,08,31) [Cleric]
Grimoire Mobilite x 1 (Lv.~30)
Copper Oberyth x40 (Lv.~30)

(04,10,18) [Enchantress Vestiarri]
-> <Codex of Gems> x 1

(05,07,18) [Warlock]
Magus's Mark x 3
Biblion Anatomiae x 1
Grimoire Rocher II x 1
Wyrm Gem x10

(07,18,20) [Beast Tamer]
-> Peregrine's Mark x 3
Javelin x10
Silver Oberyth x 5
Fruit of the Adept x 3

(08,15,16) [Cleric]
Grimoire Resurrection x 1 (Lv.~30)
Silver Oberyth x 4 (Lv.~30)
Bronze Oberyth x25 (Lv.~30)

(09,02,10) [Wizard]
Grimoire Malepluie II x 1
Grimoire Petrifiant x 1
Magic Leaf +2 x 3
Nightshade x 4

(10,07,10) [Dragoon]
Dragoon's Mark x 3

Silver Oberyth	x 1
Bronze Oberyth	x10
Dragon Steak	x 1

(10,19,12) [Ninja]

Ninja's Mark	x 3
Scroll of the Toad	x 1
Scroll of Flameshear	x 1
Bronze Oberyth	x 5

=====
Chapter III (Neutral) Story Battle #12B:

[AF82]

Phidoch Castle (Phidoch West Curtain Wall)
=====

The area before the gates of The Swan. A second wall was added beyond the first during the war.

Enemy: The Bakram

Leader: The Swordsman Mercure

After liberating Rhime, the Resistance marches on Phidoch Castle. There Denam's forces trade blows with Bakram soldiers.

(03,11,10) [Stone Golem]

Tin Ore	x 2
Graphite	x 2
Gold Ore	x 2
Granite's Mark	x 1

(05,12,09) [Iron Golem]

Iron Sand	x 2
Iron Ore	x 2
Platinum Ore	x 2
Black Iron's Mark	x 1

(08,15,11) [Warlock]

Copper Oberyth	x10
Bronze Oberyth	x 5
Wyrn Gem	x 5
Magus's Mark	x 1

(08,19,20) [Swordmaster Mercure]

-> <Codex of Gems> x 1

(10,13,11) [Berserker]

Copper Oberyth	x10
Bronze Oberyth	x 5
Silver Oberyth	x 1
Berserker's Mark	x 1

(11,12,09) [Iron Golem]

-> Skyiron x 1

(14,21,30) [Rune Fencer]

Copper Oberyth	x10
Bronze Oberyth	x 5
Silver Oberyth	x 1
Mage-Knight's Mark	x 1

(19,10,08) [Terror Knight]
Copper Oberyth x10
Bronze Oberyth x 5
Ashmedai's Grog x 3
Dreadknight's Mark x 1

(19,14,11) [Warlock]
Grimoire Vifesprit x 1 (Lv.~30)
Silver Oberyth x 4 (Lv.~30)
Bronze Oberyth x25 (Lv.~30)
Copper Oberyth x40 (Lv.~30)

=====
Chapter III (Neutral) Story Battle #13: [2903]
Phidoch Castle (Phidoch Great Hall)
=====

The great hall of the castle. Here King Dorgalua rallied his troops to strike at Rodrick's army during the war.

Enemy: The Dark Knights, The Bakram
Leader: The Dark Knight Ozma

Denam is waylaid by Dame Ozma while pursuing the retreating Lancelot Tartaros.

(01,10,08) [Knight]
Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1
Knight's Mark x 1

(02,09,07) [Hydra]
Inferior Ore x 4
Krystallos Ore x 2
Gemstones x 1

(02,11,09) [Terror Knight]
Grimoire Aspirenergie x 1 (Lv.~30)
Silver Oberyth x 4 (Lv.~30)
Bronze Oberyth x25 (Lv.~30)
Copper Oberyth x40 (Lv.~30)

(02,15,13) [Witch]
Copper Oberyth x10
Bronze Oberyth x 5
Wyrn Gem x 5
Magus's Mark x 1

(08,14,05) [Templar (Warrior)]
Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1
Warrior's Mark x 1

(09,16,06) [Templar (Wizard)]
Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1
Mage's Mark x 1

(10,18,11) [Knight Commander Ozma]
-> <Rose Whip> x 1 (Lv.31~)

(12,14,05) [Templar (Dragoon)]
Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1
Dragoon's Mark x 1

=====
Chapter III (Neutral) Side Quest #1: [DEF0]
Qadriga Fortress (Qadriga Fortress)
=====

These ruins of an ancient keep mark the scene of the great battle between King Dorgalua and King Rodrick, who once vied for control of the islands.

Enemy: The Galgastani
Leader: The Magus Botis
Guest: Chamos, Phaesta, Tamuz

Denam engages the Galgastani to assist Leonar's faltering forces.

(00,06,22) [Cockatrice]
Beasthide x 2
Beasthide x 1
Bundle of Herbs x 4
Nightshade x 4

(00,09,22) [Familiar]
Inferior Ore x 4
Log x 4
Leather x 2
Familiar's Mark x 1

(00,11,22) [Rogue]
Inferior Ore x 4
Log x 4
Leather x 2
Bandit's Mark x 1

(02,02,12) [Beast Tamer]
Silver Oberyth x 2 (Lv.~29)
Bronze Oberyth x12 (Lv.~29)
Copper Oberyth x20 (Lv.~29)

(03,03,13) [Beast Tamer]
Silver Oberyth x 2 (Lv.~29)
Bronze Oberyth x12 (Lv.~29)
Copper Oberyth x20 (Lv.~29)

(03,13,24) [Cockatrice]
Beasthide x 2
Beasthide x 1
Bundle of Herbs x 4
Nightshade x 4

(05,09,16) [Terror Knight]
Copper Oberyth x10

Bronze Oberyth	x 5
Ashmedai's Grog	x 3
Dreadknight's Mark	x 1

(07,13,18) [Terror Knight]

Copper Oberyth	x10
Bronze Oberyth	x 5
Ashmedai's Grog	x 3
Dreadknight's Mark	x 1

Chapter III (Neutral) Side Quest #2:

[24AE]

Golyat

A port town on Galdochae, known as Oberon's Pearl in better days. Its once-beautiful walls now bear the scars of war.

Enemy: The Galgastani

Leader: Orgeau the Mercenary

Denam battles the Balbatos loyalists occupying Golyat.

(02,14,15) [Cleric]

Grimoire Mobilite	x 1 (Lv.~29)
Copper Oberyth	x40 (Lv.~29)

(05,09,05) [Cyclops]

Beasthide	x 2
Beasthide	x 1
Bundle of Herbs	x 4
Nightshade	x 4

(05,11,05) [Hoplite]

Inferior Ore	x10
Bronze Oberyth	x 5
Silver Oberyth	x 1
Footsoldier's Mark	x 1

(06,15,11) [Archer]

Silver Oberyth	x 4 (Lv.~29)
Bronze Oberyth	x25 (Lv.~29)

(09,12,04) [Berserker]

Copper Oberyth	x10
Bronze Oberyth	x 5
Silver Oberyth	x 1
Berserker's Mark	x 1

(10,16,04) [Juggernaut]

Inferior Ore	x 4
Log	x 4
Leather	x 2
Juggernaut's Mark	x 1

(11,08,03) [Octopus]

Beasthide	x 2
Beasthide	x 1
Bundle of Herbs	x 4
Nightshade	x 4

"Ambition and greed rule, while dogs and swine serve."

Four weeks have passed since Rhime fell to the Bakram. The Bakram suffered heavy losses in the siege, making any further offensive impossible. The Walister Resistance were also forced to regroup and gather their strength once more.

CH3C-SB[1] Port Asyton	[4BFE]
CH3C-SB[2] Xeod Moors	[E82B]
CH3C-SB[3] Coritanae Keep (The Gates of Coritanae)	[BA72]
CH3C-SB[4] Coritanae Keep (Coritanae Ward)	[C35B]
CH3C-SB[5] The Reisan Way	[F265]
CH3C-SB[6] Bahanna Highlands	[4596]
CH3C-SB[7A] Brigantys Castle (Brigantys South Curtain Wall)	[F31D]
CH3C-SB[7B] Brigantys Castle (Brigantys West Curtain Wall)	[7540]
CH3C-SB[8] Brigantys Castle (Brigantys Great Hall)	[2C7D]
CH3C-SB[9] Bahanna Highlands	[F1D9]
CH3C-SB[10] Coritanae Keep (The Gates of Coritanae)	[A64D]
CH3C-SB[11B] Coritanae Keep (Coritanae Ward)	[8FC5]
CH3C-SB[12] Mount Weobry	[63F5]
CH3C-SB[13] The Arkhaiopolis of Rhime	[C24D]
CH3C-SB[14] Boed Fortress (Boed Fortress)	[1462]
CH3C-SB[15A] Phidoch Castle (Phidoch South Curtain Wall)	[6AE4]
CH3C-SB[15B] Phidoch Castle (Phidoch West Curtain Wall)	[49C6]
CH3C-SB[16] Phidoch Castle (Phidoch Great Hall)	[1A2B]

=====
 Chapter III (Chaotic) Story Battle #1:
 Port Asyton
 =====

[4BFE]

A sole port in the Brigantys Region, Asyton enjoys vigorous trade as the gateway to the Western Obero Sea.

 Enemy: Bounty Hunters
 Leader: Headhunter Gannon

Denam is discovered by bounty hunters while laying low in Asyton.

-
- | | |
|--------------------------|--------------|
| (12,06,08) [Clay Golem] | |
| Sandstone's Mark | x 3 |
| Silver Oberyth | x 2 |
| Bronze Oberyth | x 6 |
| Inferior Ore | x12 |
| (13,00,05) [Archer] | |
| Silver Oberyth | x 1 (Lv.~28) |
| Bronze Oberyth | x 8 (Lv.~28) |
| Copper Oberyth | x14 (Lv.~28) |
| (14,03,11) [Rune Fencer] | |
| Grimoire Petrifiant | x 1 (Lv.~28) |
| (14,06,06) [Archer] | |
| Silver Oberyth | x 1 (Lv.~28) |

Bronze Oberyth x 8 (Lv.~28)
Copper Oberyth x14 (Lv.~28)

(15,10,07) [Archer]

Silver Oberyth x 1 (Lv.~28)
Bronze Oberyth x18 (Lv.~28)
Copper Oberyth x14 (Lv.~28)

(16,03,05) [Wizard]

Grimoire Congelation II x 1
Silver Oberyth x 2
Copper Oberyth x11
Nightshade Extract x 2

(16,06,05) [Berserker Gannon]

Krystallos Ore x 1
Silver Oberyth x 5
Bronze Oberyth x10
Copper Oberyth x15

(16,09,05) [Enchantress]

Grimoire Scindeciel II x 1
Silver Oberyth x 2
Copper Oberyth x13
Herbal Extract x 2

=====
Chapter III (Chaotic) Story Battle #2:

[E82B]

Xeod Moors
=====

A vast wetlands in the middle of the Coritanae Region, made rich by the flow of the Xeod.

Enemy: The Walister Resistance

Leader: Sir Felnatorre

Denam encounters a Walister Resistance patrol while marching on Coritanae Keep.

(01,19,03) [Ninja]

Ninja's Mark x 3
Scroll of the Reins x 1
Scroll of Waveshear x 1
Bronze Oberyth x 5

(03,17,03) [Rune Fencer]

Grimoire Aiguille II x 1
Silver Oberyth x 1
Bronze Oberyth x 3

(05,18,03) [Warrior]

Silver Oberyth x 4 (Lv.~28)

(05,20,03) [Wizard]

Grimoire Bouledefeu II x 1
Grimoire Enflammant x 1
Silver Oberyth x 1
Herbal Extract x 3

(07,17,03) [Valkyrie]
 Grimoire Radiance II x 1
 Silver Oberyth x 1
 Bronze Oberyth x 4

(07,19,03) [Knight Felnatorre]
 Silver Oberyth x 6
 Bronze Oberyth x 8

(09,18,03) [Warrior]
 Bronze Oberyth x25 (Lv.~28)
 Copper Oberyth x40 (Lv.~28)

(09,20,03) [Enchantress]
 Grimoire Aiguille II x 1
 Grimoire Rempart x 1
 Silver Oberyth x 1
 Nightshade Extract x 3

(12,17,03) [Rune Fencer]
 Grimoire Bouledefeu II x 1
 Silver Oberyth x 1
 Bronze Oberyth x 5

(12,19,03) [Kunoichi]
 Ninja's Mark x 3
 Scroll of the Toad x 1
 Scroll of Flameshear x 1
 Bronze Oberyth x 5

 =====
 Chapter III (Chaotic) Story Battle #3: [BA72]
 Coritanae Keep (The Gates of Coritanae)
 =====

A fitting fortress to guard one of the richest regions on the islands.
 Coritanae Keep was built on a rocky outcropping in the middle of the Xeod,
 giving it natural protection from invaders.

 Enemy: The Galgastani
 Leader: The Mage Gildora

Denam attacks the Galgastani garrisoned at Coritanae Keep to aid victims of
 the war.

 (01,17,30) [Cleric]
 Grimoire Resurrection x 1
 Parchment x 3
 Ink x 3
 Beasthide x 8

(03,09,12) [Enchantress]
 Grimoire Foudrarc II x 1
 Parchment x 3
 Ink x 3
 Beasthide x 8

(06,15,15) [Witch Gildora]
 Magus's Mark x 3
 Grimoire Flammes II x 1

Grimoire Prestesse x 1
Wyrn Gem x 8

(07,06,10) [Stone Golem]

Granite's Mark x 3
Silver Oberyth x 1
Bronze Oberyth x 6
Copper Oberyth x24

(07,19,15) [Wizard]

Grimoire Rafale II x 1
Parchment x 3
Ink x 3
Beasthide x 8

(10,17,13) [Knight]

Silver Oberyth x 4 (Lv.~28)
Bronze Oberyth x25 (Lv.~28)
Copper Oberyth x40 (Lv.~28)

=====
Chapter III (Chaotic) Story Battle #4:

[C35B]

Coritanae Keep (Coritanae Ward)
=====

The remnants of an indoor garden. Water was once sluiced to the sides of the central corridor to feed the trees that grew here.

Enemy: The Galgastani
Leader: High Commander Xaebos

Proceeding inside the keep, Denam is met by High Commander Xaebos.

(02,04,09) [Cleric]

Grimoire Resurrection x 1
Silver Oberyth x 1
Bronze Oberyth x 6
Copper Oberyth x12

(02,06,09) [Cleric]

Grimoire Resurrection x 1
Silver Oberyth x 1
Bronze Oberyth x 7
Copper Oberyth x15

(03,10,10) [Warlock]

Magus's Mark x 3
Grimoire Rocher II x 1
Grimoire Oeildaigle x 1
Wyrn Gem x14

(05,03,09) [Dragoon]

Dragoon's Mark x 3
Silver Oberyth x 2
Bronze Oberyth x10
Copper Oberyth x15

(05,07,09) [Dragoon]

Dragoon's Mark x 3
Silver Oberyth x 2

Bronze Oberyth x10
Copper Oberyth x15

(07,04,07) [Terror Knight]

Silver Oberyth x 4 (Lv.~28)
Bronze Oberyth x25 (Lv.~28)

(07,06,07) [Terror Knight]

Grimoire Offrande x 1 (Lv.~28)
Copper Oberyth x40 (Lv.~28)

=====
Chapter III (Chaotic) Story Battle #5:
The Reisan Way

[F265]

=====
The ancient Valerians laid the cobblestones for this road here over 1,000 years ago. Even today it serves to connect the various regions of the island together.

Enemy: The Galgastani
Leader: The Necroprentice Cassandra

While pursuing Galgastani remnants Denam battles a mage wielding necromantic magic.

(05,12,11) [Knight]

Dried Eyestem x 5
Inferior Ore x 6

(07,16,11) [Archer]

Bronze Oberyth x25 (Lv.~28)

(08,15,09) [Hoplite]

Footsoldier's Mark x 3
Silver Oberyth x 2
Bronze Oberyth x 9

(09,18,17) [Familiar]

Familiar's Mark x 3
Grimoire Tourbillon II x 1 (Lv.~28)

(10,17,14) [Necromancer Cassandra]

Grimoire Offrande x 1
Silver Oberyth x 5
Bronze Oberyth x12

(11,15,10) [Juggernaut]

Juggernaut's Mark x 3
Silver Oberyth x 2
Bronze Oberyth x 8

(14,10,09) [Terror Knight]

Shoulder Shard x 5
Iron Sand x 2

(15,16,12) [Wizard]

Grimoire Rocher II x 1 (Lv.~28)

(15,18,16) [Rogue]

Bandit's Mark x 3
Silver Oberyth x 4 (Lv.~28)
Copper Oberyth x40 (Lv.~28)

(17,04,08) [Enchantress]

Salted Lobe x 5
Log x 6

(19,10,08) [Warrior]

Bloodied Ventricle x 5
Beasthide x 3

Summoned [Rogue]

Bandit's Mark x 3

Summoned [Familiar]

Familiar's Mark x 3

Chapter III (Chaotic) Story Battle #6:

[4596]

Bahanna Highlands
=====

Jineh trees grow on the gentle slopes of these snow-covered plains.

Enemy: The Galgastani

Leader: Sir Hektor

Denam follows Xaebos to Brigantys Castle and clashes with knights steadfast in their loyalty to the kingdom.

(01,01,17) [Wizard]

Grimoire Scindeciel II x 1 (Lv.~28)
Copper Oberyth x40 (Lv.~28)

(01,07,16) [Cleric]

Grimoire Resurrection x 1 (Lv.~28)
Bronze Oberyth x25 (Lv.~28)

(01,15,16) [Beast Tamer]

Beastmaster's Mark x 3
Silver Oberyth x 1
Bronze Oberyth x10
Braised Skewer x 1

(03,16,17) [Dragoon]

Dragoon's Mark x 3
Silver Oberyth x 1
Bronze Oberyth x10
Dragon Steak x 1

(04,07,16) [Knight Hektor]

Blessing Stone x 3
Silver Oberyth x 5
Hallowing Stone x 3
Jaarn's Poultice x 3

(04,10,16) [Cleric]

Grimoire Bravoure x 1 (Lv.~28)
Silver Oberyth x 4 (Lv.~28)

(04,14,17) [Frost Dragon]
Icewyrms Mark x 3
Krystallos Ore x 1
Gemstones x 1
Inferior Ore x 4

(05,02,17) [Terror Knight]
-> Skyiron x 1

(05,16,16) [Frost Dragon]
Icewyrms Mark x 3
Krystallos Ore x 1
Gemstones x 1
Inferior Ore x 4

(06,08,16) [Gryphon]
Beasthide x 3
Beasthide x 5
Log x 4

=====
Chapter III (Chaotic) Story Battle #7A: [F31D]
Brigantys Castle (Brigantys South Curtain Wall)
=====

Seated on the high tundra of the Brigantia Flats, Brigantys Castle is snowbound throughout the year.

Enemy: The Galgastani
Leader: The Magus Kakrinoros

Denam marches on Brigantys Castle in pursuit of Xaebos and battles its Galgastani defenders.

(01,12,29) [Cleric]
Hallowing Stone x 3
Blessing Stone x 3
Grimoire Resurrection x 1
Grimoire Bravoure x 1

(02,06,30) [Archer]
-> Peregrine's Mark x 3
Log x 4
Beasthide x 4
Copper Ore x 4

(02,18,29) [Archer]
-> Peregrine's Mark x 3
Log x 4
Beasthide x 4
Copper Ore x 4

(04,11,15) [Witch]
Magus's Mark x 3
Grimoire Flammes II x 1
Grimoire Antimagie x 1
Wyrms Gem x10

(05,07,16) [Enchantress]

Grimoire Scindeciel II x 1
Grimoire Offrande x 1
Magic Leaf +2 x 3
Bundle of Herbs x 4

(05,16,14) [Wizard Kakrinoros]

Grimoire Gelant x 1
Grimoire Congelation II x 1
Silver Oberyth x 5
Bronze Oberyth x15

(08,11,12) [Terror Knight]

Bronze Oberyth x25 (Lv.~29)

(08,13,12) [Knight]

Silver Oberyth x 4 (Lv.~29)

(08,16,12) [Berserker]

Copper Oberyth x40 (Lv.~29)

=====
Chapter III (Chaotic) Story Battle #7B:

[7540]

Brigantys Castle (Brigantys West Curtain Wall)

=====
The western side of the castle, facing the Holboss. Part of the wall was
damaged during the war.

Enemy: The Galgastani

Leader: Orgeau the Mercenary

Denam marches on Brigantys Castle in pursuit of Xaebos and battles its
mercenary defenders.

(03,18,12) [Hoplite]

Footsoldier's Mark x 3
Silver Oberyth x 2
Bronze Oberyth x 5
Copper Oberyth x12

(03,20,13) [Archer]

Silver Oberyth x 4 (Lv.~29)

(07,18,12) [Juggernaut]

Juggernaut's Mark x 3
Silver Oberyth x 2
Bronze Oberyth x 5
Copper Oberyth x12

(07,21,28) [Beast Tamer Orgeau]

-> Peregrine's Mark x 3
Javelin x10
Silver Oberyth x 5
Fruit of the Adept x 3

(09,20,13) [Archer]

Bronze Oberyth x25 (Lv.~29)

(10,23,21) [Wizard]

Grimoire Tourbillon II x 1

Grimoire Offrande x 1
Mend Leaf +2 x 3
Bundle of Herbs x 4

(10,25,25) [Cleric]

Blessing Stone x 3
Hallowing Stone x 2
Grimoire Resurrection x 1
Grimoire Bravoure x 1

(12,18,11) [Hoplite]

Footsoldier's Mark x 3
Silver Oberyth x 2
Bronze Oberyth x 5
Copper Oberyth x12

(12,24,21) [Enchantress]

Grimoire Malepluie II x 1
Grimoire Petrifiant x 1
Magic Leaf +2 x 3
Nightshade x 4

(12,26,24) [Cleric]

Blessing Stone x 3
Hallowing Stone x 2
Grimoire Resurrection x 1
Grimoire Bravoure x 1

(13,21,16) [Archer]

Copper Oberyth x40 (Lv.~29)

=====
Chapter III (Chaotic) Story Battle #8: [2C7D]
Brigantys Castle (Brigantys Great Hall)
=====

A spacious audience hall, as starkly furnished as any of the great castles of Valeria.

Enemy: The Galgastani
Leader: High Commander Xaebos

Inside the castle Denam is met by High Commander Xaebos.

(02,04,06) [Cleric]

Hallowing Stone x 1
Blessing Stone x 3
Grimoire Mobilite x 1
Mend Leaf +3 x 1

(02,08,06) [Cleric]

Hallowing Stone x 1
Blessing Stone x 3
Grimoire Bravoure x 1
Mend Leaf +3 x 1

(03,02,06) [Witch]

Magus's Mark x 3
Biblion Anatomiae x 1
Grimoire Rocher II x 1

Wyrm Gem	x10	
(03,06,06) [Knight Xaebos]		
Golden Ingot	x 1	
Silver Oberyth	x 5	
Velvet	x 1	
Gold Oberyth	x 1	
(03,10,06) [Wizard]		
Grimoire Scindeciel II	x 1	
Grimoire Eclair	x 1	
Silver Oberyth	x 1	
Magic Leaf +2	x 3	
(05,05,06) [Terror Knight]		
Bronze Oberyth	x25	(Lv.~29)
Copper Oberyth	x40	(Lv.~29)
(05,07,06) [Terror Knight]		
Grimoire Revirement	x 1	(Lv.~29)
Silver Oberyth	x 4	(Lv.~29)
(06,04,05) [Cyclops]		
Grimoire Revirement	x 1	
Inferior Ore	x 4	
Copper Ore	x 2	
Tin Ore	x 2	
(06,08,05) [Cyclops]		
Grimoire Revirement	x 1	
Inferior Ore	x 4	
Copper Ore	x 2	
Tin Ore	x 2	
(07,05,04) [Stone Golem]		
Granite's Mark	x 3	
Silver Oberyth	x 1	
Bronze Oberyth	x 5	
Copper Oberyth	x12	
(07,07,04) [Stone Golem]		
Granite's Mark	x 3	
Silver Oberyth	x 1	
Bronze Oberyth	x 5	
Copper Oberyth	x12	

=====

Chapter III (Chaotic) Story Battle #9: [F1D9]
Bahanna Highlands

=====

Jineh trees grow on the gentle slopes of these snow-covered plains.

Enemy: The Walister Resistance
Leader: The Spellbinder Modiliani
Guest: Hobyrim

While bound for Coritanae Keep Denam happens upon a lone swordsman pursued by Walister soldiers.

(19,04,04) [Ninja]		
Ninja's Mark	x 3	
Copper Oberyth	x10	
Bronze Oberyth	x 5	
Silver Oberyth	x 1	
(19,10,04) [Kunoichi]		
Ninja's Mark	x 3	
Copper Oberyth	x10	
Bronze Oberyth	x 5	
Silver Oberyth	x 1	
(21,05,03) [Rogue]		
Bandit's Mark	x 3	
Copper Oberyth	x10	
Bronze Oberyth	x 5	
Silver Oberyth	x 1	
(21,09,04) [Rogue]		
Bandit's Mark	x 3	
Copper Oberyth	x10	
Bronze Oberyth	x 5	
Silver Oberyth	x 1	
(22,01,03) [Cleric]		
Silver Oberyth	x 4 (Lv.~29)	
Bronze Oberyth	x25 (Lv.~29)	
Copper Oberyth	x40 (Lv.~29)	
(22,04,03) [Enchantress]		
Grimoire Flammes II	x 1 (Lv.~29)	
(22,10,04) [Wizard]		
Grimoire Malepluie II	x 1 (Lv.~29)	
(22,13,03) [Cleric]		
Grimoire Mobilite	x 1 (Lv.~29)	

=====
Chapter III (Chaotic) Story Battle #10: [A64D]
Coritanae Keep (The Gates of Coritanae)
=====

A fitting fortress to guard one of the richest regions on the islands.
Coritanae Keep was built on a rocky outcropping in the middle of the Xeod,
giving it natural protection from invaders.

Enemy: The Walister Resistance
Leader: Sir Marino

Denam attacks the gates of Coritanae Keep to recapture it from the Walister
forces.

(04,19,15) [Witch]		
Grimoire Oeildaigle	x 1 (Lv.~29)	
(07,05,10) [Arc Dragon]		
Inferior Ore	x 4	
Krystallos Ore	x 2	
Gemstones	x 1	

Gleamwyrms Mark	x 1
(09,12,09) [Octopus]	
Beasthide	x 2
Beasthide	x 1
Bundle of Herbs	x 4
Nightshade	x 4
(16,16,12) [Flame Dragon]	
Inferior Ore	x 4
Krystallos Ore	x 2
Gemstones	x 1
Firewyrms Mark	x 1
(16,18,12) [Cloud Dragon]	
Inferior Ore	x 4
Krystallos Ore	x 2
Gemstones	x 1
Windwyrms Mark	x 1

=====
Chapter III (Chaotic) Story Battle #11B: [8FC5]
Coritanae Keep (Coritanae Ward)
=====

The remnants of an indoor garden. Water was once sluiced to the sides of the central corridor to feed the trees that grew here.

Enemy: The Walister Resistance
Leader: Sir Leonar

Once inside the castle, Denam is met in battle by Leonar. A final fight against Leonar begins.

(02,05,09) [Cleric]
Grimoire Mobilite x 1 (Lv.~29)

(04,02,09) [Wizard]
Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1
Mage's Mark x 1

(04,06,09) [Archer]
Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1
Archer's Mark x 1

(04,08,09) [Enchantress]
Grimoire Briseciel II x 1 (Lv.~29)

(05,07,09) [Warrior]
Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1
Warrior's Mark x 1

(06,05,08) [Knight Leonar]
Silver Oberyth x 4 (Lv.~29)

Bronze Oberyth x25 (Lv.~29)
Copper Oberyth x40 (Lv.~29)

(07,06,07) [Knight]

Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1
Knight's Mark x 1

=====
Chapter III (Chaotic) Story Battle #12:
Mount Weobry

[63F5]

=====
An active volcano in the Burnham Massif, a mountain range rising in the island's central region. After 120 years of slumber, the volcano reawakened upon the death of King Dorgalua.

Enemy: Galgastani Remnants
Leader: The Beastmaster Ganpp

Denam is confronted by Ganpp and his new minions while en route to Rhime.

(13,06,14) [Hoplite]

Footsoldier's Mark x 3
Inferior Ore x10
Bronze Oberyth x 5
Silver Oberyth x 1

(16,09,15) [Juggernaut]

Juggernaut's Mark x 3
Inferior Ore x 4
Log x 4
Leather x 2

(17,13,18) [Juggernaut]

Juggernaut's Mark x 3
Inferior Ore x 4
Log x 4
Leather x 2

(19,10,17) [Cleric]

Silver Oberyth x 4 (Lv.~29)
Bronze Oberyth x25 (Lv.~29)
Copper Oberyth x40 (Lv.~29)

=====
Chapter III (Chaotic) Story Battle #13:
The Arkhaiopolis of Rhime

[C24D]

=====
This ancient city, site of the first battle between Galgastani and Walister, has stood for centuries.

Enemy: The Bakram
Leader: Commander Hiram

Denam is discovered by Bakram after slipping into the Arkhaiopolis of Rhime.

(02,16,17) [Enchantress]

Grimoire Congelation II x 1 (Lv.~30)

(03,13,12) [Rune Fencer]

Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1
Mage-Knight's Mark x 1

(15,15,09) [Knight]

Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1
Knight's Mark x 1

(15,16,09) [Warlock]

Grimoire Vifesprit x 1 (Lv.~30)
Silver Oberyth x 4 (Lv.~30)

(16,16,09) [Knight]

Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1
Knight's Mark x 1

(19,11,05) [Octopus]

Beasthide x 2
Beasthide x 1
Bundle of Herbs x 4
Nightshade x 4

(22,10,04) [Beast Tamer]

Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1
Beastmaster's Mark x 1

(22,12,04) [Cleric]

Bronze Oberyth x25 (Lv.~30)
Copper Oberyth x40 (Lv.~30)

=====
Chapter III (Chaotic) Story Battle #14:
Boed Fortress (Boed Fortress)

[1462]

=====
The ruins of an ancient fortress built to serve as a watch tower on Phaesta Minor.

Enemy: The Dark Knights
Leader: The Dark Knight Oz

Denam sets out for Boed Fortress after hearing the Dark Knights were sighted there, and finds them battling partisan forces.

(01,10,28) [Templar (Archer)]

Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1
Archer's Mark x 1

(06,10,19) [Templar (Terror Knight)]

Copper Oberyth	x10
Bronze Oberyth	x 5
Ashmedai's Grog	x 3
Dreadknight's Mark	x 1

(08,11,20) [Templar (Wizard)]

Copper Oberyth	x10
Bronze Oberyth	x 5
Silver Oberyth	x 1
Mage's Mark	x 1

(08,15,25) [Templar (Knight)]

Copper Oberyth	x10
Bronze Oberyth	x 5
Silver Oberyth	x 1
Knight's Mark	x 1

(09,16,25) [Templar (Wizard)]

Grimoire Aspirenergie	x 1 (Lv.~30)
Copper Oberyth	x40 (Lv.~30)

(10,12,20) [Templar (Rune Fencer)]

Silver Oberyth	x 4 (Lv.~30)
Bronze Oberyth	x25 (Lv.~30)

=====

Chapter III (Chaotic) Story Battle #15A:

[6AE4]

Phidoch Castle (Phidoch South Curtain Wall)

=====

The chalk used in the construction of this castle's walls gives Phidoch its nickname: "The Swan." It is nonetheless a powerful fortress situated in the middle of the island.

Enemy: The Bakram

Leader: The Witch Vestiarri

After liberating Rhime, the Resistance marches on Phidoch Castle. There Denam's forces trade blows with Bakram soldiers.

(04,10,18) [Enchantress Vestiarri]

-> <Codex of Gems> x 1

(04,17,21) [Cleric]

Copper Oberyth	x10
Bronze Oberyth	x 5
Blessing Stone	x 1
Sibyl's Mark	x 1

(05,07,18) [Warlock]

Grimoire Vifesprit	x 1 (Lv.~30)
Silver Oberyth	x 4 (Lv.~30)
Bronze Oberyth	x25 (Lv.~30)
Copper Oberyth	x40 (Lv.~30)

(10,09,11) [Knight]

Copper Oberyth	x10
Bronze Oberyth	x 5
Silver Oberyth	x 1

Knight's Mark x 1

(10,11,11) [Flood Dragon]

Inferior Ore x 4

Krystallos Ore x 2

Gemstones x 1

Waterwurm's Mark x 1

(10,19,12) [Ninja]

Copper Oberyth x10

Bronze Oberyth x 5

Silver Oberyth x 1

Ninja's Mark x 1

(12,10,09) [Thunder Dragon]

Inferior Ore x 4

Krystallos Ore x 2

Gemstones x 1

Stormwurm's Mark x 1

=====
Chapter III (Chaotic) Story Battle #15B:
Phidoch Castle (Phidoch West Curtain Wall)

[49C6]

=====
The area before the gates of The Swan. A second wall was added beyond the first during the war.

Enemy: The Bakram

Leader: The Swordsman Mercure

After liberating Rhime, the Resistance marches on Phidoch Castle. There Denam's forces trade blows with Bakram soldiers.

(03,11,10) [Stone Golem]

Tin Ore x 2

Graphite x 2

Gold Ore x 2

Granite's Mark x 1

(03,21,30) [Wizard]

Grimoire Revirement x 1 (Lv.~30)

Silver Oberyth x 4 (Lv.~30)

(05,12,09) [Iron Golem]

-> Skyiron x 1

(05,15,19) [Archer]

Copper Oberyth x10

Bronze Oberyth x 5

Silver Oberyth x 1

Archer's Mark x 1

(06,13,11) [Berserker]

Copper Oberyth x10

Bronze Oberyth x 5

Silver Oberyth x 1

Berserker's Mark x 1

(08,19,20) [Swordmaster Mercure]

Treatise on Resolve x 1 (Lv.~30)
-> <Codex of Gems> x 1

(11,12,09) [Iron Golem]

Iron Sand x 2
Iron Ore x 2
Platinum Ore x 2
Black Iron's Mark x 1

(11,19,20) [Cleric]

Bronze Oberyth x25 (Lv.~30)
Copper Oberyth x40 (Lv.~30)

(19,14,11) [Warlock]

Copper Oberyth x10
Bronze Oberyth x 5
Wyrn Gem x 5
Magus's Mark x 1

=====
Chapter III (Chaotic) Story Battle #16:
Phidoch Castle (Phidoch Great Hall)

[1A2B]

=====
The great hall of the castle. Here King Dorgalua rallied his troops to strike at Rodrick's army during the war.

Enemy: The Dark Knights, The Bakram
Leader: The Dark Knights Oz and Ozma

Denam is waylaid by Sir Oz and Dame Ozma while pursuing the retreating Lancelot Tartaros.

(01,10,08) [Knight]

Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1
Knight's Mark x 1

(02,09,07) [Hydra]

Inferior Ore x 4
Krystallos Ore x 2
Gemstones x 1

(02,11,09) [Terror Knight]

Copper Oberyth x10
Bronze Oberyth x 5
Ashmedai's Grog x 3
Dreadknight's Mark x 1

(02,15,13) [Witch]

Silver Oberyth x 4 (Lv.~30)
Bronze Oberyth x25 (Lv.~30)
Copper Oberyth x40 (Lv.~30)

(07,13,05) [Templar (Warrior)]

Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1
Warrior's Mark x 1

(10,14,05) [Knight Commander Oz]
 -> <Glamrock> x 1 (Lv.31~)
 -> Hagiaknight's Mark x 1 (Lv.31~)
 -> Alluring Boots x 1 (Lv.31~)
 -> Alluring Corset x 1 (Lv.31~)
 Platinum Oberyth x 1 (Lv.31~)

(10,19,11) [Knight Commander Ozma]
 -> <Rose Whip> x 1 (Lv.31~)
 -> Hagiaknight's Mark x 1 (Lv.31~)

(12,15,05) [Templar (Cleric)]
 Copper Oberyth x10
 Bronze Oberyth x 5
 Blessing Stone x 1
 Sibyl's Mark x 1

=====
 C h a p t e r I I I (L a w f u l) [CB80]
 =====

"Deceiver and deceived."

Four weeks have passed since Rhime fell to the Bakram. All believed the Bakram would march next on Almorica Castle, but they have shown no signs of moving further south.

CH3L-SB[1] Madura Drift [04BE]
 CH3L-SB[2A] Brigantys Castle (Brigantys South Curtain Wall) [AB03]
 CH3L-SB[2B] Brigantys Castle (Brigantys West Curtain Wall) [C5FE]
 CH3L-SB[3] Brigantys Castle (Brigantys Great Hall) [2365]
 CH3L-SB[4] Bahanna Highlands [408E]
 CH3L-SB[5] The Reisan Way [B3F1]
 CH3L-SB[6] Coritanae Keep (The Gates of Coritanae) [817B]
 CH3L-SB[7A] Coritanae Keep (Coritanae Ward) [052B]
 CH3L-SB[7B] Coritanae Keep (Coritanae Ward) [086F]
 CH3L-SB[8A] The Psonji Weald [926D]
 CH3L-SB[8B] Lake Bordu [E65A]
 CH3L-SB[9] Tynemouth Hill [8BD6]
 CH3L-SB[10] Almorica Castle (The Gates of Almorica) [FCB3]
 CH3L-SB[11] Almorica Castle (Almorica Passageway) [CD71]
 CH3L-SB[12] Mount Weobry [1E52]
 CH3L-SB[13] The Arkhaiopolis of Rhime [B805]
 CH3L-SB[14A] Phidoch Castle (Phidoch South Curtain Wall) [5B98]
 CH3L-SB[14B] Phidoch Castle (Phidoch West Curtain Wall) [460F]
 CH3L-SB[15] Phidoch Castle (Phidoch Great Hall) [DF91]
 CH3L-SQ[1] Bahanna Highlands [A7CF]

=====
 Chapter III (Lawful) Story Battle #1: [04BE]
 Madura Drift
 =====

The massive sheets of ice covering this land endure the four seasons without melting.

 Enemy: The Galgastani
 Leader: Sir Hektor

Denam skirmishes with a Galgastani patrol while en route to Coritanae Keep.

(12,07,05) [Knight]
Silver Oberyth x 3
Silver Oberyth x 3
Bronze Oberyth x 8

(18,10,03) [Wizard]
Grimoire Scindeciel II x 1
Silver Oberyth x 2
Copper Oberyth x13
Herbal Extract x 2

(19,04,04) [Enchantress]
Grimoire Congelation II x 1
Silver Oberyth x 2
Copper Oberyth x11
Nightshade Extract x 2

(19,08,03) [Cleric]
Grimoire Vitalite II x 1 (Lv.~28)
Silver Oberyth x 4 (Lv.~28)
Bronze Oberyth x25 (Lv.~28)
Copper Oberyth x40 (Lv.~28)

Chapter III (Lawful) Story Battle #2A: [AB03]
Brigantys Castle (Brigantys South Curtain Wall)

Seated on the high tundra of the Brigania Flats, Brigantys Castle is snowbound throughout the year.

Enemy: The Galgastani
Leader: The Magus Kakrinoros

Denam marches onward, laying siege to the Galgastani stronghold, Brigantys Castle.

(01,12,29) [Rune Fencer]
Grimoire Aiguille II x 1
Silver Oberyth x 1
Bronze Oberyth x 3
Grimoire Gelant x 1 (Lv.~28)

(04,11,15) [Cleric]
Grimoire Resurrection x 1
Silver Oberyth x 1
Bronze Oberyth x 7
Copper Oberyth x15

(05,07,16) [Valkyrie]
Grimoire Radiance II x 1
Silver Oberyth x 1
Bronze Oberyth x 4

(05,16,14) [Wizard Kakrinoros]
Grimoire Bouledefeu II x 1
Grimoire Enflammant x 1
Silver Oberyth x 1

Herbal Extract x 3

(08,11,12) [Knight]

Silver Oberyth x 4 (Lv.~28)

Copper Oberyth x40 (Lv.~28)

(08,13,12) [Knight]

Dried Eystem x 5

Inferior Ore x 6

Bronze Oberyth x25 (Lv.~28)

=====
Chapter III (Lawful) Story Battle #2B:

[C5FE]

Brigantys Castle (Brigantys West Curtain Wall)
=====

The western side of the castle, facing the Holboss. Part of the wall was damaged during the war.

Enemy: The Galgastani

Leader: Bingham the Mercenary

Denam marches onward, laying siege to the Galgastani stronghold Brigantys Castle.

(03,14,08) [Cyclops]

Grimoire Revirement x 1

Inferior Ore x 4

Copper Ore x 2

Tin Ore x 2

(03,18,12) [Hoplite]

Footsoldier's Mark x 3

Silver Oberyth x 2

Bronze Oberyth x 9

Silver Oberyth x 4 (Lv.~28)

(03,23,28) [Archer]

-> Peregrine's Mark x 3

Log x 4

Beasthide x 4

Copper Ore x 4

(06,24,28) [Archer]

-> Peregrine's Mark x 3

Log x 4

Beasthide x 4

Copper Ore x 4

(07,18,12) [Juggernaut]

Juggernaut's Mark x 3

Silver Oberyth x 2

Bronze Oberyth x 8

Bronze Oberyth x25 (Lv.~28)

(10,15,06) [Cyclops]

Grimoire Revirement x 1

Inferior Ore x 4

Copper Ore x 2

Tin Ore x 2

(10,23,21) [Enchantress]
Grimoire Aiguille II x 1
Grimoire Rempart x 1
Silver Oberyth x 1
Nightshade Extract x 3

(12,18,11) [Hoplite]
Footsoldier's Mark x 3
Silver Oberyth x 2
Bronze Oberyth x 9
Copper Oberyth x40 (Lv.~28)

(12,24,21) [Wizard]
Grimoire Aiguille II x 1
Grimoire Rempart x 1
Silver Oberyth x 1
Nightshade Extract x 3

=====
Chapter III (Lawful) Story Battle #3: [2365]
Brigantys Castle (Brigantys Great Hall)
=====

A spacious audience hall, as starkly furnished as any of the great castles of Valeria.

Enemy: The Galgastani
Leader: Sir Hektor

The castle was defended by Sir Hektor, who had led a patrol engaged earlier.

(03,02,06) [Enchantress]
Grimoire Tourbillon II x 1
Grimoire Offrande x 1
Mend Leaf +2 x 3
Bundle of Herbs x 4

(03,10,06) [Wizard]
Grimoire Foudrarc II x 1
Parchment x 3
Ink x 3
Beasthide x 8

(06,04,05) [Berserker]
Krystallos Ore x 1
Silver Oberyth x 5
Bronze Oberyth x10
Copper Oberyth x15

(06,08,05) [Berserker]
Krystallos Ore x 1
Silver Oberyth x 5
Bronze Oberyth x10
Copper Oberyth x15

(07,05,04) [Terror Knight]
Grimoire Petrifiant x 1 (Lv.~28)
Silver Oberyth x 2 (Lv.~28)
Bronze Oberyth x12 (Lv.~28)

Copper Oberyth x20 (Lv.~28)

(07,07,04) [Terror Knight]

Grimoire Aspiremagie x 1 (Lv.~28)

Silver Oberyth x 2 (Lv.~28)

Bronze Oberyth x12 (Lv.~28)

Copper Oberyth x20 (Lv.~28)

Chapter III (Lawful) Story Battle #4:

[408E]

Bahanna Highlands

Jineh trees grow on the gentle slopes of these snow-covered plains.

Enemy: The Galgastani

Leader: Quartermaster Roberval

While on the march Denam encounters Galgastani reinforcements heading to Brigantys.

(14,01,05) [Warrior]

Bronze Oberyth x25 (Lv.~28)

(14,07,05) [Berserker]

Silver Oberyth x 4 (Lv.~28)

(16,13,07) [Warrior]

Silver Oberyth x 4 (Lv.~28)

Silver Oberyth x10 (Lv.29~)

(17,07,05) [Ninja Roberval]

Ninja's Mark x 3

Scroll of the Reins x 1

Scroll of Waveshear x 1

Bronze Oberyth x 5

(18,02,04) [Enchantress]

Salted Lobe x 5

Log x 6

Grimoire Offrande x 1 (Lv.~28)

(18,12,05) [Archer]

Copper Oberyth x40 (Lv.~28)

(19,05,04) [Cleric]

Hallowing Stone x 1

Blessing Stone x 3

Grimoire Bravoure x 1

Mend Leaf +3 x 1

(21,08,04) [Enchantress]

Grimoire Malepluie II x 1

Grimoire Petrifiant x 1

Magic Leaf +2 x 3

Nightshade x 4

Chapter III (Lawful) Story Battle #5:

[B3F1]

The Reisan Way

=====

The ancient Valerians laid the cobblestones for this road here over 1,000 years ago. Even today it serves to connect the various regions of the island together.

Enemy: The Galgastani
Leader: Decurion Vance

Denam is discovered by an enemy patrol near Coritanae Keep.

(04,03,03) [Earth Dragon]

Cragwyrn's Mark	x 3
Krystallos Ore	x 1
Gemstones	x 1
Inferior Ore	x 4

(20,11,08) [Rune Fencer Vance]

Grimoire Bouledefeu II	x 1
Silver Oberyth	x 1
Bronze Oberyth	x 5

(22,11,07) [Warrior]

Silver Oberyth	x 4 (Lv.~28)
Bronze Oberyth	x25 (Lv.~28)
Copper Oberyth	x40 (Lv.~28)

(24,03,10) [Warlock]

Magus's Mark	x 3
Grimoire Rocher II	x 1
Grimoire Oeildaigle	x 1
Wyrn Gem	x14

(24,17,15) [Ninja]

Ninja's Mark	x 3
Scroll of the Toad	x 1
Scroll of Flameshear	x 1
Bronze Oberyth	x 5

(25,08,07) [Cleric]

Grimoire Resurrection	x 1
Silver Oberyth	x 1
Bronze Oberyth	x 6
Copper Oberyth	x12

(25,11,07) [Cleric]

Grimoire Resurrection	x 1
Silver Oberyth	x 1
Bronze Oberyth	x 6
Copper Oberyth	x12

(25,18,13) [Kunoichi]

Ninja's Mark	x 3
Scroll of Shadow	x 1
Scroll of Iceshear	x 1
Bronze Oberyth	x 5

Coritanae Keep (The Gates of Coritanae)

=====
A fitting fortress to guard one of the richest regions on the islands.
Coritanae Keep was built on a rocky outcropping in the middle of the Xeod,
giving it natural protection from invaders.

Enemy: The Galgastani
Leader: Orgeau the Mercenary

Denam launches a surprise attack on the undermanned Coritanae Keep while
Galgastani forces gather in the Psonji Weald.

(03,08,11) [Wizard]

Grimoire Scindeciel II	x 1
Grimoire Eclair	x 1
Silver Oberyth	x 1
Magic Leaf +2	x 3

(05,17,15) [Cleric]

Hallowing Stone	x 3
Blessing Stone	x 3
Grimoire Resurrection	x 1
Grimoire Bravoure	x 1

(06,19,15) [Archer]

-> Peregrine's Mark	x 3
Log	x 4
Beasthide	x 4
Copper Ore	x 4

(07,05,10) [Knight]

Golden Ingot	x 1
Silver Oberyth	x 5
Velvet	x 1
Gold Oberyth	x 1

(07,10,10) [Knight]

Blessing Stone	x 3
Silver Oberyth	x 5
Hallowing Stone	x 3
Jaarn's Poultice	x 3

(09,16,14) [Dragoon]

Dragoon's Mark	x 3
Silver Oberyth	x 2
Bronze Oberyth	x10
Copper Oberyth	x15

(09,18,14) [Dragoon]

Dragoon's Mark	x 3
Silver Oberyth	x 2
Bronze Oberyth	x10
Copper Oberyth	x15

=====
Chapter III (Lawful) Story Battle #7A:
Coritanae Keep (Coritanae Ward)
=====

[052B]

The remnants of an indoor garden. Water was once sluiced to the sides of the

central corridor to feed the trees that grew here.

Enemy: The Galgastani
Leader: High Commander Gatialo

High Commander Gatialo lay in wait for Denam at the keep.

(02,05,09) [Cleric]

Blessing Stone	x 3
Hallowing Stone	x 2
Grimoire Resurrection	x 1
Grimoire Bravoure	x 1

(03,02,09) [Wizard]

Grimoire Scindeciel II	x 1
Grimoire Offrande	x 1
Magic Leaf +2	x 3
Bundle of Herbs	x 4

(03,08,09) [Enchantress]

Grimoire Gelant	x 1
Grimoire Congelation II	x 1
Silver Oberyth	x 5
Bronze Oberyth	x15

(05,02,09) [Archer]

Copper Oberyth	x11 (Lv.~29)
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(05,08,09) [Archer]

Copper Oberyth	x11 (Lv.~29)
----------------	--------------

(06,01,08) [Archer]

Copper Oberyth	x11 (Lv.~29)
----------------	--------------

(06,03,08) [Warrior]

Bronze Oberyth	x13 (Lv.~29)
----------------	--------------

(06,07,08) [Warrior]

Bronze Oberyth	x13 (Lv.~29)
----------------	--------------

(06,09,08) [Archer]

Copper Oberyth	x11 (Lv.~29)
----------------	--------------

(07,01,07) [Kunoichi]

Ninja's Mark	x 3
Copper Oberyth	x10
Bronze Oberyth	x 5
Silver Oberyth	x 1

(07,04,07) [Knight]

Silver Oberyth	x 2 (Lv.~29)
----------------	--------------

(07,06,07) [Knight]

Silver Oberyth	x 2 (Lv.~29)
----------------	--------------

(07,09,07) [Ninja]

Ninja's Mark	x 3
Copper Oberyth	x10
Bronze Oberyth	x 5
Silver Oberyth	x 1

=====
Chapter III (Lawful) Story Battle #7B:
Coritanae Keep (Coritanae Ward)

[086F]

The remnants of an indoor garden. Water was once sluiced to the sides of the central corridor to feed the trees that grew here.

Enemy: The Galgastani
Leader: Commander Apollinaire

Commander Apollinaire lay in wait for Denam at the keep.

(03,02,09) [Cleric]

Grimoire Bravoure x 1 (Lv.~29)
Copper Oberyth x40 (Lv.~29)

(03,08,09) [Cleric]

Blessing Stone x 3
Hallowing Stone x 2
Grimoire Resurrection x 1
Grimoire Bravoure x 1

(06,03,08) [Berserker]

Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1
Berserker's Mark x 1

(07,01,07) [Valkyrie]

Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1
Mage-Knight's Mark x 1

(07,04,07) [Terror Knight]

-> Skyiron x 1

(07,06,07) [Terror Knight]

Grimoire Revirement x 1 (Lv.~29)
Bronze Oberyth x25 (Lv.~29)

(07,09,07) [Rune Fencer]

Grimoire Monolithe x 1 (Lv.~29)
Silver Oberyth x 4 (Lv.~29)

=====
Chapter III (Lawful) Story Battle #8A:
The Psonji Weald

[926D]

A great primordial forest, spanning the lowlands shared by Almorica and Coritanae.

Enemy: The Galgastani
Leader: The Spellbinder Brutakos

Soldiers sent by High Commander Xaebos attack Denam as he travels back to Almorica Castle.

(02,03,03) [Archer]
 Copper Oberyth x40 (Lv.~29)

(02,09,04) [Flame Dragon]
 Firewyrms Mark x 3
 Krystallos Ore x 1
 Gemstones x 1
 Inferior Ore x 4

(04,02,03) [Enchantress]
 Grimoire Eclair x 1 (Lv.~29)

(04,07,04) [Juggernaut]
 Juggernaut's Mark x 3
 Silver Oberyth x 2
 Bronze Oberyth x 5
 Copper Oberyth x12

(07,02,03) [Warlock]
 Magus's Mark x 3
 Biblion Anatomiae x 1
 Grimoire Rocher II x 1
 Wyrms Gem x10

(08,03,04) [Archer]
 Bronze Oberyth x25 (Lv.~29)

(10,02,04) [Witch]
 Magus's Mark x 3
 Biblion Anatomiae x 1
 Grimoire Rocher II x 1
 Wyrms Gem x10

(11,07,04) [Juggernaut]
 Juggernaut's Mark x 3
 Silver Oberyth x 2
 Bronze Oberyth x 5
 Copper Oberyth x12

(12,03,04) [Wizard]
 Grimoire Embourbant x 1 (Lv.~29)

(13,04,04) [Archer]
 Silver Oberyth x 4 (Lv.~29)

(14,09,04) [Thunder Dragon]
 Stormwyrms Mark x 3
 Krystallos Ore x 1
 Gemstones x 1
 Inferior Ore x 4

=====
 Chapter III (Lawful) Story Battle #8B:
 Lake Bordu

[E65A]

=====
 Several rivers feed into this marsh-bound lake in the west of Coritanae.

Enemy: The Galgastani

Leader: The Necroprentice Muntzer

Denam encounters Galgastani forces sent to recapture Coritanae Keep.

(07,03,03) [Valkyrie]

Grimoire Briseciel II x 1 (Lv.~29)

Copper Oberyth x40 (Lv.~29)

(18,09,04) [Juggernaut]

Juggernaut's Mark x 3

Inferior Ore x 4

Log x 4

Leather x 2

(20,07,04) [Matriarch]

Grimoire Congelation II x 1 (Lv.~29)

Bronze Oberyth x25 (Lv.~29)

(20,11,04) [Matriarch]

Grimoire Flammes II x 1 (Lv.~29)

Silver Oberyth x 4 (Lv.~29)

Summoned [Rogue]

Bandit's Mark x 3

Inferior Ore x 4

Log x 4

Leather x 2

Summoned [Familiar]

Familiar's Mark x 3

Inferior Ore x 4

Log x 4

Leather x 2

Chapter III (Lawful) Story Battle #9:

[8BD6]

Tynemouth Hill

White limestone formations jut like teeth from the top of this gentle, grassy hill.

Enemy: Bounty Hunters

Leader: The Beastmaster Ganpp

On the road to Almorica Castle Denam encounters Ganpp, who has become a bounty hunter. Ganpp leads the beasts he has reared into battle.

(12,09,05) [Gryphon Obda]

Beasthide x 3

Beasthide x 5

Log x 4

(12,13,05) [Gryphon Berda]

Beasthide x 3

Beasthide x 5

Log x 4

(15,10,05) [Hoplite]

Footsoldier's Mark x 3

Silver Oberyth	x 2
Bronze Oberyth	x 5
Copper Oberyth	x12

(15,12,04) [Hoplite]

Footsoldier's Mark	x 3
Silver Oberyth	x 2
Bronze Oberyth	x 5
Copper Oberyth	x12

(16,08,03) [Juggernaut]

Juggernaut's Mark	x 3
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(16,14,04) [Juggernaut]

Juggernaut's Mark	x 3
-------------------	-----

(17,09,02) [Cleric]

Grimoire Mobilite	x 1 (Lv.~29)
Silver Oberyth	x 4 (Lv.~29)
Bronze Oberyth	x25 (Lv.~29)
Copper Oberyth	x40 (Lv.~29)

=====
Chapter III (Lawful) Story Battle #10:
Almorica Castle (The Gates of Almorica)

[FCB3]

=====
This castle was once the seat of power in Old Almorica. It was taken by Duke Ronwey before the outbreak of war.

Enemy: The Galgastani
Leader: The Mage Gildora

Upon his return to Almorica, Denam seeks to recapture the castle from Galgastani remnants holed up within.

(03,06,11) [Beast Tamer]

Copper Oberyth	x10
Bronze Oberyth	x 5
Silver Oberyth	x 1
Beastmaster's Mark	x 1

(03,10,11) [Cleric]

Copper Oberyth	x40 (Lv.~29)
----------------	--------------

(06,04,11) [Archer]

Bronze Oberyth	x25 (Lv.~29)
----------------	--------------

(06,09,11) [Dragoon]

Copper Oberyth	x10
Bronze Oberyth	x 5
Silver Oberyth	x 1
Dragoon's Mark	x 1

(06,12,10) [Archer]

Silver Oberyth	x 4 (Lv.~29)
----------------	--------------

(08,09,09) [Cloud Dragon]

Inferior Ore	x 4
Krystallos Ore	x 2

Gemstones x 1
Windwyrn's Mark x 1

(10,10,08) [Iron Golem]

Iron Sand x 2
Iron Ore x 2
Platinum Ore x 2
Black Iron's Mark x 1

=====
Chapter III (Lawful) Story Battle #11:
Almorica Castle (Almorica Passageway)

[CD71]

=====
A small corridor leading to the Castellan's chambers. The walls are unadorned, as befits the walls of a stronghold on this war-torn island.

Enemy: The Galgastani
Leader: High Commander Xaebos

Inside the castle Denam is met by High Commander Xaebos.

(01,05,08) [Enchantress]

Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1
Mage's Mark x 1

(02,01,08) [Dragoon]

Copper Oberyth x40 (Lv.~29)

(02,09,08) [Dragoon]

Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1
Dragoon's Mark x 1

(04,02,07) [Necromancer]

Bronze Oberyth x25 (Lv.~29)

(04,08,07) [Warlock]

Grimoire Vifesprit x 1 (Lv.~29)

(06,04,06) [Terror Knight]

Silver Oberyth x 4 (Lv.~29)

(06,06,06) [Terror Knight]

Copper Oberyth x10
Bronze Oberyth x 5
Ashmedai's Grog x 3
Dreadknight's Mark x 1

(06,09,07) [Terror Knight]

Copper Oberyth x10
Bronze Oberyth x 5
Ashmedai's Grog x 3
Dreadknight's Mark x 1

=====

Mount Weobry

=====

An active volcano in the Burnham Massif, a mountain range rising in the island's central region. After 120 years of slumber, the volcano reawakened upon the death of King Dorgalua.

Enemy: ???

Denam is attacked by ferocious beasts while traversing a mountain path leading to Rhime.

(11,05,11) [Warrior]

Silver Oberyth x 4 (Lv.~29)

(13,09,13) [Dark Dragon]

Inferior Ore x 4

Krystallos Ore x 2

Gemstones x 1

Gloomwyrms's Mark x 1

(14,08,10) [Berserker]

Bronze Oberyth x25 (Lv.~29)

(16,01,11) [Arc Dragon]

Inferior Ore x 4

Krystallos Ore x 2

Gemstones x 1

Gleamwyrms's Mark x 1

(18,03,10) [Familiar]

Inferior Ore x 4

Log x 4

Leather x 2

Familiar's Mark x 1

(18,10,10) [Rogue]

Inferior Ore x 4

Log x 4

Leather x 2

Bandit's Mark x 1

Chapter III (Lawful) Story Battle #13:

[B805]

The Arkhaiopolis of Rhime

=====

This ancient city, site of the first battle between Galgastani and Walister, has stood for centuries.

Enemy: The Dark Knights, The Bakram

Leader: The Dark Knight Ozma

Guest: Hobyrim

While leading an assault on Rhime, Denam happens upon a lone swordsman pursued by Bakram under Dark Knight command.

(03,14,14) [Archer]

Copper Oberyth x40 (Lv.~29)

(03,17,16) [Cleric]
 Copper Oberyth x10
 Bronze Oberyth x 5
 Blessing Stone x 1
 Sibyl's Mark x 1

(04,12,12) [Knight]
 Copper Oberyth x10
 Bronze Oberyth x 5
 Silver Oberyth x 1
 Knight's Mark x 1

(08,17,13) [Knight]
 Bronze Oberyth x25 (Lv.~29)

(09,14,09) [Warlock]
 Grimoire Oeildaigle x 1 (Lv.~29)

(14,16,09) [Knight]
 Copper Oberyth x10
 Bronze Oberyth x 5
 Silver Oberyth x 1
 Knight's Mark x 1

(17,18,10) [Warrior]
 Silver Oberyth x 4 (Lv.~29)

(19,18,10) [Archer]
 Copper Oberyth x10
 Bronze Oberyth x 5
 Silver Oberyth x 1
 Archer's Mark x 1

 =====
 Chapter III (Lawful) Story Battle #14A: [5B98]
 Phidoch Castle (Phidoch South Curtain Wall)
 =====

The chalk used in the construction of this castle's walls gives Phidoch its nickname: "The Swan." It is nonetheless a powerful fortress situated in the middle of the island.

Enemy: The Bakram
 Leader: The Witch Vestiarri

After liberating Rhime, the Resistance marches on Phidoch Castle. There Denam's forces trade blows with Bakram soldiers.

(04,10,18) [Enchantress Vestiarri]
 -> <Codex of Gems> x 1

(04,17,21) [Cleric]
 Silver Oberyth x 4 (Lv.~30)

(05,07,18) [Warlock]
 Bronze Oberyth x25 (Lv.~30)

(07,18,20) [Beast Tamer]
 -> Peregrine's Mark x 3
 Javelin x10

Silver Oberyth x 5
Fruit of the Adept x 3

(08,15,16) [Cleric]

Copper Oberyth x40 (Lv.~30)

(10,07,10) [Dragoon]

Dragoon's Mark x 3
Silver Oberyth x 1
Bronze Oberyth x10
Dragon Steak x 1

(10,19,12) [Ninja]

Scroll of the Monkey x 1 (Lv.~30)

=====
Chapter III (Lawful) Story Battle #14B: [460F]
Phidoch Castle (Phidoch West Curtain Wall)
=====

The area before the gates of The Swan. A second wall was added beyond the first during the war.

Enemy: The Bakram
Leader: The Swordsman Mercure

After liberating Rhime, the Resistance marches on Phidoch Castle. There Denam's forces trade blows with Bakram soldiers.

(03,11,10) [Stone Golem]

Granite's Mark x 3
Silver Oberyth x 1
Bronze Oberyth x 6
Copper Oberyth x24

(05,12,09) [Iron Golem]

-> Skyiron x 1

(06,13,11) [Berserker]

Silver Oberyth x 2 (Lv.~30)
Bronze Oberyth x12 (Lv.~30)
Copper Oberyth x20 (Lv.~30)

(08,15,11) [Warlock]

Grimoire Fumerolle x 1 (Lv.~30)

(08,19,20) [Swordmaster Mercure]

-> <Codex of Gems> x 1

(10,13,11) [Berserker]

Silver Oberyth x 2 (Lv.~30)
Bronze Oberyth x12 (Lv.~30)
Copper Oberyth x20 (Lv.~30)

(14,11,10) [Stone Golem]

Granite's Mark x 3
Silver Oberyth x 1
Bronze Oberyth x 5
Copper Oberyth x12

(19,14,11) [Warlock]
Grimoire Aspirenergie x 1 (Lv.~30)

=====
Chapter III (Lawful) Story Battle #15: [DF91]
Phidoch Castle (Phidoch Great Hall)

The great hall of the castle. Here King Dorgalua rallied his troops to strike at Rodrick's army during the war.

Enemy: The Dark Knights, The Bakram
Leader: The Dark Knights Balxephon and Oz

Denam is waylaid by Sirs Balxephon and Oz while pursuing the retreating Lancelot Tartaros.

(01,10,08) [Terror Knight]
Copper Oberyth x10
Bronze Oberyth x 5
Ashmedai's Grog x 3
Dreadknight's Mark x 1

(02,09,07) [Iron Golem]
Iron Sand x 2
Iron Ore x 2
Platinum Ore x 2
Black Iron's Mark x 1

(03,10,08) [Warlock]
Silver Oberyth x 4 (Lv.~30)
Bronze Oberyth x25 (Lv.~30)
Copper Oberyth x40 (Lv.~30)

(07,13,05) [Templar (Berserker)]
Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1
Berserker's Mark x 1

(08,14,05) [Templar (Wizard)]
Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1
Mage's Mark x 1

(10,14,05) [Knight Commander Oz]
-> <Glamrock> x 1 (Lv.31~)
-> Hagiaknight's Mark x 1 (Lv.31~)
-> Alluring Boots x 1 (Lv.31~)
-> Alluring Corset x 1 (Lv.31~)
Platinum Oberyth x 1 (Lv.31~)

=====
Chapter III (Lawful) Side Quest #1: [A7CF]
Bahanna Highlands

Jineh trees grow on the gentle slopes of these snow-covered plains.

Enemy: The Galgastani
Leader: Dame Ravness

Denam clashes with Galgastani forces pursuing Dame Ravness.

(01,07,16) [Cleric]		
Copper Oberyth	x10	
Bronze Oberyth	x 5	
Blessing Stone	x 1	
Sibyl's Mark	x 1	
(01,17,18) [Valkyrie]		
Copper Oberyth	x10	
Bronze Oberyth	x 5	
Silver Oberyth	x 1	
Mage-Knight's Mark	x 1	
(16,12,11) [Knight]		
Silver Oberyth	x 4 (Lv.~29)	
(17,10,11) [Archer]		
Copper Oberyth	x10	
Bronze Oberyth	x 5	
Silver Oberyth	x 1	
Archer's Mark	x 1	
(17,13,11) [Knight]		
Copper Oberyth	x10	
Bronze Oberyth	x 5	
Silver Oberyth	x 1	
Knight's Mark	x 1	
(18,12,10) [Wizard]		
Copper Oberyth	x40 (Lv.~29)	
(18,16,11) [Archer]		
Bronze Oberyth	x25 (Lv.~29)	

C h a p t e r I V

[2451]

"Let us cling together."

The fall of Phidoch Castle and the revelation that a daughter of King Dorgalua yet lived startled many Bakram. Lancelot Tartaros recognized Catiua as the rightful successor to the Valerian crown, and proclaimed an end to the war.

CH4-SB[1] Bahanna Highlands	[F874]
CH4-SB[2A] Brigantys Castle (Brigantys South Curtain Wall)	[5184]
CH4-SB[2B] Brigantys Castle (Brigantys West Curtain Wall)	[059C]
CH4-SB[3] Mount Hedon	[C6F4]
CH4-SB[4] Hagia Banhamuba	[50C6]
CH4-SB[5] The Vanessian Way	[DF23]
CH4-SB[6] Lambiss Hill	[F591]
CH4-SB[7] Tzorious Field	[E485]
CH4-SB[8] Barnicia Castle (The Gates of Barnicia)	[F3C1]
CH4-SB[9] Barnicia Castle (Barnicia Courtyard)	[5D80]

CH4-SB[10A]	Barnicia Castle (Barnicia Grand Staircase)	[14C2]
CH4-SB[10B]	Barnicia Castle (Barnicia Grand Staircase)	[B738]
CH4-SB[11A]	Iorumza Canyon	[2D48]
CH4-SB[11B]	Boulder Sands	[18C3]
CH4-SB[12]	Oeram	[20D3]
CH4-SB[13A]	The Royal City of Heim (The Gates of Heim)	[A34C]
CH4-SB[13B]	The Royal City of Heim (Heim South Curtain Wall)	[B694]
CH4-SB[13C]	The Royal City of Heim (Heim Postern Gate)	[20E8]
CH4-SB[14]	The Royal City of Heim (Heim Courtyard)	[2D01]
CH4-SB[15]	The Royal City of Heim (Heim Great Hall)	[E85A]
CH4-SB[16]	The Hanging Gardens (Foot of the Gardens)	[54ED]
CH4-SB[17]	The Hanging Gardens (The Serpent's Spine)	[A734]
CH4-SB[18]	The Hanging Gardens (His Fist Upraised)	[34E1]
CH4-SB[19]	The Hanging Gardens (Echoes of Her Passage)	[6972]
CH4-SB[20]	The Hanging Gardens (Tears of Topaz)	[4C96]
CH4-SB[21]	The Hanging Gardens (Verdant Stair)	[92D3]
CH4-SB[22]	The Hanging Gardens (Songs of Raven Hair)	[3F67]
CH4-SB[23]	The Hanging Gardens (Enraptured Dreams)	[68FA]
CH4-SB[24]	The Hanging Gardens (Hold High Your Cups)	[9ACD]
CH4-SB[25]	The Hanging Gardens (Halcyon Days)	[98CA]
CH4-SB[26]	The Hanging Gardens (The Beast Has Fangs)	[8D09]
CH4-SB[27]	The Hanging Gardens (Vermillion Stair)	[47E6]
CH4-SB[28]	The Hanging Gardens (Sounding of the Hours)	[19D6]
CH4-SB[29]	The Hanging Gardens (Faith and Devotion)	[7426]
CH4-SB[30]	The Hanging Gardens (Sharp and Cold the Stars)	[D635]
CH4-SB[31]	The Hanging Gardens (Ebon Stair)	[6DE5]
CH4-SB[32]	The Hanging Gardens (Ivory Stair)	[50BD]
CH4-SB[33]	The Hanging Gardens (Twixt Heaven and Earth)	[0B43]
CH4-SB[34]	The Hanging Gardens (The Tomb Below)	[7DBE]
CH4-SB[35]	The Hanging Gardens (Relics of the Past)	[ADB1]
CH4-SB[36]	The Hanging Gardens (Chamber of the Seal)	[42FD]
CH4-SQ[1.1]	Port Omish	[286C]
CH4-SQ[1.2]	Port Omish	[A2E1]
CH4-SQ[1.3]	The Pirate's Graveyard (Crystal Halls)	[145C]
CH4-SQ[1.4]	The Pirate's Graveyard (Ripples of Grief)	[238D]
CH4-SQ[1.5]	The Pirate's Graveyard (On Holy Ground)	[6AB3]
CH4-SQ[2.1]	Balmamusa	[E384]
CH4-SQ[2.2]	Qadriga Fortress (Within the Fortress)	[3CAB]
CH4-SQ[2.3]	Golyat	[E8AB]
CH4-SQ[3]	Golyat	[8A01]
CH4-SQ[4]	Kryсаро	[D478]
CH4-SQ[5.1]	Madura Drift	[CAB8]
CH4-SQ[5.2]	Belmorose Highwolds	[1B47]
CH4-SQ[5.3]	Vasque	[BF30]
CH4-SQ[5.4]	Lhazan Fortress (Lhazan Fortress)	[EF07]
CH4-SQ[5.5]	Lhazan Fortress (Within the Fortress)	[D985]
CH4-SQ[5.6]	Bortegun Fens	[34B1]
CH4-SQ[6]	Vasque	[54CF]
CH4-SQ[7]	Qadriga Fortress (Within the Fortress)	[B9C0]
CH4-SQ[8.1]	The Leupha Coast	[8970]
CH4-SQ[8.2]	Grimsby	[318A]
CH4-SQ[9]	Neimrahava Wood	[3ED9]
CH4-SQ[10]	Oeram	[693F]
CH4-SQ[11.1]	Boed Fortress (Boed Fortress)	[5A2C]
CH4-SQ[11.2]	Boed Fortress (Sanctum of Xoshonell)	[79B4]
CH4-SQ[12.1]	Ndamsa Fortress (Ndamsa Fortress)	[0A23]
CH4-SQ[12.2]	Ndamsa Fortress (Sanctum of Hahnela)	[F4B6]
CH4-SQ[13.1]	Gecho Fortress (Gecho Fortress)	[B206]
CH4-SQ[13.2]	Gecho Fortress (Sanctum of Vaasa)	[2436]
CH4-SQ[14.1]	Geyld Fortress (Geyld Fortress)	[71DF]

CH4-SQ[14.2] Geyld Fortress (Sanctum of Greuza)	[8463]
CH4-SQ[15.1] Lhazan Fortress (Lhazan Fortress)	[57C8]
CH4-SQ[15.2] Lhazan Fortress (Sanctum of Lyuneram)	[93D0]
CH4-SQ[16.1] Qadriga Fortress (Qadriga Fortress)	[B321]
CH4-SQ[16.2] Qadriga Fortress (Sanctum of Nestharot)	[A60B]
CH4-SQ[17.1] Palace of the Dead (Palace of the Dead - Level 1)	[9F52]
CH4-SQ[17.2] Palace of the Dead (Palace of the Dead - Level 2)	[D946]
CH4-SQ[17.3] Palace of the Dead (Palace of the Dead - Level 3)	[4F3B]
CH4-SQ[17.4A] Palace of the Dead (Palace of the Dead - Level 5)	[F9EB]
CH4-SQ[17.4B] Palace of the Dead (Palace of the Dead - Level 5)	[2F7A]
CH4-SQ[17.5] Palace of the Dead (Palace of the Dead - Level 22)	[C74B]
CH4-SQ[17.6] Palace of the Dead (Palace of the Dead - Level 41)	[7ACB]
CH4-SQ[17.7] Palace of the Dead (Palace of the Dead - Level 74)	[93A1]
CH4-SQ[17.8] Palace of the Dead (Palace - Altar of the Beyond)	[6781]

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Chapter IV Story Battle #1: [F874]
Bahanna Highlands
=====

Jineh trees grow on the gentle slopes of these snow-covered plains.

Enemy: Galgastani Remnants
Leader: The Magus Uram

Remnants of the Galgastani army waylay Denam en route to Brigantys Castle.

-
- | | |
|---------------------------|--------------|
| (02,12,12) [Berserker] | |
| Copper Oberyth | x40 (Lv.~31) |
| | |
| (04,13,12) [Archer] | |
| Silver Oberyth | x 4 (Lv.~31) |
| | |
| (08,11,10) [Frost Dragon] | |
| Inferior Ore | x 4 |
| Krystallos Ore | x 2 |
| Gemstones | x 1 |
| Icewyrms's Mark | x 1 |
| | |
| (11,14,11) [Cleric] | |
| Bronze Oberyth | x25 (Lv.~31) |
| | |
| (12,12,09) [Beast Tamer] | |
| Copper Oberyth | x10 |
| Bronze Oberyth | x 5 |
| Silver Oberyth | x 1 |
| Beastmaster's Mark | x 1 |
| | |
| (13,14,10) [Swordmaster] | |
| Copper Oberyth | x10 |
| Bronze Oberyth | x 5 |
| Silver Oberyth | x 1 |
| Swordsman's Mark | x 1 |
-

=====
Chapter IV Story Battle #2A: [5184]
Brigantys Castle (Brigantys South Curtain Wall)
=====

Seated on the high tundra of the Brigantia Flats, Brigantys Castle is snowbound throughout the year.

Enemy: The Order of Philaha

Arriving to parley, Denam is instead mistaken for an aggressor and attacked by the Order of Philaha.

(06,15,13) [Witch]

Grimoire Aspirenergie x 1 (Lv.~31)

(06,17,13) [Warlock]

Copper Oberyth x10

Bronze Oberyth x 5

Wyrn Gem x 5

Magus's Mark x 1

(07,16,12) [Wizard]

Grimoire Fumerolle x 1 (Lv.~31)

(08,12,12) [Archer]

Silver Oberyth x 2 (Lv.~31)

Bronze Oberyth x12 (Lv.~31)

Copper Oberyth x20 (Lv.~31)

(08,14,12) [Archer]

Silver Oberyth x 2 (Lv.~31)

Bronze Oberyth x12 (Lv.~31)

Copper Oberyth x20 (Lv.~31)

(10,12,11) [Swordmaster]

Copper Oberyth x10

Bronze Oberyth x 5

Silver Oberyth x 1

Swordsman's Mark x 1

(11,11,10) [Dragoon]

Copper Oberyth x10

Bronze Oberyth x 5

Silver Oberyth x 1

Dragoon's Mark x 1

=====
Chapter IV Story Battle #2B:

[059C]

Brigantys Castle (Brigantys West Curtain Wall)

=====
The western side of the castle, facing the Holboss. Part of the wall was damaged during the war.

Enemy: The Order of Philaha

Arriving to parley, Denam is instead mistaken for an aggressor and attacked by the Order of Philaha.

(02,19,12) [Witch]

Copper Oberyth x10

Bronze Oberyth x 5

Wyrn Gem x 5

Magus's Mark x 1

(06,19,12) [Cleric]

Copper Oberyth	x10
Bronze Oberyth	x 5
Blessing Stone	x 1
Sibyl's Mark	x 1

(09,20,13) [Cleric]

Grimoire Mobilite	x 1 (Lv.~31)
Silver Oberyth	x 4 (Lv.~31)
Bronze Oberyth	x25 (Lv.~31)
Copper Oberyth	x40 (Lv.~31)

(10,22,21) [Archer]

Copper Oberyth	x10
Bronze Oberyth	x 5
Copper Oberyth	x 1
Archer's Mark	x 1

Chapter IV Story Battle #3:

[C6F4]

Mount Hedon

An active volcano towering over the center of Banhamuba. Even now, molten lava flows daily from its crater.

Enemy: The Bakram

Leader: The Mage LeRozza

Denam encounters Bakram soldiers while searching for Archiereus Mreuva.

(01,09,14) [Dark Dragon]

Inferior Ore	x 4
Krystallos Ore	x 2
Gemstones	x 1
Gloomwyrms's Mark	x 1

(01,13,15) [Familiar]

Copper Oberyth	x10 (Lv.~31)
-> Cloud Shoes	x 1 (Lv.~31)

(03,13,15) [Dragoon]

Silver Oberyth	x 1 (Lv.~31)
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(03,16,07) [Rune Fencer]

Silver Oberyth	x 1 (Lv.~31)
----------------	--------------

(04,10,12) [Flame Dragon]

Inferior Ore	x 4
Krystallos Ore	x 2
Gemstones	x 1
Firewyrms's Mark	x 1

(04,14,14) [Warrior]

Bronze Oberyth	x12 (Lv.~31)
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(04,16,14) [Wizard]

Copper Oberyth	x10 (Lv.~31)
----------------	--------------

(06,15,13) [Warlock LeRozza]

Copper Oberyth	x10
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Bronze Oberyth	x 5
Wyrn Gem	x 5
Magus's Mark	x 1
(07,13,11) [Familiar]	
Copper Oberyth	x10 (Lv.~31)
(09,12,10) [Berserker]	
Silver Oberyth	x 1 (Lv.~31)
(09,15,12) [Archer]	
Bronze Oberyth	x12 (Lv.~31)
(10,07,06) [Terror Knight]	
Copper Oberyth	x10
Bronze Oberyth	x 5
Ashmedai's Grog	x 3
Dreadknight's Mark	x 1
(11,09,06) [Rogue]	
Silver Oberyth	x 1 (Lv.~31)
-> Cloud Shoes	x 1 (Lv.32~)
(11,13,09) [Enchantress]	
Copper Oberyth	x10 (Lv.~31)

=====
Chapter IV Story Battle #4: [50C6]
Hagia Banhamuba
=====

An ancient temple built to worship Ishtar, Goddess of Light and War.

Enemy: The Bakram
Leader: The Magus Sherri

Bakram soldiers were attempting to abduct Archiereus Mreuva at the temple.
Denam enters the fray to protect him.

(20,03,04) [Knight]	
Copper Oberyth	x10
Bronze Oberyth	x 5
Silver Oberyth	x 1
Knight's Mark	x 1
(20,09,04) [Knight]	
Copper Oberyth	x10
Bronze Oberyth	x 5
Silver Oberyth	x 1
Knight's Mark	x 1
(22,02,04) [Kunoichi]	
Scroll of the Monkey	x 1 (Lv.~31)
Silver Oberyth	x 2 (Lv.~31)
Bronze Oberyth	x12 (Lv.~31)
Copper Oberyth	x20 (Lv.~31)
(22,10,04) [Ninja]	
Copper Oberyth	x10
Bronze Oberyth	x 5

Silver Oberyth x 1
Ninja's Mark x 1

(23,05,03) [Ninja]

-> Scroll of the Cicada x 1 (Lv.~31)
Silver Oberyth x 2 (Lv.~31)
Bronze Oberyth x12 (Lv.~31)
Copper Oberyth x20 (Lv.~31)

(23,07,03) [Kunoichi]

Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1
Ninja's Mark x 1

=====
Chapter IV Story Battle #5:

[DF23]

The Vanessan Way
=====

The ancient Valerians laid the cobblestones for this road here over 1,000 years ago. Even today it serves to connect the various regions of the island together.

Enemy: The Bakram

Leader: Footman Alessandro

Denam clashes with Bakram forces after crossing the border to lay siege to Barnicia Castle.

(01,24,18) [Rune Fencer]

Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1
Mage-Knight's Mark x 1

(05,21,15) [Thunder Dragon]

Inferior Ore x 4
Krystallos Ore x 2
Gemstones x 1
Stormwyrms's Mark x 1

(05,30,15) [Valkyrie]

Grimoire Punition II x 1 (Lv.~31)

(07,22,15) [Flood Dragon]

Inferior Ore x 4
Krystallos Ore x 2
Gemstones x 1
Waterwyrms's Mark x 1

(07,29,15) [Cleric]

Silver Oberyth x 4 (Lv.~31)
Bronze Oberyth x25 (Lv.~31)
Copper Oberyth x40 (Lv.~31)

(11,24,09) [Kunoichi]

Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1

Ninja's Mark x 1

(11,28,14) [Wizard]

Grimoire Entrave x 1 (Lv.~31)

=====
Chapter IV Story Battle #6:

[F591]

Lambiss Hill

Waves beat tirelessly against the sheer cliffs of this hill on the Bay of Gobanda.

Enemy: The Bakram

Leader: The Wyrmknight Pajeot

Leaving a rearguard to thwart surprise attacks, Denam pressed onward. He is met by Bakram forces seeking to halt the Resistance advance.

(12,09,24) [Arc Dragon]

Inferior Ore x 4

Krystallos Ore x 2

Gemstones x 1

Gleamwurm's Mark x 1

(13,05,19) [Archer]

Silver Oberyth x 4 (Lv.~31)

(14,09,24) [Beast Tamer]

Copper Oberyth x10

Bronze Oberyth x 5

Silver Oberyth x 1

Beastmaster's Mark x 1

(16,13,24) [Archer]

Copper Oberyth x40 (Lv.~31)

(17,05,20) [Archer]

Bronze Oberyth x25 (Lv.~31)

(17,10,24) [Dragoon Pajeot]

Copper Oberyth x10

Bronze Oberyth x 5

Silver Oberyth x 1

Dragoon's Mark x 1

(19,09,23) [Cleric]

Grimoire Exorcisme II x 1 (Lv.~31)

(19,11,23) [Cleric]

Copper Oberyth x10

Bronze Oberyth x 5

Blessing Stone x 1

Sibyl's Mark x 1

=====
Chapter IV Story Battle #7:

[E485]

Tzorious Field

Once this corner of the Tzorious Desert was a major site of tar pits, from which flaming pitch could be produced. Though most of the pits dried up from overuse during the Great War, pitch still erupts from the old fissures now and then.

Enemy: The Dark Knights
Leader: The Dark Knight Andoras

While marching on Barnicia Castle Denam encounters the Dark Knight Andoras.

(15,08,02) [Earth Dragon]

Inferior Ore	x 4
Krystallos Ore	x 2
Gemstones	x 1
Cragwyrn's Mark	x 1

(17,19,05) [Wizard]

Copper Oberyth	x10
Bronze Oberyth	x 5
Silver Oberyth	x 1
Mage's Mark	x 1

(19,09,03) [Templar (Warrior)]

Copper Oberyth	x10
Bronze Oberyth	x 5
Silver Oberyth	x 1
Warrior's Mark	x 1

(19,15,04) [Templar (Warrior)]

Copper Oberyth	x10
Bronze Oberyth	x 5
Silver Oberyth	x 1
Warrior's Mark	x 1

(19,18,06) [Cleric]

Bronze Oberyth	x25 (Lv.~31)
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(21,04,03) [Witch]

Silver Oberyth	x 4 (Lv.~31)
----------------	--------------

(22,01,03) [Cleric]

Copper Oberyth	x40 (Lv.~31)
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Chapter IV Story Battle #8: [F3C1]
Barnicia Castle (The Gates of Barnicia)

Former seat of power in Old Barnicia. Its walls still bear the scars of the "Water that Burns," flaming balls of tar that were used to lay siege to the castle during the war.

Enemy: The Dark Knights

Denam assails Barnicia Castle to rescue Catiua from the clutches of the Dark Knights.

(01,11,09) [Iron Golem]

Iron Sand	x 2
Iron Ore	x 2

Platinum Ore x 2
Black Iron's Mark x 1

(03,13,10) [Templar (Wizard)]

Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1
Mage's Mark x 1

(03,15,11) [Templar (Cleric)]

Bronze Oberyth x25 (Lv.~32)

(04,18,13) [Templar (Archer)]

Copper Oberyth x40 (Lv.~32)

(06,16,12) [Templar (Archer)]

Silver Oberyth x 4 (Lv.~32)

(07,15,11) [Templar (Warlock)]

Copper Oberyth x10
Bronze Oberyth x 5
Wyrn Gem x 5
Magus's Mark x 1

(09,13,09) [Iron Golem]

Iron Sand x 2
Iron Ore x 2
Platinum Ore x 2
Black Iron's Mark x 1

(11,15,10) [Templar (Wizard)]

Grimoire Glace III x 1 (Lv.~32)

=====

Chapter IV Story Battle #9: [5D80]

Barnicia Castle (Barnicia Courtyard)

=====

The once-beautiful garden here is now no more than ruins, scarred in places by flaming pitch.

Enemy: The Dark Knights

Leader: The Dark Knight Barbas

Breaking through the castle gate, Denam sights Catiua in the company of the Dark Knights, but is waylaid by Sir Barbas.

(01,16,15) [Templar (Cleric)]

Silver Oberyth x 2 (Lv.~32)
Bronze Oberyth x12 (Lv.~32)
Copper Oberyth x20 (Lv.~32)

(03,10,12) [Templar (Terror Knight)]

Copper Oberyth x10
Bronze Oberyth x 5
Ashmedai's Grog x 3
Dreadknight's Mark x 1

(03,16,15) [Templar (Wizard)]

Grimoire Bouledefeu III x 1 (Lv.~32)

(05,11,11) [Templar (Knight)]
Silver Oberyth x 2 (Lv.~32)
Bronze Oberyth x12 (Lv.~32)
Copper Oberyth x20 (Lv.~32)

(05,13,13) [Templar (Archer)]
Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1
Archer's Mark x 1

(07,13,13) [Templar (Wizard)]
Rimfire x 1
Bronze Oberyth x 5
Silver Oberyth x 1
Archer's Mark x 1

(11,11,08) [Templar (Terror Knight)]
Copper Oberyth x10
Bronze Oberyth x 5
Ashmedai's Grog x 3
Dreadknight's Mark x 1

(11,16,14) [Templar (Wizard)]
Grimoire Aquamasse III x 1 (Lv.~32)

=====
Chapter IV Story Battle #10A: [14C2]
Barnicia Castle (Barnicia Grand Staircase)
=====

A story tells that the former master of this castle, Duke Clemont, was
assassinated as he walked up these stairs leading to the throne room.

Enemy: The Dark Knights
Leader: The Dark Knight Lancelot

Inside the castle Denam finds Catiua with the Dark Knight Lancelot.
Lancelot orders Catiua to take refuge, and she leaves.

(05,15,13) [Templar (Terror Knight)]
Copper Oberyth x10
Bronze Oberyth x 5
Ashmedai's Grog x 3
Dreadknight's Mark x 1

(06,17,13) [Templar (Dragoon)]
Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1
Dragoon's Mark x 1

(07,15,13) [Templar (Terror Knight)]
Silver Oberyth x 4 (Lv.~32)

(08,16,13) [Templar (Swordmaster)]
Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1

Swordsman's Mark x 1

(09,17,13) [Templar (Dragoon)]

Bronze Oberyth x25 (Lv.~32)

(11,16,13) [Templar (Swordmaster)]

-> Treatise on Seduction x 1 (Lv.~32)

(12,17,13) [Templar (Archer)]

Copper Oberyth x40 (Lv.~32)

(13,19,15) [Templar (Warlock)]

Copper Oberyth x10

Bronze Oberyth x 5

Wyrn Gem x 5

Magus's Mark x 1

=====
Chapter IV Story Battle #10B:

[B738]

Barnicia Castle (Barnicia Grand Staircase)
=====

A story tells that the former master of this castle, Duke Clemont, was assassinated as he walked up these stairs leading to the throne room.

Enemy: The Dark Knights

Leader: The Dark Knight Lancelot

Inside the castle Denam finds Catiua with the Dark Knight Lancelot.

Lancelot orders Catiua to withdraw, but she refuses.

(05,15,13) [Templar (Knight)]

Silver Oberyth x 4 (Lv.~32)

(06,17,13) [Templar (Warrior)]

Bronze Oberyth x25 (Lv.~32)

(07,15,13) [Templar (Knight)]

Copper Oberyth x10

Bronze Oberyth x 5

Silver Oberyth x 1

Knight's Mark x 1

(08,16,13) [Templar (Swordmaster)]

Copper Oberyth x10

Bronze Oberyth x 5

Silver Oberyth x 1

Swordsman's Mark x 1

(09,17,13) [Templar (Berserker)]

Copper Oberyth x10

Bronze Oberyth x 5

Silver Oberyth x 1

Berserker's Mark x 1

(11,16,13) [Templar (Swordmaster)]

Copper Oberyth x10

Bronze Oberyth x 5

Silver Oberyth x 1

Swordsman's Mark x 1

(12,17,13) [Templar (Archer)]
Copper Oberyth x40 (Lv.~32)

(13,19,15) [Templar (Warlock)]
Grimoire Foudrarc III x 1 (Lv.~32)

=====
Chapter IV Story Battle #11A: [2D48]
Iorumza Canyon
=====

The waters of the Iorum carved this great canyon out of the rock over
countless centuries.

Enemy: The Bakram
Leader: The Beastlord Stanoska

Denam begins advancing on Heim Castle, but is met by Bakram forces defending
a natural fortress.

(14,05,03) [Octopus]
Beasthide x 2
Beasthide x 1
Bundle of Herbs x 4
Nightshade x 4

(16,04,03) [Octopus]
Beasthide x 2
Beasthide x 1
Bundle of Herbs x 4
Nightshade x 4

(17,06,05) [Rune Fencer]
Grimoire Rafale III x 1 (Lv.~32)

(17,08,05) [Valkyrie]
Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1
Mage-Knight's Mark x 1

(17,14,19) [Archer]
Silver Oberyth x 2 (Lv.~32)
Bronze Oberyth x12 (Lv.~32)
Copper Oberyth x20 (Lv.~32)

(18,07,05) [Enchantress]
Grimoire Aiguille III x 1 (Lv.~32)

(20,13,18) [Archer]
Silver Oberyth x 2 (Lv.~32)
Bronze Oberyth x12 (Lv.~32)
Copper Oberyth x20 (Lv.~32)

(22,04,04) [Juggernaut]
Inferior Ore x 4
Log x 4
Leather x 2
Juggernaut's Mark x 1

Chapter IV Story Battle #11B:
Boulder Sands

[18C3]

Ancient ruins lie half-buried in the sands of the desert that spreads across the middle of Barnicia.

Enemy: The Bakram
Leader: The Mage-Knight Mimose

The Bakram had bolstered their defenses in preparation for the Resistance advance on Heim.

(01,03,05) [Enchantress]
Bronze Oberyth x12 (Lv.~32)
Copper Oberyth x20 (Lv.~32)

(02,05,06) [Swordmaster]
Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1
Swordsman's Mark x 1

(05,03,04) [Wizard]
Bronze Oberyth x12 (Lv.~32)
Copper Oberyth x20 (Lv.~32)

(05,06,04) [Swordmaster]
Treatise on Excess x 1 (Lv.~32)
Silver Oberyth x 4 (Lv.~32)

(07,03,05) [Rune Fencer]
Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1
Mage-Knight's Mark x 1

(14,05,02) [Cleric]
Copper Oberyth x10
Bronze Oberyth x 5
Blessing Stone x 1
Sibyl's Mark x 1

(14,10,03) [Earth Dragon]
Inferior Ore x 4
Krystallos Ore x 2
Gemstones x 1
Cragwyrn's Mark x 1

Chapter IV Story Battle #12:
Oeram

[20D3]

A town in the deepest reaches of Ioumen Vale, Oeram's houses were built on the steeply sloped canyon sides to avoid the gale-force winds that rip down the middle.

Enemy: The Bakram
Leader: The Swordsman Hanzo

Denam reaches the last Bakram bastion of defense before Heim.

(02,10,28) [Cockatrice]

Beasthide	x 2
Beasthide	x 1
Bundle of Herbs	x 4
Nightshade	x 4

(02,15,28) [Cockatrice]

Beasthide	x 2
Beasthide	x 1
Bundle of Herbs	x 4
Nightshade	x 4

(05,16,27) [Knight]

Silver Oberyth	x 4 (Lv.~32)
----------------	--------------

(06,10,20) [Dragoon]

Copper Oberyth	x40 (Lv.~32)
----------------	--------------

(06,14,21) [Dragoon]

Copper Oberyth	x10
Bronze Oberyth	x 5
Silver Oberyth	x 1
Dragoon's Mark	x 1

(07,12,19) [Warrior]

Copper Oberyth	x10
Bronze Oberyth	x 5
Silver Oberyth	x 1
Warrior's Mark	x 1

(07,15,20) [Warrior]

Bronze Oberyth	x25 (Lv.~32)
----------------	--------------

Chapter IV Story Battle #13A: [A34C]
The Royal City of Heim (The Gates of Heim)

The walls at the front of Heim Castle were built unusually strong for a time when no enemies posed an imminent threat to the city.

Enemy: The Bakram
Leader: Sir Derain

Resistance forces assail the gate of Heim Castle, seeking to confront Regent Morne.

(16,12,12) [Rune Fencer]

Copper Oberyth	x10
Bronze Oberyth	x 5
Silver Oberyth	x 1
Mage-Knight's Mark	x 1

(18,13,12) [Enchantress]

Grimoire Douleur III	x 1 (Lv.~33)
----------------------	--------------

Copper Oberyth x 6 (Lv.~33)

(20,09,09) [Dark Dragon]

Inferior Ore x 4

Krystallos Ore x 2

Gemstones x 1

Gloomwyrms Mark x 1

(20,12,12) [Witch]

Copper Oberyth x10

Bronze Oberyth x 5

Wyrms Gem x 5

Magus's Mark x 1

(22,13,12) [Cleric]

Copper Oberyth x10

Bronze Oberyth x 5

Blessing Stone x 1

Sibyl's Mark x 1

(24,12,12) [Valkyrie]

Silver Oberyth x 2 (Lv.~33)

Copper Oberyth x 6 (Lv.~33)

Grimoire Vitalite II x 1 (Lv.~33)

=====
Chapter IV Story Battle #13B:

[B694]

The Royal City of Heim (Heim South Curtain Wall)

=====
This courtyard toward the front of Heim Castle is designed as a vertical garden, with several levels ascending like stairs.

Enemy: The Bakram

Leader: Sir Vermado

Aiming to oust Regent Morne from his seat of power, Resistance forces march on Heim Castle from the south.

(01,09,22) [Witch]

Bronze Oberyth x 4 (Lv.~33)

Grimoire Vifesprit x 1 (Lv.~33)

(02,13,23) [Valkyrie]

Silver Oberyth x 1 (Lv.~33)

Copper Oberyth x 6 (Lv.~33)

(04,15,22) [Warlock]

Copper Oberyth x10

Bronze Oberyth x 5

Wyrms Gem x 5

Magus's Mark x 1

(06,10,15) [Swordmaster]

-> Treatise on Cleansing x 1 (Lv.~33)

Copper Oberyth x10 (Lv.34~)

Bronze Oberyth x 5

Silver Oberyth x 1

Swordsman's Mark x 1

(06,18,26) [Enchantress]
Grimoire Malepluie II x 1 (Lv.~33)
Grimoire Embourbant x 1 (Lv.~33)

(06,20,26) [Wizard]
Grimoire Rafale III x 1 (Lv.~33)
Copper Oberyth x 5 (Lv.~33)

(07,09,12) [Beast Tamer]
Copper Oberyth x 5 (Lv.~33)
Copper Oberyth x10 (Lv.34~)
Bronze Oberyth x 5
Silver Oberyth x 1
Beastmaster's Mark x 1

(07,11,12) [Beast Tamer]
Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1
Beastmaster's Mark x 1

=====
Chapter IV Story Battle #13C: [20E8]
The Royal City of Heim (Heim Postern Gate)
=====

The walls around Heim Castle are a degree larger than those around other castles on the island.

Enemy: The Bakram
Leader: The Wyrmmaster Halphas

Resistance forces assail the back gate of Heim Castle, seeking to confront Regent Morne.

(01,15,26) [Archer]
Bronze Oberyth x 4 (Lv.~33)
Copper Oberyth x 5 (Lv.~33)
Grimoire Bouledefeu III x 1 (Lv.~33)

(05,09,08) [Valkyrie]
Bronze Oberyth x 4 (Lv.~33)
Copper Oberyth x 5 (Lv.~33)
Grimoire Aquamasse II x 1 (Lv.~33)

(05,11,08) [Arc Dragon]
Inferior Ore x 4
Krystallos Ore x 2
Gemstones x 1
Gleamwyrms's Mark x 1

(05,13,08) [Arc Dragon]
Inferior Ore x 4
Krystallos Ore x 2
Gemstones x 1
Gleamwyrms's Mark x 1

(07,10,07) [Knight]
Bronze Oberyth x 4 (Lv.~33)
Copper Oberyth x 5 (Lv.~33)

Grimoire Vitalite II x 1 (Lv.~33)

(11,04,05) [Beast Tamer]

Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1
Beastmaster's Mark x 1

(12,05,03) [Flood Dragon]

Inferior Ore x 4
Krystallos Ore x 2
Gemstones x 1
Waterwyrn's Mark x 1

=====
Chapter IV Story Battle #14:

[2D01]

The Royal City of Heim (Heim Courtyard)

=====
This courtyard garden on the southern side of Heim Castle is protected by the castle's maze-like walls and three moats.

Enemy: The Bakram
Leader: Sir Latimer

Aiming to oust Regent Morne from his seat of power, Resistance forces break through to the courtyard of Heim Castle.

(02,15,29) [Warlock]

Grimoire Monolithe x 1 (Lv.~33)

(04,22,17) [Iron Golem]

Iron Sand x 2
Iron Ore x 2
Platinum Ore x 2
Black Iron's Mark x 1

(04,26,27) [Cleric]

Silver Oberyth x 2 (Lv.~33)
Copper Oberyth x 6 (Lv.~33)

(06,24,24) [Ninja]

-> Scroll of Windshear II x 1 (Lv.~33)
Copper Oberyth x10 (Lv.34~)
Bronze Oberyth x 5
Silver Oberyth x 1
Ninja's Mark x 1

(06,26,25) [Knight Latimer]

Platinum Oberyth x 1 (Lv.~33)
Gold Oberyth x 3 (Lv.~33)
Silver Oberyth x 5 (Lv.~33)

(08,24,24) [Ninja]

Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1
Ninja's Mark x 1

(08,26,23) [Wizard]

Copper Oberyth	x10
Bronze Oberyth	x 5
Silver Oberyth	x 1
Mage's Mark	x 1

(10,24,24) [Ninja]

Silver Oberyth	x 1 (Lv.~33)
Copper Oberyth	x 7 (Lv.~33)
-> Scroll of the Cicada	x 1 (Lv.~33)

(11,23,11) [Kunoichi]

Silver Oberyth	x 2 (Lv.~33)
Copper Oberyth	x 6 (Lv.~33)

(15,23,12) [Kunoichi]

Scroll of the Monkey	x 1 (Lv.~33)
Copper Oberyth	x 6 (Lv.~33)

=====
Chapter IV Story Battle #15:

[E85A]

The Royal City of Heim (Heim Great Hall)

=====
A hall befitting a grand palace, despite the looting during the war of the silver and gold that once adorned the walls.

Enemy: The Bakram

Leader: Regent Brantyn Morne

Denam corners Regent Morne in his castle. With no Dark Knights there to defend him, the regent leads his remaining forces into battle.

(09,20,10) [Cleric]

Silver Oberyth	x 2 (Lv.~33)
Grimoire Annulation	x 1 (Lv.~33)

(10,16,08) [Terror Knight]

Copper Oberyth	x10
Bronze Oberyth	x 5
Ashmedai's Grog	x 3
Dreadknight's Mark	x 1

(10,19,09) [Witch]

Copper Oberyth	x10
Bronze Oberyth	x 5
Wyrn Gem	x 5
Magus's Mark	x 1

(11,15,08) [Terror Knight]

Silver Oberyth	x 1 (Lv.~33)
Copper Oberyth	x 5

(12,17,09) [Dark Bishop Brantyn]

Platinum Oberyth	x 2 (Lv.~33)
Gold Oberyth	x 4 (Lv.~33)

(14,16,08) [Terror Knight]

Copper Oberyth	x10
Bronze Oberyth	x 5
Ashmedai's Grog	x 3

Dreadknight's Mark x 1

(14,19,09) [Witch]

Copper Oberyth x10

Bronze Oberyth x 5

Wyrn Gem x 5

Magus's Mark x 1

(15,20,10) [Cleric]

Bronze Oberyth x 6 (Lv.~33)

Copper Oberyth x 5 (Lv.~33)

Grimoire Purgation x 1 (Lv.~33)

=====
Chapter IV Story Battle #16:

[54ED]

The Hanging Gardens (Foot of the Gardens)
=====

King Dorgalua had these Hanging Gardens built as a gesture of affection toward his queen, Vernotta.

Enemy: The Dark Knights

Denam arrives at the Hanging Gardens in pursuit of the Dark Knights. Sir Martym orders his soldiers to engage before vanishing into the tower.

(03,12,15) [Templar (Ninja)]

Copper Oberyth x10

Bronze Oberyth x 5

Silver Oberyth x 1

Ninja's Mark x 1

(04,08,14) [Templar (Archer)]

Copper Oberyth x10 (Lv.34~)

Bronze Oberyth x 5 (Lv.34~)

Silver Oberyth x 1 (Lv.34~)

Archer's Mark x 1 (Lv.34~)

(06,10,10) [Templar (Rune Fencer)]

Copper Oberyth x10

Bronze Oberyth x 5

Silver Oberyth x 1

Mage-Knight's Mark x 1

(08,03,05) [Templar (Cleric)]

Grimoire Soins II x 1 (Lv.~33)

Copper Oberyth x 6 (Lv.~33)

(08,10,05) [Templar (Knight)]

Copper Oberyth x10

Bronze Oberyth x 5

Silver Oberyth x 1

Knight's Mark x 1

(09,07,04) [Templar (Wizard)]

Bronze Oberyth x 4 (Lv.~33)

Copper Oberyth x 6 (Lv.~33)

Grimoire Scindeciel III x 1 (Lv.~33)

=====
Chapter IV Story Battle #17:
The Hanging Gardens (The Serpent's Spine)
=====

[A734]

=====
The sluice gates to the Hanging Gardens. Excess water was released here to
control water levels in the gardens. Parts were built to work in aeternum

Enemy: The Dark Knights

Dark Knight forces waylay Denam as he presses onward.

(02,23,30) [Gryphon]

Beasthide	x 2
Beasthide	x 1
Bundle of Herbs	x 4
Nightshade	x 4

(06,21,25) [Templar (Cleric)]

Silver Oberyth	x 1 (Lv.~33)
Copper Oberyth	x 6 (Lv.~33)

(08,21,25) [Templar (Rune Fencer)]

Bronze Oberyth	x 4 (Lv.~33)
Grimoire Tourbillon III	x 1 (Lv.~33)
Grimoire Sylphide	x 1 (Lv.~33)

(09,20,21) [Iron Golem]

Iron Sand	x 2
Iron Ore	x 2
Platinum Ore	x 2
Black Iron's Mark	x 1

(09,22,23) [Templar (Wizard)]

Copper Oberyth	x 6 (Lv.~33)
Grimoire Malepluie III	x 1 (Lv.~33)

=====
Chapter IV Story Battle #18:
The Hanging Gardens (His Fist Upraised)
=====

[34E1]

=====
A statue of a god molded in pure gold once rested on this floor. It was
stolen during the war.

Enemy: The Dark Knights

Dark Knight forces waylay Denam as he presses onward.

(01,07,26) [Templar (Cleric)]

Silver Oberyth	x 2 (Lv.~33)
----------------	--------------

(01,09,26) [Templar (Cleric)]

Silver Oberyth	x 1 (Lv.~33)
----------------	--------------

(03,08,26) [Gryphon]

Beasthide	x 2
Beasthide	x 1
Bundle of Herbs	x 4
Nightshade	x 4

(04,04,21) [Templar (Archer)]
Silver Oberyth x 1 (Lv.~33)
Copper Oberyth x 6 (Lv.~33)

(07,04,22) [Templar (Terror Knight)]
Silver Oberyth x 2 (Lv.~33)

(08,10,24) [Templar (Ninja)]
Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1
Ninja's Mark x 1

=====
Chapter IV Story Battle #19: [6972]
The Hanging Gardens (Echoes of Her Passage)
=====

A statue of a goddess molded in pure silver once rested on this floor. It was stolen during the war.

Enemy: The Dark Knights

Dark Knight forces waylay Denam as he presses onward.

(03,08,26) [Templar (Rune Fencer)]
Copper Oberyth x 6 (Lv.~33)
Grimoire Flammes III x 1 (Lv.~33)

(04,09,25) [Templar (Berserker)]
Silver Oberyth x 1 (Lv.~33)

(04,11,25) [Templar (Wizard)]
Silver Oberyth x 1 (Lv.~33)
Copper Oberyth x 6 (Lv.~33)
Grimoire Orestiad x 1 (Lv.~33)

(05,05,16) [Templar (Wizard)]
Silver Oberyth x 1 (Lv.~33)
Copper Oberyth x 6 (Lv.~33)

(05,07,16) [Templar (Cleric)]
Bronze Oberyth x 4 (Lv.~33)
Copper Oberyth x 6 (Lv.~33)

(06,10,21) [Cyclops]
Beasthide x 2
Beasthide x 1
Bundle of Herbs x 4
Nightshade x 4

(06,13,28) [Templar (Cleric)]
Bronze Oberyth x 4 (Lv.~33)
Grimoire Soins II x 1 (Lv.~33)
-> Heretic's Mark x 1 (Lv.34~)

(08,11,19) [Cyclops]
Beasthide x 2
Beasthide x 1
Bundle of Herbs x 4

Chapter IV Story Battle #20:

[4C96]

The Hanging Gardens (Tears of Topaz)

According to rumor, the waterway here was once lined with topaz stones.

Enemy: The Dark Knights

Dark Knight forces waylay Denam as he presses onward.

(05,18,19) [Dark Dragon]

Inferior Ore	x 4
Krystallos Ore	x 2
Gemstones	x 1
Gloomwyrn's Mark	x 1

(05,21,21) [Templar (Beast Tamer)]

Silver Oberyth	x 1 (Lv.~33)
Copper Oberyth	x 6 (Lv.~33)

(06,16,19) [Templar (Knight)]

Bronze Oberyth	x 5 (Lv.~33)
Copper Oberyth	x 7 (Lv.~33)
Grimoire Bravoure	x 1 (Lv.~33)

(08,22,19) [Templar (Fusilier)]

Silver Oberyth	x 1 (Lv.~33)
Copper Oberyth	x 6 (Lv.~33)

(09,20,15) [Templar (Beast Tamer)]

Copper Oberyth	x10
Bronze Oberyth	x 5
Silver Oberyth	x 1
Beastmaster's Mark	x 1

Chapter IV Story Battle #21:

[92D3]

The Hanging Gardens (Verdant Stair)

A steep stair facing the north, thought to be for emergency use during an attack.

Enemy: The Dark Knights

Dark Knight forces waylay Denam as he presses onward.

(02,06,26) [Templar (Rune Fencer)]

Silver Oberyth	x 1 (Lv.~33)
Grimoire Purgation	x 1 (Lv.~33)

(04,01,14) [Cockatrice]

Beasthide	x 2
Beasthide	x 1
Bundle of Herbs	x 4
Nightshade	x 4

(04,05,26) [Templar (Beast Tamer)]
Bronze Oberyth x 4 (Lv.~33)

(04,08,30) [Cockatrice]
Beasthide x 2
Beasthide x 1
Bundle of Herbs x 4
Nightshade x 4

(06,04,22) [Templar (Rogue)]
Silver Oberyth x 1 (Lv.~33)
Copper Oberyth x 6 (Lv.~33)

(08,06,21) [Templar (Ninja)]
Bronze Oberyth x 4 (Lv.~33)
Scroll of the Spider x 1 (Lv.~33)

(10,06,21) [Templar (Ninja)]
Silver Oberyth x 1 (Lv.~33)
Copper Oberyth x 6 (Lv.~33)

=====
Chapter IV Story Battle #22: [3F67]
The Hanging Gardens (Songs of Raven Hair)
=====

Black-haired entertainers from faraway lands once played and sang here from morning till night.

Enemy: The Dark Knights

Dark Knight forces waylay Denam as he presses onward.

(05,10,18) [Cyclops]
Beasthide x 2
Beasthide x 1
Bundle of Herbs x 4
Nightshade x 4

(05,12,20) [Templar (Archer)]
Silver Oberyth x 2 (Lv.~33)
Copper Oberyth x 7 (Lv.~33)

(05,16,20) [Templar (Archer)]
Silver Oberyth x 1 (Lv.~33)
Copper Oberyth x 7 (Lv.~33)

(06,11,16) [Templar (Warlock)]
Bronze Oberyth x 7 (Lv.~33)
Grimoire Oeildaigle x 1 (Lv.~33)

(06,14,19) [Templar (Knight)]
Grimoire Bravoure x 1 (Lv.~33)

(06,17,19) [Templar (Wizard)]
Bronze Oberyth x 5 (Lv.~33)
Copper Oberyth x 6 (Lv.~33)
Grimoire Wendigo x 1 (Lv.~33)

(08,13,14) [Cyclops]

Beasthide	x 2
Beasthide	x 1
Bundle of Herbs	x 4
Nightshade	x 4

=====
Chapter IV Story Battle #23: [68FA]
The Hanging Gardens (Enraptured Dreams)
=====

A playroom designed by King Dorgalua himself for his son, born when Dorgalua was already well-on in years.

Enemy: The Dark Knights

Dark Knight forces waylay Denam as he presses onward.

(03,08,21) [Templar (Cleric)]
Copper Oberyth x 5 (Lv.~33)
Grimoire Annulation x 1 (Lv.~33)
Grimoire Purgation x 1 (Lv.~33)

(05,08,18) [Templar (Swordmaster)]
Silver Oberyth x 1 (Lv.~33)
Copper Oberyth x 6 (Lv.~33)
Treatise on Excess x 1 (Lv.~33)
-> Treatise on Seduction x 1 (Lv.~33)

(06,12,19) [Templar (Cleric)]
Copper Oberyth x 6 (Lv.~33)
-> Heretic's Mark x 1 (Lv.~33)

(12,10,14) [Templar (Archer)]
Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1
Archer's Mark x 1

(14,07,07) [Cyclops]
Beasthide x 2
Beasthide x 1
Bundle of Herbs x 4
Nightshade x 4

(15,11,12) [Templar (Ninja)]
Bronze Oberyth x 5 (Lv.~33)
Scroll of the Monkey x 1 (Lv.~33)

=====
Chapter IV Story Battle #24: [9ACD]
The Hanging Gardens (Hold High Your Cups)
=====

Here, during times of peace, the King would share wine with the knights who had fought for his throne.

Enemy: The Dark Knights

Dark Knight forces waylay Denam as he presses onward.

(04,12,23) [Templar (Beast Tamer)]
Silver Oberyth x 2 (Lv.~33)
Copper Oberyth x 6 (Lv.~33)

(05,13,25) [Templar (Necromancer)]
Bronze Oberyth x 4 (Lv.~33)
Copper Oberyth x 6 (Lv.~33)

(07,09,13) [Hydra]
Inferior Ore x 4
Krystallos Ore x 2
Gemstones x 1

(07,13,19) [Hydra]
Inferior Ore x 4
Krystallos Ore x 2
Gemstones x 1

=====
Chapter IV Story Battle #25: [98CA]
The Hanging Gardens (Halcyon Days)

=====
One of the King's favorite parts of the gardens. How charming the swirling
flower petals, how delicious the fruit, and how beautiful the maidens.

Enemy: The Dark Knights

Dark Knight forces waylay Denam as he presses onward.

(02,06,22) [Templar (Rune Fencer)]
Bronze Oberyth x 4 (Lv.~33)
Grimoire Radiance II x 1 (Lv.~33)

(02,08,22) [Templar (Rune Fencer)]
Bronze Oberyth x 4 (Lv.~33)
Grimoire Purgation x 1 (Lv.~33)

(04,02,15) [Templar (Ninja)]
Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1
Ninja's Mark x 1

(04,05,19) [Templar (Ninja)]
Silver Oberyth x 1 (Lv.~33)
Copper Oberyth x 6 (Lv.~33)

(05,08,11) [Arc Dragon]
Inferior Ore x 4
Krystallos Ore x 2
Gemstones x 1
Gleamwyrms Mark x 1

=====
Chapter IV Story Battle #26: [8D09]
The Hanging Gardens (The Beast Has Fangs)

=====
The hippogryph that served as the King's steed in war was stabled here.

Enemy: The Dark Knights

Dark Knight forces waylay Denam as he presses onward.

(02,05,31) [Hippogryph]

Death	x 1
Echo Stone	x 1
Dried Eyestem	x 1

(03,02,17) [Templar (Cleric)]

-> Heretic's Mark x 1 (Lv.34~)

(04,02,17) [Templar (Warlock)]

Silver Oberyth	x 1 (Lv.~33)
Copper Oberyth	x 6 (Lv.~33)

(05,04,16) [Templar (Knight)]

Bronze Oberyth	x 4 (Lv.~33)
Grimoire Bravoure	x 1 (Lv.~33)
Grimoire Vitalite II	x 1 (Lv.~33)

(07,06,30) [Hippogryph]

Death	x 1
Echo Stone	x 1
Dried Eyestem	x 1

=====
Chapter IV Story Battle #27:

[47E6]

The Hanging Gardens (Vermillion Stair)
=====

This corridor was used as a landing for shipments of food and other provisions to the gardens.

Enemy: The Dark Knights

Dark Knight forces waylay Denam as he presses onward.

(04,11,28) [Templar (Berserker)]

Silver Oberyth	x 1 (Lv.~33)
Copper Oberyth	x 6 (Lv.~33)

(05,08,19) [Frost Dragon]

Inferior Ore	x 4
Krystallos Ore	x 2
Gemstones	x 1
Icewyrms's Mark	x 1

(06,06,19) [Templar (Terror Knight)]

Silver Oberyth	x 1 (Lv.~33)
Copper Oberyth	x 5 (Lv.~33)

(06,14,24) [Templar (Cleric)]

Silver Oberyth	x 1 (Lv.~33)
Copper Oberyth	x 7 (Lv.~33)
Grimoire Vitalite III	x 1 (Lv.~33)
-> Heretic's Mark	x 1 (Lv.~33)

(08,12,22) [Flame Dragon]

Inferior Ore	x 4
Krystallos Ore	x 2
Gemstones	x 1
Firewyrn's Mark	x 1

Chapter IV Story Battle #28: [19D6]
The Hanging Gardens (Sounding of the Hours)

Following the death of the Prince, the King sat long hours here before illness took him.

Enemy: The Dark Knights

Dark Knight forces waylay Denam as he presses onward.

(02,09,27) [Templar (Knight)]

Bronze Oberyth	x 4 (Lv.~33)
Grimoire Bravoure	x 1 (Lv.~33)

(03,09,21) [Templar (Rogue)]

Copper Oberyth	x 6 (Lv.~33)
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(04,08,20) [Basilisk]

The Tower	x 1
Haunt's Tome	x 1
Bloodied Ventricle	x 1

(04,13,27) [Templar (Wizard)]

Silver Oberyth	x 1 (Lv.~33)
Copper Oberyth	x 8 (Lv.~33)
Grimoire Tourbillon III	x 1 (Lv.~33)

(06,10,19) [Templar (Archer)]

Bronze Oberyth	x 4 (Lv.~33)
Copper Oberyth	x 7 (Lv.~33)
-> Crescente	x 1 (Lv.~33)

(07,14,21) [Templar (Rune Fencer)]

Bronze Oberyth	x 5 (Lv.~33)
Copper Oberyth	x 8 (Lv.~33)
Grimoire Rocher III	x 1 (Lv.~33)

(09,10,17) [Templar (Rogue)]

Silver Oberyth	x 2 (Lv.~33)
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(09,12,19) [Basilisk]

The Tower	x 1
Haunt's Tome	x 1
Bloodied Ventricle	x 1

Chapter IV Story Battle #29: [7426]
The Hanging Gardens (Faith and Devotion)

Thinking that the Prince's death had been his own doing, the King here offered himself to the gods hoping to do penance.

Enemy: The Dark Knights

Dark Knight forces waylay Denam as he presses onward.

(05,07,16) [Onyx Dragon]

Strength	x 1
Hair of the Unicorn	x 1
Dried Eyestem	x 1

(10,12,22) [Templar (Cleric)]

Copper Oberyth	x 6 (Lv.~33)
Grimoire Exorcisme II	x 1 (Lv.~33)

(12,08,15) [Templar (Rune Fencer)]

Silver Oberyth	x 1 (Lv.~33)
Bronze Oberyth	x 4 (Lv.~33)

(12,12,16) [Templar (Beast Tamer)]

Silver Oberyth	x 1 (Lv.~33)
Copper Oberyth	x 7 (Lv.~33)

(12,14,21) [Templar (Rune Fencer)]

Silver Oberyth	x 1 (Lv.~33)
Copper Oberyth	x 6 (Lv.~33)
Grimoire Purgation	x 1 (Lv.~33)

(13,10,15) [Templar (Cleric)]

Copper Oberyth	x 6 (Lv.~33)
----------------	--------------

(13,12,18) [Onyx Dragon]

Strength	x 1
Hair of the Unicorn	x 1
Dried Eyestem	x 1
Copper Oberyth	x 6 (Lv.~33)

=====
Chapter IV Story Battle #30:

[D635]

The Hanging Gardens (Sharp and Cold the Stars)

After the Prince's death, the Queen spent much of her time here, gazing up at the stars.

Enemy: The Dark Knights

Dark Knight forces waylay Denam as he presses onward.

(02,12,23) [Warrior]

Silver Oberyth	x 1 (Lv.~33)
Copper Oberyth	x 6 (Lv.~33)

(04,09,23) [Wizard]

Silver Oberyth	x 1 (Lv.~33)
Copper Oberyth	x 6 (Lv.~33)
Grimoire Flamme III	x 1 (Lv.~33)
Grimoire Menottes	x 1 (Lv.~33)

(06,08,23) [Rogue]

Silver Oberyth	x 1 (Lv.~33)
Silver Oberyth	x 1 (Lv.~33)

Copper Oberyth x 6 (Lv.~33)

(06,11,23) [Rogue]

Copper Oberyth x 6 (Lv.~33)

Bronze Oberyth x 5 (Lv.~33)

(08,08,23) [Thunder Dragon]

Inferior Ore x 4

Krystallos Ore x 2

Gemstones x 1

Stormwyrms Mark x 1

(09,11,23) [Earth Dragon]

Inferior Ore x 4

Krystallos Ore x 2

Gemstones x 1

Cragwyrms Mark x 1

Chapter IV Story Battle #31:

[6DE5]

The Hanging Gardens (Ebon Stair)

This passageway used to lead to the uppermost level, but was closed when the Prince fell from here to his death.

Enemy: The Dark Knights

Dark Knight forces waylay Denam as he presses onward.

(02,04,20) [Phoenix]

Temperance x 1

Blackwing Leg x 1

Shoulder Shard x 1

(04,03,15) [Templar (Knight)]

Bronze Oberyth x 4 (Lv.~33)

Grimoire Vitalite III x 1 (Lv.~33)

(04,05,20) [Phoenix]

Temperance x 1

Blackwing Leg x 1

Shoulder Shard x 1

Copper Oberyth x 6 (Lv.~33)

(05,02,13) [Templar (Berserker)]

Silver Oberyth x 1 (Lv.~33)

Copper Oberyth x 6 (Lv.~33)

(08,04,11) [Templar (Ninja)]

Silver Oberyth x 2 (Lv.~33)

Bronze Oberyth x 4 (Lv.~33)

-> Scroll of the Cicada x 1 (Lv.~33)

Chapter IV Story Battle #32:

[50BD]

The Hanging Gardens (Ivory Stair)

A passageway leading to the uppermost level. Here the Prince ascended to the

next world, led by a heavenly host.

Enemy: The Dark Knights

Dark Knight forces waylay Denam as he presses onward.

(04,03,23) [Templar (Cleric)]
Silver Oberyth x 1 (Lv.~33)
Grimoire Soins II x 1 (Lv.~33)

(04,05,23) [Templar (Knight)]
Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1
Knight's Mark x 1

(05,04,23) [Templar (Archer)]
Silver Oberyth x 1 (Lv.~33)
Copper Oberyth x 8 (Lv.~33)

(05,06,23) [Templar (Rune Fencer)]
Bronze Oberyth x 4 (Lv.~33)
Copper Oberyth x 6 (Lv.~33)
Grimoire Annulation x 1 (Lv.~33)

(07,04,23) [Templar (Swordmaster)]
Silver Oberyth x 2 (Lv.~33)
Treatise on Excess x 1 (Lv.~33)

(08,05,20) [Templar (Dragoon)]
Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1
Dragoon's Mark x 1

(09,07,19) [Templar (Wizard)]
Silver Oberyth x 1 (Lv.~33)
Copper Oberyth x 8 (Lv.~33)

=====
Chapter IV Story Battle #33: [0B43]

The Hanging Gardens (Twixt Heaven and Earth)
=====

The uppermost level of the Hanging Gardens. A flame burned here for 100 days in an offering that the Prince's soul might find rest after his death.

Enemy: The Dark Knights
Leader: The Dark Knight Andoras

Denam reaches the top of the Hanging Gardens. The Dark Knight Andoras stops to engage him, urging Barbas and Martym to go on ahead.

(04,23,21) [Templar (Cleric)]
Silver Oberyth x 1 (Lv.~33)
Grimoire Annulation x 1 (Lv.~33)
-> Heretic's Mark x 1

(05,20,20) [Templar (Warrior)]
Silver Oberyth x 2 (Lv.~33)

Copper Oberyth x 6 (Lv.~33)

(08,16,20) [Baldur Golem]

Iron Ore x 2
Silver Ore x 2
Baldur Ore x 2
Magesteel's Mark x 1

(09,19,20) [Knight Commander Andoras]

-> <Trueno's Scales> x 1 (Lv.34~)

(09,22,20) [Templar (Beast Tamer)]

Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1
Beastmaster's Mark x 1

(12,16,20) [Baldur Golem]

Iron Ore x 2
Silver Ore x 2
Baldur Ore x 2
Magesteel's Mark x 1

(12,22,20) [Templar (Archer)]

Copper Oberyth x 6 (Lv.~33)
Copper Oberyth x 8 (Lv.~33)

(13,17,20) [Thunder Dragon]

Inferior Ore x 4
Krystallos Ore x 2
Gemstones x 1
Stormwyrms's Mark x 1

=====
Chapter IV Story Battle #34:

[7DBE]

The Hanging Gardens (The Tomb Below)

=====
The tomb of King Dorgalua is a forbidden place, a giant cavern beneath the Hanging Gardens.

Enemy: The Dark Knights

Denam pursues Martym and Barbas into the depths of the Hanging Gardens, where Dark Knight forces lie in wait for him.

(03,03,20) [Berserker]

Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1
Berserker's Mark x 1

(07,15,20) [Warrior]

Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1
Warrior's Mark x 1

(14,02,12) [Enchantress]

Copper Oberyth x10

Bronze Oberyth x 5
Silver Oberyth x 1
Mage's Mark x 1

(16,10,12) [Knight]

Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1
Knight's Mark x 1

(20,08,12) [Templar (Knight)]

Bronze Oberyth x 4 (Lv.~34)
Copper Oberyth x 6 (Lv.~34)
Grimoire Radiance III x 1 (Lv.~34)

(20,12,12) [Templar (Wizard)]

Bronze Oberyth x 4 (Lv.~34)
Copper Oberyth x 6 (Lv.~34)
Grimoire Malepluie III x 1 (Lv.~34)

=====
Chapter IV Story Battle #35:

[ADB1]

The Hanging Gardens (Relics of the Past)

=====
Ancient ruins buried deep below the Hanging Gardens.

Enemy: The Dark Knights

Martym and Barbas order their soldiers to vanquish Denam while they proceed deeper into the ruins.

(06,22,15) [Templar (Swordmaster)]

Bronze Oberyth x 4 (Lv.~34)
Treatise on Resolve x 1 (Lv.~34)

(08,22,15) [Templar (Swordmaster)]

Silver Oberyth x 2 (Lv.~34)
Copper Oberyth x 6 (Lv.~34)
Treatise on Excess x 1 (Lv.~34)

(09,20,15) [Templar (Terror Knight)]

Copper Oberyth x10
Bronze Oberyth x 5
Ashmedai's Grog x 3
Dreadknight's Mark x 1

(10,25,15) [Templar (Wizard)]

Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1
Mage's Mark x 1

(10,27,15) [Templar (Cleric)]

Bronze Oberyth x 4 (Lv.~34)
Copper Oberyth x 6 (Lv.~34)
Grimoire Purete II x 1 (Lv.~34)

(11,20,15) [Templar (Dragoon)]

Copper Oberyth x10

Bronze Oberyth	x 5
Silver Oberyth	x 1
Dragoon's Mark	x 1

(11,26,15) [Templar (Warlock)]

Copper Oberyth	x10
Bronze Oberyth	x 5
Wyrn Gem	x 5
Magus's Mark	x 1

Chapter IV Story Battle #36: [42FD]

The Hanging Gardens (Chamber of the Seal)

There is an ill feel to the air here in the deepest level of the caverns.

Enemy: The Dark Knights

Leader: The Dark Knights Martym and Barbas

Martym and Barbas seek the powers of the Abyss. Denam stands against them to put an end to their dark ambitions.

(16,11,15) [Knight Commander Martym]

-> <Nifrit Sword> x 1 (Lv.35~)

(19,09,15) [Knight Commander Barbas]

-> <Sanscion> x 1 (Lv.35~)

Chapter IV Side Quest #1.1: [286C]

Port Omish

Pirates are known to gather at this port on the Obero Sea. Even in Dorgalua's time, it was known as a lawless place.

Enemy: Pirates

Leader: The Pirate Ragnar

Denam intervenes in a quarrel.

Learning his identity, the pirates turn their blades against him.

(05,20,08) [Swordmaster]

Copper Oberyth	x10 (Lv.~32)
Treatise on Technique	x 1 (Lv.33~)
Bronze Oberyth	x 5
Silver Oberyth	x 1
Swordsman's Mark	x 1

(06,19,08) [Dragoon]

Copper Oberyth	x10
Bronze Oberyth	x 5
Silver Oberyth	x 1
Dragoon's Mark	x 1

(14,15,04) [Rogue]

Copper Oberyth	x10
Bronze Oberyth	x 5
Silver Oberyth	x 1

Bandit's Mark x 1

(20,20,08) [Swordmaster]

Copper Oberyth x10 (Lv.~32)

-> Treatise on Cleansing x 1 (Lv.33~)

Bronze Oberyth x 5

Silver Oberyth x 1

Swordsman's Mark x 1

=====
Chapter IV Side Quest #1.2:

[A2E1]

Port Omish
=====

Pirates are known to gather at this port on the Obero Sea. Even in Dorgalua's time, it was known as a lawless place.

Enemy: The Bakram

Guest: Azelstan

Denam goes to the aid of Azelstan after encountering Bakram forces attempting to take him away.

(14,09,06) [Cleric]

Copper Oberyth x10

Bronze Oberyth x 5

Blessing Stone x 1

Sibyl's Mark x 1

(14,17,04) [Swordmaster]

Treatise on Technique x 1 (Lv.33~)

(16,18,04) [Ninja]

Copper Oberyth x10

Bronze Oberyth x 5

Silver Oberyth x 1

Ninja's Mark x 1

(17,13,04) [Valkyrie]

Copper Oberyth x10

Bronze Oberyth x 5

Silver Oberyth x 1

Mage-Knight's Mark x 1

(27,14,05) [Beast Tamer]

Copper Oberyth x10

Bronze Oberyth x 5

Silver Oberyth x 1

Beastmaster's Mark x 1

=====
Chapter IV Side Quest #1.3:

[145C]

The Pirate's Graveyard (Crystal Halls)
=====

A natural labyrinth created by the dripping subterranean water and the seawater that rushes in with the tides. The salt in the water has crystallized throughout much of the cave.

Enemy: ???

Guest: Azelstan

As Denam struggles to hold off the creatures of the Pirate's Graveyard, Azelstan enters the fray. Together they battle the forces that assail them.

(01,13,27) [Rogue]

Inferior Ore	x 4
Log	x 4
Leather	x 2
Bandit's Mark	x 1

(05,02,11) [Juggernaut]

Inferior Ore	x 4
Log	x 4
Leather	x 2
Juggernaut's Mark	x 1

(05,12,19) [Patriarch]

Inferior Ore	x 4
Log	x 4
Leather	x 2
Chief's Mark	x 1

(06,05,12) [Hoplite]

Inferior Ore	x10
Bronze Oberyth	x 5
Silver Oberyth	x 1
Footsoldier's Mark	x 1

Chapter IV Side Quest #1.4:

[238D]

The Pirate's Graveyard (Ripples of Grief)

A natural labyrinth created by the dripping subterranean water and the seawater that rushes in with the tides. The salt in the water has crystallized throughout much of the cave.

Enemy: ???

Denam is beset by apparitions seeking to prevent him reaching the Pirate's Treasure.

(16,06,05) [Baldur Golem]

Iron Ore	x 2
Silver Ore	x 2
Baldur Ore	x 2
Magesteel's Mark	x 1

(16,11,08) [Baldur Golem]

Iron Ore	x 2
Silver Ore	x 2
Baldur Ore	x 2
Magesteel's Mark	x 1

(17,03,05) [Wight]

The High Priestess	x 1
Basin of Time	x 1
Salted Lobe	x 1

(17,13,07) [Wight]
The High Priestess x 1
Basin of Time x 1
Salted Lobe x 1

(20,04,06) [Lich]
-> Grimoire Sangnoir II x 1 (Lv.33~)

(20,11,04) [Lich]
-> Grimoire Tourments x 1 (Lv.33~)

(21,15,08) [Warlock]
-> Grimoire Dondevie x 1 (Lv.33~)

Chapter IV Side Quest #1.5: [6AB3]
The Pirate's Graveyard (On Holy Ground)

A natural labyrinth created by the dripping subterranean water and the seawater that rushes in with the tides. The salt in the water has crystallized throughout much of the cave.

Enemy: ???
Leader: The Spirit Rackham

Denam reached the lowest level of the Pirate's Graveyard. A spirit appeared there in the form of Azelstan, blocking the way forward.

(01,15,06) [Octopus]
Beasthide x 2
Beasthide x 1
Bundle of Herbs x 4
Nightshade x 4

(03,07,04) [Octopus]
Beasthide x 2
Beasthide x 1
Bundle of Herbs x 4
Nightshade x 4

(05,21,10) [Warlock]
Copper Oberyth x10
Bronze Oberyth x 5
Wyrn Gem x 5
Magus's Mark x 1

(08,19,09) [Spectre Rackham]
-> Grimoire Malediction III x 1 (Lv.33~)

(09,21,08) [Witch]
Copper Oberyth x10
Bronze Oberyth x 5
Wyrn Gem x 5
Magus's Mark x 1

Chapter IV Side Quest #2.1: [E384]
Balmamusa

=====

A coal-mining town in the middle of the Bahm range; the houses here sprung up around the mineshafts.

Enemy: ???

Leader: Sibyl Oelias

A wounded Oelias battles zombies attacking Balmamusa. Denam enters the fray to save her.

(01,07,20) [Cyclops]

Beasthide	x 2
Beasthide	x 1
Bundle of Herbs	x 4
Nightshade	x 4

(03,17,31) [Gryphon]

Beasthide	x 2
Beasthide	x 1
Bundle of Herbs	x 4
Nightshade	x 4

(07,16,24) [Archer]

Copper Oberyth	x40 (Lv.~31)
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(08,06,13) [Berserker]

Bronze Oberyth	x25 (Lv.~31)
----------------	--------------

(08,10,17) [Warrior]

Silver Oberyth	x 4 (Lv.~31)
----------------	--------------

(10,15,24) [Terror Knight]

Grimoire Entrave	x 1 (Lv.~31)
------------------	--------------

(12,11,18) [Juggernaut]

-> Skyiron	x 1
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(13,14,19) [Hydra]

Inferior Ore	x 4
Krystallos Ore	x 2
Gemstones	x 1

(15,11,15) [Rogue]

Inferior Ore	x 4
Log	x 4
Leather	x 2
Bandit's Mark	x 1

=====

Chapter IV Side Quest #2.2:

[3CAB]

Qadriga Fortress (Within the Fortress)

=====

These ruins of an ancient keep mark the scene of the great battle between King Dorgalua and King Rodrick, who once vied for control of the islands.

Enemy: ???

Leader: Sir Dievold

A band of undead attack Denam. The knight leading them is also undead.

(03,12,10) [Cockatrice]
 Beasthide x 2
 Beasthide x 1
 Bundle of Herbs x 4
 Nightshade x 4

(03,20,13) [Warlock]
 Grimoire Radiance III x 1 (Lv.~31)

(06,16,11) [Enchantress]
 Copper Oberyth x10
 Bronze Oberyth x 5
 Silver Oberyth x 1
 Mage's Mark x 1

(08,11,09) [Knight]
 Copper Oberyth x40 (Lv.~31)

(11,15,10) [Warrior]
 Silver Oberyth x 4 (Lv.~31)

(13,15,06) [Swordmaster]
 Bronze Oberyth x25 (Lv.~31)

(13,20,10) [Dragoon]
 Copper Oberyth x10
 Bronze Oberyth x 5
 Silver Oberyth x 1
 Dragoon's Mark x 1

(15,12,05) [Dark Dragon]
 Inferior Ore x 4
 Krystallos Ore x 2
 Gemstones x 1
 Gloomwyrms' Mark x 1

=====
 Chapter IV Side Quest #2.3: [E8AB]
 Golyat
 =====

A port town on Galdochae, known as Oberon's Pearl in better days. Its once-beautiful walls now bear the scars of war.

Enemy: ???
 Leader: The Necromancer Nybeth
 Guest: Cressida

Undead minions of Nybeth are attacking Golyat. Among them was Denam's friend, Vyce.

(07,17,14) [Wight]
 The High Priestess x 1
 Basin of Time x 1
 Salted Lobe x 1

(08,07,06) [Knight]
 Copper Oberyth x40 (Lv.~31)

(10,21,14) [Wraith]
The Empress x 1
Spiritstone of the Stars x 1
Bloodied Ventricle x 1

(10,25,22) [Night Crow]
Judgement x 1
Magedrain Gland x 1
Bloodied Ventricle x 1

(17,19,11) [Uruk]
The Magician x 1
Areion Plume x 1
Shoulder Shard x 1

(18,03,04) [Warrior]
Bronze Oberyth x25 (Lv.~31)

(26,10,04) [Terror Knight]
Silver Oberyth x 4 (Lv.~31)

=====
Chapter IV Side Quest #3: [8A01]
Golyat
=====

A port town on Galdochae, known as Oberon's Pearl in better days. Its once-beautiful walls now bear the scars of war.

Enemy: Bounty Hunters
Leader: Xapan the Mercenary

Denam is set upon by Xapan on the orders of his new patron.

(03,18,22) [Witch]
-> Grimoire Abimes II x 1 (Lv.33~)

(04,13,15) [Rogue]
Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1
Bandit's Mark x 1

(07,13,15) [Cloud Dragon]
Inferior Ore x 4
Krystallos Ore x 2
Gemstones x 1
Windwurm's Mark x 1

(07,18,18) [Berserker]
Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1
Berserker's Mark x 1

(12,20,18) [Rogue]
-> Winged Ring x 1 (Lv.33~)

(13,14,14) [Cockatrice]
Beasthide x 2

Beasthide	x 1
Bundle of Herbs	x 4
Nightshade	x 4

(14,19,18) [Gryphon]

-> Winged Ring	x 1 (Lv.~32)
Beasthide	x 1
Bundle of Herbs	x 4
Nightshade	x 4

=====

Chapter IV Side Quest #4:

[D478]

Krysaro

=====

Before the time of Dorgalua, this town in the Almorica marches was the center of a cult worshipping the Sea God Vasque.

Enemy: The Dark Knights

Leader: The Dark Knights Volaq and Ozma

Denam clashes with Dark Knight commanders at Krysaro. Dame Ozma notices the swordsman Hobyrim among the ranks of [Your Allegiance].

-- or --

Enemy: The Dark Knights

Leader: The Dark Knights Volaq and Ozma

Denam clashes with Dark Knight commanders at Krysaro. Dame Ozma was there seeking the swordsman Hobyrim.

Note: Although they are two separate side quests in the Warren Report, their loot tables are exactly the same.

(05,25,10) [Templar (Terror Knight)]

Copper Oberyth	x10
Bronze Oberyth	x 5
Ashmedai's Grog	x 3
Dreadknight's Mark	x 1

(08,16,05) [Knight Commander Ozma]

-> <Rose Whip>	x 1 (Lv.33~)
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(09,27,10) [Templar (Archer)]

Copper Oberyth	x10
Bronze Oberyth	x 5
Silver Oberyth	x 1
Archer's Mark	x 1

(12,27,10) [Templar (Archer)]

Copper Oberyth	x10
Bronze Oberyth	x 5
Silver Oberyth	x 1
Archer's Mark	x 1

(13,26,07) [Templar (Terror Knight)]

Copper Oberyth	x10
Bronze Oberyth	x 5
Ashmedai's Grog	x 3

Chapter IV Side Quest #5.1: [CAB8]
Madura Drift

The massive sheets of ice covering this land endure the four seasons without melting.

Enemy: ???

Denam is attacked by ferocious beasts while bound for the island of Exeter.

(01,12,10) [Patriarch]

Inferior Ore	x 4
Log	x 4
Leather	x 2
Chief's Mark	x 1

(04,16,11) [Cyclops]

Beasthide	x 2
Beasthide	x 1
Bundle of Herbs	x 4
Nightshade	x 4

(05,21,10) [Familiar]

Inferior Ore	x 4
Log	x 4
Leather	x 2
Familiar's Mark	x 1

(07,04,09) [Juggernaut]

Inferior Ore	x 4
Log	x 4
Leather	x 2
Juggernaut's Mark	x 1

(07,09,07) [Crystal Dragon]

The Chariot	x 1
Jewel of the Avatar	x 1
Wyrn Gem	x 1

(07,10,07) [Naga]

-> Greased Ring	x 1
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(09,09,07) [Scylla]

-> Ring of Clouds	x 1
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Chapter IV Side Quest #5.2: [1B47]
Belmorose Highwilds

A high plain, dotted with sparse patches of grass. The unusual abundance of fauna is likely due to the lack of settlements here.

Enemy: The Bakram
Leader: Sibyl Jilessa

Denam encounters a Bakram exploratory party on the island of Exeter.

(03,04,05) [Archer]
Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1
Archer's Mark x 1

(04,09,07) [Knight]
Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1
Knight's Mark x 1

(05,11,07) [Valkyrie]
Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1
Mage-Knight's Mark x 1

=====
Chapter IV Side Quest #5.3:

[BF30]

Vasque

=====
A small village founded by followers of the Sea God Vasque. They came here to escape persecution when the Order of Philaha rose to prominence, forcing adherents to older gods to convert or flee.

Enemy: The Bakram

Leader: Cielo the Mercenary

Denam clashes with Bakram forces while passing through an abandoned village.

(02,15,14) [Arc Dragon]
Inferior Ore x 4
Krystallos Ore x 2
Gemstones x 1
Gleamwyrms Mark x 1

(11,05,10) [Flame Dragon]
Inferior Ore x 4
Krystallos Ore x 2
Gemstones x 1
Firewyrms Mark x 1

(11,17,12) [Cloud Dragon]
Inferior Ore x 4
Krystallos Ore x 2
Gemstones x 1
Windwyrms Mark x 1

(12,08,11) [Earth Dragon]
Inferior Ore x 4
Krystallos Ore x 2
Gemstones x 1
Cragwyrms Mark x 1

=====

Lhazan Fortress (Lhazan Fortress)

=====

A crumbling fastness in the north of Exeter, built to serve as a lighthouse for passing ships.

Enemy: The Bakram

Pursuing the Bakram to a nearby fortress, Denam is waylaid by undead soldiers and the walking corpses of the villagers of Vasque.

(02,08,16) [Warrior]

Copper Oberyth	x10
Bronze Oberyth	x 5
Silver Oberyth	x 1
Warrior's Mark	x 1

Chapter IV Side Quest #5.5:

Lhazan Fortress (Within the Fortress)

=====

A crumbling fastness in the north of Exeter, built to serve as a lighthouse for passing ships.

Enemy: The Bakram

Leader: The Necroprentice Reymos

Reymos seeks to locate the fortress with Ocionne's help. Ocionne is caught up in a battle between Reymos and Denam.

(02,07,05) [Octopus]

Beasthide	x 2
Beasthide	x 1
Bundle of Herbs	x 4
Nightshade	x 4

(06,10,06) [Warrior]

Copper Oberyth	x10
Bronze Oberyth	x 5
Silver Oberyth	x 1
Warrior's Mark	x 1

(09,01,06) [Warrior]

Copper Oberyth	x10
Bronze Oberyth	x 5
Silver Oberyth	x 1
Warrior's Mark	x 1

(15,14,06) [Cyclops]

Beasthide	x 2
Beasthide	x 1
Bundle of Herbs	x 4
Nightshade	x 4

Chapter IV Side Quest #5.6:

Bortegun Fens

=====

The miasma that flows from the Palace of the Dead has turned this once lush swamp into a weed-choked poisonous fen.

Enemy: ???

Denam encounters a pack of starving beasts while en route to the Palace of the Dead.

(01,14,06) [Juggernaut]

Inferior Ore	x 4
Log	x 4
Leather	x 2
Juggernaut's Mark	x 1

(05,14,05) [Hoplite]

Inferior Ore	x10
Bronze Oberyth	x 5
Silver Oberyth	x 1
Footsoldier's Mark	x 1

(06,15,08) [Rune Fencer]

Copper Oberyth	x10
Bronze Oberyth	x 5
Silver Oberyth	x 1
Mage-Knight's Mark	x 1

(08,19,09) [Thunder Dragon]

-> Sparkguard Ring	x 1
Krystallos Ore	x 2
Gemstones	x 1
Stormwurm's Mark	x 1

(11,17,07) [Matriarch]

Inferior Ore	x 4
Log	x 4
Leather	x 2
Chief's Mark	x 1

Chapter IV Side Quest #6:

[54CF]

Vasque

A small village founded by followers of the Sea God Vasque. They came here to escape persecution when the Order of Philaha rose to prominence, forcing adherents to older gods to convert or flee.

Enemy: ???

Leader: Punkin the Bewitched

Punkin, leader of the homunculi created by Deneb, appeared before Denam in the form of Deneb herself.

(01,02,07) [Familiar]

Copper Oberyth	x10
Bronze Oberyth	x 5
Silver Oberyth	x 1
Familiar's Mark	x 1

(01,13,15) [Familiar]

Copper Oberyth	x10
Bronze Oberyth	x 5
Silver Oberyth	x 1
Familiar's Mark	x 1

(04,06,13) [Familiar]

Copper Oberyth	x10
Bronze Oberyth	x 5
Silver Oberyth	x 1
Familiar's Mark	x 1

(05,17,16) [Familiar]

Copper Oberyth	x10
Bronze Oberyth	x 5
Silver Oberyth	x 1
Familiar's Mark	x 1

Chapter IV Side Quest #7:

[B9C0]

Qadriga Fortress (Within the Fortress)

These ruins of an ancient keep mark the scene of the great battle between King Dorgalua and King Rodrick, who once vied for control of the islands.

Enemy: Pirates

Leader: Captain Ehlig

Denam marches on Qadriga Fortress to investigate rumors of a pirate stronghold there.

(04,20,16) [Berserker]

Copper Oberyth	x10
Bronze Oberyth	x 5
Silver Oberyth	x 1
Berserker's Mark	x 1

(06,21,17) [Archer]

Copper Oberyth	x10
Bronze Oberyth	x 5
Silver Oberyth	x 1
Archer's Mark	x 1

(06,23,17) [Cleric]

Copper Oberyth	x10
Bronze Oberyth	x 5
Blessing Stone	x 1
Sibyl's Mark	x 1

(10,23,17) [Cleric]

Copper Oberyth	x10
Bronze Oberyth	x 5
Blessing Stone	x 1
Sibyl's Mark	x 1

(13,20,14) [Berserker]

Copper Oberyth	x10
Bronze Oberyth	x 5
Silver Oberyth	x 1
Berserker's Mark	x 1

Chapter IV Side Quest #8.1:

[8970]

The Leupha Coast

A beautiful seacoast on the easternmost main island of Valeria, known for its expansive coral reefs and white, sandy beaches.

Enemy: ???

Denam is attacked by beasts near the coast while en route to Grimsby.

(04,30,08) [Cleric]

Copper Oberyth	x10
Bronze Oberyth	x 5
Blessing Stone	x 1
Sibyl's Mark	x 1

(06,29,03) [Matriarch]

Inferior Ore	x 4
Log	x 4
Leather	x 2
Chief's Mark	x 1

(08,27,03) [Matriarch]

Inferior Ore	x 4
Log	x 4
Leather	x 2
Chief's Mark	x 1

(13,30,03) [Octopus]

Beasthide	x 2
Beasthide	x 1
Bundle of Herbs	x 4
Nightshade	x 4

Chapter IV Side Quest #8.2:

[318A]

Grimsby

People walk from roof to roof in this strange fortress-town with no roads.

Enemy: The Dark Knights

Leader: The Dark Knight Martym

Guest: Lindl

The Dark Knight Martym accosts Lindl to extract the location of the fusils from him. Denam goes to Lindl's aid.

(06,13,13) [Templar (Terror Knight)]

Copper Oberyth	x10
Bronze Oberyth	x 5
Ashmedai's Grog	x 3
Dreadknight's Mark	x 1

(07,15,13) [Templar (Knight)]

Copper Oberyth	x10
Bronze Oberyth	x 5

Silver Oberyth x 1
Knight's Mark x 1

(09,03,13) [Templar (Warrior)]

Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1
Warrior's Mark x 1

(09,05,13) [Templar (Terror Knight)]

-> <The Fusil> x 1

(14,20,17) [Templar (Warrior)]

Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1
Warrior's Mark x 1

=====
Chapter IV Side Quest #9:

[3ED9]

Neimrahava Wood
=====

Deohe's infamous "Forest of Death." Much of this swampy wood is overgrown with poisonous mold.

Enemy: Bandits

Leader: The Beastmaster Ganpp

The bandits hiding in Neimrahava Wood were actually led by a former Galgastani soldier, the beastmaster Ganpp.

(04,13,06) [Ninja]

-> Scroll of the Strider x 1 (Lv.33~)

(06,08,06) [Juggernaut]

Inferior Ore x 4
Log x 4
Leather x 2
Juggernaut's Mark x 1

(07,09,06) [Hoplite]

Inferior Ore x10
Bronze Oberyth x 5
Silver Oberyth x 1
Footsoldier's Mark x 1

(07,12,05) [Rogue]

Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1
Bandit's Mark x 1

(08,06,04) [Hoplite]

Inferior Ore x10
Bronze Oberyth x 5
Silver Oberyth x 1
Footsoldier's Mark x 1

Oeram

A town in the deepest reaches of Ioumen Vale, Oeram's houses were built on the steeply sloped canyon sides to avoid the gale-force winds that rip down the middle.

Enemy: The Bakram

Leader: Pherenian the Godless

Denam marches on Oeram to verify reports of Bakram soldiers wielding fusils there.

(05,17,27) [Knight]

Copper Oberyth	x10
Bronze Oberyth	x 5
Silver Oberyth	x 1
Knight's Mark	x 1

(07,17,22) [Terror Knight]

Copper Oberyth	x10
Bronze Oberyth	x 5
Ashmedai's Grog	x 3
Dreadknight's Mark	x 1

(07,23,27) [Fusilier Pherenian]

Commander's Gun	x 1 (Lv.~31)
Gold Oberyth	x 1 (Lv.~31)
Musket	x 1 (Lv.32~)
Platinum Oberyth	x 1 (Lv.32~)

(13,17,14) [Terror Knight]

Copper Oberyth	x10
Bronze Oberyth	x 5
Ashmedai's Grog	x 3
Dreadknight's Mark	x 1

(16,18,05) [Knight]

Copper Oberyth	x10
Bronze Oberyth	x 5
Silver Oberyth	x 1
Knight's Mark	x 1

Boed Fortress (Boed Fortress)

The ruins of an ancient fortress built to serve as a watch tower on Phaesta Minor.

Enemy: Bandits

Leader: The Bandit Lobos

Boed Fortress, once apparently a temple, has now become a bandit stronghold.

(01,10,28) [Archer]

Copper Oberyth	x10
Bronze Oberyth	x 5

Silver Oberyth x 1
Archer's Mark x 1

(08,11,20) [Berserker]

Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1
Berserker's Mark x 1

(09,14,25) [Archer]

Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1
Archer's Mark x 1

(11,12,19) [Berserker]

Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1
Berserker's Mark x 1

=====
Chapter IV Side Quest #11.2:

[79B4]

Boed Fortress (Sanctum of Xoshonell)
=====

The deepest level of the temple. Here one is closest to Xoshonell, it is said.

Enemy: ???

Leader: Ifrit

A guardian of the temple appears before Denam, who seeks the power of the True Oracle.

(04,11,04) [Cyclops]

Beasthide x 2
Beasthide x 1
Bundle of Herbs x 4
Nightshade x 4

(07,14,04) [Hoplite]

Inferior Ore x10
Bronze Oberyth x 5
Silver Oberyth x 1
Footsoldier's Mark x 1

(09,10,03) [Cyclops]

Beasthide x 2
Beasthide x 1
Bundle of Herbs x 4
Nightshade x 4

(09,16,08) [Ifrit]

-> <The Fist> x 1 (Lv.~32)
-> <Armorcraft> x 1 (Lv.~32)
-> <Shieldcraft> x 1 (Lv.33~)
-> <Codex of Jewelry III> x 1 (Lv.33~)
-> Grimoire Calcination x 1
Platinum Oberyth x 1 (Lv.~32)

-> Grimoire Calcination II x 1 (Lv.33~)

(11,14,04) [Hoplite]

Inferior Ore	x10
Bronze Oberyth	x 5
Silver Oberyth	x 1
Footsoldier's Mark	x 1

=====
Chapter IV Side Quest #12.1:

[0A23]

Ndamsa Fortress (Ndamsa Fortress)
=====

The ancient ruins of a mighty fortress, constructed to defend the island of Dekingos from invasion.

Enemy: Galgastani Remnants

Leader: Aeshan the Defeated

Denam engages Galgastani remnants rallying their forces at Ndamsa Fortress, said to once have been a temple.

(01,02,13) [Ninja]

Copper Oberyth	x10
Bronze Oberyth	x 5
Silver Oberyth	x 1
Ninja's Mark	x 1

(01,11,22) [Enchantress]

Copper Oberyth	x10
Bronze Oberyth	x 5
Silver Oberyth	x 1
Mage's Mark	x 1

(04,05,17) [Kunoichi]

-> Scroll of Iceshear II x 1 (Lv.33~)

(05,09,18) [Swordmaster Aeshan]

Treatise on Technique x 1 (Lv.33~)

(06,12,20) [Ninja]

-> Scroll of Stormshear II x 1 (Lv.33~)

(07,04,09) [Cloud Dragon]

Inferior Ore	x 4
Krystallos Ore	x 2
Gemstones	x 1
Windwyrn's Mark	x 1

(09,08,13) [Cloud Dragon]

Inferior Ore	x 4
Krystallos Ore	x 2
Gemstones	x 1
Windwyrn's Mark	x 1

=====
Chapter IV Side Quest #12.2:

[F4B6]

Ndamsa Fortress (Sanctum of Hahnela)
=====

The deepest level of the temple. Here one is closest to Hahnela, it is said.

Enemy: ???

Leader: Vainateya

A guardian of the temple appears before Denam, who seeks the power of the True Oracle.

(02,04,19) [Vainateya]

-> <The Fist>	x 1
-> <The Crossbow>	x 1
-> Grimoire Onde	x 1
Platinum Oberyth	x 1 (Lv.~32)
-> Grimoire Onde II	x 1 (Lv.33~)

(05,01,16) [Gryphon]

Beasthide	x 2
Beasthide	x 1
Bundle of Herbs	x 4
Nightshade	x 4

(05,07,16) [Gryphon]

Beasthide	x 2
Beasthide	x 1
Bundle of Herbs	x 4
Nightshade	x 4

(07,03,16) [Rune Fencer]

Copper Oberyth	x10
Bronze Oberyth	x 5
Silver Oberyth	x 1
Mage-Knight's Mark	x 1

(07,05,16) [Rune Fencer]

Copper Oberyth	x10
Bronze Oberyth	x 5
Silver Oberyth	x 1
Mage-Knight's Mark	x 1

Chapter IV Side Quest #13.1:

[B206]

Gecho Fortress (Gecho Fortress)

An abandoned fortress on Beneceunga, originally an ancient temple.

Enemy: Pirates

Leader: The Pirate Barvan

It is said Gecho Fortress was once a temple. Denam is attacked by the pirates gathering there, who fear being brought to justice.

(01,09,14) [Rogue]

Copper Oberyth	x10
Bronze Oberyth	x 5
Silver Oberyth	x 1
Bandit's Mark	x 1

(01,14,17) [Rogue]

Copper Oberyth	x10
----------------	-----

Bronze Oberyth	x 5
Silver Oberyth	x 1
Bandit's Mark	x 1

(04,08,15) [Berserker]

Copper Oberyth	x10
Bronze Oberyth	x 5
Silver Oberyth	x 1
Berserker's Mark	x 1

(12,15,09) [Berserker]

Copper Oberyth	x10
Bronze Oberyth	x 5
Silver Oberyth	x 1
Berserker's Mark	x 1

Chapter IV Side Quest #13.2:

[2436]

Gecho Fortress (Sanctum of Vaasa)

The deepest level of the temple. Here one is closest to Vaasa, it is said.

Enemy: ???

Leader: Nathalork

A guardian of the temple appears before Denam, who seeks the power of the True Oracle.

(13,03,02) [Terror Knight]

Copper Oberyth	x10
Bronze Oberyth	x 5
Ashmedai's Grog	x 3
Dreadknight's Mark	x 1

(16,03,02) [Iron Golem]

Iron Sand	x 2
Iron Ore	x 2
Platinum Ore	x 2
Black Iron's Mark	x 1

(18,04,02) [Enchantress]

Copper Oberyth	x10
Bronze Oberyth	x 5
Silver Oberyth	x 1
Mage's Mark	x 1

(20,01,03) [Warlock]

-> Grimoire Abimes x 1 (Lv.33~)

(20,03,03) [Nathalork]

-> <The Bow> x 1
-> <Armorcraft> x 1
-> Grimoire Seisme x 1
Platinum Oberyth x 1 (Lv.~32)
-> Grimoire Seisme II x 1 (Lv.33~)

(20,05,02) [Warlock]

Copper Oberyth	x10
Bronze Oberyth	x 5

Wyrm Gem x 5
Magus's Mark x 1

=====
Chapter IV Side Quest #14.1: [71DF]
Geyld Fortress (Geyld Fortress)
=====

This fortress overlooking the island of Xoamon was built to defend the northern border of Barnicia.

Enemy: ???
Leader: The Archmage Anaberg

An archmage who is now a lich now holds dominion over Geyld Fortress, which is said to have once been a temple.

(00,04,13) [Witch]
-> Grimoire Abimes x 1 (Lv.33~)

(00,12,23) [Rogue]
Inferior Ore x 4
Log x 4
Leather x 2
Bandit's Mark x 1

(03,07,12) [Hoplite]
Inferior Ore x10
Bronze Oberyth x 5
Silver Oberyth x 1
Footsoldier's Mark x 1

(04,03,10) [Juggernaut]
Inferior Ore x 4
Log x 4
Leather x 2
Juggernaut's Mark x 1

(08,11,08) [Flood Dragon]
Inferior Ore x 4
Krystallos Ore x 2
Gemstones x 1
Waterwyrms's Mark x 1

=====
Chapter IV Side Quest #14.2: [8463]
Geyld Fortress (Sanctum of Greuza)
=====

The deepest level of the temple. Here one is closest to Greuza, it is said.

Enemy: ???
Leader: Tlaloc

A guardian of the temple appears before Denam, who seeks the power of the True Oracle.

(05,01,09) [Octopus]
Beasthide x 2
Beasthide x 1

Bundle of Herbs x 4
Nightshade x 4

(05,05,09) [Tlaloc]

-> <Axe, Spear & Hammer> x 1
-> <The Katana> x 1
-> Grimoire Vaporisateur x 1
Platinum Oberyth x 1 (Lv.~32)
-> Grimoire Vaporisateur II x 1 (Lv.33~)

(05,09,09) [Octopus]

Beasthide x 2
Beasthide x 1
Bundle of Herbs x 4
Nightshade x 4

(06,03,09) [Patriarch]

Inferior Ore x 4
Log x 4
Leather x 2
Chief's Mark x 1

(06,07,09) [Patriarch]

Inferior Ore x 4
Log x 4
Leather x 2
Chief's Mark x 1

=====

Chapter IV Side Quest #15.1:

[57C8]

Lhazan Fortress (Lhazan Fortress)

=====

A crumbling fastness in the north of Exeter, built to serve as a lighthouse for passing ships.

Enemy: Galgastani Remnants

Leader: Sibyl Josephine

It is said Lhazan Fortress was once a temple. Denam is attacked by Galgastani remnants there who seek vengeance against him.

=====

(02,09,18) [Knight]

Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1
Knight's Mark x 1

(03,08,10) [Frost Dragon]

Inferior Ore x 4
Krystallos Ore x 2
Gemstones x 1
Icewyrms's Mark x 1

(05,16,22) [Cleric]

Copper Oberyth x10
Bronze Oberyth x 5
Blessing Stone x 1
Sibyl's Mark x 1

(07,14,17) [Knight]
Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1
Knight's Mark x 1

(13,14,09) [Cyclops]
-> Sidhe Ring x 1

=====
Chapter IV Side Quest #15.2: [93D0]
Lhazan Fortress (Sanctum of Lyuneram)
=====

The deepest level of the temple. Here one is closest to Lyuneram, it is said.

Enemy: ???
Leader: Lygenstzel

A guardian of the temple appears before Denam, who seeks the power of the True Oracle.

(03,25,20) [Cockatrice]
Beasthide x 2
Beasthide x 1
Bundle of Herbs x 4
Nightshade x 4

(05,27,19) [Matriarch]
Inferior Ore x 4
Log x 4
Leather x 2
Chief's Mark x 1

(07,28,20) [Lygenstzel]
-> <Thrown Weapons II> x 1
-> <Codex of Jewelry IV> x 1
-> Grimoire Grandfroid x 1
Platinum Oberyth x 1 (Lv.~32)
-> Grimoire Grandfroid II x 1 (Lv.33~)

(09,27,19) [Matriarch]
Inferior Ore x 4
Log x 4
Leather x 2
Chief's Mark x 1

(11,25,20) [Cockatrice]
Beasthide x 2
Beasthide x 1
Bundle of Herbs x 4
Nightshade x 4

=====
Chapter IV Side Quest #16.1: [B321]
Qadriga Fortress (Qadriga Fortress)
=====

These ruins of an ancient keep mark the scene of the great battle between King Dorgalua and King Rodrick, who once vied for control of the islands.

Enemy: The Tigers of Burnham
Leader: Sir Leon

Former temple Qadriga Fortress has become the stronghold of the Tigers of Burnham, who condemn the actions of Denam.

(01,04,14) [Ninja]

-> Scroll of Earthshear II x 1 (Lv.33~)

(04,12,19) [Kunoichi]

Copper Oberyth	x10
Bronze Oberyth	x 5
Silver Oberyth	x 1
Ninja's Mark	x 1

(05,02,09) [Stone Golem]

Tin Ore	x 2
Graphite	x 2
Gold Ore	x 2
Granite's Mark	x 1

(05,07,14) [Beast Tamer]

Copper Oberyth	x10
Bronze Oberyth	x 5
Silver Oberyth	x 1
Beastmaster's Mark	x 1

(08,14,21) [Kunoichi]

-> Scroll of Waveshear II x 1 (Lv.33~)

(12,13,17) [Stone Golem]

Tin Ore	x 2
Graphite	x 2
Gold Ore	x 2
Granite's Mark	x 1

=====
Chapter IV Side Quest #16.2:

[A60B]

Qadriga Fortress (Sanctum of Nestharot)

=====

The deepest level of the temple. Here one is closest to Nestharot, it is said.

Enemy: ???

Leader: Xolotl

A guardian of the temple appears before Denam, who seeks the power of the True Oracle.

(11,07,05) [Hydra]

Inferior Ore	x 4
Krystallos Ore	x 2
Gemstones	x 1

(14,10,05) [Hydra]

Inferior Ore	x 4
Krystallos Ore	x 2
Gemstones	x 1

(15,08,06) [Familiar]
Inferior Ore x 4
Log x 4
Leather x 2
Familiar's Mark x 1

(17,07,05) [Xolotl]
-> <The Blade> x 1
-> <Cudgel & Whip> x 1
-> Grimoire Eclat x 1
Platinum Oberyth x 1 (Lv.~32)
-> Grimoire Eclat II x 1 (Lv.33~)

(17,09,05) [Familiar]
Inferior Ore x 4
Log x 4
Leather x 2
Familiar's Mark x 1

=====
Chapter IV Side Quest #17.1: [9F52]

Palace of the Dead (Palace of the Dead - Level 1)
=====

All who enter this dungeon, abandon what little hope ye may have.

Enemy: The Bakram
Leader: The Spellbinder Falfaday

Bakram soldiers seeking draconic magic waylay Denam upon his arrival at the
Palace of the Dead.

(03,06,04) [Familiar]
Inferior Ore x 4
Log x 4
Leather x 2
Familiar's Mark x 1

(04,01,05) [Familiar]
Inferior Ore x 4
Log x 4
Leather x 2
Familiar's Mark x 1

(04,03,05) [Enchantress]
Silver Oberyth x 1 (Lv.~31)
Bronze Oberyth x 8 (Lv.~31)
Copper Oberyth x13 (Lv.~31)

(06,02,06) [Cleric]
Grimoire Purgation x 1 (Lv.~31)

(08,01,03) [Familiar]
Inferior Ore x 4
Log x 4
Leather x 2
Familiar's Mark x 1

(08,06,05) [Familiar]

Inferior Ore	x 4
Log	x 4
Leather	x 2
Familiar's Mark	x 1

(09,04,05) [Warlock]
Grimoire Menottes x 1 (Lv.~31)

(10,01,06) [Familiar]
Inferior Ore x 4
Log x 4
Leather x 2
Familiar's Mark x 1

(10,05,05) [Wizard]
Grimoire Epouvante x 1 (Lv.~31)

(11,01,05) [Cleric]
Silver Oberyth x 1 (Lv.~31)
Bronze Oberyth x 8 (Lv.~31)
Copper Oberyth x13 (Lv.~31)

(11,03,05) [Witch]
Silver Oberyth x 1 (Lv.~31)
Bronze Oberyth x 8 (Lv.~31)
Copper Oberyth x13 (Lv.~31)

=====
Chapter IV Side Quest #17.2: [D946]
Palace of the Dead (Palace of the Dead - Level 2)
=====

All who enter this dungeon, abandon what little hope ye may have.

Enemy: ???
Leader: Rudlum

Denam happens upon a lone magus wandering the halls of the Palace of the Dead. Seeing the man is in trouble, he goes to his aid.

(11,10,19) [Warrior]
Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1
Warrior's Mark x 1

(23,03,08) [Enchantress]
Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1
Mage's Mark x 1

(23,08,06) [Wizard]
Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1
Mage's Mark x 1

(24,01,08) [Warrior]
Copper Oberyth x10

Bronze Oberyth	x 5
Silver Oberyth	x 1
Warrior's Mark	x 1

Chapter IV Side Quest #17.3: [4F3B]
Palace of the Dead (Palace of the Dead - Level 3)

All who enter this dungeon, abandon what little hope ye may have.

Enemy: ???
Leader: Xadoba the Enchanted

The statues in the Palace of the Dead are explorers turned to stone by the palace guardian Xadoba, creator of the statues.

(08,05,05) [Juggernaut]
Inferior Ore x 4
Log x 4
Leather x 2
Juggernaut's Mark x 1

(13,04,04) [Hoplite]
Inferior Ore x10
Bronze Oberyth x 5
Copper Oberyth x 1
Footsoldier's Mark x 1

(17,03,04) [Juggernaut]
Inferior Ore x 4
Log x 4
Leather x 2
Juggernaut's Mark x 1

(19,06,05) [Hoplite]
Inferior Ore x10
Bronze Oberyth x 5
Silver Oberyth x 1
Footsoldier's Mark x 1

Chapter IV Side Quest #17.4A: [F9EB]
Palace of the Dead (Palace of the Dead - Level 5)

All who enter this dungeon, abandon what little hope ye may have.

Enemy: ???
Leader: The Necromancer Nybeth

Denam happens upon the Necromancer Nybeth, who summons undead creatures to fight for him.

(13,02,10) [Knight]
-> Grimoire Ensorcelant x 1
-> Grimoire Malediction II x 1

(13,06,12) [Warrior]
Copper Oberyth x10

Bronze Oberyth x 5
Silver Oberyth x 1
Warrior's Mark x 1

(15,00,03) [Hydra]

Inferior Ore x 4
Krystallos Ore x 2
Gemstones x 1

(16,06,26) [Rune Fencer]

Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1
Mage-Knight's Mark x 1

(19,03,10) [Juggernaut]

Inferior Ore x 4
Log x 4
Leather x 2
Juggernaut's Mark x 1

Summoned [Witch]

-> Grimoire Sanctuaire x 1 (Lv.35~)

=====
Chapter IV Side Quest #17.4B:

[2F7A]

Palace of the Dead (Palace of the Dead - Level 5)

=====
All who enter this dungeon, abandon what little hope ye may have.

Enemy: ???

Leader: The Necromancer Nybeth

Denam encounters the Necromancer Nybeth. Nybeth has used Leonar and Xaebos in his nefarious experiments.

(06,06,26) [Wizard]

Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1
Mage's Mark x 1

(12,04,10) [Death Knight Xaebos]

-> Grimoire Sombrailles x 1

(13,02,10) [Death Knight Leonar]

-> Grimoire Ensorcelant x 1

(15,00,03) [Hydra]

Inferior Ore x 4
Krystallos Ore x 2
Gemstones x 1

(16,06,26) [Rune Fencer]

Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1
Mage-Knight's Mark x 1

(19,03,10) [Juggernaut]
Inferior Ore x 4
Log x 4
Leather x 2
Juggernaut's Mark x 1

=====
Chapter IV Side Quest #17.5: [C74B]
Palace of the Dead (Palace of the Dead - Level 22)
=====

All who enter this dungeon, abandon what little hope ye may have.

Enemy: ???
Leader: The Mage Georges

Denam stumbles upon zombies that are transformed into skeletons and ghosts through the power of the Book of the Dead.

(19,06,16) [Flesh Golem]
The Hanged Man x 1
Dynast-King's Mead x 1
Wyrn Gem x 1

(26,02,06) [Thunder Dragon]
Inferior Ore x 4
Krystallos Ore x 2
Gemstones x 1
Stormwyrn's Mark x 1

(26,04,12) [Archer]
Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1
Archer's Mark x 1

(26,06,13) [Witch King Georges]
-> Grimoire Malediction II x 1

(28,10,20) [Cockatrice]
Beasthide x 2
Beasthide x 1
Bundle of Herbs x 4
Nightshade x 4

=====
Chapter IV Side Quest #17.6: [7ACB]
Palace of the Dead (Palace of the Dead - Level 41)
=====

All who enter this dungeon, abandon what little hope ye may have.

Enemy: ???
Leader: The Witch Beelzebuth

Beelzebuth demonstrates the power of the Ring of the Dead to resurrect its wearer as a lich like Nybeth.

(14,09,07) [Incubus]
The Hierophant x 1

Crystallized Flame x 1
Dried Eyestem x 1

(16,08,10) [Night Crow]

Judgement x 1
Magedrain Gland x 1
Bloodied Ventricle x 1

(17,04,10) [Lich]

-> Grimoire Ensorcelant x 1
Bronze Oberyth x 5
Silver Oberyth x 1
Gold Oberyth x 1

(19,04,10) [Lich]

-> Grimoire Sombrailes x 1
Bronze Oberyth x 5
Silver Oberyth x 1
Gold Oberyth x 1

(21,09,02) [Cloud Dragon]

Inferior Ore x 4
Krystallos Ore x 2
Gemstones x 1
Windwurm's Mark x 1

=====
Chapter IV Side Quest #17.7:

[93A1]

Palace of the Dead (Palace of the Dead - Level 74)

=====
All who enter this dungeon, abandon what little hope ye may have.

Enemy: ???

Leader: The Witch Beelzebuth

Proceeding deeper into the palace, Denam thrice clashes with the witch Beelzebuth.

(04,10,15) [Damasc Golem]

Justice x 1
Brand of the Sacrifice x 1
Bloodied Ventricle x 1

(06,14,15) [Cenobite]

The Emperor x 1
Faeriescale Powder x 1
Salted Lobe x 1

(10,13,15) [Witch Queen Beelzebuth]

-> Grimoire Malediction II x 1

(12,11,14) [Damasc Golem]

Justice x 1
Brand of the Sacrifice x 1
Bloodied Ventricle x 1

(14,14,13) [Cenobite]

The Emperor x 1
Faeriescale Powder x 1

Chapter IV Side Quest #17.8: [6781]
Palace of the Dead (Palace - Altar of the Beyond)

The 100th level of the Palace of the Dead, this place has the feel of an ancient ceremonial space to it.

Enemy: ???
Leader: The Necromancer Nybeth

Denam encounters Nybeth in lich form on the lower levels of the Palace of the Dead.

(08,07,08) [Lich Nybeth]
-> <Secrets of the Master> x 1
-> Daedalus Pinion x 1
-> Daedalus Rack x 1
Palace Guide, 3rd Ed. x 1

(09,02,04) [Incubus]
Inferior Ore x 4
Log x 4
Leather x 2
Bandit's Mark x 1

(09,11,06) [Incubus]
Inferior Ore x 4
Log x 4
Leather x 2
Bandit's Mark x 1

(11,06,06) [Baldur Golem]
Iron Ore x 2
Silver Ore x 2
Baldur Ore x 2
Magesteel's Mark x 1

(13,04,03) [Flame Dragon]
Inferior Ore x 4
Krystallos Ore x 2
Gemstones x 1
Firewyrn's Mark x 1

Summoned [Wraith]
-> Grimoire Supplices II x 1
-> Grimoire Abimes II x 1

C O D A [603D]

"CODA"

The war is over, and peace has returned to Valeria. Work to rebuild the war-torn lands is well underway, and though trade still suffers, the streets once again throng with people.

CODA is a post-game chapter that consists of four episodes.

Episode I: "The Songstress" covers story battles 1 and 2.

Episode II: "The Search for Warren" covers story battle 3.

Episode III: "A True Knight" covers story battles 4 and 5.

Episode IV: "The Magnificent Twelve" covers story battles 6-9.

CODA-SB[1] Port Omish	[685B]
CODA-SB[2.1] The Pirate's Graveyard (Cape of Spite)	[A581]
CODA-SB[2.2] The Pirate's Graveyard (Bosom of the Sea God)	[4F9E]
CODA-SB[2.3] The Pirate's Graveyard (Into the Darkness)	[38E6]
CODA-SB[3.1] Palace of the Dead (Palace of the Dead - Level 88)	[8AC3]
CODA-SB[3.2] Palace of the Dead (Palace of the Dead - Level 98)	[CF8A]
CODA-SB[3.3] Palace of the Dead (Palace of the Dead - Level 105)	[D50A]
CODA-SB[3.4] Palace of the Dead (Palace - Chamber of the Seal)	[4CD3]
CODA-SB[4] The Arkhaiopolis of Rhime (Delakroa Common)	[829C]
CODA-SB[5] The Arkhaiopolis of Rhime (Torakoria Way)	[FD94]
CODA-SB[6] Golyat (Golyat Quayside)	[4F95]
CODA-SB[7] Golyat (Golyat South Village)	[E10D]
CODA-SB[8] Golyat (Golyat Sailors Way)	[B148]
CODA-SB[9] Golyat (Golyat North Village)	[2407]
CODA-SQ[1.1] San Bronsa Ruins (Tower of Law Eternal - Level 3)	[10E7]
CODA-SQ[1.2] San Bronsa Ruins (Tower of Law Eternal - Level 10)	[42E9]
CODA-SQ[1.3] San Bronsa Ruins (Tower of Law Eternal - Level 12)	[E523]

=====
CODA Story Battle #1: [685B]
Port Omish
=====

Pirates are known to gather at this port on the Obero Sea. Even in Dorgalua's time, it was known as a lawless place.

Enemy: Pirates

Denam, Canopus, and Sir Gildas skirmish with pirates while seeking out the songstress of Omish.

(03,13,06) [Cleric]
Steamed Mollusk x 1
Silver Oberyth x 1
Bronze Oberyth x 3
Bronze Oberyth x 5

(05,13,05) [Octopus]
Hallowing Stone x 1
Blessing Stone x 1
Bronze Oberyth x 3
Bronze Oberyth x 5

(06,18,07) [Rune Fencer]
Braised Skewer x 1
Silver Oberyth x 1
Bronze Oberyth x 3
Bronze Oberyth x 5

(06,20,08) [Archer]
Braised Skewer x 1
Silver Oberyth x 1
Bronze Oberyth x 3

Bronze Oberyth	x 5
(08,13,05) [Ninja]	
Minced Patty	x 1
Silver Oberyth	x 1
Bronze Oberyth	x 3
Bronze Oberyth	x 5
(10,09,09) [Berserker]	
Steamed Mollusk	x 1
Silver Oberyth	x 1
Bronze Oberyth	x 3
Bronze Oberyth	x 5
(11,22,12) [Rogue]	
Dragon Steak	x 1
Silver Oberyth	x 1
Bronze Oberyth	x 3
Bandit's Mark	x 1
(12,13,05) [Warrior]	
Minced Patty	x 1
Silver Oberyth	x 1
Bronze Oberyth	x 3
Bronze Oberyth	x 5
(13,18,05) [Rogue]	
Minced Patty	x 1
Silver Oberyth	x 1
Bronze Oberyth	x 3
Bandit's Mark	x 1
(14,16,04) [Berserker]	
Dragon Steak	x 1
Silver Oberyth	x 1
Bronze Oberyth	x 3
Bronze Oberyth	x 5
(15,06,03) [Octopus]	
Hallowing Stone	x 1
Blessing Stone	x 1
Bronze Oberyth	x 3
Bronze Oberyth	x 5
(16,06,10) [Rogue]	
Braised Skewer	x 1
Silver Oberyth	x 1
Bronze Oberyth	x 3
Bandit's Mark	x 1
(16,21,09) [Rogue]	
Dragon Steak	x 1
Silver Oberyth	x 1
Bronze Oberyth	x 3
Bandit's Mark	x 1
(17,18,04) [Rogue]	
Steamed Mollusk	x 1
Bronze Oberyth	x 5
Silver Oberyth	x 1

Bandit's Mark	x 1
(18,15,04) [Berserker]	
Braised Skewer	x 1
Silver Oberyth	x 1
Bronze Oberyth	x 3
Bronze Oberyth	x 5
(19,08,04) [Warrior]	
Minced Patty	x 1
Silver Oberyth	x 1
Bronze Oberyth	x 3
Bronze Oberyth	x 5
(20,20,08) [Warrior]	
Dragon Steak	x 1
Silver Oberyth	x 1
Bronze Oberyth	x 3
Bronze Oberyth	x 5
(21,19,07) [Valkyrie]	
Braised Skewer	x 1
Silver Oberyth	x 1
Bronze Oberyth	x 3
Bronze Oberyth	x 5
(23,06,05) [Rogue]	
Dragon Steak	x 1
Silver Oberyth	x 1
Bronze Oberyth	x 3
Bandit's Mark	x 1
(23,10,05) [Berserker]	
Steamed Mollusk	x 1
Silver Oberyth	x 1
Bronze Oberyth	x 3
Bronze Oberyth	x 5

=====

CODA Story Battle #2.1:

[A581]

The Pirate's Graveyard (Cape of Spite)

=====

Treacherous currents have filled the waters around this promontory with the shattered skeletons of shipwrecked boats. Horrible monsters and restless spirits are said to make their abode here among the spray and jagged rocks.

(01,12,11) [Witch]	
Copper Oberyth	x10
Bronze Oberyth	x 5
Wyrn Gem	x 5
Magus's Mark	x 1

(05,02,03) [Octopus]	
Beasthide	x 2
Beasthide	x 1
Bundle of Herbs	x 4
Nightshade	x 4

(05,14,14) [Wizard]	
---------------------	--

Copper Oberyth	x10
Bronze Oberyth	x 5
Silver Oberyth	x 1
Mage's Mark	x 1

(08,07,03) [Octopus]

Beasthide	x 2
Beasthide	x 1
Bundle of Herbs	x 4
Nightshade	x 4

=====
CODA Story Battle #2.2:

[4F9E]

The Pirate's Graveyard (Bosom of the Sea God)
=====

A natural labyrinth created by the dripping subterranean water and the seawater that rushes in with the tides. The salt in the water has crystallized throughout much of the cave.

(02,23,23) [Beast Tamer]

Copper Oberyth	x10
Bronze Oberyth	x 5
Silver Oberyth	x 1
Beastmaster's Mark	x 1

(06,02,09) [Juggernaut]

Inferior Ore	x 4
Log	x 4
Leather	x 2
Juggernaut's Mark	x 1

(09,04,08) [Octopus]

Beasthide	x 2
Beasthide	x 1
Bundle of Herbs	x 4
Nightshade	x 4

(09,16,07) [Terror Knight]

Copper Oberyth	x10
Bronze Oberyth	x 5
Ashmedai's Grog	x 3
Dreadknight's Mark	x 1

=====
CODA Story Battle #2.3:

[38E6]

The Pirate's Graveyard (Into the Darkness)
=====

A natural labyrinth created by the dripping subterranean water and the seawater that rushes in with the tides. The salt in the water has crystallized throughout much of the cave.

Enemy: ???

Leader: The Wicce Sirene

Denam battles the Wicce Sirene to save Canopus's sister, Iuria.

(02,13,16) [Sniper]

Death	x 1
-------	-----

Echo Stone x 1
Shoulder Shard x 1

(07,07,10) [Executioner]

Strength x 1
Hair of the Unicorn x 1
Shoulder Shard x 1

(09,08,11) [Gladiator]

The Magician x 1
Areion Plume x 1
Wyrn Gem x 1

Summoned [Blood Gavial]

The World x 1
Horn of the Savage x 1
Wyrn Gem x 1

=====

CODA Story Battle #3.1:

[8AC3]

Palace of the Dead (Palace of the Dead - Level 88)

=====

All who enter this dungeon, abandon what little hope ye may have.

(03,20,22) [Cyclops]

Beasthide x 2
Beasthide x 1
Bundle of Herbs x 4
Nightshade x 4

(03,24,22) [Archer]

Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1
Archer's Mark x 1

(04,22,22) [Hydra]

Inferior Ore x 4
Krystallos Ore x 2
Gemstones x 1

(04,26,22) [Terror Knight]

Copper Oberyth x10
Bronze Oberyth x 5
Ashmedai's Grog x 3
Dreadknight's Mark x 1

=====

CODA Story Battle #3.2:

[CF8A]

Palace of the Dead (Palace of the Dead - Level 98)

=====

All who enter this dungeon, abandon what little hope ye may have.

(03,06,06) [Matriarch]

Inferior Ore x 4
Log x 4
Leather x 2
Chief's Mark x 1

(08,10,05) [Rogue]
Inferior Ore x 4
Log x 4
Leather x 2
Bandit's Mark x 1

(11,12,05) [Rogue]
Inferior Ore x 4
Log x 4
Leather x 2
Bandit's Mark x 1

(14,02,05) [Gorgon]
The Fool x 1
Coral Harp x 1
Dried Eyestem x 1

=====

CODA Story Battle #3.3: [D50A]
Palace of the Dead (Palace of the Dead - Level 105)

=====

A hidden level within the Palace of the Dead, it seems to lead on to the very Abyss...

(24,02,08) [Matriarch]
Inferior Ore x 4
Log x 4
Leather x 2
Chief's Mark x 1

(24,06,11) [Matriarch]
Inferior Ore x 4
Log x 4
Leather x 2
Chief's Mark x 1

(29,04,09) [Gorgon]
The Fool x 1
Coral Harp x 1
Dried Eyestem x 1

=====

CODA Story Battle #3.4: [4CD3]
Palace of the Dead (Palace - Chamber of the Seal)

=====

The very deepest level of the Palace of the Dead. The time for hope is long since passed.

Enemy: ???
Leader: King Rodrick
Guest: Warren Omon

Denam is confronted by King Rodrick, who has been corrupted by the Dark, after opening the Chaos Gate to save Warren.

(14,20,15) [Revenant Rodrick]
-> <Ogre Blade> x 1

Palace Guide, 1st Ed. x 3
Palace Guide, 2nd Ed. x 3
Palace Guide, 3rd Ed. x 3
Heaven's Fork x 1

=====
CODA Story Battle #4: [829C]
The Arkhaiopolis of Rhime (Delakroa Common)
=====

This ancient city, site of the first battle between Galgastani and Walister,
has stood for centuries.

Enemy: The Dark Knights
Leader: The Dark Knight Martym

Denam clashes with Martym to save Lancelot during the invasion of Rhime.

(03,08,13) [Templar (Cleric)]

Copper Oberyth x10
Bronze Oberyth x 5
Blessing Stone x 1
Sibyl's Mark x 1

(06,09,09) [Templar (Rune Fencer)]

Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1
Mage-Knight's Mark x 1

(10,14,09) [Templar (Knight)]

Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1
Knight's Mark x 1

(22,16,07) [Templar (Terror Knight)]

Copper Oberyth x10
Bronze Oberyth x 5
Ashmedai's Grog x 3
Dreadknight's Mark x 1

=====
CODA Story Battle #5: [FD94]
The Arkhaiopolis of Rhime (Torakoria Way)
=====

This ancient city, site of the first battle between Galgastani and Walister,
has stood for centuries.

Enemy: The Dark Knights
Leader: The Dark Knight Barbas
Guest: Lancelot

Denam joins Lancelot in attacking Barbas during the invasion of Rhime.

(01,04,12) [Templar (Warlock)]

Copper Oberyth x10
Bronze Oberyth x 5
Wyrn Gem x 5

Magus's Mark x 1

(01,09,15) [Templar (Wizard)]

Copper Oberyth x10

Bronze Oberyth x 5

Silver Oberyth x 1

Mage's Mark x 1

(06,10,14) [Templar (Swordmaster)]

Copper Oberyth x10

Bronze Oberyth x 5

Silver Oberyth x 1

Swordsman's Mark x 1

(13,14,14) [Templar (Dragoon)]

Copper Oberyth x10

Bronze Oberyth x 5

Silver Oberyth x 1

Dragoon's Mark x 1

=====

CODA Story Battle #6:

[4F95]

Golyat (Golyat Quayside)

=====

A port town on Galdochae, known as "Oberon's Pearl" in better days. Its once-beautiful walls now bear the scars of war.

Enemy: The Dark Knights

Leader: The Dark Knights Volaq and Andoras

Denam battles attacking Dark Knights on that fateful night when all began.

(10,26,11) [Templar (Warrior)]

Copper Oberyth x10

Bronze Oberyth x 5

Silver Oberyth x 1

Warrior's Mark x 1

(13,15,06) [Templar (Archer)]

Copper Oberyth x10

Bronze Oberyth x 5

Silver Oberyth x 1

Archer's Mark x 1

(14,28,09) [Templar (Ninja)]

Copper Oberyth x10

Bronze Oberyth x 5

Silver Oberyth x 1

Ninja's Mark x 1

=====

CODA Story Battle #7:

[E10D]

Golyat (Golyat South Village)

=====

A port town on Galdochae, known as "Oberon's Pearl" in better days. Its once-beautiful walls now bear the scars of war.

Enemy: The Dark Knights

Leader: The Dark Knights Oz and Ozma

Denam battles attacking Dark Knights on that fateful night when all began.

(17,04,03) [Templar (Terror Knight)]

Copper Oberyth	x10
Bronze Oberyth	x 5
Ashmedai's Grog	x 3
Dreadknight's Mark	x 1

(17,25,16) [Templar (Rune Fencer)]

Copper Oberyth	x10
Bronze Oberyth	x 5
Silver Oberyth	x 1
Mage-Knight's Mark	x 1

(18,23,13) [Templar (Dragoon)]

Copper Oberyth	x10
Bronze Oberyth	x 5
Silver Oberyth	x 1
Dragoon's Mark	x 1

=====

CODA Story Battle #8:

[B148]

Golyat (Golyat Sailors Way)

A port town on Galdochae, known as "Oberon's Pearl" in better days. Its once-beautiful walls now bear the scars of war.

Enemy: The Dark Knights

Leader: The Dark Knights Barbas and Martym

Denam battles attacking Dark Knights on that fateful night when all began.

(04,20,24) [Templar (Knight)]

Copper Oberyth	x10
Bronze Oberyth	x 5
Silver Oberyth	x 1
Knight's Mark	x 1

(13,02,16) [Templar (Cleric)]

Copper Oberyth	x10
Bronze Oberyth	x 5
Blessing Stone	x 1
Sibyl's Mark	x 1

(19,18,12) [Templar (Terror Knight)]

Copper Oberyth	x10
Bronze Oberyth	x 5
Ashmedai's Grog	x 3
Dreadknight's Mark	x 1

=====

CODA Story Battle #9:

[2407]

Golyat (Golyat North Village)

A port town on Galdochae, known as "Oberon's Pearl" in better days. Its once-beautiful walls now bear the scars of war.

Enemy: The Dark Knights
Leader: The Dark Knight Lancelot

Denam battles attacking Dark Knights on that fateful night when all began.

(04,18,31) [Knight Commander Balxephon]

-> <Volcaetus> x 1
-> Hagiaknight's Mark x 1
Platinum Oberyth x 1

(05,19,31) [Death Templar Lancelot]

-> <Ambicion> x 1
-> Hagiaknight's Mark x 1
Platinum Oberyth x 1

Note: In order for Lancelot to die (and thus drop his bag of loot), he must be killed last. Denam, Catiua, and Vyce must also be the only participants in the battle, and they can not die or be incapacitated throughout the entire battle.

(07,01,10) [Knight Commander Martym]

-> <Nifrit Sword> x 1
-> Hagiaknight's Mark x 1
Platinum Oberyth x 1

(07,08,11) [Knight Commander Oz]

-> <Glamrock> x 1
-> Hagiaknight's Mark x 1
Platinum Oberyth x 1

(07,10,12) [Knight Commander Ozma]

-> <Rose Whip> x 1
-> Hagiaknight's Mark x 1
-> <Supple Whip> x 1
Platinum Oberyth x 1

(09,26,23) [Knight Commander Andoras]

-> <Trueno's Scales> x 1
-> Hagiaknight's Mark x 1
Platinum Oberyth x 1

(10,04,09) [Templar (Rune Fencer)]

Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1
Mage-Knight's Mark x 1

(10,22,17) [Knight Commander Volaq]

-> <Balmung> x 1
-> Hagiaknight's Mark x 1
Platinum Oberyth x 1

(11,20,17) [Templar (Warlock)]

Copper Oberyth x10
Bronze Oberyth x 5
Wyrn Gem x 5
Magus's Mark x 1

(13,11,09) [Knight Commander Barbas]

-> <Sanscion> x 1
-> Hagiaknight's Mark x 1
Platinum Oberyth x 1

=====

CODA Side Quest #1.1: [10E7]
San Bronsa Ruins (Tower of Law Eternal - Level 3)

=====

This building is the only one to survive the devastation of the city by the Apocrypha. It is said that Dorgalua patterned his Hanging Gardens on these ruins.

Enemy: The Tigers of Burnham
Leader: The White Mage Vepahl

Denam happens upon the Tigers of Burnham searching for the power of rebirth at the San Bronsa Ruins. They use a blood-stained holy symbol to complete the ritual.

(01,15,32) [Witch]
Copper Oberyth x10
Bronze Oberyth x 5
Wyrn Gem x 5
Magus's Mark x 1

(03,12,32) [Divine Knight]
Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1
Gold Oberyth x 1

(03,14,32) [Divine Knight]
Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1
Gold Oberyth x 1

(03,17,32) [Warlock]
Copper Oberyth x10
Bronze Oberyth x 5
Wyrn Gem x 5
Magus's Mark x 1

=====

CODA Side Quest #1.2: [42E9]
San Bronsa Ruins (Tower of Law Eternal - Level 10)

=====

This building is the only one to survive the devastation of the city by the Apocrypha. It is said that Dorgalua patterned his Hanging Gardens on these ruins.

Enemy: The Tigers of Burnham
Leader: The White Mage Vepahl

The Tigers of Burnham continue to search for wondrous powers, using the Seal of Rebirth to bestow new bodies upon the dead.

(04,18,12) [Dragoon]

Copper Oberyth	x10
Bronze Oberyth	x 5
Silver Oberyth	x 1
Dragoon's Mark	x 1

(13,16,09) [Flood Dragon]

Inferior Ore	x 4
Krystallos Ore	x 2
Gemstones	x 1
Waterwyrn's Mark	x 1

(13,18,12) [Dragoon]

Copper Oberyth	x10
Bronze Oberyth	x 5
Silver Oberyth	x 1
Dragoon's Mark	x 1

(14,20,12) [Beast Tamer]

Copper Oberyth	x10
Bronze Oberyth	x 5
Silver Oberyth	x 1
Beastmaster's Mark	x 1

=====

CODA Side Quest #1.3:

[E523]

San Bronsa Ruins (Tower of Law Eternal - Level 12)

=====

This building is the only one to survive the devastation of the city by the Apocrypha. It is said that Dorgalua patterned his Hanging Gardens on these ruins.

Enemy: ???

Vepahl survives only to be slain by angelic forces. The angels demand that Denam relinquish his soul.

(03,06,17) [Ethereal Vision]

-> Grimoire Sanctuaire	x 1
-> Grimoire Sangnoir II	x 1

(05,02,12) [Ethereal Vision]

The Sun	x 1
Skulldust Nostrum	x 1
Salted Lobe	x 1

(05,06,12) [Crystal Dragon]

The Chariot	x 1
Jewel of the Avatar	x 1
Wyrn Gem	x 1

(05,08,12) [Crystal Dragon]

The Chariot	x 1
Jewel of the Avatar	x 1
Wyrn Gem	x 1

(05,10,12) [Ethereal Vision]

The Sun	x 1
Skulldust Nostrum	x 1
Salted Lobe	x 1

Random encounters are optional battles that appear at random while traversing the overworld.

Tynemouth Hill	[27D8]
The Golborza Plain	[E5AD]
Lake Bordu	[C47A]
Xeod Moors	[034C]
Rhea Boum Aqueduct	[1D64]
Madura Drift	[B6CF]
Bahanna Highlands	[8DEC]
The Reisan Way	[4C98]
The Psonji Weald	[C491]
Mount Weobry	[1DEC]
Mount Hedon	[4C08]
Belmorose Highwilds	[D834]
Bortegun Fens	[DE54]
The Vanessan Way	[72EA]
Lambiss Hill	[7B98]
Tzorious Field	[D8B0]
The Leupha Coast	[3785]
Neimrahava Wood	[19AB]
Iorumza Canyon	[4E19]
Boulder Sands	[AF4E]

=====
 Tynemouth Hill [27D8]
 =====

White limestone formations jut like teeth from the top of this gentle, grassy hill.

(01,11,09) [Archer]	
Philtre of Ashes	x 1
Bronze Oberyth	x 6
Copper Oberyth	x 8
Archer's Mark	x 1

(01,14,08) [Archer]	
Hair of the Unicorn	x 1
Bronze Oberyth	x 1
Copper Oberyth	x10
Archer's Mark	x 1

(02,02,06) [Cleric]	
Blessing Stone	x 1
Bronze Oberyth	x 1
Copper Oberyth	x 6
Sibyl's Mark	x 1

(02,05,07) [Archer]	
Hair of the Unicorn	x 1
Bronze Oberyth	x 3
Copper Oberyth	x10
Archer's Mark	x 1

(02,20,09) [Cleric]	
Blessing Stone	x 1
Bronze Oberyth	x 5
Copper Oberyth	x 9
Sibyl's Mark	x 1
(03,09,08) [Enchantress]	
Spiritstone of the Stars	x 1
Bronze Oberyth	x 4
Copper Oberyth	x 4
Mage's Mark	x 1
(04,11,07) [Berserker]	
Basin of Time	x 1
Bronze Oberyth	x 2
Copper Oberyth	x 7
Berserker's Mark	x 1
(05,07,06) [Warrior]	
Silver Oberyth	x 1
Bronze Oberyth	x 2
Copper Oberyth	x 9
Warrior's Mark	x 1
(05,13,06) [Valkyrie]	
Faeriescale Powder	x 1
Bronze Oberyth	x 3
Copper Oberyth	x 5
Mage-Knight's Mark	x 1
(06,01,06) [Wizard]	
Black Lizard Powder	x 1
Bronze Oberyth	x 4
Copper Oberyth	x 5
Mage's Mark	x 1
(06,10,06) [Berserker]	
Areion Plume	x 1
Bronze Oberyth	x 5
Copper Oberyth	x 9
Berserker's Mark	x 1
(06,17,06) [Berserker]	
Areion Plume	x 1
Bronze Oberyth	x 4
Copper Oberyth	x 2
Berserker's Mark	x 1
(07,06,05) [Warrior]	
Silver Oberyth	x 1
Bronze Oberyth	x 2
Copper Oberyth	x 8
Warrior's Mark	x 1
(09,04,04) [Warrior]	
Silver Oberyth	x 1
Bronze Oberyth	x 2
Copper Oberyth	x 9
Warrior's Mark	x 1

(09,18,06) [Archer]
Philtre of Ashes x 1
Bronze Oberyth x 3
Copper Oberyth x 7
Archer's Mark x 1

(11,01,02) [Rune Fencer]
Basin of Time x 1
Bronze Oberyth x 3
Copper Oberyth x 7
Mage-Knight's Mark x 1

(11,03,04) [Archer]
Philtre of Ashes x 1
Bronze Oberyth x 6
Copper Oberyth x 6
Archer's Mark x 1

(11,20,08) [Wizard]
Black Lizard Powder x 1
Bronze Oberyth x 2
Copper Oberyth x 6
Mage's Mark x 1

(14,18,07) [Warrior]
Silver Oberyth x 1
Bronze Oberyth x 5
Copper Oberyth x 8
Warrior's Mark x 1

(15,01,02) [Cleric]
Blessing Stone x 1
Bronze Oberyth x 1
Copper Oberyth x 7
Sibyl's Mark x 1

=====

The Golborza Plain [E5AD]

=====

A great grassland spreading across central Almorica.

(01,07,06) [Cleric]
Blessing Stone x 1
Bronze Oberyth x 1
Copper Oberyth x 6
Sibyl's Mark x 1

(01,10,07) [Warrior]
Silver Oberyth x 1
Bronze Oberyth x 2
Copper Oberyth x 9
Warrior's Mark x 1

(01,14,09) [Archer]
Philtre of Ashes x 1
Bronze Oberyth x 6
Copper Oberyth x 8
Archer's Mark x 1

(01,18,09) [Valkyrie]		
Faeriescale Powder	x 1	
Bronze Oberyth	x 3	
Copper Oberyth	x 5	
Mage-Knight's Mark	x 1	
(02,03,05) [Wizard]		
Black Lizard Powder	x 1	
Bronze Oberyth	x 4	
Copper Oberyth	x 5	
Mage's Mark	x 1	
(02,11,07) [Enchantress]		
Spiritstone of the Stars	x 1	
Bronze Oberyth	x 4	
Copper Oberyth	x 4	
Mage's Mark	x 1	
(02,16,09) [Berserker]		
Basin of Time	x 1	
Bronze Oberyth	x 2	
Copper Oberyth	x 7	
Berserker's Mark	x 1	
(02,20,09) [Archer]		
Hair of the Unicorn	x 1	
Bronze Oberyth	x 1	
Copper Oberyth	x10	
Archer's Mark	x 1	
(03,05,05) [Berserker]		
Areion Plume	x 1	
Bronze Oberyth	x 5	
Copper Oberyth	x 9	
Berserker's Mark	x 1	
(04,09,06) [Warrior]		
Silver Oberyth	x 1	
Bronze Oberyth	x 2	
Copper Oberyth	x 8	
Warrior's Mark	x 1	
(04,13,06) [Archer]		
Hair of the Unicorn	x 1	
Bronze Oberyth	x 3	
Copper Oberyth	x10	
Archer's Mark	x 1	
(05,20,07) [Cleric]		
Blessing Stone	x 1	
Bronze Oberyth	x 5	
Copper Oberyth	x 9	
Sibyl's Mark	x 1	
(07,02,03) [Warrior]		
Silver Oberyth	x 1	
Bronze Oberyth	x 2	
Copper Oberyth	x 9	
Warrior's Mark	x 1	

(08,20,05) [Berserker]
Areion Plume x 1
Bronze Oberyth x 4
Copper Oberyth x 2
Berserker's Mark x 1

(09,03,03) [Rune Fencer]
Basin of Time x 1
Bronze Oberyth x 3
Copper Oberyth x 7
Mage-Knight's Mark x 1

(11,02,04) [Cleric]
Blessing Stone x 1
Bronze Oberyth x 1
Copper Oberyth x 7
Sibyl's Mark x 1

(11,21,05) [Wizard]
Black Lizard Powder x 1
Bronze Oberyth x 2
Copper Oberyth x 6
Mage's Mark x 1

(14,03,04) [Archer]
Philtre of Ashes x 1
Bronze Oberyth x 6
Copper Oberyth x 6
Archer's Mark x 1

(14,20,06) [Archer]
Philtre of Ashes x 1
Bronze Oberyth x 3
Copper Oberyth x 7
Archer's Mark x 1

(16,20,07) [Warrior]
Silver Oberyth x 1
Bronze Oberyth x 5
Copper Oberyth x 8
Warrior's Mark x 1

=====

Lake Bordu

[C47A]

=====

Several rivers feed into this marsh-bound lake in the west of Coritanae.

(01,02,06) [Gryphon]
Blessing Stone x 1
Unicorn Horn x 1
Copper Oberyth x 8
Enchanted Feather x 1

(01,08,06) [Warrior]
Areion Plume x 1
Bronze Oberyth x 2
Copper Oberyth x 6
Warrior's Mark x 1

(01,13,08) [Cyclops]	
Ancient Bone	x 1
Ancient Bone	x 1
Copper Oberyth	x 8
Magic Leaf	x 1
(02,06,06) [Wizard]	
Black Lizard Powder	x 1
Bronze Oberyth	x 5
Copper Oberyth	x 9
Mage's Mark	x 1
(02,11,07) [Gryphon]	
Blessing Stone	x 1
Unicorn Horn	x 1
Copper Oberyth	x 8
Enchanted Feather	x 1
(04,02,06) [Archer]	
Hair of the Unicorn	x 1
Bronze Oberyth	x 3
Copper Oberyth	x 5
Archer's Mark	x 1
(05,04,05) [Cyclops]	
Ancient Bone	x 1
Ancient Bone	x 1
Copper Oberyth	x 7
Magic Leaf	x 1
(05,07,05) [Beast Tamer]	
Crystallized Flame	x 1
Bronze Oberyth	x 4
Copper Oberyth	x 2
Beastmaster's Mark	x 1
(08,04,03) [Beast Tamer]	
Crystallized Flame	x 1
Bronze Oberyth	x 6
Copper Oberyth	x 8
Beastmaster's Mark	x 1
(09,01,03) [Octopus]	
Jaarn's Poultice	x 1
Ancient Wood	x 1
Copper Oberyth	x 4
Mend Leaf	x 1
(09,05,03) [Cyclops]	
Ancient Bone	x 1
Ancient Bone	x 1
Copper Oberyth	x 9
Magic Leaf	x 1
(12,01,03) [Octopus]	
Jaarn's Poultice	x 1
Ancient Wood	x 1
Copper Oberyth	x10
Mend Leaf	x 1

(14,03,03) [Gryphon]
Blessing Stone x 1
Unicorn Horn x 1
Copper Oberyth x 8
Enchanted Feather x 1

(16,01,03) [Octopus]
Jaarn's Poultice x 1
Ancient Wood x 1
Copper Oberyth x 6
Mend Leaf x 1

(18,12,04) [Berserker]
Basin of Time x 1
Bronze Oberyth x 1
Copper Oberyth x 7
Berserker's Mark x 1

(19,02,03) [Octopus]
Jaarn's Poultice x 1
Ancient Wood x 1
Copper Oberyth x 9
Mend Leaf x 1

(19,07,04) [Cyclops]
Ancient Bone x 1
Ancient Bone x 1
Copper Oberyth x 9
Magic Leaf x 1

(19,14,05) [Warrior]
Areion Plume x 1
Bronze Oberyth x 6
Copper Oberyth x 6
Warrior's Mark x 1

(20,10,04) [Gryphon]
Blessing Stone x 1
Unicorn Horn x 1
Copper Oberyth x 8
Enchanted Feather x 1

(21,05,03) [Archer]
Hair of the Unicorn x 1
Bronze Oberyth x 4
Copper Oberyth x 5
Archer's Mark x 1

Xeod Moors

[034C]

A vast wetlands in the middle of the Coritanae Region, made rich by the flow of the Xeod.

(01,02,03) [Beast Tamer]
Inferior Ore x 1
Bronze Oberyth x 6
Copper Oberyth x 6
Beastmaster's Mark x 1

(01,20,04) [Warrior]
Grimoire Exorcisme x 1
Bronze Oberyth x 5
Copper Oberyth x 8
Warrior's Mark x 1

(04,03,04) [Terror Knight]
Charm of Remission x 1
Bronze Oberyth x 1
Copper Oberyth x 7
Dreadknight's Mark x 1

(04,19,03) [Archer]
Log x 1
Bronze Oberyth x 3
Copper Oberyth x 7
Archer's Mark x 1

(06,20,03) [Wizard]
Silver Oberyth x 1
Bronze Oberyth x 2
Copper Oberyth x 6
Mage's Mark x 1

(07,01,03) [Knight]
Blessing Stone x 1
Bronze Oberyth x 3
Copper Oberyth x 7
Knight's Mark x 1

(08,03,03) [Rune Fencer]
-> Shiftstone x 1
Bronze Oberyth x 2
Copper Oberyth x 9
Mage-Knight's Mark x 1

(08,11,03) [Archer]
Log x 1
Bronze Oberyth x 6
Copper Oberyth x 8
Archer's Mark x 1

(08,19,03) [Valkyrie]
-> Shiftstone x 1
Bronze Oberyth x 4
Copper Oberyth x 2
Mage-Knight's Mark x 1

(10,01,03) [Enchantress]
Silver Oberyth x 1
Bronze Oberyth x 4
Copper Oberyth x 5
Mage's Mark x 1

(11,03,03) [Warrior]
Grimoire Exorcisme x 1
Bronze Oberyth x 1
Copper Oberyth x 6
Warrior's Mark x 1

(11,06,03) [Terror Knight]
Charm of Remission x 1
Bronze Oberyth x 3
Copper Oberyth x10
Dreadknight's Mark x 1

(11,10,03) [Enchantress]
Silver Oberyth x 1
Bronze Oberyth x 4
Copper Oberyth x 4
Mage's Mark x 1

(11,12,03) [Warrior]
Grimoire Exorcisme x 1
Bronze Oberyth x 2
Copper Oberyth x 7
Warrior's Mark x 1

(11,18,03) [Knight]
Blessing Stone x 1
Bronze Oberyth x 5
Copper Oberyth x 9
Knight's Mark x 1

(13,02,03) [Archer]
Log x 1
Bronze Oberyth x 5
Copper Oberyth x 9
Archer's Mark x 1

(13,05,03) [Wizard]
Silver Oberyth x 1
Bronze Oberyth x 2
Copper Oberyth x 8
Mage's Mark x 1

(13,08,03) [Knight]
Blessing Stone x 1
Bronze Oberyth x 2
Copper Oberyth x 9
Knight's Mark x 1

(13,15,03) [Berserker]
Inferior Ore x 1
Bronze Oberyth x 3
Copper Oberyth x 5
Berserker's Mark x 1

(13,19,03) [Terror Knight]
Charm of Remission x 1
Bronze Oberyth x 1
Copper Oberyth x10
Dreadknight's Mark x 1

=====

Rhea Boum Aqueduct [1D64]

=====

This aqueduct was constructed in ancient times, though now more cracks run

through it than water. Some travelers use the dry passage as an alternative to walking the highroad.

(06,07,10) [Octopus]		
Ancient Wood	x	1
(06,16,12) [Octopus]		
Ancient Wood	x	1
(09,13,11) [Octopus]		
Ancient Wood	x	1
(16,13,09) [Octopus]		
Ancient Wood	x	1

=====
Madura Drift [B6CF]
=====

The massive sheets of ice covering this land endure the four seasons without melting.

(02,05,08) [Gryphon]		
Beasthide	x	2
Unicorn Horn	x	1
Enchanted Feather	x	1
(03,03,06) [Cockatrice]		
Beasthide	x	2
Unicorn Horn	x	1
Enchanted Feather	x	1
(03,13,06) [Frost Dragon]		
Beast Horn	x	1
Wyrn Fang	x	1
Wyrn Horn	x	1
Icewyrn's Mark	x	1
(05,11,05) [Frost Dragon]		
Beast Fang	x	1
Wyrn Claw	x	1
Wyrn Whisker	x	1
Icewyrn's Mark	x	1
(06,14,07) [Frost Dragon]		
Wyrn Scale	x	1
Wyrn Horn	x	1
Wyrn Whisker	x	1
Wyrn Thighbone	x	1
(07,09,05) [Frost Dragon]		
Beast Claw	x	1
Wyrn Scale	x	1
Wyrn Thighbone	x	1
Icewyrn's Mark	x	1
(09,12,06) [Frost Dragon]		
Beast Horn	x	1
Wyrn Fang	x	1
Wyrn Horn	x	1

(12,09,05) [Frost Dragon]
Beast Fang x 1
Wyrms Claw x 1
Wyrms Whisker x 1

(16,08,04) [Frost Dragon]
Beast Claw x 1
Wyrms Scale x 1
Wyrms Thighbone x 1

(19,00,03) [Frost Dragon]
Wyrms Scale x 1
Wyrms Horn x 1
Wyrms Whisker x 1
Wyrms Thighbone x 1

=====

Bahanna Highlands

[8DEC]

=====

Jineh trees grow on the gentle slopes of these snow-covered plains.

(01,14,12) [Flood Dragon]
Beast Horn x 1
Wyrms Fang x 1
Wyrms Horn x 1
Waterwyrms Mark x 1

(02,11,12) [Flood Dragon]
Beast Fang x 1
Wyrms Claw x 1
Wyrms Whisker x 1
Waterwyrms Mark x 1

(11,09,07) [Flood Dragon]
Beast Claw x 1
Wyrms Scale x 1
Wyrms Thighbone x 1
Waterwyrms Mark x 1

(12,12,09) [Cyclops]
Beasthide x 2
Beasthide x 1
Bundle of Herbs x 4
Nightshade x 4

(14,08,05) [Flood Dragon]
Beast Horn x 1
Wyrms Fang x 1
Wyrms Horn x 1

(17,08,05) [Flood Dragon]
Wyrms Scale x 1
Wyrms Horn x 1
Wyrms Whisker x 1
Wyrms Thighbone x 1

(19,04,04) [Cyclops]
Beasthide x 2

Beasthide	x 1
Bundle of Herbs	x 4
Nightshade	x 4

The Reisan Way

[4C98]

The ancient Valerians laid the cobblestones for this road here over 1,000 years ago. Even today it serves to connect the various regions of the island together.

(01,06,07) [Warlock]

Copper Oberyth	x10
Bronze Oberyth	x 5
Wyrn Gem	x 5
Magus's Mark	x 1

(04,13,11) [Cleric]

Copper Oberyth	x10
Bronze Oberyth	x 5
Blessing Stone	x 1
Sibyl's Mark	x 1

(05,10,11) [Berserker]

Copper Oberyth	x10
Bronze Oberyth	x 5
Silver Oberyth	x 1
Berserker's Mark	x 1

(10,08,10) [Earth Dragon]

Inferior Ore	x 4
Krystallos Ore	x 2
Gemstones	x 1
Cragwyrn's Mark	x 1

(10,16,13) [Hoplite]

Inferior Ore	x10
Bronze Oberyth	x 5
Silver Oberyth	x 1
Footsoldier's Mark	x 1

(14,15,10) [Rogue]

Copper Oberyth	x10
Bronze Oberyth	x 5
Silver Oberyth	x 1
Bandit's Mark	x 1

(20,15,11) [Thunder Dragon]

Inferior Ore	x 4
Krystallos Ore	x 2
Gemstones	x 1
Stormwyrn's Mark	x 1

(25,02,10) [Terror Knight]

Copper Oberyth	x10
Bronze Oberyth	x 5
Ashmedai's Grog	x 3
Dreadknight's Mark	x 1

A great primordial forest, spanning the lowlands shared by Almorica and Coritanae.

(02,03,03) [Juggernaut]

Inferior Ore	x 4
Log	x 4
Leather	x 2
Juggernaut's Mark	x 1

(03,11,04) [Patriarch]

Tooth & Claw	x 1
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(04,17,05) [Warlock]

Copper Oberyth	x10
Bronze Oberyth	x 5
Wyrn Gem	x 5
Magus's Mark	x 1

(06,12,04) [Warrior]

Tooth & Claw	x 1
--------------	-----

(08,06,04) [Familiar]

Inferior Ore	x 4
Log	x 4
Leather	x 2
Familiar's Mark	x 1

(08,10,04) [Hoplite]

Tooth & Claw	x 1
--------------	-----

(08,13,04) [Berserker]

Tooth & Claw	x 1
Bronze Oberyth	x 5
Silver Oberyth	x 1
Berserker's Mark	x 1

(16,18,05) [Hoplite]

Inferior Ore	x10
Bronze Oberyth	x 5
Silver Oberyth	x 1
Footsoldier's Mark	x 1

An active volcano in the Burnham Massif, a mountain range rising in the island's central region. After 120 years of slumber, the volcano reawakened upon the death of King Dorgalua.

(06,05,12) [Dark Dragon]

Inferior Ore	x 4
Krystallos Ore	x 2
Gemstones	x 1
Gloomwyrn's Mark	x 1

(08,11,18) [Beast Tamer]
Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1
Beastmaster's Mark x 1

(09,09,11) [Flame Dragon]
Inferior Ore x 4
Krystallos Ore x 2
Gemstones x 1
Firewyrn's Mark x 1

(11,03,12) [Gryphon]
Beasthide x 2
Beasthide x 1
Bundle of Herbs x 4
Nightshade x 4

(16,01,10) [Cockatrice]
Beasthide x 2
Beasthide x 1
Bundle of Herbs x 4
Nightshade x 4

=====
Mount Hedon

[4C08]
=====

An active volcano towering over the center of Banhamuba. Even now, molten lava flows daily from its crater.

(01,09,14) [Flame Dragon]
Beast Horn x 1
Wyrn Fang x 1
Wyrn Horn x 1

(01,16,16) [Flame Dragon]
Wyrn Scale x 1
Wyrn Horn x 1
Wyrn Whisker x 1
Wyrn Thighbone x 1

(02,12,15) [Flame Dragon]
Wyrn Scale x 1
Wyrn Horn x 1
Wyrn Whisker x 1
Wyrn Thighbone x 1

(04,15,14) [Warlock]
Copper Oberyth x10
Bronze Oberyth x 5
Wyrn Gem x 5
Magus's Mark x 1

(07,12,11) [Flame Dragon]
Beast Fang x 1
Wyrn Claw x 1
Wyrn Whisker x 1

(09,08,08) [Flame Dragon]

Beast Claw	x 1
Wyrn Scale	x 1
Wyrn Thighbone	x 1
Firewyrn's Mark	x 1

(10,04,03) [Archer]

Copper Oberyth	x10
Bronze Oberyth	x 5
Silver Oberyth	x 1
Archer's Mark	x 1

(10,13,10) [Flame Dragon]

Beast Horn	x 1
Wyrn Fang	x 1
Wyrn Horn	x 1
Firewyrn's Mark	x 1

(11,00,03) [Flame Dragon]

Beast Claw	x 1
Wyrn Scale	x 1
Wyrn Thighbone	x 1

(12,14,08) [Flame Dragon]

Beast Fang	x 1
Wyrn Claw	x 1
Wyrn Whisker	x 1
Firewyrn's Mark	x 1

Belmorese Highwilds

[D834]

A high plain, ditted with sparse patches of grass. The unusual abundance of fauna is likely due to the lack of settlements here.

(01,03,06) [Witch]

Tooth & Claw	x 1
Bronze Oberyth	x 5
Wyrn Gem	x 5
Magus's Mark	x 1

(14,12,06) [Familiar]

Inferior Ore	x 4
Log	x 4
Leather	x 2
Familiar's Mark	x 1

(15,10,03) [Rogue]

Inferior Ore	x 4
Log	x 4
Leather	x 2
Bandit's Mark	x 1

(16,09,03) [Matriarch]

Tooth & Claw	x 1
Log	x 4
Leather	x 2
Chief's Mark	x 1

(19,04,03) [Juggernaut]

Tooth & Claw	x 1
Log	x 4
Leather	x 2
Juggernaut's Mark	x 1

Bortegun Fens

[DE54]

The miasma that flows from the Palace of the Dead has turned this once lush swamp into a weed-choked poisonous fen.

(00,00,06) [Warrior]

Tooth & Claw	x 1
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(02,02,06) [Berserker]

Copper Oberyth	x10
Bronze Oberyth	x 5
Silver Oberyth	x 1
Berserker's Mark	x 1

(02,05,06) [Rogue]

Inferior Ore	x 4
Log	x 4
Leather	x 2
Bandit's Mark	x 1

(03,06,06) [Familiar]

Inferior Ore	x 4
Log	x 4
Leather	x 2
Familiar's Mark	x 1

(03,17,10) [Archer]

Copper Oberyth	x10
Bronze Oberyth	x 5
Silver Oberyth	x 1
Archer's Mark	x 1

(07,09,03) [Berserker]

Tooth & Claw	x 1
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(10,19,08) [Archer]

Copper Oberyth	x10
Bronze Oberyth	x 5
Silver Oberyth	x 1
Archer's Mark	x 1

(15,08,03) [Terror Knight]

Tooth & Claw	x 1
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The Vanessian Way

[72EA]

The ancient Valerians laid the cobblestones for this road here over 1,000 years ago. Even today it serves to connect the various regions of the island together.

(05,18,15) [Cockatrice]

Unicorn Horn	x 1
Beasthide	x 1
Bundle of Herbs	x 4
Nightshade	x 4

(07,14,15) [Rogue]

Inferior Ore	x 4
Log	x 4
Leather	x 2
Bandit's Mark	x 1

(08,02,15) [Cockatrice]

Unicorn Horn	x 1
Beasthide	x 1
Bundle of Herbs	x 4
Nightshade	x 4

(12,04,13) [Hoplite]

Inferior Ore	x10
Bronze Oberyth	x 5
Silver Oberyth	x 1
Footsoldier's Mark	x 1

(13,26,07) [Flame Dragon]

Wyrn Scale	x 1
Wyrn Horn	x 1
Wyrn Whisker	x 1
Wyrn Thighbone	x 1

(14,02,11) [Rogue]

Copper Oberyth	x10
Bronze Oberyth	x 5
Silver Oberyth	x 1
Bandit's Mark	x 1

(14,04,10) [Earth Dragon]

Wyrn Scale	x 1
Wyrn Horn	x 1
Wyrn Whisker	x 1
Wyrn Thighbone	x 1

(17,25,05) [Juggernaut]

Inferior Ore	x 4
Log	x 4
Leather	x 2
Juggernaut's Mark	x 1

=====

Lambiss Hill

[7B98]

=====

Waves beat tirelessly against the sheer cliffs of this hill on the Bay of Gobanda.

(01,09,26) [Matriarch]

Inferior Ore	x 4
Log	x 4
Leather	x 2
Chief's Mark	x 1

(02,05,25) [Juggernaut]
Inferior Ore x 4
Log x 4
Leather x 2
Juggernaut's Mark x 1

(02,12,26) [Cloud Dragon]
Inferior Ore x 4
Krystallos Ore x 2
Gemstones x 1
Windwyrms Mark x 1

(05,06,25) [Cloud Dragon]
Beast Claw x 1
Wyrms Scale x 1
Wyrms Thighbone x 1
Windwyrms Mark x 1

(05,10,24) [Cloud Dragon]
Wyrms Scale x 1
Wyrms Horn x 1
Wyrms Whisker x 1
Wyrms Thighbone x 1

(07,08,24) [Cloud Dragon]
Beast Fang x 1
Wyrms Claw x 1
Wyrms Whisker x 1
Windwyrms Mark x 1

(08,13,24) [Cloud Dragon]
Beast Horn x 1
Wyrms Fang x 1
Wyrms Horn x 1
Windwyrms Mark x 1

(11,09,24) [Cloud Dragon]
Wyrms Scale x 1
Wyrms Horn x 1
Wyrms Whisker x 1
Wyrms Thighbone x 1

=====

Tzorious Field [D8B0]

=====

Once this corner of the Tzorious Desert was a major site of tar pits, from which flaming pitch could be produced. Though most of the pits dried up from overuse during the Great War, pitch still erupts from the old fissures now and then.

(02,12,05) [Earth Dragon]
Wyrms Scale x 1
Wyrms Horn x 1
Wyrms Whisker x 1
Wyrms Thighbone x 1

(02,15,06) [Iron Golem]
Iron Sand x 2
Iron Ore x 2

Platinum Ore x 2
Black Iron's Mark x 1

(03,19,09) [Stone Golem]

Tin Ore x 2
Graphite x 2
Gold Ore x 2
Granite's Mark x 1

(06,15,06) [Baldur Golem]

Iron Ore x 2
Silver Ore x 2
Baldur Ore x 2
Magesteel's Mark x 1

(07,19,07) [Flame Dragon]

Wyrms Scale x 1
Wyrms Horn x 1
Wyrms Whisker x 1
Wyrms Thighbone x 1

(12,18,03) [Earth Dragon]

Wyrms Scale x 1
Wyrms Horn x 1
Wyrms Whisker x 1
Wyrms Thighbone x 1

(13,10,04) [Clay Golem]

Copper Ore x 2
Limestone x 2
Silver Ore x 2
Sandstone's Mark x 1

(17,19,05) [Uruk]

The Magician x 1
Areion Plume x 1
Shoulder Shard x 1

(23,19,07) [Iron Golem]

-> Skyiron x 1

The Leupha Coast [3785]

A beautiful seacoast on the easternmost main island of Valeria, known for its expansive coral reefs and white, sandy beaches.

(01,22,12) [Warrior]

Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1
Warrior's Mark x 1

(01,27,14) [Archer]

Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1
Archer's Mark x 1

(06,20,03) [Terror Knight]
Copper Oberyth x10
Bronze Oberyth x 5
Ashmedai's Grog x 3
Dreadknight's Mark x 1

(13,17,03) [Octopus]
Ancient Wood x 1
Beasthide x 1
Bundle of Herbs x 4
Nightshade x 4

(14,23,03) [Octopus]
Ancient Wood x 1

(15,04,03) [Kraken]
Ancient Wood x 1
Darkscale Tome x 1
Wyrn Gem x 1

(15,12,03) [Octopus]
Ancient Wood x 1

=====

Neimrahava Wood [19AB]

=====

Deohe's infamous "Forest of Death." Much of this swampy wood is overgrown with poisonous mold.

(01,11,06) [Wizard]
Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1
Mage's Mark x 1

(02,02,04) [Familiar]
Inferior Ore x 4
Log x 4
Leather x 2
Familiar's Mark x 1

(06,13,06) [Rogue]
Inferior Ore x 4
Log x 4
Leather x 2
Bandit's Mark x 1

(08,11,04) [Rogue]
-> <Snipe Gators> x 1 (Lv.39~)

(09,03,04) [Earth Dragon]
Inferior Ore x 4
Krystallos Ore x 2
Gemstones x 1
Cragwyrn's Mark x 1

(10,01,02) [Dark Dragon]
Wyrn Scale x 1
Wyrn Horn x 1

Wyrms Whisker x 1
Wyrms Thighbone x 1

(10,12,05) [Dark Dragon]

Inferior Ore x 4
Krystallos Ore x 2
Gemstones x 1
Gloomwyrms Mark x 1

(13,14,05) [Earth Dragon]

Wyrms Scale x 1
Wyrms Horn x 1
Wyrms Whisker x 1
Wyrms Thighbone x 1

=====
Iorumza Canyon [4E19]
=====

The waters of the Iorum carved this great canyon out of the rock over
countless centuries.

(01,15,19) [Gryphon]

Beasthide x 2
Beasthide x 1
Bundle of Herbs x 4
Nightshade x 4

(04,13,11) [Cockatrice]

Beasthide x 2
Beasthide x 1
Bundle of Herbs x 4
Nightshade x 4

(05,03,04) [Rogue]

Inferior Ore x 4
Log x 4
Leather x 2
Bandits Mark x 1

(12,08,05) [Hoplite]

Tooth & Claw x 1

(14,05,03) [Warrior]

Tooth & Claw x 1

(14,09,05) [Patriarch]

Tooth & Claw x 1

(15,02,04) [Terror Knight]

Tooth & Claw x 1

(16,12,14) [Rune Fencer]

Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1
Mage-Knight's Mark x 1

(22,00,03) [Berserker]

Copper Oberyth x10

Bronze Oberyth	x 5
Silver Oberyth	x 1
Berserker's Mark	x 1

Boulder Sands [AF4E]

Ancient ruins lie half-buried in the sands of the desert that spreads across the middle of Barnicia.

(02,08,06) [Clay Golem]

Copper Ore	x 2
Limestone	x 2
Silver Ore	x 2
Sandstone's Mark	x 1

(02,15,10) [Rogue]

Copper Oberyth	x10
Bronze Oberyth	x 5
Silver Oberyth	x 1
Bandit's Mark	x 1

(05,05,04) [Stone Golem]

Tin Ore	x 2
Graphite	x 2
Gold Ore	x 2
Granite's Mark	x 1

(07,08,08) [Earth Dragon]

Wyrn Scale	x 1
Wyrn Horn	x 1
Wyrn Whisker	x 1
Wyrn Thighbone	x 1

(12,17,10) [Earth Dragon]

Beast Fang	x 1
Wyrn Claw	x 1
Wyrn Whisker	x 1
Cragwyrn's Mark	x 1

(14,20,09) [Earth Dragon]

Beast Horn	x 1
Wyrn Fang	x 1
Wyrn Horn	x 1
Cragwyrn's Mark	x 1

(16,17,09) [Earth Dragon]

Beast Claw	x 1
Wyrn Scale	x 1
Wyrn Thighbone	x 1
Cragwyrn's Mark	x 1

Phorampa Wildwood [56DA]

A great forest that spreads across the Gunaw Highlands in the south of the Burnham Massif. The treacherous terrain and teeming wildlife have largely

saved this area from the ravages of war.

Phorampa Wildwood (Adventurer's Gap)	[0F72]
Phorampa Wildwood (Snowmelt Stream)	[5AC3]
Phorampa Wildwood (Phorampa's Doorstep)	[872E]
Phorampa Wildwood (The Howling Hills)	[D09C]
Phorampa Wildwood (Field of Fallen Shadow)	[FBD4]
Phorampa Wildwood (Untrodden Marsh)	[1E80]
Phorampa Wildwood (The Feral Shore)	[8FC1]
Phorampa Wildwood (Gunagua Headwater)	[069C]
Phorampa Wildwood (Whisper of Leaf and Water)	[1EC3]
Phorampa Wildwood (Lie Down in Green Pastures)	[54DA]
Phorampa Wildwood (The Frostfen)	[690F]
Phorampa Wildwood (Scenic Knoll)	[1276]
Phorampa Wildwood (Heart of the Wildwood)	[C751]
Phorampa Wildwood (Land of the Supplicant)	[4FD3]
Phorampa Wildwood (Wonder at the Gods Above)	[3EC8]

=====
Phorampa Wildwood (Adventurer's Gap) [0F72]
=====

A great forest that spreads across the Gunaw Highlands in the south of the Burnham Massif. The treacherous terrain and teeming wildlife have largely saved this area from the ravages of war.

(01,12,14) [Wizard]

Magic Leaf	x 1
Iron Ore	x 1
Copper Oberyth	x 2

(02,10,14) [Rune Fencer]

Mend Leaf	x 1
Tin Ore	x 1
Copper Oberyth	x 2

(02,14,16) [Gryphon]

Mend Leaf +1	x 1
Toneriwood	x 2
Beasthide	x 2
Enchanted Feather	x 1

(02,17,10) [Cleric]

Magic Leaf +1	x 1
Iron Ore	x 1
Copper Oberyth	x 2
Blessing Stone	x 1

(03,12,14) [Archer]

Mend Leaf	x 1
Copper Ore	x 1
Copper Oberyth	x 2

(04,11,11) [Archer]

Mend Leaf	x 1
Copper Ore	x 1
Copper Oberyth	x 2

(04,14,09) [Gryphon]

Mend Leaf +1	x 1
Birnewood	x 2

Beasthide	x 2
Enchanted Feather	x 1
(05,15,09) [Enchantress]	
Magic Leaf	x 1
Iron Ore	x 1
Copper Oberyth	x 2
(05,17,15) [Gryphon]	
Mend Leaf +1	x 1
Toneriwood	x 2
Beasthide	x 2
Enchanted Feather	x 1
(06,12,08) [Berserker]	
Mend Leaf	x 1
Limestone	x 1
Copper Oberyth	x 2
Gemstones	x 1
(07,18,14) [Wizard]	
Magic Leaf +1	x 1
Iron Ore	x 1
Copper Oberyth	x 2
-> Peregrine's Mark	x 1
(08,14,09) [Beast Tamer]	
Mend Leaf	x 1
Silver Ore	x 1
Copper Oberyth	x 2
(09,19,14) [Archer]	
Mend Leaf	x 1
Copper Ore	x 1
Copper Oberyth	x 2
(11,10,07) [Warrior]	
Mend Leaf	x 1
Copper Ore	x 1
Copper Oberyth	x 2
(11,14,09) [Gryphon]	
Mend Leaf +1	x 1
Birnewood	x 2
Beasthide	x 2
Enchanted Feather	x 1
(11,18,14) [Cleric]	
Magic Leaf +1	x 1
Iron Ore	x 1
Copper Oberyth	x 2
Blessing Stone	x 1
(13,17,11) [Wizard]	
Magic Leaf +1	x 1
Iron Ore	x 1
Copper Oberyth	x 2
-> Peregrine's Mark	x 1
(14,17,08) [Berserker]	

Mend Leaf	x 1
Limestone	x 1
Copper Oberyth	x 2
Gemstones	x 1

(15,14,09) [Archer]

Mend Leaf	x 1
Copper Ore	x 1
Copper Oberyth	x 2

(16,11,05) [Rune Fencer]

Mend Leaf	x 1
Tin Ore	x 1
Copper Oberyth	x 2

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Phorampa Wildwood (Snowmelt Stream)

[5AC3]

=====

A great forest that spreads across the Gunaw Highlands in the south of the Burnham Massif. The treacherous terrain and teeming wildlife have largely saved this area from the ravages of war.

(00,14,09) [Archer]

Mend Leaf	x 1
Copper Ore	x 1
Copper Oberyth	x 2

(01,13,06) [Warrior]

Mend Leaf	x 1
Copper Ore	x 1
Copper Oberyth	x 2

(03,14,07) [Cleric]

Magic Leaf +1	x 1
Iron Ore	x 1
Copper Oberyth	x 2
Blessing Stone	x 1

(03,17,10) [Archer]

Mend Leaf	x 1
Copper Ore	x 1
Copper Oberyth	x 2

(05,14,08) [Cleric]

Magic Leaf +1	x 1
Iron Ore	x 1
Copper Oberyth	x 2
Blessing Stone	x 1

(05,16,08) [Archer]

Mend Leaf	x 1
Copper Ore	x 1
Copper Oberyth	x 2

(05,18,08) [Archer]

Mend Leaf	x 1
Copper Ore	x 1
Copper Oberyth	x 2

(06,12,08) [Wizard]		
Magic Leaf	x 1	
Iron Ore	x 1	
Copper Oberyth	x 2	
(06,19,08) [Rune Fencer]		
Mend Leaf	x 1	
Tin Ore	x 1	
Copper Oberyth	x 2	
(07,14,08) [Berserker]		
Mend Leaf	x 1	
Limestone	x 1	
Copper Oberyth	x 2	
Gemstones	x 1	
(07,17,08) [Berserker]		
Mend Leaf	x 1	
Limestone	x 1	
Copper Oberyth	x 2	
Gemstones	x 1	
(08,12,06) [Gryphon]		
Mend Leaf +1	x 1	
Birnewood	x 2	
Beasthide	x 2	
Enchanted Feather	x 1	
(08,15,07) [Rune Fencer]		
Mend Leaf	x 1	
Tin Ore	x 1	
Copper Oberyth	x 2	
(09,10,05) [Gryphon]		
Mend Leaf +1	x 1	
Birnewood	x 2	
Beasthide	x 2	
Enchanted Feather	x 1	
(09,17,07) [Gryphon]		
Mend Leaf +1	x 1	
Toneriwood	x 2	
Beasthide	x 2	
Enchanted Feather	x 1	
(09,19,08) [Wizard]		
Magic Leaf +1	x 1	
Iron Ore	x 1	
Copper Oberyth	x 2	
-> Peregrine's Mark	x 1	
(10,12,06) [Gryphon]		
Mend Leaf +1	x 1	
Toneriwood	x 2	
Beasthide	x 2	
Enchanted Feather	x 1	
(11,14,06) [Enchantress]		
Magic Leaf	x 1	
Iron Ore	x 1	

Copper Oberyth	x 2
(13,11,07) [Wizard]	
Magic Leaf +1	x 1
Iron Ore	x 1
Copper Oberyth	x 2
-> Peregrine's Mark	x 1
(14,13,05) [Beast Tamer]	
Mend Leaf	x 1
Silver Ore	x 1
Copper Oberyth	x 2

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Phorampa Wildwood (Phorampa's Doorstep) [872E]

=====

A great forest that spreads across the Gunaw Highlands in the south of the Burnham Massif. The treacherous terrain and teeming wildlife have largely saved this area from the ravages of war.

(01,16,14) [Archer]	
Mend Leaf	x 1
Copper Ore	x 1
Copper Oberyth	x 2
(04,15,11) [Terror Knight]	
Mend Leaf +1	x 1
Iron Ore	x 1
Copper Oberyth	x 2
(06,15,11) [Warrior]	
Mend Leaf	x 1
Copper Ore	x 1
Copper Oberyth	x 2
(07,12,04) [Dragoon]	
Ashmedai's Grog	x 1
Silver Ore	x 1
Copper Oberyth	x 2
Dragoon's Mark	x 1
(07,16,11) [Swordmaster]	
Mend Leaf +2	x 1
Graphite	x 1
Copper Oberyth	x 2
Swordsman's Mark	x 1
(09,13,05) [Rune Fencer]	
Magic Leaf +2	x 1
Tin Ore	x 1
Copper Oberyth	x 2
(10,15,10) [Cleric]	
Magic Leaf +1	x 1
Baldur Ore	x 1
Copper Oberyth	x 2
(11,10,04) [Berserker]	
Mend Leaf +2	x 1

Iron Ore	x 1
Copper Oberyth	x 2
(11,14,13) [Valkyrie]	
Magic Leaf +2	x 1
Tin Ore	x 1
Copper Oberyth	x 2
(14,01,03) [Knight]	
Mend Leaf +1	x 1
Iron Ore	x 1
Copper Oberyth	x 2
(14,13,05) [Archer]	
Mend Leaf	x 1
Copper Ore	x 1
Copper Oberyth	x 2
(15,04,03) [Warrior]	
Mend Leaf	x 1
Copper Ore	x 1
Copper Oberyth	x 2
(15,16,08) [Cleric]	
Magic Leaf +1	x 1
Baldur Ore	x 1
Copper Oberyth	x 2
(16,05,03) [Berserker]	
Mend Leaf +2	x 1
Iron Ore	x 1
Copper Oberyth	x 2
(16,08,04) [Enchantress]	
Magic Leaf	x 1
Silver Ore	x 1
Copper Oberyth	x 2
(16,15,06) [Terror Knight]	
Mend Leaf +1	x 1
Iron Ore	x 1
Copper Oberyth	x 2
(17,04,03) [Dragoon]	
Ashmedai's Grog	x 1
Silver Ore	x 1
Copper Oberyth	x 2
Dragoon's Mark	x 1
(18,06,03) [Knight]	
Mend Leaf +1	x 1
Iron Ore	x 1
Copper Oberyth	x 2
(18,09,05) [Swordmaster]	
Mend Leaf +2	x 1
Graphite	x 1
Copper Oberyth	x 2
Swordsman's Mark	x 1

(18,16,07) [Wizard]
Magic Leaf x 1
Silver Ore x 1
Copper Oberyth x 2

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Phorampa Wildwood (The Howling Hills) [D09C]
=====

A great forest that spreads across the Gunaw Highlands in the south of the Burnham Massif. The treacherous terrain and teeming wildlife have largely saved this area from the ravages of war.

(01,07,14) [Knight]
Blessing Stone x 1
Hallowing Stone x 1
Silver Oberyth x 1
Knight's Mark x 1

(02,11,15) [Swordmaster]
Fan of Protection x 2
Fan of Charisma x 2
Fan of the Serpent x 2
Swordsman's Mark x 1

(02,14,17) [Ninja]
Vibrant Whetstone x 3
Crow Track x 3
Horse Bit x 3
Ninja's Mark x 1

(03,09,15) [Terror Knight]
Ashmedai's Grog x 1
Dragon Steak x 1
Bronze Oberyth x 2
Dreadknight's Mark x 1

(05,12,15) [Swordmaster]
Fan of the Serpent x 2
Fan of the Merciful x 2
Fan of Wasting x 2
Swordsman's Mark x 1

(05,15,16) [Ninja]
Attercop Web x 3
Short Kunai x 3
Beaded Frogwax x 3
-> Scroll of the Strider x 1

(09,14,09) [Dragoon]
Faeriescale Powder x 1
Hair of the Unicorn x 1
Dynast-King's Mead x 1
Dragoon's Mark x 1

(11,13,07) [Terror Knight]
Ashmedai's Grog x 1
Braised Skewer x 1
Bronze Oberyth x 2
Dreadknight's Mark x 1

(13,14,06) [Dragoon]
Spiritstone of the Stars x 1
Jewel of the Avatar x 1
Brand of the Sacrifice x 1
Dragoon's Mark x 1

(15,12,06) [Knight]
Blessing Stone x 1
Hallowing Stone x 1
Silver Oberyth x 1
Knight's Mark x 1

(16,14,06) [Swordmaster]
Fan of the Mists x 2
Fan of the Brave x 2
Fan of Depravity x 2
Swordsman's Mark x 1

(17,10,05) [Terror Knight]
Ashmedai's Grog x 1
Minced Patty x 1
Bronze Oberyth x 2
Dreadknight's Mark x 1

(18,07,04) [Terror Knight]
Ashmedai's Grog x 1
Steamed Mollusk x 1
Bronze Oberyth x 2
Dreadknight's Mark x 1

(18,11,05) [Swordmaster]
Fan of the Brave x 2
Fan of Depravity x 2
Fan of Protection x 2
Swordsman's Mark x 1

(18,14,06) [Kunoichi]
Tortoiseshell Pin x 3
Water Striders x 3
Vibrant Whetstone x 3
-> Scroll of the Strider x 1

(19,03,03) [Swordmaster]
Fan of the Merciful x 2
Fan of Wasting x 2
Fan of the Mists x 2
Swordsman's Mark x 1

(20,10,04) [Dragoon]
Basin of Time x 1
Mercurial Phial x 1
Black Lizard Powder x 1
Dragoon's Mark x 1

(20,13,06) [Ninja]
Nightjar Bell x 3
Grappling Hook x 3
Vermin Ichor x 3
Ninja's Mark x 1

(21,02,02) [Dragoon]
Areion Plume x 1
Crystallized Flame x 1
Philtre of Ashes x 1
Dragoon's Mark x 1

(21,05,03) [Kunoichi]
Fuse Ash x 3
Paper Doll x 3
Attercop Web x 3
Ninja's Mark x 1

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Phorampa Wildwood (Field of Fallen Shadow) [FBD4]

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A great forest that spreads across the Gunaw Highlands in the south of the Burnham Massif. The treacherous terrain and teeming wildlife have largely saved this area from the ravages of war.

(01,02,02) [Familiar]
Magic Leaf x 1
Herbal Extract x 1
Bronze Oberyth x 2
Familiar's Mark x 1

(01,07,03) [Familiar]
Magic Leaf x 1
Herbal Extract x 1
Bronze Oberyth x 2
Familiar's Mark x 1

(01,15,07) [Rogue]
Mend Leaf x 1
Nightshade Extract x 1
Bronze Oberyth x 2
Bandit's Mark x 1

(02,13,07) [Rogue]
Mend Leaf +1 x 1
Nightshade Extract x 1
Copper Oberyth x 2
Bandit's Mark x 1

(02,17,10) [Frost Dragon]
Beast Horn x 1
Beast Fang x 1
Beast Claw x 1
Icewyrms Mark x 1

(02,19,09) [Familiar]
Magic Leaf +1 x 1
Herbal Extract x 1
Copper Oberyth x 2
Familiar's Mark x 1

(03,06,02) [Flood Dragon]
Wyrms Fang x 1
Wyrms Claw x 1

Wyrms Scale	x 1
Wyrms Horn	x 1
(03,20,10) [Rogue]	
Mend Leaf	x 1
Nightshade Extract	x 1
Bronze Oberyth	x 2
Bandit's Mark	x 1
(04,08,04) [Thunder Dragon]	
Wyrms Fang	x 1
Wyrms Claw	x 1
Wyrms Scale	x 1
Wyrms Horn	x 1
(05,02,03) [Familiar]	
Magic Leaf +1	x 1
Herbal Extract	x 1
Copper Oberyth	x 2
Familiar's Mark	x 1
(05,10,06) [Flame Dragon]	
Wyrms Fang	x 1
Wyrms Claw	x 1
Wyrms Scale	x 1
Wyrms Horn	x 1
(05,15,09) [Flood Dragon]	
Beast Horn	x 1
Beast Fang	x 1
Beast Claw	x 1
Waterwyrms Mark	x 1
(06,04,03) [Cloud Dragon]	
Wyrms Fang	x 1
Wyrms Claw	x 1
Wyrms Scale	x 1
Wyrms Horn	x 1
(06,18,10) [Thunder Dragon]	
Beast Horn	x 1
Beast Fang	x 1
Beast Claw	x 1
Stormwyrms Mark	x 1
(06,21,10) [Flame Dragon]	
Beast Horn	x 1
Beast Fang	x 1
Beast Claw	x 1
Firewyrms Mark	x 1
(09,04,05) [Frost Dragon]	
Wyrms Fang	x 1
Wyrms Claw	x 1
Wyrms Scale	x 1
Wyrms Horn	x 1
(10,20,10) [Earth Dragon]	
Beast Horn	x 1
Beast Fang	x 1

Beast Claw x 1
Cragwyrn's Mark x 1

(11,05,07) [Earth Dragon]

Wyrn Fang x 1
Wyrn Claw x 1
Wyrn Scale x 1
Wyrn Horn x 1

(13,20,10) [Cloud Dragon]

Beast Horn x 1
Beast Fang x 1
Beast Claw x 1
Windwyrn's Mark x 1

(14,03,07) [Rogue]

Mend Leaf +1 x 1
Nightshade Extract x 2
Copper Oberyth x 2
Bandit's Mark x 1

=====

Phorampa Wildwood (Untrodden Marsh)

[1E80]

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A great forest that spreads across the Gunaw Highlands in the south of the Burnham Massif. The treacherous terrain and teeming wildlife have largely saved this area from the ravages of war.

(01,09,07) [Earth Dragon]

Beast Horn x 1
Beast Fang x 1
Beast Claw x 1
Cragwyrn's Mark x 1

(02,06,06) [Rogue]

Mend Leaf +1 x 1
Nightshade Extract x 1
Copper Oberyth x 2
Bandit's Mark x 1

(02,08,07) [Rogue]

Mend Leaf x 1
Nightshade Extract x 1
Bronze Oberyth x 2
Bandit's Mark x 1

(02,11,07) [Rogue]

Mend Leaf x 1
Nightshade Extract x 1
Bronze Oberyth x 2
Bandit's Mark x 1

(03,04,04) [Familiar]

Magic Leaf +1 x 1
Herbal Extract x 1
Copper Oberyth x 2
Familiar's Mark x 1

(03,09,07) [Thunder Dragon]

Beast Horn	x 1
Beast Fang	x 1
Beast Claw	x 1
Stormwyrms Mark	x 1
(03,12,08) [Cloud Dragon]	
Beast Horn	x 1
Beast Fang	x 1
Beast Claw	x 1
Windwyrms Mark	x 1
(03,14,08) [Frost Dragon]	
Beast Horn	x 1
Beast Fang	x 1
Beast Claw	x 1
Icewyrms Mark	x 1
(04,01,03) [Octopus]	
Graphite	x 2
Baldur Ore	x 1
Elixir	x 1
Ancient Wood	x 2
(04,06,05) [Familiar]	
Magic Leaf	x 1
Herbal Extract	x 1
Bronze Oberyth	x 2
Familiar's Mark	x 1
(05,03,04) [Flood Dragon]	
Beast Horn	x 1
Beast Fang	x 1
Beast Claw	x 1
Waterwyrms Mark	x 1
(05,06,04) [Octopus]	
Tin Ore	x 2
Baldur Ore	x 1
Elixir	x 1
Ancient Wood	x 2
(05,09,07) [Familiar]	
Magic Leaf +1	x 1
Herbal Extract	x 1
Copper Oberyth	x 2
Familiar's Mark	x 1
(06,07,07) [Flame Dragon]	
Beast Horn	x 1
Beast Fang	x 1
Beast Claw	x 1
Firewyrms Mark	x 1
(06,15,08) [Octopus]	
Iron Sand	x 2
Baldur Ore	x 1
Elixir	x 1
Ancient Wood	x 2
(07,02,03) [Familiar]	

Magic Leaf	x 1
Herbal Extract	x 1
Bronze Oberyth	x 2
Familiar's Mark	x 1

(07,12,08) [Knight]

Iron Ingot	x 2
Bronze Ingot	x 2
Charm of Remission	x 1
Knight's Mark	x 1

(09,05,04) [Rogue]

Mend Leaf +1	x 1
Nightshade Extract	x 1
Copper Oberyth	x 2
Bandit's Mark	x 1

(09,08,07) [Terror Knight]

Iron Ingot	x 2
Bronze Ingot	x 2
Charm of Remission	x 1
Dreadknight's Mark	x 1

(11,07,07) [Warrior]

Iron Ingot	x 2
Bronze Ingot	x 2
Charm of Remission	x 1
Warrior's Mark	x 1

Phorampa Wildwood (The Feral Shore)

[8FC1]

A great forest that spreads across the Gunaw Highlands in the south of the Burnham Massif. The treacherous terrain and teeming wildlife have largely saved this area from the ravages of war.

(01,03,08) [Enchantress]

Silver Ingot	x 1
Flannel	x 1
Charm of Remission	x 1
Mage's Mark	x 1

(01,06,07) [Terror Knight]

Iron Ore	x 2
Leather	x 1
Grimoire Exorcisme	x 1
Dreadknight's Mark	x 1

(02,01,07) [Enchantress]

Silver Ore	x 1
Linen	x 2
Grimoire Exorcisme	x 1
Mage's Mark	x 1

(02,07,07) [Knight]

Iron Ingot	x 1
Leather	x 1
Charm of Remission	x 1
Knight's Mark	x 1

(04,02,06) [Archer]
Copper Ore x 1
Birnewood x 1
Grimoire Exorcisme x 1
Archer's Mark x 1

(04,06,07) [Archer]
Copper Ore x 1
Birnewood x 1
Grimoire Exorcisme x 1
Archer's Mark x 1

(05,05,04) [Warrior]
Copper Ore x 1
Toneriwood x 1
Grimoire Exorcisme x 1
Warrior's Mark x 1

(05,07,07) [Terror Knight]
Iron Ore x 2
Leather x 1
Charm of Remission x 1
Dreadknight's Mark x 1

(06,00,05) [Rune Fencer]
Baldur Ore x 1
Leather x 1
Charm of Remission x 1
Mage-Knight's Mark x 1

(06,02,04) [Wizard]
Silver Ingot x 1
Flannel x 1
Charm of Remission x 1
Mage's Mark x 1

(07,03,03) [Archer]
Bronze Ingot x 1
Birnewood x 1
Charm of Remission x 1
Archer's Mark x 1

(07,07,05) [Warrior]
Copper Ore x 1
Toneriwood x 1
Grimoire Exorcisme x 1
Warrior's Mark x 1

(08,05,03) [Wizard]
Silver Ore x 1
Pincord x 1
Grimoire Exorcisme x 1
Mage's Mark x 1

(09,01,03) [Wizard]
Silver Ore x 1
Pincord x 1
Grimoire Exorcisme x 1
Mage's Mark x 1

(10,02,03) [Rune Fencer]
Baldur Ore x 1
Leather x 1
Charm of Remission x 1
Mage-Knight's Mark x 1

(10,05,03) [Enchantress]
Silver Ore x 1
Linen x 2
Grimoire Exorcisme x 1
Mage's Mark x 1

(11,06,03) [Knight]
Iron Ingot x 1
Leather x 1
Charm of Remission x 1
Knight's Mark x 1

(12,02,03) [Octopus]
Beasthide x 1
Water x 2
Elixir x 1
Ancient Wood x 2

(12,04,03) [Octopus]
Beasthide x 1
Water x 2
Elixir x 1
Ancient Wood x 2

(13,06,03) [Octopus]
Beasthide x 1
Water x 2
Elixir x 1
Ancient Wood x 2

===== [069C] =====

A great forest that spreads across the Gunaw Highlands in the south of the Burnham Massif. The treacherous terrain and teeming wildlife have largely saved this area from the ravages of war.

(15,06,03) [Octopus]
Ancient Wood x 2
Beasthide x 1
Water x 2
Elixir x 1

(15,10,03) [Warrior]
Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1
Warrior's Mark x 1

(18,03,03) [Octopus]
Ancient Wood x 2
Beasthide x 1

Water x 2
Elixir x 1

(18,08,03) [Rune Fencer]
-> <Spear Enchiridion> x 1 (Lv.17~)

(19,05,03) [Octopus]
Ancient Wood x 2
Beasthide x 1
Water x 2
Elixir x 1

(19,09,03) [Beast Tamer]
Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1
Beastmaster's Mark x 1

(19,15,05) [Cleric]
Copper Oberyth x10
Bronze Oberyth x 5
Blessing Stone x 1
Sibyl's Mark x 1

(21,02,03) [Octopus]
Ancient Wood x 2
Beasthide x 1
Water x 2
Elixir x 1

(21,05,03) [Rune Fencer]
Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1
Mage-Knight's Mark x 1

=====

Phorampa Wildwood (Whisper of Leaf and Water) [1EC3]

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A great forest that spreads across the Gunaw Highlands in the south of the Burnham Massif. The treacherous terrain and teeming wildlife have largely saved this area from the ravages of war.

(01,15,07) [Ninja]
-> Scroll of the Strider x 1

(02,17,07) [Beast Tamer]
Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1
Beastmaster's Mark x 1

(04,19,08) [Beast Tamer]
-> <Axe Enchiridion> x 1 (Lv.17~)

(05,14,07) [Archer]
Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1

Archer's Mark x 1

(06,14,07) [Cockatrice]

Unicorn Horn x 1

Beasthide x 1

Bundle of Herbs x 4

Nightshade x 4

(07,16,05) [Swordmaster]

Copper Oberyth x10

Bronze Oberyth x 5

Silver Oberyth x 1

Swordsman's Mark x 1

(08,13,05) [Cockatrice]

Unicorn Horn x 1

Beasthide x 1

Bundle of Herbs x 4

Nightshade x 4

(09,18,04) [Cockatrice]

Unicorn Horn x 1

Beasthide x 1

Bundle of Herbs x 4

Nightshade x 4

(10,15,03) [Enchantress]

Copper Oberyth x10

Bronze Oberyth x 5

Silver Oberyth x 1

Mage's Mark x 1

(11,19,04) [Cockatrice]

Unicorn Horn x 1

Beasthide x 1

Bundle of Herbs x 4

Nightshade x 4

=====

Phorampa Wildwood (Lie Down in Green Pastures)

[54DA]

=====

A great forest that spreads across the Gunaw Highlands in the south of the Burnham Massif. The treacherous terrain and teeming wildlife have largely saved this area from the ravages of war.

(12,02,04) [Knight]

Copper Oberyth x10

Bronze Oberyth x 5

Silver Oberyth x 1

Knight's Mark x 1

(12,09,04) [Terror Knight]

Copper Oberyth x10

Bronze Oberyth x 5

Ashmedai's Grog x 3

Dreadknight's Mark x 1

(13,08,04) [Swordmaster]

Copper Oberyth x10

Bronze Oberyth	x 5
Silver Oberyth	x 1
Swordsman's Mark	x 1

(13,11,03) [Ninja]

-> <Katana Enchiridion> x 1 (Lv.17~)

(15,07,04) [Valkyrie]

Copper Oberyth	x10
Bronze Oberyth	x 5
Silver Oberyth	x 1
Mage-Knight's Mark	x 1

(18,12,04) [Warlock]

Copper Oberyth	x10
Bronze Oberyth	x 5
Wyrn Gem	x 5
Magus's Mark	x 1

Phorampa Wildwood (The Frostfen)

[690F]

A great forest that spreads across the Gunaw Highlands in the south of the Burnham Massif. The treacherous terrain and teeming wildlife have largely saved this area from the ravages of war.

(01,07,08) [Swordmaster]

-> <2-H Katana Enchiridion> x 1 (Lv.17~)

(05,08,08) [Knight]

Copper Oberyth	x10
Bronze Oberyth	x 5
Silver Oberyth	x 1
Knight's Mark	x 1

(10,07,08) [Terror Knight]

Copper Oberyth	x10
Bronze Oberyth	x 5
Ashmedai's Grog	x 3
Dreadknight's Mark	x 1

(13,03,04) [Beast Tamer]

Copper Oberyth	x10
Bronze Oberyth	x 5
Silver Oberyth	x 1
Beastmaster's Mark	x 1

(14,02,03) [Ninja]

Copper Oberyth	x10
Bronze Oberyth	x 5
Silver Oberyth	x 1
Ninja's Mark	x 1

(14,05,04) [Dragoon]

Copper Oberyth	x10
Bronze Oberyth	x 5
Silver Oberyth	x 1
Dragoon's Mark	x 1

A great forest that spreads across the Gunaw Highlands in the south of the Burnham Massif. The treacherous terrain and teeming wildlife have largely saved this area from the ravages of war.

(01,04,13) [Flood Dragon]

Beast Horn	x 1
Beast Fang	x 1
Beast Claw	x 1
Wurm Horn	x 1

(02,02,13) [Familiar]

Inferior Ore	x 4
Log	x 4
Leather	x 2
Familiar's Mark	x 1

(02,15,17) [Beast Tamer]

-> <Whip Enchiridion> x 1 (Lv.20~)

(03,04,13) [Thunder Dragon]

Beast Horn	x 1
Beast Fang	x 1
Beast Claw	x 1
Wurm Horn	x 1

(04,02,12) [Flame Dragon]

Beast Horn	x 1
Beast Fang	x 1
Beast Claw	x 1
Wurm Horn	x 1

(04,12,17) [Thunder Dragon]

Wurm Whisker	x 1
Wurm Thighbone	x 1
Wurm Scale	x 1
Wurm Horn	x 1

(04,13,17) [Beast Tamer]

Copper Oberyth	x10
Bronze Oberyth	x 5
Silver Oberyth	x 1
Beastmaster's Mark	x 1

(05,03,13) [Flame Dragon]

Wurm Whisker	x 1
Wurm Thighbone	x 1
Wurm Scale	x 1
Wurm Horn	x 1

(05,12,15) [Earth Dragon]

Wurm Whisker	x 1
Wurm Thighbone	x 1
Wurm Scale	x 1
Wurm Horn	x 1

(05,15,16) [Earth Dragon]

Beast Horn	x 1
Beast Fang	x 1
Beast Claw	x 1
Wyrn Horn	x 1

(06,09,14) [Flood Dragon]

Wyrn Whisker	x 1
Wyrn Thighbone	x 1
Wyrn Scale	x 1
Wyrn Horn	x 1

(08,03,09) [Cloud Dragon]

Wyrn Whisker	x 1
Wyrn Thighbone	x 1
Wyrn Scale	x 1
Wyrn Horn	x 1

(10,03,09) [Frost Dragon]

Beast Horn	x 1
Beast Fang	x 1
Beast Claw	x 1
Wyrn Horn	x 1

(10,05,09) [Rogue]

Inferior Ore	x 4
Log	x 4
Leather	x 2
Bandit's Mark	x 1

(11,01,09) [Frost Dragon]

Wyrn Whisker	x 1
Wyrn Thighbone	x 1
Wyrn Scale	x 1
Wyrn Horn	x 1

(12,03,09) [Cloud Dragon]

Beast Horn	x 1
Beast Fang	x 1
Beast Claw	x 1
Wyrn Horn	x 1

Phorampa Wildwood (Heart of the Wildwood)

[C751]

A great forest that spreads across the Gunaw Highlands in the south of the Burnham Massif. The treacherous terrain and teeming wildlife have largely saved this area from the ravages of war.

(01,01,05) [Warrior]

-> <Fist Enchiridion> x 1 (Lv.20~)

(01,11,11) [Familiar]

Inferior Ore	x 4
Log	x 4
Leather	x 2
Familiar's Mark	x 1

(03,01,04) [Archer]

Copper Oberyth	x10
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Bronze Oberyth	x 5
Silver Oberyth	x 1
Archer's Mark	x 1

(07,09,04) [Terror Knight]

Copper Oberyth	x10
Bronze Oberyth	x 5
Ashmedai's Grog	x 3
Dreadknight's Mark	x 1

(08,05,04) [Warrior]

Copper Oberyth	x10
Bronze Oberyth	x 5
Silver Oberyth	x 1
Warrior's Mark	x 1

(09,14,09) [Iron Golem]

Iron Sand	x 2
Iron Ore	x 2
Platinum Ore	x 2
Black Iron's Mark	x 1

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Phorampa Wildwood (Land of the Supplicant)

[4FD3]

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A great forest that spreads across the Gunaw Highlands in the south of the Burnham Massif. The treacherous terrain and teeming wildlife have largely saved this area from the ravages of war.

(02,19,09) [Frost Dragon]

Wyrn Fang	x 1
Wyrn Claw	x 1
Wyrn Scale	x 1
Icewyrn's Mark	x 1

(05,15,09) [Cloud Dragon]

Beast Horn	x 1
Beast Fang	x 1
Beast Claw	x 1
Windwyrn's Mark	x 1

(05,16,10) [Thunder Dragon]

Beast Horn	x 1
Beast Fang	x 1
Beast Claw	x 1
Stormwyrn's Mark	x 1

(06,17,10) [Flame Dragon]

Beast Horn	x 1
Beast Fang	x 1
Beast Claw	x 1
Firewyrn's Mark	x 1

(06,19,10) [Terror Knight]

-> <2-H Sword Enchiridion> x 1 (Lv.20~)

(07,15,08) [Earth Dragon]

Wyrn Fang	x 1
Wyrn Claw	x 1

Wyrm Scale x 1
Cragwyrms Mark x 1

(08,16,09) [Flood Dragon]

Wyrm Fang x 1
Wyrm Claw x 1
Wyrm Scale x 1
Waterwyrms Mark x 1

(08,19,10) [Terror Knight]

Copper Oberyth x10
Bronze Oberyth x 5
Ashmedais Grog x 3
Dreadknights Mark x 1

(11,08,07) [Rogue]

Inferior Ore x 4
Log x 4
Leather x 2
Bandits Mark x 1

(12,19,10) [Gryphon]

Unicorn Horn x 1
Beasthide x 1
Tooth & Claw x 1

(14,18,10) [Gryphon]

Unicorn Horn x 1
Beasthide x 1
Tooth & Claw x 1

(15,19,10) [Gryphon]

Unicorn Horn x 1
Beasthide x 1
Tooth & Claw x 1

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Phorampa Wildwood (Wonder at the Gods Above) [3EC8]

A great forest that spreads across the Gunaw Highlands in the south of the Burnham Massif. The treacherous terrain and teeming wildlife have largely saved this area from the ravages of war.

(01,15,21) [Wizard]

Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1
Mages Mark x 1

(01,17,22) [Witch]

Copper Oberyth x10
Bronze Oberyth x 5
Wyrms Gem x 5
Magus's Mark x 1

(02,14,20) [Archer]

-> <Bow Enchiridion> x 1 (Lv.20~)

(03,13,18) [Terror Knight]

Copper Oberyth	x10
Bronze Oberyth	x 5
Ashmedai's Grog	x 3
Dreadknight's Mark	x 1

(06,14,21) [Knight]

Copper Oberyth	x10
Bronze Oberyth	x 5
Silver Oberyth	x 1
Knight's Mark	x 1

(07,17,21) [Warlock]

Copper Oberyth	x10
Bronze Oberyth	x 5
Wyrn Gem	x 5
Magus's Mark	x 1

=====

The Pirate's Graveyard [E293]

=====

Treacherous currents have filled the waters around this promontory with the shattered skeletons of shipwrecked boats. Horrible monsters and restless spirits are said to make their abode here among the spray and jagged rocks.

The Pirate's Graveyard (Cape of Spite)	[D175]
The Pirate's Graveyard (Astride the Border)	[05AF]
The Pirate's Graveyard (Crystal Halls)	[932A]
The Pirate's Graveyard (Valley of Shadow and Light)	[7A96]
The Pirate's Graveyard (Crumbling Garden)	[45FE]
The Pirate's Graveyard (Bosom of the Sea God)	[F4BC]
The Pirate's Graveyard (Ripples of Grief)	[0CAB]
The Pirate's Graveyard (Memories of Turquoise)	[CD0A]
The Pirate's Graveyard (Wonder's Hollow)	[7CA4]
The Pirate's Graveyard (Midline Rift)	[851A]
The Pirate's Graveyard (Into the Darkness)	[B028]
The Pirate's Graveyard (On Holy Ground)	[1349]

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The Pirate's Graveyard (Cape of Spite) [D175]

=====

Treacherous currents have filled the waters around this promontory with the shattered skeletons of shipwrecked boats. Horrible monsters and restless spirits are said to make their abode here among the spray and jagged rocks.

(05,11,03) [Wraith]

The Empress	x 1
Spiritstone of the Stars	x 1
Bloodied Ventricle	x 1

(07,12,03) [Terror Knight]

Copper Oberyth	x10
Bronze Oberyth	x 5
Ashmedai's Grog	x 3
Dreadknight's Mark	x 1

(07,16,15) [Hoplite]

Inferior Ore	x10
Bronze Oberyth	x 5

Silver Oberyth x 1
Footsoldier's Mark x 1

(10,02,03) [Kraken]
-> Viraat's Thundercoat x 1

(16,04,03) [Kraken]
-> Phoenix Flamecoat x 1
Darkscale Tome x 1
Wyrn Gem x 1

(19,03,03) [Octopus]
Beasthide x 2
Beasthide x 1
Bundle of Herbs x 4
Nightshade x 4

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The Pirate's Graveyard (Astride the Border) [05AF]

=====

A natural labyrinth created by the dripping subterranean water and the seawater that rushes in with the tides. The salt in the water has crystallized throughout much of the cave.

(00,16,15) [Archer]
Permafrost Bow x 1

(01,18,16) [Juggernaut]
Inferior Ore x 4
Log x 4
Leather x 2
Juggernaut's Mark x 1

(05,01,07) [Warrior]
Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1
Warrior's Mark x 1

(05,10,08) [Octopus]
Beasthide x 2
Beasthide x 1
Bundle of Herbs x 4
Nightshade x 4

(13,02,06) [Patriarch]
Inferior Ore x 4
Log x 4
Leather x 2
Chief's Mark x 1

(13,09,08) [Berserker]
Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1
Berserker's Mark x 1

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A natural labyrinth created by the dripping subterranean water and the seawater that rushes in with the tides. The salt in the water has crystallized throughout much of the cave.

(00,12,23) [Archer]
 Copper Oberyth x10
 Bronze Oberyth x 5
 Silver Oberyth x 1
 Archer's Mark x 1

(11,00,07) [Archer]
 Tempest Bow x 1

(13,03,10) [Hoplite]
 Inferior Ore x10
 Bronze Oberyth x 5
 Silver Oberyth x 1
 Footsoldier's Mark x 1

(17,11,09) [Flood Dragon]
 Inferior Ore x 4
 Krystallos Ore x 2
 Gemstones x 1
 Waterwyrn's Mark x 1

(19,01,05) [Juggernaut]
 Inferior Ore x 4
 Log x 4
 Leather x 2
 Juggernaut's Mark x 1

(20,10,08) [Berserker]
 Copper Oberyth x10
 Bronze Oberyth x 5
 Silver Oberyth x 1
 Berserker's Mark x 1

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A natural labyrinth created by the dripping subterranean water and the seawater that rushes in with the tides. The salt in the water has crystallized throughout much of the cave.

(02,04,09) [Witch]
 Copper Oberyth x10
 Bronze Oberyth x 5
 Wyrn Gem x 5
 Magus's Mark x 1

(08,04,10) [Familiar]
 Inferior Ore x 4
 Log x 4
 Leather x 2
 Familiar's Mark x 1

(09,06,07) [Archer]

Copper Oberyth	x10
Bronze Oberyth	x 5
Silver Oberyth	x 1
Archer's Mark	x 1

(11,03,08) [Kraken]

-> Whale Whiskercoat	x 1
Darkscale Tome	x 1
Wyrn Gem	x 1

(16,06,05) [Octopus]

Beasthide	x 2
Beasthide	x 1
Bundle of Herbs	x 4
Nightshade	x 4

(22,15,10) [Cleric]

-> Falcon Mail	x 1
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 The Pirate's Graveyard (Crumbling Garden)

[45FE]
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A natural labyrinth created by the dripping subterranean water and the seawater that rushes in with the tides. The salt in the water has crystallized throughout much of the cave.

(02,15,10) [Hoplite]

Keening Bowgun	x 1
Bronze Oberyth	x 5
Silver Oberyth	x 1
Footsoldier's Mark	x 1

(09,15,10) [Juggernaut]

Inferior Ore	x 4
Log	x 4
Leather	x 2
Juggernaut's Mark	x 1

(18,03,06) [Patriarch]

Inferior Ore	x 4
Log	x 4
Leather	x 2
Chief's Mark	x 1

(20,11,11) [Blood Gavial]

The World	x 1
Horn of the Savage	x 1
Wyrn Gem	x 1

(21,13,10) [Cleric]

Copper Oberyth	x10
Bronze Oberyth	x 5
Blessing Stone	x 1
Sibyl's Mark	x 1

 =====
 The Pirate's Graveyard (Bosom of the Sea God)

[F4BC]
 =====

A natural labyrinth created by the dripping subterranean water and the seawater that rushes in with the tides. The salt in the water has crystallized throughout much of the cave.

(00,13,09) [Wraith]

The Empress	x 1
Spiritstone of the Stars	x 1
Bloodied Ventricle	x 1

(00,22,24) [Juggernaut]

-> <Musty Gauntlets> x 1

(01,23,24) [Blood Gavial]

-> <Reeking Armor>	x 1
Horn of the Savage	x 1
Wurm Gem	x 1

(02,21,21) [Hoplite]

Inferior Ore	x10
Bronze Oberyth	x 5
-> <Legguard Enchiridion>	x 1
Footsoldier's Mark	x 1

(14,08,04) [Banshee]

The Emperor	x 1
Faeriescale Powder	x 1
Wurm Gem	x 1

(15,15,05) [Flood Dragon]

Inferior Ore	x 4
Krystallos Ore	x 2
Gemstones	x 1
Waterwurm's Mark	x 1

=====
The Pirate's Graveyard (Ripples of Grief)

[0CAB]

=====
A natural labyrinth created by the dripping subterranean water and the seawater that rushes in with the tides. The salt in the water has crystallized throughout much of the cave.
=====

(05,16,07) [Lich]

Copper Oberyth	x10
Bronze Oberyth	x 5
Silver Oberyth	x 1
Gold Oberyth	x 1

(07,02,05) [Hoplite]

Roodbow	x 1
Bronze Oberyth	x 5
Silver Oberyth	x 1
Footsoldier's Mark	x 1

(16,07,05) [Baldur Golem]

Iron Ore	x 2
Silver Ore	x 2
Baldur Ore	x 2
Magesteel's Mark	x 1

(18,02,05) [Rogue]
-> <Ji'ygla's Bracers> x 1

(19,05,06) [Knight]
Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1
Knight's Mark x 1

(21,02,06) [Wight]
The High Priestess x 1
Basin of Time x 1
Salted Lobe x 1

=====

The Pirate's Graveyard (Memories of Turquoise) [CD0A]

=====

A natural labyrinth created by the dripping subterranean water and the seawater that rushes in with the tides. The salt in the water has crystallized throughout much of the cave.

(02,14,12) [Knight]
Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1
Knight's Mark x 1

(03,17,15) [Rogue]
Inferior Ore x 4
Log x 4
Leather x 2
Bandit's Mark x 1

(06,03,06) [Familiar]
Inferior Ore x 4
Log x 4
Leather x 2
Familiar's Mark x 1

(08,02,07) [Incubus]
Holy Crown x 1
Crystallized Flame x 1
Dried Eystem x 1

(09,04,06) [Lich]
Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1
Gold Oberyth x 1

=====

The Pirate's Graveyard (Wonder's Hollow) [7CA4]

=====

A natural labyrinth created by the dripping subterranean water and the seawater that rushes in with the tides. The salt in the water has crystallized throughout much of the cave.

(04,02,15) [Incubus]

The Hierophant x 1
Crystallized Flame x 1
Dried Eystem x 1

(07,01,10) [Dagon]

The Moon x 1
Cursed Unicorn Blood x 1
Dried Eystem x 1

(08,04,11) [Knight]

Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1
Knight's Mark x 1

(12,12,10) [Kraken]

-> Nathalork Rockcoat x 1

(17,11,09) [Kraken]

The Star x 1
Darkscale Tome x 1
Wyrms Gem x 1

(19,14,21) [Banshee]

The Emperor x 1
Faeriescale Powder x 1
Wyrms Gem x 1

=====

The Pirate's Graveyard (Midline Rift)

[851A]

=====

A natural labyrinth created by the dripping subterranean water and the seawater that rushes in with the tides. The salt in the water has crystallized throughout much of the cave.

(01,07,11) [Juggernaut]

-> <Glistening Helm> x 1
Log x 4
Leather x 2
Juggernaut's Mark x 1

(02,09,09) [Blood Gaviol]

The World x 1
Horn of the Savage x 1
Wyrms Gem x 1
-> <Body Armor Enchiridion> x 1

(10,14,12) [Knight]

Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1
Knight's Mark x 1

(18,05,04) [Kraken]

-> Falcon Feathercoat x 1

(19,03,04) [Kraken]

The Star x 1
Darkscale Tome x 1

Wyrms Gem x 1

(22,01,04) [Dagon]

The Moon x 1

Cursed Unicorn Blood x 1

Dried Eyestem x 1

=====
The Pirate's Graveyard (Into the Darkness) [B028]
=====

A natural labyrinth created by the dripping subterranean water and the seawater that rushes in with the tides. The salt in the water has crystallized throughout much of the cave.

(01,06,11) [Wight]

The High Priestess x 1

Basin of Time x 1

Salted Lobe x 1

(05,08,11) [Knight]

-> <Hammer Enchiridion> x 1

(09,01,07) [Kraken]

-> Vikrant Icecoat x 1

(11,19,25) [Baldur Golem]

-> Earthen Greaves x 1

Silver Ore x 2

Baldur Ore x 2

Magesteel's Mark x 1

(15,13,14) [Blood Gaviol]

The World x 1

Horn of the Savage x 1

Wyrms Gem x 1

(18,13,15) [Banshee]

The Emperor x 1

Faeriescale Powder x 1

Wyrms Gem x 1

(23,16,19) [Cleric]

Copper Oberyth x10

Bronze Oberyth x 5

Blessing Stone x 1

Sibyl's Mark x 1

=====
The Pirate's Graveyard (On Holy Ground) [1349]
=====

A natural labyrinth created by the dripping subterranean water and the seawater that rushes in with the tides. The salt in the water has crystallized throughout much of the cave.

(01,15,06) [Kraken]

The Star x 1

Darkscale Tome x 1

Wyrms Gem x 1

(06,04,09) [Wraith]
The Empress x 1
Spiritstone of the Stars x 1
Bloodied Ventricle x 1

(08,08,06) [Dagon]
The Moon x 1
Cursed Unicorn Blood x 1
Dried Eyestem x 1

(08,10,04) [Dagon]
-> <Ji'ygla's Darkcoat> x 1

(10,04,05) [Archer]
Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1
Archer's Mark x 1

(14,11,07) [Terror Knight]
Copper Oberyth x10
Bronze Oberyth x 5
Ashmedai's Grog x 3
Dreadknight's Mark x 1

=====

B o e d F o r t r e s s [2149]
=====

The ruins of an ancient fortress built to serve as a watch tower on Phaesta Minor.

Boed Fortress (Boed Fortress) [0D7E]
Boed Fortress (Within the Fortress) [72BD]
Boed Fortress (Temple of Xoshonell, 1st Descent) [85BF]
Boed Fortress (Temple of Xoshonell, 2nd Descent) [91D2]
Boed Fortress (Temple of Xoshonell, 3rd Descent) [42FE]
Boed Fortress (Temple of Xoshonell, 4th Descent) [71B9]
Boed Fortress (Sanctum of Xoshonell) [608F]

=====

Boed Fortress (Boed Fortress) [0D7E]
=====

The ruins of an ancient fortress built to serve as a watch tower on Phaesta Minor.

(03,09,26) [Fusilier]
Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1
-> Fusilier's Mark x 1

(06,11,23) [Knight]
Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1
Knight's Mark x 1

(08,07,13) [Cyclops]
 Beasthide x 2
 Beasthide x 1
 Bundle of Herbs x 4
 Nightshade x 4

(10,10,20) [Dragoon]
 Copper Oberyth x10
 Bronze Oberyth x 5
 Silver Oberyth x 1
 Dragoon's Mark x 1

(12,10,12) [Warrior]
 Copper Oberyth x10
 Bronze Oberyth x 5
 Silver Oberyth x 1
 Warrior's Mark x 1

 =====
 Boed Fortress (Within the Fortress) [72BD]
 =====

The ruins of an ancient fortress built to serve as a watch tower on Phaesta Minor.

 (01,18,18) [Archer]
 Copper Oberyth x10
 Bronze Oberyth x 5
 Silver Oberyth x 1
 Archer's Mark x 1

(03,14,07) [Knight]
 Copper Oberyth x10
 Bronze Oberyth x 5
 Silver Oberyth x 1
 Knight's Mark x 1

(04,21,14) [Terror Knight]
 Copper Oberyth x10
 Bronze Oberyth x 5
 Ashmedai's Grog x 3
 Dreadknight's Mark x 1

(05,23,14) [Rune Fencer]
 Copper Oberyth x10
 Bronze Oberyth x 5
 Silver Oberyth x 1
 Mage-Knight's Mark x 1

(06,16,11) [Cyclops]
 Beasthide x 2
 Beasthide x 1
 Bundle of Herbs x 4
 Nightshade x 4

 =====
 Boed Fortress (Temple of Xoshonell, 1st Descent) [85BF]
 =====

An ancient temple to Xoshonell, Goddess of Fire.

(02,12,17) [Ninja]
Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1
Ninja's Mark x 1

(04,09,13) [Juggernaut]
Inferior Ore x 4
Log x 4
Leather x 2
Juggernaut's Mark x 1

(07,13,14) [Cyclops]
Beasthide x 2
Beasthide x 1
Bundle of Herbs x 4
Nightshade x 4

(10,16,17) [Rune Fencer]
Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1
Mage-Knight's Mark x 1

(14,13,14) [Patriarch]
Inferior Ore x 4
Log x 4
Leather x 2
Chief's Mark x 1

=====
Boed Fortress (Temple of Xoshonell, 2nd Descent)

[91D2]

=====
An ancient temple to Xoshonell, Goddess of Fire.
=====

(03,05,20) [Rune Fencer]
Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1
Mage-Knight's Mark x 1

(07,10,22) [Spriggan]
The Sun x 1
Skulldust Nostrum x 1
Shoulder Shard x 1

(09,07,15) [Warlock]
Copper Oberyth x10
Bronze Oberyth x 5
Wyrn Gem x 5
Magus's Mark x 1

(14,02,07) [Juggernaut]
Inferior Ore x 4
Log x 4
Leather x 2
Juggernaut's Mark x 1

(18,11,10) [Terror Knight]

Copper Oberyth	x10
Bronze Oberyth	x 5
Ashmedai's Grog	x 3
Dreadknight's Mark	x 1

=====

Boed Fortress (Temple of Xoshonell, 3rd Descent)

=====

[42FE]

An ancient temple to Xoshonell, Goddess of Fire.

(01,15,19) [Spriggan]

The Sun	x 1
Skulldust Nostrum	x 1
Shoulder Shard	x 1

(01,17,21) [Rune Fencer]

Copper Oberyth	x10
Bronze Oberyth	x 5
Silver Oberyth	x 1
Mage-Knight's Mark	x 1

(03,08,10) [Fusilier]

Copper Oberyth	x10
Bronze Oberyth	x 5
Silver Oberyth	x 1
-> Fusilier's Mark	x 1

(06,16,20) [Uruk]

The Magician	x 1
Areion Plume	x 1
Shoulder Shard	x 1

(07,04,06) [Flame Dragon]

Inferior Ore	x 4
Krystallos Ore	x 2
Gemstones	x 1
Firewurm's Mark	x 1

=====

Boed Fortress (Temple of Xoshonell, 4th Descent)

=====

[71B9]

An ancient temple to Xoshonell, Goddess of Fire.

(04,02,15) [Fusilier]

-> <Fusil Enchiridion>	x 1
------------------------	-----

(05,24,12) [Cleric]

Copper Oberyth	x10
Bronze Oberyth	x 5
Blessing Stone	x 1
Sibyl's Mark	x 1

(07,00,14) [Beast Tamer]

Copper Oberyth	x10
Bronze Oberyth	x 5
Silver Oberyth	x 1
Beastmaster's Mark	x 1

(18,12,11) [Flame Dragon]
Inferior Ore x 4
Krystallos Ore x 2
Gemstones x 1
Firewyrn's Mark x 1

(18,25,21) [Knight]
Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1
Knight's Mark x 1

(19,24,21) [Titan]
Judgement x 1
Magedrain Gland x 1
Salted Lobe x 1

=====

Boed Fortress (Sanctum of Xoshonell) [608F]
=====

The deepest level of the temple. Here one is closest to Xoshonell, it is said.

(04,11,04) [Cyclops]
Beasthide x 2
Beasthide x 1
Bundle of Herbs x 4
Nightshade x 4

(05,15,05) [Archer]
Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1
Archer's Mark x 1

(07,14,04) [Hoplite]
Inferior Ore x10
Bronze Oberyth x 5
Silver Oberyth x 1
Footsoldier's Mark x 1

(08,08,03) [Terror Knight]
Copper Oberyth x10
Bronze Oberyth x 5
Ashmedai's Grog x 3
Dreadknight's Mark x 1

(08,13,04) [Cyclops]
Beasthide x 2
Beasthide x 1
Bundle of Herbs x 4
Nightshade x 4

(09,16,08) [Ifrit]
-> Shield of the Flames x 1
-> Fire Gauntlets x 1
Platinum Oberyth x 1
-> Oracle's Mark x 1

The ancient ruins of a mighty fortress, constructed to defend the island of Dekingos from invasion.

Ndamsa Fortress (Ndamsa Fortress)	[7EDA]
Ndamsa Fortress (Within the Fortress)	[57B0]
Ndamsa Fortress (Temple of Hahnela, 1st Descent)	[71FE]
Ndamsa Fortress (Temple of Hahnela, 2nd Descent)	[907A]
Ndamsa Fortress (Temple of Hahnela, 3rd Descent)	[15C2]
Ndamsa Fortress (Temple of Hahnela, 4th Descent)	[96CF]
Ndamsa Fortress (Sanctum of Hahnela)	[381B]

Ndamsa Fortress (Ndamsa Fortress)	[7EDA]
---	--------

The ancient ruins of a mighty fortress, constructed to defend the island of Dekingos from invasion.

(02,08,20) [Berserker]

Copper Oberyth	x10
Bronze Oberyth	x 5
Silver Oberyth	x 1
Berserker's Mark	x 1

(03,07,17) [Rogue]

Copper Oberyth	x10
Bronze Oberyth	x 5
Silver Oberyth	x 1
Bandit's Mark	x 1

(05,05,17) [Cleric]

Copper Oberyth	x10
Bronze Oberyth	x 5
Blessing Stone	x 1
Sibyl's Mark	x 1

(05,08,18) [Beast Tamer]

Copper Oberyth	x10
Bronze Oberyth	x 5
Silver Oberyth	x 1
Beastmaster's Mark	x 1

(14,11,05) [Gryphon]

Beasthide	x 2
Beasthide	x 1
Bundle of Herbs	x 4
Nightshade	x 4

(16,11,06) [Wizard]

Copper Oberyth	x10
Bronze Oberyth	x 5
Silver Oberyth	x 1
Mage's Mark	x 1

The ancient ruins of a mighty fortress, constructed to defend the island of Dekingos from invasion.

(02,15,15) [Archer]

Copper Oberyth	x10
Bronze Oberyth	x 5
Silver Oberyth	x 1
Archer's Mark	x 1

(03,05,07) [Wizard]

Copper Oberyth	x10
Bronze Oberyth	x 5
Silver Oberyth	x 1
Mage's Mark	x 1

(04,01,05) [Gryphon]

Beasthide	x 2
Beasthide	x 1
Bundle of Herbs	x 4
Nightshade	x 4

(04,07,06) [Gryphon]

Beasthide	x 2
Beasthide	x 1
Bundle of Herbs	x 4
Nightshade	x 4

(04,26,24) [Hippogryph]

Death	x 1
Echo Stone	x 1
Dried Eystem	x 1

An ancient temple to Hahnela, Goddess of Air.

(04,02,11) [Beast Tamer]

Copper Oberyth	x10
Bronze Oberyth	x 5
Silver Oberyth	x 1
Beastmaster's Mark	x 1

(09,02,05) [Hippogryph]

Death	x 1
Echo Stone	x 1
Dried Eystem	x 1

(10,06,08) [Rune Fencer]

Copper Oberyth	x10
Bronze Oberyth	x 5
Silver Oberyth	x 1
Mage-Knight's Mark	x 1

(11,07,08) [Hippogryph]

Death	x 1
-------	-----

Echo Stone x 1
Dried Eyestem x 1

(11,14,11) [Kunoichi]

Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1
Ninja's Mark x 1

=====

Ndamsa Fortress (Temple of Hahnela, 2nd Descent)

[907A]

=====

An ancient temple to Hahnela, Goddess of Air.

(03,01,06) [Warlock]

Copper Oberyth x10
Bronze Oberyth x 5
Wyrn Gem x 5
Magus's Mark x 1

(05,08,12) [Hippogryph]

Death x 1
Echo Stone x 1
Dried Eyestem x 1

(08,11,07) [Cleric]

Copper Oberyth x10
Bronze Oberyth x 5
Blessing Stone x 1
Sibyl's Mark x 1

(10,10,06) [Rogue]

Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1
Bandit's Mark x 1

(18,10,12) [Night Crow]

Judgement x 1
Magedrain Gland x 1
Bloodied Ventricle x 1

(21,01,06) [Kunoichi]

Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1
Ninja's Mark x 1

=====

Ndamsa Fortress (Temple of Hahnela, 3rd Descent)

[15C2]

=====

An ancient temple to Hahnela, Goddess of Air.

(02,12,08) [Hippogryph]

Death x 1
Echo Stone x 1
Dried Eyestem x 1

(04,08,11) [Night Crow]
Judgement x 1
Magedrain Gland x 1
Bloodied Ventricle x 1

(08,11,11) [Beast Tamer]
Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1
Beastmaster's Mark x 1

(09,19,12) [Cloud Dragon]
Inferior Ore x 4
Krystallos Ore x 2
Gemstones x 1
Windwyrms Mark x 1

(12,08,11) [Night Crow]
Judgement x 1
Magedrain Gland x 1
Bloodied Ventricle x 1

=====

Ndamsa Fortress (Temple of Hahnela, 4th Descent) [96CF]

=====

An ancient temple to Hahnela, Goddess of Air.

(03,16,12) [Knight]
-> <Sword Enchiridion> x 1

(04,09,18) [Hippogryph]
Death x 1
Echo Stone x 1
Dried Eyestem x 1

(05,12,13) [Cloud Dragon]
Inferior Ore x 4
Krystallos Ore x 2
Gemstones x 1
Windwyrms Mark x 1

(05,14,13) [Night Crow]
Judgement x 1
Magedrain Gland x 1
Bloodied Ventricle x 1

(05,18,12) [Night Crow]
Judgement x 1
Magedrain Gland x 1
Bloodied Ventricle x 1

(06,19,12) [Cloud Dragon]
Inferior Ore x 4
Krystallos Ore x 2
Gemstones x 1
Windwyrms Mark x 1

=====

=====
 The deepest level of the temple. Here one is closest to Hahnela, it is said.

(02,04,19) [Vainateya]

-> <Vainateya's Talons> x 1
 Enchanted Feather x 1
 Platinum Oberyth x 1
 -> Oracle's Mark x 1

(03,01,18) [Cleric]

Copper Oberyth x10
 Bronze Oberyth x 5
 Blessing Stone x 1
 Sibyl's Mark x 1

(05,07,16) [Gryphon]

Beasthide x 2
 Beasthide x 1
 Bundle of Herbs x 4
 Nightshade x 4

(08,01,16) [Archer]

Copper Oberyth x10
 Bronze Oberyth x 5
 Silver Oberyth x 1
 Archer's Mark x 1

(09,05,15) [Cleric]

Copper Oberyth x10
 Bronze Oberyth x 5
 Blessing Stone x 1
 Sibyl's Mark x 1

(10,06,13) [Gryphon]

Beasthide x 2
 Beasthide x 1
 Bundle of Herbs x 4
 Nightshade x 4

=====
 G e c h o F o r t r e s s

[8EC9]

 An abandoned fortress on Beneceunga, originally an ancient temple.

Gecho Fortress (Gecho Fortress) [5B71]
 Gecho Fortress (Within the Fortress) [F3E0]
 Gecho Fortress (Temple of Vaasa, 1st Descent) [2AC1]
 Gecho Fortress (Temple of Vaasa, 2nd Descent) [EA07]
 Gecho Fortress (Temple of Vaasa, 3rd Descent) [3540]
 Gecho Fortress (Temple of Vaasa, 4th Descent) [9045]
 Gecho Fortress (Sanctum of Vaasa) [07C1]

=====
 Gecho Fortress (Gecho Fortress)

[5B71]

 An abandoned fortress on Beneceunga, originally an ancient temple.

(07,12,10) [Rogue]
Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1
Bandit's Mark x 1

(09,06,07) [Warlock]
Copper Oberyth x10
Bronze Oberyth x 5
Wyrm Gem x 5
Magus's Mark x 1

(10,07,07) [Clay Golem]
Copper Ore x 2
Limestone x 2
Silver Ore x 2
Sandstone's Mark x 1

(10,09,10) [Warlock]
Copper Oberyth x10
Bronze Oberyth x 5
Wyrm Gem x 5
Magus's Mark x 1

(14,07,05) [Ninja]
Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1
Ninja's Mark x 1

=====

Gecho Fortress (Within the Fortress)

[F3E0]

=====

An abandoned fortress on Beneceunga, originally an ancient temple.

(01,10,11) [Stone Golem]
Tin Ore x 2
Graphite x 2
Gold Ore x 2
Granite's Mark x 1

(02,03,10) [Ninja]
Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1
Ninja's Mark x 1

(06,08,08) [Terror Knight]
Copper Oberyth x10
Bronze Oberyth x 5
Ashmedai's Grog x 3
Dreadknight's Mark x 1

(07,02,07) [Clay Golem]
Copper Ore x 2
Limestone x 2
Silver Ore x 2
Sandstone's Mark x 1

(10,15,07) [Clay Golem]
Copper Ore x 2
Limestone x 2
Silver Ore x 2
Sandstone's Mark x 1

=====
Gecho Fortress (Temple of Vaasa, 1st Descent) [2AC1]
=====

An ancient temple to Vaasa, Goddess of Earth.

(04,09,20) [Necromancer]
Dried Eyestem x 3
Shoulder Shard x 3
Salted Lobe x 3
Bloodied Ventricle x 3

(07,10,17) [Terror Knight]
Copper Oberyth x10
Bronze Oberyth x 5
Ashmedai's Grog x 3
Dreadknight's Mark x 1

(10,12,16) [Stone Golem]
Tin Ore x 2
Graphite x 2
Gold Ore x 2
Granite's Mark x 1

(10,13,21) [Witch]
Copper Oberyth x10
Bronze Oberyth x 5
Wyrn Gem x 5
Magus's Mark x 1

(15,10,15) [Warlock]
Copper Oberyth x10
Bronze Oberyth x 5
Wyrn Gem x 5
Magus's Mark x 1

(15,13,26) [Stone Golem]
Tin Ore x 2
Graphite x 2
Gold Ore x 2
Granite's Mark x 1

=====
Gecho Fortress (Temple of Vaasa, 2nd Descent) [EA07]
=====

An ancient temple to Vaasa, Goddess of Earth.

(03,15,20) [Necromancer]
Dried Eyestem x 3
Shoulder Shard x 3
Salted Lobe x 3
Bloodied Ventricle x 3

(04,14,20) [Wight]
The High Priestess x 1
Basin of Time x 1
Salted Lobe x 1

(06,08,15) [Stone Golem]
Tin Ore x 2
Graphite x 2
Gold Ore x 2
Granite's Mark x 1

(09,13,15) [Iron Golem]
Iron Sand x 2
Iron Ore x 2
Platinum Ore x 2
Black Iron's Mark x 1

(10,08,13) [Terror Knight]
Copper Oberyth x10
Bronze Oberyth x 5
Ashmedai's Grog x 3
Dreadknight's Mark x 1

(10,13,16) [Witch]
Copper Oberyth x10
Bronze Oberyth x 5
Wyrm Gem x 5
Magus's Mark x 1

===== [3540]

An ancient temple to Vaasa, Goddess of Earth.

(04,13,10) [Earth Dragon]
Inferior Ore x 4
Krystallos Ore x 2
Gemstones x 1
Cragwyrms Mark x 1

(05,09,09) [Wight]
The High Priestess x 1
Basin of Time x 1
Salted Lobe x 1

(06,03,08) [Warlock]
Copper Oberyth x10
Bronze Oberyth x 5
Wyrm Gem x 5
Magus's Mark x 1

(06,11,08) [Warlock]
Copper Oberyth x10
Bronze Oberyth x 5
Wyrm Gem x 5
Magus's Mark x 1

(08,11,07) [Iron Golem]
Iron Sand x 2

Iron Ore	x 2
Platinum Ore	x 2
Black Iron's Mark	x 1

(13,14,08) [Rogue]
-> <Dagger Enchiridion> x 1

(15,13,07) [Dragoon]
Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1
Dragoon's Mark x 1

=====

Gecho Fortress (Temple of Vaasa, 4th Descent) [9045]

=====

An ancient temple to Vaasa, Goddess of Earth.

(01,10,11) [Witch]
Copper Oberyth x10
Bronze Oberyth x 5
Wyrn Gem x 5
Magus's Mark x 1

(05,16,11) [Earth Dragon]
Inferior Ore x 4
Krystallos Ore x 2
Gemstones x 1
Cragwyrn's Mark x 1

(05,19,12) [Wight]
The High Priestess x 1
Basin of Time x 1
Salted Lobe x 1

(07,17,10) [Earth Dragon]
Inferior Ore x 4
Krystallos Ore x 2
Gemstones x 1
Cragwyrn's Mark x 1

(12,11,10) [Iron Golem]
Iron Sand x 2
Iron Ore x 2
Platinum Ore x 2
Black Iron's Mark x 1

=====

Gecho Fortress (Sanctum of Vaasa) [07C1]

=====

The deepest level of the temple. Here one is closest to Vaasa, it is said.

(10,03,02) [Iron Golem]
Iron Sand x 2
Iron Ore x 2
Platinum Ore x 2
Black Iron's Mark x 1

(12,05,02) [Terror Knight]
 Copper Oberyth x10
 Bronze Oberyth x 5
 Ashmedai's Grog x 3
 Dreadknight's Mark x 1

(13,02,02) [Terror Knight]
 Copper Oberyth x10
 Bronze Oberyth x 5
 Ashmedai's Grog x 3
 Dreadknight's Mark x 1

(16,03,02) [Iron Golem]
 Iron Sand x 2
 Iron Ore x 2
 Platinum Ore x 2
 Black Iron's Mark x 1

(20,03,03) [Nathalork]
 -> Nathalork Mail x 1
 -> Orichalcum x 1
 Platinum Oberyth x 1
 -> Oracle's Mark x 1

(20,05,02) [Warlock]
 Copper Oberyth x10
 Bronze Oberyth x 5
 Wyrn Gem x 5
 Magus's Mark x 1

=====

G e y l d F o r t r e s s [4752]

=====

This fortress overlooking the island of Xoamon was built to defend the northern border of Barnicia.

Geyld Fortress (Geyld Fortress) [EA03]
 Geyld Fortress (Within the Fortress) [D8CA]
 Geyld Fortress (Temple of Greuza, 1st Descent) [C3E9]
 Geyld Fortress (Temple of Greuza, 2nd Descent) [A0C9]
 Geyld Fortress (Temple of Greuza, 3rd Descent) [9ED1]
 Geyld Fortress (Temple of Greuza, 4th Descent) [72C1]
 Geyld Fortress (Sanctum of Greuza) [245F]

=====

Geyld Fortress (Geyld Fortress) [EA03]

=====

This fortress overlooking the island of Xoamon was built to defend the northern border of Barnicia.

(02,12,17) [Patriarch]
 Inferior Ore x 4
 Log x 4
 Leather x 2
 Chief's Mark x 1

(06,06,05) [Archer]
 Copper Oberyth x10

Bronze Oberyth	x 5
Silver Oberyth	x 1
Archer's Mark	x 1

(06,09,09) [Rogue]

Copper Oberyth	x10
Bronze Oberyth	x 5
Silver Oberyth	x 1
Bandit's Mark	x 1

(10,07,03) [Octopus]

Beasthide	x 2
Beasthide	x 1
Bundle of Herbs	x 4
Nightshade	x 4

(12,12,08) [Hoplite]

Inferior Ore	x10
Bronze Oberyth	x 5
Silver Oberyth	x 1
Footsoldier's Mark	x 1

=====

Geyld Fortress (Within the Fortress)

[D8CA]

=====

This fortress overlooking the island of Xoamon was built to defend the northern border of Barnicia.

(02,05,07) [Patriarch]

Inferior Ore	x 4
Log	x 4
Leather	x 2
Chief's Mark	x 1

(03,04,07) [Cleric]

Copper Oberyth	x10
Bronze Oberyth	x 5
Blessing Stone	x 1
Sibyl's Mark	x 1

(07,00,08) [Hoplite]

Inferior Ore	x10
Bronze Oberyth	x 5
Silver Oberyth	x 1
Footsoldier's Mark	x 1

(07,10,14) [Berserker]

Copper Oberyth	x10
Bronze Oberyth	x 5
Silver Oberyth	x 1
Berserker's Mark	x 1

=====

Geyld Fortress (Temple of Greuza, 1st Descent)

[C3E9]

=====

An ancient temple to Greuza, Goddess of Water.

(02,13,10) [Rune Fencer]

Copper Oberyth	x10
Bronze Oberyth	x 5
Silver Oberyth	x 1
Mage-Knight's Mark	x 1

(05,12,11) [Octopus]

Beasthide	x 2
Beasthide	x 1
Bundle of Herbs	x 4
Nightshade	x 4

(07,14,12) [Kraken]

The Star	x 1
Darkscale Tome	x 1
Wyrn Gem	x 1

(07,16,12) [Cleric]

Copper Oberyth	x10
Bronze Oberyth	x 5
Blessing Stone	x 1
Sibyl's Mark	x 1

(13,09,08) [Octopus]

Beasthide	x 2
Beasthide	x 1
Bundle of Herbs	x 4
Nightshade	x 4

=====

Geyld Fortress (Temple of Greuza, 2nd Descent)

[A0C9]

=====

An ancient temple to Greuza, Goddess of Water.

=====

(06,08,17) [Warrior]

Copper Oberyth	x10
Bronze Oberyth	x 5
Silver Oberyth	x 1
Warrior's Mark	x 1

(07,06,18) [Patriarch]

Inferior Ore	x 4
Log	x 4
Leather	x 2
Chief's Mark	x 1

(10,03,17) [Kraken]

The Star	x 1
Darkscale Tome	x 1
Wyrn Gem	x 1

(17,01,10) [Blood Gavial]

The World	x 1
Horn of the Savage	x 1
Wyrn Gem	x 1

(25,03,10) [Juggernaut]

Inferior Ore	x 4
Log	x 4
Leather	x 2

Juggernaut's Mark x 1

=====
Geyld Fortress (Temple of Greuza, 3rd Descent) [9ED1]
=====

An ancient temple to Greuza, Goddess of Water.

(06,02,05) [Hoplite]

Inferior Ore x10
Bronze Oberyth x 5
Silver Oberyth x 1
Footsoldier's Mark x 1

(09,14,06) [Flood Dragon]

Inferior Ore x 4
Krystallos Ore x 2
Gemstones x 1
Waterwyrn's Mark x 1

(16,09,07) [Blood Gavial]

The World x 1
Horn of the Savage x 1
Wyrn Gem x 1

(18,10,07) [Dagon]

The Moon x 1
Cursed Unicorn Blood x 1
Dried Eyestem x 1

(19,12,07) [Blood Gavial]

The World x 1
Horn of the Savage x 1
Wyrn Gem x 1

=====
Geyld Fortress (Temple of Greuza, 4th Descent) [72C1]
=====

An ancient temple to Greuza, Goddess of Water.

(07,07,12) [Hoplite]

-> <Shield Enchiridion> x 1

(08,05,11) [Rune Fencer]

Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1
Mage-Knight's Mark x 1

(14,02,06) [Flood Dragon]

Inferior Ore x 4
Krystallos Ore x 2
Gemstones x 1
Waterwyrn's Mark x 1

(14,09,10) [Flood Dragon]

Inferior Ore x 4
Krystallos Ore x 2
Gemstones x 1

Waterwyrn's Mark x 1

(22,06,06) [Dagon]

The Moon x 1

Cursed Unicorn Blood x 1

Dried Eyestem x 1

(23,08,09) [Blood Gavial]

The World x 1

Horn of the Savage x 1

Wyrn Gem x 1

=====

Geyld Fortress (Sanctum of Greuza)

[245F]

=====

The deepest level of the temple. Here one is closest to Greuza, it is said.

(05,01,09) [Octopus]

Beasthide x 2

Beasthide x 1

Bundle of Herbs x 4

Nightshade x 4

(05,05,09) [Tlaloc]

-> <Tlaloc's Bolt> x 1

Ancient Wood x 1

Platinum Oberyth x 1

-> Oracle's Mark x 1

(07,05,09) [Patriarch]

Inferior Ore x 4

Log x 4

Leather x 2

Chief's Mark x 1

(07,08,09) [Juggernaut]

Inferior Ore x 4

Log x 4

Leather x 2

Juggernaut's Mark x 1

(10,03,09) [Octopus]

Beasthide x 2

Beasthide x 1

Bundle of Herbs x 4

Nightshade x 4

(11,08,05) [Berserker]

Copper Oberyth x10

Bronze Oberyth x 5

Silver Oberyth x 1

Berserker's Mark x 1

=====

L h a z a n F o r t r e s s

[95F7]

=====

A crumbling fastness in the north of Exeter, built to serve as a lighthouse

for passing ships.

Lhazan Fortress (Lhazan Fortress)	[9C0A]
Lhazan Fortress (Within the Fortress)	[CF3A]
Lhazan Fortress (Temple of Lyuneram, 1st Descent)	[C3FB]
Lhazan Fortress (Temple of Lyuneram, 2nd Descent)	[A78F]
Lhazan Fortress (Temple of Lyuneram, 3rd Descent)	[9B6C]
Lhazan Fortress (Temple of Lyuneram, 4th Descent)	[2BF5]
Lhazan Fortress (Sanctum of Lyuneram)	[5732]

=====
Lhazan Fortress (Lhazan Fortress) [9C0A]
=====

A crumbling fastness in the north of Exeter, built to serve as a lighthouse
for passing ships.

(02,03,12) [Knight]

Copper Oberyth	x10
Bronze Oberyth	x 5
Silver Oberyth	x 1
Knight's Mark	x 1

(02,09,18) [Fusilier]

Copper Oberyth	x10
Bronze Oberyth	x 5
Silver Oberyth	x 1
-> Fusilier's Mark	x 1

(02,15,21) [Witch]

Copper Oberyth	x10
Bronze Oberyth	x 5
Wyrn Gem	x 5
Magus's Mark	x 1

(11,10,07) [Dragoon]

Copper Oberyth	x10
Bronze Oberyth	x 5
Silver Oberyth	x 1
Dragoon's Mark	x 1

(13,11,06) [Hydra]

Inferior Ore	x 4
Krystallos Ore	x 2
Gemstones	x 1

Lhazan Fortress (Within the Fortress) [CF3A]
=====

A crumbling fastness in the north of Exeter, built to serve as a lighthouse
for passing ships.

(01,07,05) [Octopus]

Beasthide	x 2
Beasthide	x 1
Bundle of Herbs	x 4
Nightshade	x 4

(05,07,05) [Octopus]

Beasthide	x 2
-----------	-----

Beasthide	x 1
Bundle of Herbs	x 4
Nightshade	x 4

(06,23,13) [Archer]

Copper Oberyth	x10
Bronze Oberyth	x 5
Silver Oberyth	x 1
Archer's Mark	x 1

(21,15,05) [Hydra]

Inferior Ore	x 4
Krystallos Ore	x 2
Gemstones	x 1

(22,06,06) [Fusilier]

Copper Oberyth	x10
Bronze Oberyth	x 5
Silver Oberyth	x 1
-> Fusilier's Mark	x 1

Lhazan Fortress (Temple of Lyuneram, 1st Descent)

[C3FB]

An ancient temple to Lyuneram, Goddess of Ice.

(03,03,12) [Witch]

Copper Oberyth	x10
Bronze Oberyth	x 5
Wyrn Gem	x 5
Magus's Mark	x 1

(04,01,12) [Hoplite]

Inferior Ore	x10
Bronze Oberyth	x 5
Silver Oberyth	x 1
Footsoldier's Mark	x 1

(09,02,08) [Swordmaster]

Copper Oberyth	x10
Bronze Oberyth	x 5
Silver Oberyth	x 1
Swordsman's Mark	x 1

(26,16,09) [Scylla]

The Hermit	x 1
Philtre of Ashes	x 1
Shoulder Shard	x 1

(27,14,09) [Hydra]

Inferior Ore	x 4
Krystallos Ore	x 2
Gemstones	x 1

Lhazan Fortress (Temple of Lyuneram, 2nd Descent)

[A78F]

An ancient temple to Lyuneram, Goddess of Ice.

(01,19,21) [Scylla]
The Hermit x 1
Philtre of Ashes x 1
Shoulder Shard x 1

(04,09,17) [Archer]
Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1
Archer's Mark x 1

(04,18,19) [Enchantress]
Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1
Mage's Mark x 1

(06,11,15) [Fusilier]
Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1
-> Fusilier's Mark x 1

(07,15,06) [Hoplite]
Inferior Ore x10
Bronze Oberyth x 5
Silver Oberyth x 1
Footsoldier's Mark x 1

=====

Lhazan Fortress (Temple of Lyuneram, 3rd Descent)

[9B6C]

=====

An ancient temple to Lyuneram, Goddess of Ice.

(07,15,19) [Scylla]
The Hermit x 1
Philtre of Ashes x 1
Shoulder Shard x 1

(09,12,16) [Frost Dragon]
Inferior Ore x 4
Krystallos Ore x 2
Gemstones x 1
Icewyrms's Mark x 1

(09,18,20) [Enchantress]
Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1
Mage's Mark x 1

(12,09,16) [Terror Knight]
Copper Oberyth x10
Bronze Oberyth x 5
Ashmedai's Grog x 3
Dreadknight's Mark x 1

(18,06,08) [Dragoon]

Copper Oberyth	x10
Bronze Oberyth	x 5
Silver Oberyth	x 1
Dragoon's Mark	x 1

=====

Lhazan Fortress (Temple of Lyuneram, 4th Descent)

=====

[2BF5]

An ancient temple to Lyuneram, Goddess of Ice.

(01,03,10) [Juggernaut]

Inferior Ore	x 4
Log	x 4
Leather	x 2
Juggernaut's Mark	x 1

(02,01,09) [Gorgon]

-> <Cudgel Enchiridion> x 1

(02,09,14) [Gorgon]

The Fool	x 1
Coral Harp	x 1
Dried Eystem	x 1

(06,02,07) [Naga]

Wheel of Fortune	x 1
Black Lizard Powder	x 1
Salted Lobe	x 1

(08,00,08) [Matriarch]

Inferior Ore	x 4
Log	x 4
Leather	x 2
Chief's Mark	x 1

(10,13,13) [Scylla]

The Hermit	x 1
Philtre of Ashes	x 1
Shoulder Shard	x 1

=====

Lhazan Fortress (Sanctum of Lyuneram)

=====

[5732]

The deepest level of the temple. Here one is closest to Lyuneram, it is said.

(04,19,13) [Archer]

Copper Oberyth	x10
Bronze Oberyth	x 5
Silver Oberyth	x 1
Archer's Mark	x 1

(06,23,17) [Witch]

Copper Oberyth	x10
Bronze Oberyth	x 5
Wyrn Gem	x 5
Magus's Mark	x 1

(07,28,20) [Lygenstzell]

-> Hoarfrost Greaves x 1
Enchanted Feather x 1
Platinum Oberyth x 1
-> Oracle's Mark x 1

(10,29,19) [Matriarch]

Inferior Ore x 4
Log x 4
Leather x 2
Chief's Mark x 1

(11,25,20) [Cockatrice]

Beasthide x 2
Beasthide x 1
Bundle of Herbs x 4
Nightshade x 4

(12,27,20) [Cockatrice]

Beasthide x 2
Beasthide x 1
Bundle of Herbs x 4
Nightshade x 4

=====

Q a d r i g a F o r t r e s s [2EDC]

=====

These ruins of an ancient keep mark the scene of the great battle between King Dorgalua and King Rodrick, who once vied for control of the islands.

Qadriga Fortress (Qadriga Fortress) [6F57]
Qadriga Fortress (Within the Fortress) [0B73]
Qadriga Fortress (Temple of Nestharot, 1st Descent) [089C]
Qadriga Fortress (Temple of Nestharot, 2nd Descent) [13E2]
Qadriga Fortress (Temple of Nestharot, 3rd Descent) [6408]
Qadriga Fortress (Temple of Nestharot, 4th Descent) [143F]
Qadriga Fortress (Sanctum of Nestharot) [F81E]

=====

Qadriga Fortress (Qadriga Fortress) [6F57]

=====

These ruins of an ancient keep mark the scene of the great battle between King Dorgalua and King Rodrick, who once vied for control of the islands.

(01,14,24) [Rogue]

Inferior Ore x 4
Log x 4
Leather x 2
Bandit's Mark x 1

(02,12,24) [Rogue]

Inferior Ore x 4
Log x 4
Leather x 2
Bandit's Mark x 1

(06,06,13) [Familiar]

Inferior Ore x 4
Log x 4

Leather x 2
Familiar's Mark x 1

(08,10,10) [Dragoon]

Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1
Dragoon's Mark x 1

(12,13,17) [Familiar]

Inferior Ore x 4
Log x 4
Leather x 2
Familiar's Mark x 1

=====

Qadriga Fortress (Within the Fortress)

[0B73]

=====

These ruins of an ancient keep mark the scene of the great battle between King Dorgalua and King Rodrick, who once vied for control of the islands.

(01,04,09) [Familiar]

Inferior Ore x 4
Log x 4
Leather x 2
Familiar's Mark x 1

(03,09,09) [Cockatrice]

Beasthide x 2
Beasthide x 1
Bundle of Herbs x 4
Nightshade x 4

(06,06,07) [Rogue]

Inferior Ore x 4
Log x 4
Leather x 2
Bandit's Mark x 1

(08,07,07) [Rogue]

Inferior Ore x 4
Log x 4
Leather x 2
Bandit's Mark x 1

(14,08,05) [Swordmaster]

Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1
Swordsman's Mark x 1

=====

Qadriga Fortress (Temple of Nestharot, 1st Descent)

[089C]

=====

An ancient temple to Nestharot, Goddess of Lightning.

(06,09,14) [Rogue]

Inferior Ore x 4

Log	x 4
Leather	x 2
Bandit's Mark	x 1

(08,09,10) [Kunoichi]

Copper Oberyth	x10
Bronze Oberyth	x 5
Silver Oberyth	x 1
Ninja's Mark	x 1

(12,07,13) [Basilisk]

The Tower	x 1
Haunt's Tome	x 1
Bloodied Ventricle	x 1

(12,10,13) [Familiar]

Inferior Ore	x 4
Log	x 4
Leather	x 2
Familiar's Mark	x 1

(18,07,10) [Familiar]

Inferior Ore	x 4
Log	x 4
Leather	x 2
Familiar's Mark	x 1

=====

Qadriga Fortress (Temple of Nestharot, 2nd Descent)

[13E2]

=====

An ancient temple to Nestharot, Goddess of Lightning.

(03,00,13) [Basilisk]

The Tower	x 1
Haunt's Tome	x 1
Bloodied Ventricle	x 1

(04,07,20) [Banshee]

The Emperor	x 1
Faeriescale Powder	x 1
Wyrn Gem	x 1

(10,01,05) [Swordmaster]

Copper Oberyth	x10
Bronze Oberyth	x 5
Silver Oberyth	x 1
Swordsman's Mark	x 1

(14,12,10) [Rogue]

Inferior Ore	x 4
Log	x 4
Leather	x 2
Bandit's Mark	x 1

(16,10,10) [Incubus]

The Hierophant	x 1
Crystallized Flame	x 1
Dried Eystem	x 1

=====

Qadriga Fortress (Temple of Nestharot, 3rd Descent)

[6408]

=====

An ancient temple to Nestharot, Goddess of Lightning.

(03,18,12) [Necromancer]

Dried Eystem	x 3
Shoulder Shard	x 3
Salted Lobe	x 3
Bloodied Ventricle	x 3

(04,05,07) [Thunder Dragon]

Inferior Ore	x 4
Krystallos Ore	x 2
Gemstones	x 1
Stormwyrms Mark	x 1

(06,16,12) [Incubus]

The Hierophant	x 1
Crystallized Flame	x 1
Dried Eystem	x 1

(13,14,05) [Rogue]

Copper Oberyth	x10
Bronze Oberyth	x 5
Silver Oberyth	x 1
Bandit's Mark	x 1

(14,18,03) [Basilisk]

The Tower	x 1
Haunt's Tome	x 1
Bloodied Ventricle	x 1

=====

Qadriga Fortress (Temple of Nestharot, 4th Descent)

[143F]

=====

An ancient temple to Nestharot, Goddess of Lightning.

(02,14,13) [Cleric]

-> <Helm Enchiridion> x 1

(02,16,13) [Banshee]

The Emperor	x 1
Faeriescale Powder	x 1
Wyrms Gem	x 1

(08,10,13) [Thunder Dragon]

Inferior Ore	x 4
Krystallos Ore	x 2
Gemstones	x 1
Stormwyrms Mark	x 1

(14,07,12) [Thunder Dragon]

Inferior Ore	x 4
Krystallos Ore	x 2
Gemstones	x 1
Stormwyrms Mark	x 1

(20,13,13) [Rogue]
Inferior Ore x 4
Log x 4
Leather x 2
Bandit's Mark x 1

(26,12,13) [Banshee]
The Emperor x 1
Faeriescale Powder x 1
Wyrn Gem x 1

(27,14,13) [Incubus]
The Hierophant x 1
Crystallized Flame x 1
Dried Eystem x 1

=====

Qadriga Fortress (Sanctum of Nestharot) [F81E]

=====

The deepest level of the temple. Here one is closest to Nestharot, it is said.

(09,11,04) [Hydra]
Inferior Ore x 4
Krystallos Ore x 2
Gemstones x 1

(11,09,05) [Rogue]
Inferior Ore x 4
Log x 4
Leather x 2
Bandit's Mark x 1

(14,10,05) [Hydra]
Inferior Ore x 4
Krystallos Ore x 2
Gemstones x 1

(15,06,06) [Familiar]
Inferior Ore x 4
Log x 4
Leather x 2
Familiar's Mark x 1

(16,12,04) [Rogue]
Inferior Ore x 4
Log x 4
Leather x 2
Bandit's Mark x 1

(17,07,05) [Xolotl]
-> Xolotl's Canine x 1
Wyrn Whisker x 1
Platinum Oberyth x 1
-> Oracle's Mark x 1

=====

Palace of the Dead [497A]

It is custom among warriors bound for the Palace of the Dead to first distribute their worldly possessions among already-grieving family and friends.

Palace of the Dead (Palace of the Dead - Level 1)	[8E40]
Palace of the Dead (Palace of the Dead - Level 2)	[24FA]
Palace of the Dead (Palace of the Dead - Level 3)	[4052]
Palace of the Dead (Palace of the Dead - Level 4)	[C6B1]
Palace of the Dead (Palace of the Dead - Level 5)	[39ED]
Palace of the Dead (Palace of the Dead - Level 6)	[D62E]
Palace of the Dead (Palace of the Dead - Level 7)	[78F0]
Palace of the Dead (Palace of the Dead - Level 8)	[FE24]
Palace of the Dead (Palace of the Dead - Level 9)	[C68F]
Palace of the Dead (Palace of the Dead - Level 10)	[AB0E]
Palace of the Dead (Palace of the Dead - Level 11)	[C809]
Palace of the Dead (Palace of the Dead - Level 12)	[1E9B]
Palace of the Dead (Palace of the Dead - Level 13)	[B863]
Palace of the Dead (Palace of the Dead - Level 14)	[BD79]
Palace of the Dead (Palace of the Dead - Level 15)	[AF93]
Palace of the Dead (Palace of the Dead - Level 16)	[8CD4]
Palace of the Dead (Palace of the Dead - Level 17)	[F90E]
Palace of the Dead (Palace of the Dead - Level 18)	[50FC]
Palace of the Dead (Palace of the Dead - Level 19)	[48CB]
Palace of the Dead (Palace of the Dead - Level 20)	[5307]
Palace of the Dead (Palace of the Dead - Level 21)	[A35D]
Palace of the Dead (Palace of the Dead - Level 22)	[D02A]
Palace of the Dead (Palace of the Dead - Level 23)	[DEBC]
Palace of the Dead (Palace of the Dead - Level 25)	[A4CB]
Palace of the Dead (Palace of the Dead - Level 26)	[5B36]
Palace of the Dead (Palace of the Dead - Level 27)	[AE34]
Palace of the Dead (Palace of the Dead - Level 28)	[BE7D]
Palace of the Dead (Palace of the Dead - Level 29)	[9AC1]
Palace of the Dead (Palace of the Dead - Level 30)	[7549]
Palace of the Dead (Palace of the Dead - Level 31)	[B469]
Palace of the Dead (Palace of the Dead - Level 32)	[7843]
Palace of the Dead (Palace of the Dead - Level 33)	[E03D]
Palace of the Dead (Palace of the Dead - Level 34)	[8BF3]
Palace of the Dead (Palace of the Dead - Level 35)	[B649]
Palace of the Dead (Palace of the Dead - Level 36)	[A21D]
Palace of the Dead (Palace of the Dead - Level 37)	[3296]
Palace of the Dead (Palace of the Dead - Level 38)	[65F9]
Palace of the Dead (Palace of the Dead - Level 39)	[BF28]
Palace of the Dead (Palace of the Dead - Level 40)	[93EA]
Palace of the Dead (Palace of the Dead - Level 41)	[EC6B]
Palace of the Dead (Palace of the Dead - Level 42)	[26E5]
Palace of the Dead (Palace of the Dead - Level 43)	[3B80]
Palace of the Dead (Palace of the Dead - Level 44)	[7F03]
Palace of the Dead (Palace of the Dead - Level 45)	[EB5A]
Palace of the Dead (Palace of the Dead - Level 46)	[AB2D]
Palace of the Dead (Palace of the Dead - Level 47)	[BE32]
Palace of the Dead (Palace of the Dead - Level 48)	[9C8F]
Palace of the Dead (Palace of the Dead - Level 49)	[CODE]
Palace of the Dead (Palace of the Dead - Level 50)	[2319]
Palace of the Dead (Palace of the Dead - Level 51)	[86C2]
Palace of the Dead (Palace of the Dead - Level 52)	[B4EF]
Palace of the Dead (Palace of the Dead - Level 53)	[9705]
Palace of the Dead (Palace of the Dead - Level 54)	[F18D]
Palace of the Dead (Palace of the Dead - Level 55)	[B5DF]

Palace of the Dead (Palace of the Dead - Level 56)	[7E68]
Palace of the Dead (Palace of the Dead - Level 57)	[159B]
Palace of the Dead (Palace of the Dead - Level 58)	[8C5E]
Palace of the Dead (Palace of the Dead - Level 59)	[FD26]
Palace of the Dead (Palace of the Dead - Level 60)	[5B83]
Palace of the Dead (Palace of the Dead - Level 61)	[25E7]
Palace of the Dead (Palace of the Dead - Level 62)	[9ED5]
Palace of the Dead (Palace of the Dead - Level 63)	[147F]
Palace of the Dead (Palace of the Dead - Level 64)	[BFDA]
Palace of the Dead (Palace of the Dead - Level 66)	[C5F9]
Palace of the Dead (Palace of the Dead - Level 67)	[03ED]
Palace of the Dead (Palace of the Dead - Level 68)	[3FD9]
Palace of the Dead (Palace of the Dead - Level 69)	[BDAE]
Palace of the Dead (Palace of the Dead - Level 70)	[15AE]
Palace of the Dead (Palace of the Dead - Level 71)	[0FEC]
Palace of the Dead (Palace of the Dead - Level 72)	[4F03]
Palace of the Dead (Palace of the Dead - Level 73)	[A7EC]
Palace of the Dead (Palace of the Dead - Level 74)	[B380]
Palace of the Dead (Palace of the Dead - Level 75)	[0849]
Palace of the Dead (Palace of the Dead - Level 76)	[165B]
Palace of the Dead (Palace of the Dead - Level 77)	[40CE]
Palace of the Dead (Palace of the Dead - Level 78)	[67D2]
Palace of the Dead (Palace of the Dead - Level 79)	[B04D]
Palace of the Dead (Palace of the Dead - Level 80)	[90DC]
Palace of the Dead (Palace of the Dead - Level 81)	[8E2D]
Palace of the Dead (Palace of the Dead - Level 82)	[34AD]
Palace of the Dead (Palace of the Dead - Level 83)	[E046]
Palace of the Dead (Palace of the Dead - Level 84)	[FB50]
Palace of the Dead (Palace of the Dead - Level 85)	[6C53]
Palace of the Dead (Palace of the Dead - Level 86)	[1F6C]
Palace of the Dead (Palace of the Dead - Level 87)	[06BE]
Palace of the Dead (Palace of the Dead - Level 88)	[F6A1]
Palace of the Dead (Palace of the Dead - Level 89)	[81DA]
Palace of the Dead (Palace of the Dead - Level 90)	[83BF]
Palace of the Dead (Palace of the Dead - Level 91)	[80BF]
Palace of the Dead (Palace of the Dead - Level 92)	[CB6E]
Palace of the Dead (Palace of the Dead - Level 93)	[ED8A]
Palace of the Dead (Palace of the Dead - Level 94)	[8D52]
Palace of the Dead (Palace of the Dead - Level 95)	[C02F]
Palace of the Dead (Palace of the Dead - Level 96)	[A1C7]
Palace of the Dead (Palace of the Dead - Level 97)	[D163]
Palace of the Dead (Palace of the Dead - Level 98)	[D18C]
Palace of the Dead (Palace of the Dead - Level 99)	[9261]
Palace of the Dead (Palace - Altar of the Beyond)	[E63A]
Palace of the Dead (Palace of the Dead - Level 101)	[890F]
Palace of the Dead (Palace of the Dead - Level 102)	[BD20]
Palace of the Dead (Palace of the Dead - Level 104)	[B687]
Palace of the Dead (Palace of the Dead - Level 105)	[A0DE]
Palace of the Dead (Palace of the Dead - Level 106)	[2FC0]
Palace of the Dead (Palace of the Dead - Level 107)	[DE63]
Palace of the Dead (Palace of the Dead - Level 108)	[C1ED]
Palace of the Dead (Palace of the Dead - Level 109)	[476D]
Palace of the Dead (Palace of the Dead - Level 110)	[FB75]
Palace of the Dead (Palace of the Dead - Level 111)	[91B5]
Palace of the Dead (Palace of the Dead - Level 112)	[3069]
Palace of the Dead (Palace of the Dead - Level 113)	[72EF]
Palace of the Dead (Palace of the Dead - Level 114)	[9B28]

=====
All who enter this dungeon, abandon what little hope ye may have.

(02,04,16) [Familiar]

-> Glass Pumpkin x 1

(02,06,06) [Witch]

Copper Oberyth x10

Bronze Oberyth x 5

Wyrn Gem x 5

Magus's Mark x 1

(02,13,17) [Familiar]

-> Glass Pumpkin x 1

(07,05,05) [Cleric]

Copper Oberyth x10

Bronze Oberyth x 5

Blessing Stone x 1

Sibyl's Mark x 1

(08,02,04) [Wizard]

Copper Oberyth x10

Bronze Oberyth x 5

Silver Oberyth x 1

Mage's Mark x 1

(08,06,05) [Familiar]

Inferior Ore x 4

Log x 4

Leather x 2

Familiar's Mark x 1

(09,15,12) [Archer]

Copper Oberyth x10

Bronze Oberyth x 5

Silver Oberyth x 1

Archer's Mark x 1

(10,15,11) [Familiar]

-> Glass Pumpkin x 1

=====
Palace of the Dead (Palace of the Dead - Level 2)

[24FA]

=====
All who enter this dungeon, abandon what little hope ye may have.

(05,01,13) [Wizard]

Copper Oberyth x10

Bronze Oberyth x 5

Silver Oberyth x 1

Mage's Mark x 1

(14,13,19) [Rogue]

Inferior Ore x 4

Log x 4

Leather x 2

Bandit's Mark x 1

(22,05,07) [Rogue]
Inferior Ore x 4
Log x 4
Leather x 2
Bandit's Mark x 1

(22,07,06) [Thunder Dragon]
-> Sparkguard Ring x 1

(23,10,05) [Flood Dragon]
Inferior Ore x 4
Krystallos Ore x 2
Gemstones x 1
Waterwyrms Mark x 1

(24,01,08) [Cloud Dragon]
Inferior Ore x 4
Krystallos Ore x 2
Gemstones x 1
Windwyrms Mark x 1

=====

Palace of the Dead (Palace of the Dead - Level 3) [4052]

=====

All who enter this dungeon, abandon what little hope ye may have.

(06,03,04) [Rogue]
Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1
Bandit's Mark x 1

(14,03,04) [Warrior]
Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1
Warrior's Mark x 1

(16,08,04) [Juggernaut]
Inferior Ore x 4
Log x 4
Leather x 2
Juggernaut's Mark x 1

(20,01,04) [Hoplite]
Inferior Ore x10
Bronze Oberyth x 5
Silver Oberyth x 1
Footsoldier's Mark x 1

(23,06,05) [Archer]
Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1
Archer's Mark x 1

Palace of the Dead (Palace of the Dead - Level 4) [C6B1]

=====

=====

All who enter this dungeon, abandon what little hope ye may have.

(03,00,10) [Warrior]
Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1
Warrior's Mark x 1

(04,05,20) [Archer]
-> Greased Boots x 1

(05,05,10) [Berserker]
Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1
Berserker's Mark x 1

(09,07,12) [Witch]
Copper Oberyth x10
Bronze Oberyth x 5
Wyrn Gem x 5
Magus's Mark x 1

=====

Palace of the Dead (Palace of the Dead - Level 5) [39ED]

=====

All who enter this dungeon, abandon what little hope ye may have.

(12,01,03) [Rogue]
-> Glass Pumpkin x 1

(15,03,10) [Dark Dragon]
-> <Ji'ygla's Darkcoat> x 1
Krystallos Ore x 2
Gemstones x 1
Gloomwyrn's Mark x 1

(17,02,10) [Hydra]
Inferior Ore x 4
Krystallos Ore x 2
Gemstones x 1

(18,06,12) [Rune Fencer]
Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1
Mage-Knight's Mark x 1

(19,03,10) [Clay Golem]
Copper Ore x 2
Limestone x 2
Silver Ore x 2
Sandstone's Mark x 1

(20,01,07) [Familiar]
-> Glass Pumpkin x 1

All who enter this dungeon, abandon what little hope ye may have.

(02,01,10) [Familiar]
-> Glass Pumpkin x 1

(04,06,12) [Juggernaut]
Inferior Ore x 4
Log x 4
Leather x 2
Juggernaut's Mark x 1

(06,07,06) [Rogue]
-> Glass Pumpkin x 1

(06,08,13) [Matriarch]
Inferior Ore x 4
Log x 4
Leather x 2
Chief's Mark x 1

(07,02,02) [Wizard]
Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1
Mage's Mark x 1

(14,09,09) [Hydra]
-> Aganista Lightcoat x 1

(15,12,13) [Gryphon]
Beasthide x 2
Beasthide x 1
Bundle of Herbs x 4
Nightshade x 4

All who enter this dungeon, abandon what little hope ye may have.

(09,09,05) [Familiar]
-> Glass Pumpkin x 1

(10,04,05) [Rogue]
-> Sidhe Ring x 1

(11,16,16) [Terror Knight]
Copper Oberyth x10
Bronze Oberyth x 5
Ashmedai's Grog x 3
Dreadknight's Mark x 1

(13,06,05) [Archer]
Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1

Archer's Mark x 1

(15,09,07) [Familiar]

Inferior Ore x 4
Log x 4
Leather x 2
Familiar's Mark x 1

(15,14,12) [Wizard]

Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1
Mage's Mark x 1

=====

Palace of the Dead (Palace of the Dead - Level 8) [FE24]

=====

All who enter this dungeon, abandon what little hope ye may have.

(10,13,12) [Warlock]

Copper Oberyth x10
Bronze Oberyth x 5
Wyrn Gem x 5
Magus's Mark x 1

(13,04,12) [Flame Dragon]

Inferior Ore x 4
Krystallos Ore x 2
Gemstones x 1
Firewyrn's Mark x 1

(16,03,12) [Flood Dragon]

-> Whale Whiskercoat x 1

(20,02,08) [Earth Dragon]

Inferior Ore x 4
Krystallos Ore x 2
Gemstones x 1
Cragwyrn's Mark x 1

(25,11,10) [Archer]

Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1
Archer's Mark x 1

(27,06,02) [Warrior]

Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1
Warrior's Mark x 1

=====

Palace of the Dead (Palace of the Dead - Level 9) [C68F]

=====

All who enter this dungeon, abandon what little hope ye may have.

(12,05,15) [Cockatrice]

Beasthide	x 2
Beasthide	x 1
Bundle of Herbs	x 4
Nightshade	x 4
(16,06,15) [Gryphon]	
Beasthide	x 2
Beasthide	x 1
Bundle of Herbs	x 4
Nightshade	x 4
(21,01,02) [Hoplite]	
Inferior Ore	x10
Bronze Oberyth	x 5
Silver Oberyth	x 1
Footsoldier's Mark	x 1
(22,07,15) [Hydra]	
Inferior Ore	x 4
Krystallos Ore	x 2
Gemstones	x 1
(27,01,02) [Rune Fencer]	
Copper Oberyth	x10
Bronze Oberyth	x 5
Silver Oberyth	x 1
Mage-Knight's Mark	x 1
(28,03,02) [Archer]	
-> Winged Boots	x 1

=====

Palace of the Dead (Palace of the Dead - Level 10)

[ABOE]

=====

All who enter this dungeon, abandon what little hope ye may have.

(07,10,12) [Familiar]	
-> Glass Pumpkin	x 1
Bronze Oberyth	x 5
Silver Oberyth	x 1
Familiar's Mark	x 1
(09,03,15) [Familiar]	
Copper Oberyth	x10
Bronze Oberyth	x 5
Silver Oberyth	x 1
Familiar's Mark	x 1
(09,14,15) [Familiar]	
-> Glass Pumpkin	x 1
Bronze Oberyth	x 5
Silver Oberyth	x 1
Familiar's Mark	x 1
(14,04,15) [Beast Tamer]	
-> <Thrown Weapons I>	x 1
(15,09,07) [Familiar]	
Holy Crown	x 1

(16,01,08) [Dragoon]
Dragon Scale x 1

(16,07,06) [Familiar]
Copper Oberyth x10
-> Glass Pumpkin x 1
Silver Oberyth x 1
Familiar's Mark x 1

(16,13,14) [Familiar]
Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1
Familiar's Mark x 1

=====

Palace of the Dead (Palace of the Dead - Level 11) [C809]

=====

All who enter this dungeon, abandon what little hope ye may have.

(16,01,03) [Juggernaut]
Inferior Ore x 4
Log x 4
Leather x 2
Juggernaut's Mark x 1

(16,05,06) [Cyclops]
-> <Glistening Helm> x 1
Beasthide x 1
Bundle of Herbs x 4
Nightshade x 4

(27,04,11) [Gryphon]
Beasthide x 2
Beasthide x 1
Bundle of Herbs x 4
Nightshade x 4

=====

Palace of the Dead (Palace of the Dead - Level 12) [1E9B]

=====

All who enter this dungeon, abandon what little hope ye may have.

(03,07,12) [Rogue]
Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1
Bandit's Mark x 1

(04,00,07) [Familiar]
-> Glass Pumpkin x 1

(06,02,08) [Rogue]
Inferior Ore x 4
Log x 4
Leather x 2
Bandit's Mark x 1

(06,10,12) [Archer]
Keening Bowgun x 1

(10,09,09) [Stone Golem]
Tin Ore x 2
Graphite x 2
Gold Ore x 2
Granite's Mark x 1

(12,03,07) [Thunder Dragon]
-> Viraat's Thundercoat x 1
Krystallos Ore x 2
Gemstones x 1
Stormwyrms's Mark x 1

=====

Palace of the Dead (Palace of the Dead - Level 13) [B863]

=====

All who enter this dungeon, abandon what little hope ye may have.

(01,05,21) [Cockatrice]
Beasthide x 2
Beasthide x 1
Bundle of Herbs x 4
Nightshade x 4

(07,02,10) [Familiar]
-> Glass Pumpkin x 1

(10,03,08) [Matriarch]
Inferior Ore x 4
Log x 4
Leather x 2
Chief's Mark x 1

(10,10,14) [Necromancer]
Dried Eyestem x 3
Shoulder Shard x 3
Salted Lobe x 3
Bloodied Ventricle x 3

(14,00,05) [Archer]
Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1
Archer's Mark x 1

(14,10,09) [Enchantress]
Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1
Mage's Mark x 1

(18,02,05) [Archer]
Roodbow x 1

=====

=====

All who enter this dungeon, abandon what little hope ye may have.

(03,08,13) [Terror Knight]

Copper Oberyth	x10
Bronze Oberyth	x 5
Ashmedai's Grog	x 3
Dreadknight's Mark	x 1

(03,14,13) [Flood Dragon]

-> Greased Ring	x 1
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(07,11,13) [Flame Dragon]

-> Phoenix Flamecoat	x 1
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(07,18,13) [Berserker]

Copper Oberyth	x10
Bronze Oberyth	x 5
Silver Oberyth	x 1
Berserker's Mark	x 1

(08,13,13) [Patriarch]

Inferior Ore	x 4
Log	x 4
Leather	x 2
Chief's Mark	x 1

(09,18,13) [Rogue]

Inferior Ore	x 4
Log	x 4
Leather	x 2
Bandit's Mark	x 1

=====

All who enter this dungeon, abandon what little hope ye may have.

(09,02,04) [Archer]

Copper Oberyth	x10
Bronze Oberyth	x 5
Silver Oberyth	x 1
Archer's Mark	x 1

(09,06,09) [Gryphon]

-> Winged Ring	x 1
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(10,02,02) [Incubus]

The Hierophant	x 1
Crystallized Flame	x 1
Dried Eyestem	x 1

(11,09,21) [Cockatrice]

-> Falcon Feathercoat	x 1
Beasthide	x 1
Bundle of Herbs	x 4
Nightshade	x 4

(13,01,02) [Familiar]
-> Glass Pumpkin x 1

(13,04,02) [Rogue]
-> Glass Pumpkin x 1

=====

Palace of the Dead (Palace of the Dead - Level 16) [8CD4]

=====

All who enter this dungeon, abandon what little hope ye may have.

(09,11,07) [Stone Golem]
-> Nathalork Rockcoat x 1

(10,14,09) [Stone Golem]
Tin Ore x 2
Graphite x 2
Gold Ore x 2
Granite's Mark x 1

(11,00,09) [Gladiator]
The Magician x 1
Areion Plume x 1
Wyrn Gem x 1

(17,11,07) [Clay Golem]
Copper Ore x 2
Limestone x 2
Silver Ore x 2
Sandstone's Mark x 1

(21,04,02) [Necromancer]
Dried Eyestem x 3
Shoulder Shard x 3
Salted Lobe x 3
Bloodied Ventricle x 3

=====

Palace of the Dead (Palace of the Dead - Level 17) [F90E]

=====

All who enter this dungeon, abandon what little hope ye may have.

(02,14,13) [Archer]
Tempest Bow x 1
Bronze Oberyth x 5
Silver Oberyth x 1
Archer's Mark x 1

(06,07,09) [Earth Dragon]
Inferior Ore x 4
Krystallos Ore x 2
Gemstones x 1
Stormwyrn's Mark x 1

(06,12,13) [Warlock]
Copper Oberyth x10
Bronze Oberyth x 5
Wyrn Gem x 5

Magus's Mark x 1

(11,07,06) [Flood Dragon]

-> Ring of Clouds x 1

(13,14,13) [Warrior]

Copper Oberyth x10

Bronze Oberyth x 5

Silver Oberyth x 1

Warrior's Mark x 1

(17,09,12) [Thunder Dragon]

-> Sparkguard Boots x 1

=====

Palace of the Dead (Palace of the Dead - Level 18)

[50FC]

=====

All who enter this dungeon, abandon what little hope ye may have.

(08,01,07) [Archer]

Permafrost Bow x 1

(10,02,09) [Rune Fencer]

Copper Oberyth x10

Bronze Oberyth x 5

Silver Oberyth x 1

Mage-Knight's Mark x 1

(10,09,20) [Rogue]

-> Glass Pumpkin x 1

(12,04,10) [Juggernaut]

Inferior Ore x 4

Log x 4

Leather x 2

Juggernaut's Mark x 1

(13,11,21) [Berserker]

Copper Oberyth x10

Bronze Oberyth x 5

Silver Oberyth x 1

Berserker's Mark x 1

(13,13,19) [Terror Knight]

Copper Oberyth x10

Bronze Oberyth x 5

Ashmedai's Grog x 3

Dreadknight's Mark x 1

(15,01,03) [Rogue]

-> Glass Pumpkin x 1

=====

Palace of the Dead (Palace of the Dead - Level 19)

[48CB]

=====

All who enter this dungeon, abandon what little hope ye may have.

(04,00,02) [Flame Dragon]

Inferior Ore	x 4
Krystallos Ore	x 2
Gemstones	x 1
Firewyrn's Mark	x 1

(07,00,02) [Frost Dragon]

-> Vikrant Icecoat x 1

(11,03,05) [Juggernaut]

Inferior Ore	x 4
Log	x 4
Leather	x 2
Juggernaut's Mark	x 1

(13,00,03) [Necromancer]

Dried Eystem	x 3
Shoulder Shard	x 3
Salted Lobe	x 3
Bloodied Ventricle	x 3

(18,00,04) [Rogue]

-> Glass Pumpkin x 1

=====

Palace of the Dead (Palace of the Dead - Level 20)

[5307]

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All who enter this dungeon, abandon what little hope ye may have.

(04,03,11) [Warlock]

Copper Oberyth	x10
Bronze Oberyth	x 5
Wyrn Gem	x 5
Magus's Mark	x 1

(05,12,11) [Juggernaut]

Inferior Ore	x 4
Log	x 4
Leather	x 2
Juggernaut's Mark	x 1

(06,00,02) [Rogue]

-> Cloud Shoes x 1

-> Glass Pumpkin x 1

(07,03,07) [Enchantress]

-> Earthen Greaves x 1

(07,20,18) [Gryphon]

Beasthide	x 2
Beasthide	x 1
Bundle of Herbs	x 4
Nightshade	x 4

(10,09,11) [Hoplite]

Inferior Ore	x10
Bronze Oberyth	x 5
-> <Armguard Enchiridion>	x 1
Footsoldier's Mark	x 1

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Palace of the Dead (Palace of the Dead - Level 21)

[A35D]

=====

All who enter this dungeon, abandon what little hope ye may have.

(01,13,20) [Hoplite]

Inferior Ore	x10
Bronze Oberyth	x 5
Silver Oberyth	x 1
Footsoldier's Mark	x 1

(03,06,14) [Gryphon]

-> Falcon Mail x 1

(04,00,02) [Rogue]

-> Glass Pumpkin x 1

(05,03,07) [Earth Dragon]

Inferior Ore	x 4
Krystallos Ore	x 2
Gemstones	x 1
Cragwyrn's Mark	x 1

(07,06,11) [Gryphon]

Beasthide	x 2
Beasthide	x 1
Bundle of Herbs	x 4
Nightshade	x 4

(07,08,15) [Cyclops]

-> <Musty Gauntlets> x 1

(08,01,02) [Cloud Dragon]

Inferior Ore	x 4
Krystallos Ore	x 2
Gemstones	x 1
Windwyrn's Mark	x 1

(11,09,11) [Cyclops]

-> <Reeking Armor>	x 1
Beasthide	x 1
Bundle of Herbs	x 4
Nightshade	x 4

=====

Palace of the Dead (Palace of the Dead - Level 22)

[D02A]

=====

All who enter this dungeon, abandon what little hope ye may have.

(21,07,16) [Warrior]

Copper Oberyth	x10
Bronze Oberyth	x 5
Silver Oberyth	x 1
Warrior's Mark	x 1

(26,01,06) [Rogue]

-> <Ji'ygla's Bracers>	x 1
Log	x 4

Leather x 2
Bandit's Mark x 1

(27,03,10) [Archer]
-> <Crossbow Enchiridion> x 1

(28,08,12) [Enchantress]
Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1
Mage's Mark x 1

=====

Palace of the Dead (Palace of the Dead - Level 23) [DEBC]

=====

All who enter this dungeon, abandon what little hope ye may have.

(04,02,07) [Berserker]
Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1
Berserker's Mark x 1

(08,02,07) [Warrior]
Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1
Warrior's Mark x 1

(11,04,02) [Matriarch]
-> Malitza's Staff x 1
Log x 4
Leather x 2
Chief's Mark x 1

(19,03,02) [Flood Dragon]
Inferior Ore x 4
Krystallos Ore x 2
Gemstones x 1
Waterwyrn's Mark x 1

(24,06,13) [Witch]
-> <Transcription> x 1

=====

Palace of the Dead (Palace of the Dead - Level 25) [A4CB]

=====

All who enter this dungeon, abandon what little hope ye may have.

(05,01,09) [Archer]
Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1
Archer's Mark x 1

(13,09,09) [Rogue]
-> Glass Pumpkin x 1

(13,16,09) [Familiar]
 -> Glass Pumpkin x 1

(18,02,09) [Cannibal]
 The Hierophant x 1
 Crystallized Flame x 1
 Bloodied Ventricle x 1

(18,06,09) [Cannibal]
 -> Sidhe Shoes x 1

(19,12,09) [Stone Golem]
 Tin Ore x 2
 Graphite x 2
 Gold Ore x 2
 Granite's Mark x 1

=====

Palace of the Dead (Palace of the Dead - Level 26) [5B36]

=====

All who enter this dungeon, abandon what little hope ye may have.

(03,02,13) [Rogue]
 -> Glass Pumpkin x 1

(07,01,08) [Familiar]
 -> Glass Pumpkin x 1

(09,06,13) [Cannibal]
 The Hierophant x 1
 Crystallized Flame x 1
 Bloodied Ventricle x 1

(13,12,08) [Gladiator]
 The Magician x 1
 Areion Plume x 1
 Wyrn Gem x 1

(14,06,08) [Cenobite]
 The Emperor x 1
 Faeriescale Powder x 1
 Salted Lobe x 1

(15,10,08) [Blood Hunter]
 Keening Bowgun x 1
 Basin of Time x 1
 Dried Eystem x 1

=====

Palace of the Dead (Palace of the Dead - Level 27) [AE34]

=====

All who enter this dungeon, abandon what little hope ye may have.

(05,05,10) [Clay Golem]
 Copper Ore x 2
 Limestone x 2
 Silver Ore x 2
 Sandstone's Mark x 1

(06,12,13) [Iron Fist]
Temperance x 1
Blackwing Leg x 1
Salted Lobe x 1

(13,03,03) [Thunder Dragon]
Inferior Ore x 4
Krystallos Ore x 2
Gemstones x 1
Stormwyrms Mark x 1

(13,07,08) [Flame Dragon]
-> Phoenix Flamecoat x 1

(14,20,13) [Patriarch]
Inferior Ore x 4
Log x 4
Leather x 2
Chief's Mark x 1

=====

Palace of the Dead (Palace of the Dead - Level 28) [BE7D]

=====

All who enter this dungeon, abandon what little hope ye may have.

(08,03,07) [Cannibal]
The Hierophant x 1
Crystallized Flame x 1
Bloodied Ventricle x 1

(08,10,13) [Executioner]
Strength x 1
Hair of the Unicorn x 1
Shoulder Shard x 1

(11,04,04) [Archer]
Tempest Bow x 1

(14,13,08) [Dreadnought]
The Chariot x 1
Jewel of the Avatar x 1
Dried Eystem x 1

(15,04,05) [Shadow Knight]
The Lovers x 1
Mercurial Phial x 1
Wyrms Gem x 1

=====

Palace of the Dead (Palace of the Dead - Level 29) [9AC1]

=====

All who enter this dungeon, abandon what little hope ye may have.

(10,00,09) [Cloud Dragon]
-> Falcon Feathercoat x 1

(15,03,06) [Incubus]

The Hierophant x 1
Crystallized Flame x 1
Dried Eyestem x 1

(18,11,07) [Archer]

Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1
Archer's Mark x 1

(20,02,02) [Wraith]

The Empress x 1
Spiritstone of the Stars x 1
Bloodied Ventricle x 1

(22,08,02) [Wight]

The High Priestess x 1
Basin of Time x 1
Salted Lobe x 1

=====

Palace of the Dead (Palace of the Dead - Level 30)

[7549]

=====

All who enter this dungeon, abandon what little hope ye may have.

(03,06,10) [Juggernaut]

Dragon Scale x 1
Log x 4
Leather x 2
Juggernaut's Mark x 1

(04,08,08) [Wraith]

The Empress x 1
Spiritstone of the Stars x 1
Bloodied Ventricle x 1

(05,19,13) [Hydra]

Inferior Ore x 4
Krystallos Ore x 2
Gemstones x 1

(07,20,11) [Rogue]

-> Glass Pumpkin x 1

(11,17,11) [Familiar]

-> Glass Pumpkin x 1

(13,12,11) [Boogeyman]

The Lovers x 1
Mercurial Phial x 1
Shoulder Shard x 1

=====

Palace of the Dead (Palace of the Dead - Level 31)

[B469]

=====

All who enter this dungeon, abandon what little hope ye may have.

(05,02,13) [Kill Seeker]

The Hermit x 1
Philtre of Ashes x 1
Salted Lobe x 1
-> Treatise on Cleansing x 1

(06,06,18) [Shadow Knight]

The Lovers x 1
Mercurial Phial x 1
Wyrn Gem x 1

(10,05,08) [Crimson Uhlan]

Wheel of Fortune x 1
Black Lizard Powder x 1
Bloodied Ventricle x 1

(22,08,17) [Executioner]

Strength x 1
Hair of the Unicorn x 1
Shoulder Shard x 1

=====

Palace of the Dead (Palace of the Dead - Level 32)

[7843]

=====

All who enter this dungeon, abandon what little hope ye may have.

(03,04,03) [Night Crow]

Judgement x 1
Magedrain Gland x 1
Bloodied Ventricle x 1

(06,02,02) [Blood Gavial]

The World x 1
Horn of the Savage x 1
Wyrn Gem x 1

(13,11,04) [Wraith]

-> Grimoire Vivification x 1

(14,04,07) [Banshee]

The Emperor x 1
Faeriescale Powder x 1
Wyrn Gem x 1

(15,01,07) [Uruk]

The Magician x 1
Areion Plume x 1
Shoulder Shard x 1

=====

Palace of the Dead (Palace of the Dead - Level 33)

[E03D]

=====

All who enter this dungeon, abandon what little hope ye may have.

(03,15,13) [Cenobite]

-> <Ring of the Dead> x 1

(04,00,05) [Warlock]

-> Grimoire Vivification x 1

(06,19,19) [Cenobite]
The Emperor x 1
Faeriescale Powder x 1
Salted Lobe x 1

(09,16,19) [Enchantress]
Grimoire Salamandre x 1

(10,14,05) [Blood Hunter]
Permafrost Bow x 1
Basin of Time x 1
Dried Eyestem x 1

(12,15,06) [Onyx Dragon]
Strength x 1
Hair of the Unicorn x 1
Dried Eyestem x 1

=====

Palace of the Dead (Palace of the Dead - Level 34) [8BF3]

=====

All who enter this dungeon, abandon what little hope ye may have.

(08,07,11) [Night Crow]
Judgement x 1
Magedrain Gland x 1
Bloodied Ventricle x 1

(08,11,11) [Frost Dragon]
-> Vikrant Icecoat x 1
Krystallos Ore x 2
Gemstones x 1
Icewyrms Mark x 1

(08,16,21) [Familiar]
-> Glass Pumpkin x 1

(09,13,17) [Dreadnought]
The Chariot x 1
Jewel of the Avatar x 1
Dried Eyestem x 1

(10,08,11) [Rogue]
-> Glass Pumpkin x 1

(11,05,03) [Earth Dragon]
Inferior Ore x 4
Krystallos Ore x 2
Gemstones x 1
Cragwyrms Mark x 1

=====

Palace of the Dead (Palace of the Dead - Level 35) [B649]

=====

All who enter this dungeon, abandon what little hope ye may have.

(07,10,16) [Incubus]

The Hierophant x 1
Crystallized Flame x 1
Dried Eyestem x 1

(11,08,03) [Dark Dragon]

Inferior Ore x 4
Krystallos Ore x 2
Gemstones x 1
Gloomwyrms Mark x 1

(11,09,16) [Incubus]

-> Glass Pumpkin x 1

(12,11,12) [Banshee]

The Emperor x 1
Faeriescale Powder x 1
Wyrms Gem x 1

(14,06,03) [Baldur Golem]

-> Aganista Lightcoat x 1

(19,02,03) [Clay Golem]

Copper Ore x 2
Limestone x 2
Silver Ore x 2
Sandstone's Mark x 1

(19,13,11) [Banshee]

-> Glass Pumpkin x 1

=====

Palace of the Dead (Palace of the Dead - Level 36)

[A21D]

=====

All who enter this dungeon, abandon what little hope ye may have.

(05,03,02) [Sniper]

Death x 1
Echo Stone x 1
Shoulder Shard x 1

(05,04,13) [Iron Golem]

Iron Sand x 2
Iron Ore x 2
Platinum Ore x 2
Black Iron's Mark x 1

(09,01,03) [Dark Stalker]

-> Scroll of Earthshear II x 1

(11,03,08) [Enchantress]

Grimoire Salamandre x 1

(12,09,13) [Terror Knight]

Copper Oberyth x10
Bronze Oberyth x 5
Ashmedai's Grog x 3
Dreadknight's Mark x 1

(14,00,05) [Dark Stalker]

Justice x 1
Brand of the Sacrifice x 1
Wyrn Gem x 1

=====

Palace of the Dead (Palace of the Dead - Level 37)

[3296]

=====

All who enter this dungeon, abandon what little hope ye may have.

(04,10,14) [Witch]

-> Grimoire Vivification x 1

(04,13,16) [Uruk]

The Magician x 1

Areion Plume x 1

Shoulder Shard x 1

(05,16,17) [Gorgon]

-> <Book of the Dead> x 1

(08,15,15) [Gorgon]

The Fool x 1

Coral Harp x 1

Dried Eyestem x 1

Grimoire Salamandre x 1

(10,05,13) [Rogue]

-> <Ji'ygla's Bracers> x 1

(12,15,03) [Blood Gavial]

The World x 1

Horn of the Savage x 1

Wyrn Gem x 1

(14,05,12) [Wraith]

The Empress x 1

Spiritstone of the Stars x 1

Bloodied Ventricle x 1

=====

Palace of the Dead (Palace of the Dead - Level 38)

[65F9]

=====

All who enter this dungeon, abandon what little hope ye may have.

(13,09,05) [Cockatrice]

Beasthide x 2

Beasthide x 1

Bundle of Herbs x 4

Nightshade x 4

(13,15,20) [Stone Golem]

Tin Ore x 2

Graphite x 2

Gold Ore x 2

Granite's Mark x 1

(18,10,06) [Flesh Golem]

The Hanged Man x 1

Dynast-King's Mead x 1
Wyrm Gem x 1

(25,08,06) [Scylla]
-> Whale Whiskercoat x 1

(27,11,07) [Scylla]
The Hermit x 1
Philtre of Ashes x 1
Shoulder Shard x 1

(27,13,22) [Dark Dragon]
Inferior Ore x 4
Krystallos Ore x 2
Gemstones x 1
Gloomwyrm's Mark x 1

=====

Palace of the Dead (Palace of the Dead - Level 39) [BF28]

=====

All who enter this dungeon, abandon what little hope ye may have.

(07,04,15) [Banshee]
-> Glass Pumpkin x 1

(08,11,17) [Incubus]
-> Glass Pumpkin x 1

(09,09,11) [Grim Reaper]
The Hanged Man x 1
Dynast-King's Mead x 1
Dried Eyestem x 1

(10,01,08) [Dark Stalker]
Justice x 1
Brand of the Sacrifice x 1
Wyrm Gem x 1

(11,01,08) [Gryphon]
-> Viraat's Thundercoat x 1

(12,07,06) [Baldur Golem]
Iron Ore x 2
Silver Ore x 2
Baldur Ore x 2
Magesteel's Mark x 1

(22,02,04) [Incubus]
The Hierophant x 1
Crystallized Flame x 1
Dried Eyestem x 1

=====

Palace of the Dead (Palace of the Dead - Level 40) [93EA]

=====

All who enter this dungeon, abandon what little hope ye may have.

(03,05,10) [Dark Stalker]

-> Scroll of Stormshear II x 1

(03,10,12) [Boogeyman]

The Lovers x 1

Mercurial Phial x 1

Shoulder Shard x 1

(09,01,02) [Cannibal]

The Hierophant x 1

Crystallized Flame x 1

Bloodied Ventricle x 1

(11,03,02) [Shadow Knight]

The Lovers x 1

Mercurial Phial x 1

Wyrn Gem x 1

(12,15,08) [Executioner]

Strength x 1

Hair of the Unicorn x 1

Shoulder Shard x 1

(12,19,12) [Kill Seeker]

The Hermit x 1

Philtre of Ashes x 1

Salted Lobe x 1

(14,17,10) [Kill Seeker]

-> Treatise on Cleansing x 1

(14,21,12) [Wraith]

-> Grimoire Grandsaut x 1

=====

Palace of the Dead (Palace of the Dead - Level 41)

[EC6B]

=====

All who enter this dungeon, abandon what little hope ye may have.

=====

(08,05,07) [Incubus]

-> Glass Pumpkin x 1

(10,11,10) [Spriggan]

The Sun x 1

Skulldust Nostrum x 1

Shoulder Shard x 1

(12,05,08) [Basilisk]

The Tower x 1

Haunt's Tome x 1

Bloodied Ventricle x 1

(13,12,10) [Spriggan]

-> <Musty Gauntlets> x 1

(14,01,10) [Hippogryph]

Death x 1

Echo Stone x 1

Dried Eyestem x 1

(17,12,09) [Scylla]
The Hermit x 1
Philtre of Ashes x 1
Shoulder Shard x 1

(20,07,05) [Rogue]
-> Glass Pumpkin x 1

(21,03,02) [Familiar]
-> Glass Pumpkin x 1

(22,08,02) [Onyx Dragon]
Strength x 1
Hair of the Unicorn x 1
Dried Eystem x 1

=====

Palace of the Dead (Palace of the Dead - Level 42) [26E5]

=====

All who enter this dungeon, abandon what little hope ye may have.

(09,02,12) [Earth Dragon]
-> Nathalork Rockcoat x 1

(11,03,10) [Thunder Dragon]
Inferior Ore x 4
Krystallos Ore x 2
Gemstones x 1
Stormwyrms Mark x 1

(15,11,02) [Crimson Uhlan]
Wheel of Fortune x 1
Black Lizard Powder x 1
Bloodied Ventricle x 1

(18,09,02) [Dark Stalker]
Justice x 1
Brand of the Sacrifice x 1
Wyrms Gem x 1

=====

Palace of the Dead (Palace of the Dead - Level 43) [3B80]

=====

All who enter this dungeon, abandon what little hope ye may have.

(02,04,16) [Wizard]
Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1
Mage's Mark x 1

(05,02,18) [Blood Gavial]
The World x 1
Horn of the Savage x 1
Wyrms Gem x 1

(08,08,11) [Blood Gavial]
-> Earthen Greaves x 1

(15,12,03) [Night Crow]
Judgement x 1
Magedrain Gland x 1
Bloodied Ventricle x 1

=====

Palace of the Dead (Palace of the Dead - Level 44) [7F03]

=====

All who enter this dungeon, abandon what little hope ye may have.

(02,10,22) [Death Eater]
-> Malitza's Staff x 1

(06,23,22) [Witch]
-> Grimoire Vivification x 1
-> Grimoire Sanctuaire x 1

(07,06,15) [Death Eater]
The Empress x 1
Spiritstone of the Stars x 1
Shoulder Shard x 1
Grimoire Salamandre x 1

(07,12,22) [Cenobite]
The Emperor x 1
Faeriescale Powder x 1
Salted Lobe x 1

=====

Palace of the Dead (Palace of the Dead - Level 45) [EB5A]

=====

All who enter this dungeon, abandon what little hope ye may have.

(14,13,05) [Spriggan]
-> <Glistening Helm> x 1

(17,05,06) [Witch Queen]
The Tower x 1
Haunt's Tome x 1
Wyrn Gem x 1

(17,09,02) [Hippogryph]
Death x 1
Echo Stone x 1
Dried Eystem x 1

(25,08,02) [Loremaster]
The Devil x 1
Rood Upright x 1
Bloodied Ventricle x 1

(27,12,06) [Basilisk]
The Tower x 1
Haunt's Tome x 1
Bloodied Ventricle x 1

All who enter this dungeon, abandon what little hope ye may have.

(02,13,14) [Wight]

The High Priestess x 1
 Basin of Time x 1
 Salted Lobe x 1

(03,18,11) [Dark Dragon]

-> <Ji'ygla's Darkcoat> x 1

(05,07,11) [Uruk]

The Magician x 1
 Areion Plume x 1
 Shoulder Shard x 1

(06,15,11) [Wraith]

The Empress x 1
 Spiritstone of the Stars x 1
 Bloodied Ventricle x 1

(07,03,12) [Gorgon]

The Fool x 1
 Coral Harp x 1
 Dried Eyestem x 1

All who enter this dungeon, abandon what little hope ye may have.

(01,20,15) [Familiar]

-> Glass Pumpkin x 1

(02,05,07) [Spriggan]

The Sun x 1
 Skulldust Nostrum x 1
 Shoulder Shard x 1

(05,18,05) [Juggernaut]

Inferior Ore x 4
 Log x 4
 Leather x 2
 Juggernaut's Mark x 1

(05,20,16) [Hippogryph]

Death x 1
 Echo Stone x 1
 Dried Eyestem x 1

(10,12,11) [Spriggan]

-> <Reeking Armor> x 1

(11,01,04) [Rogue]

-> Glass Pumpkin x 1

(12,05,07) [Basilisk]

The Tower x 1
Haunt's Tome x 1
Bloodied Ventricle x 1

Palace of the Dead (Palace of the Dead - Level 48)

[9C8F]

All who enter this dungeon, abandon what little hope ye may have.

(04,14,19) [Incubus]

The Hierophant x 1
Crystallized Flame x 1
Dried Eyestem x 1

(05,10,19) [Rogue]

-> Glass Pumpkin x 1

(05,15,19) [Familiar]

-> Glass Pumpkin x 1

(05,26,18) [Banshee]

Holy Crown x 1

(06,23,14) [Warlock]

-> Grimoire Sanctuaire x 1

(07,25,16) [Enchantress]

-> Grimoire Grandsaut x 1

(08,24,10) [Witch]

Copper Oberyth x10
Bronze Oberyth x 5
Wyrn Gem x 5
Magus's Mark x 1

(09,25,07) [Banshee]

The Emperor x 1
Faeriescale Powder x 1
Wyrn Gem x 1

Palace of the Dead (Palace of the Dead - Level 49)

[CODE]

All who enter this dungeon, abandon what little hope ye may have.

(13,14,06) [Death Eater]

The Empress x 1
Spiritstone of the Stars x 1
Shoulder Shard x 1

(16,14,02) [Blood Hunter]

Roodbow x 1

(17,10,03) [Shadow Knight]

The Lovers x 1
Mercurial Phial x 1
Wyrn Gem x 1

(18,07,05) [Dreadnought]
The Chariot x 1
Jewel of the Avatar x 1
Dried Eyestem x 1

=====

Palace of the Dead (Palace of the Dead - Level 50) [2319]

=====

All who enter this dungeon, abandon what little hope ye may have.

(02,12,13) [Sniper]
Death x 1
Echo Stone x 1
Shoulder Shard x 1

(03,09,13) [Banshee]
-> Glass Pumpkin x 1

(07,17,19) [Baldur Golem]
Iron Ore x 2
Silver Ore x 2
Baldur Ore x 2
Magesteel's Mark x 1

(11,17,23) [Rune Fencer]
Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1
Mage-Knight's Mark x 1

(12,14,20) [Gryphon]
-> Falcon Mail x 1

(14,07,14) [Dark Stalker]
Justice x 1
Brand of the Sacrifice x 1
Wyrn Gem x 1

(14,13,21) [Wraith]
-> Grimoire Grandsaut x 1

(15,16,22) [Cockatrice]
Beasthide x 2
Beasthide x 1
Bundle of Herbs x 4
Nightshade x 4

=====

Palace of the Dead (Palace of the Dead - Level 51) [86C2]

=====

All who enter this dungeon, abandon what little hope ye may have.

(04,06,05) [Blood Hunter]
-> <Cursed Weapon> x 1 [Bows]

(04,15,11) [Necromancer]
Dried Eyestem x 3
Shoulder Shard x 3

Salted Lobe x 3
Bloodied Ventricle x 3

(05,03,05) [Blood Hunter]

The High Priestess x 1
Basin of Time x 1
Dried Eystem x 1

(07,10,05) [Flood Dragon]

-> Ur-Whale Mail x 1
Krystallos Ore x 2
Gemstones x 1
Waterwyrms Mark x 1

(09,02,04) [Death Eater]

The Empress x 1
Spiritstone of the Stars x 1
Shoulder Shard x 1

(13,04,05) [Gladiator]

The Magician x 1
Areion Plume x 1
Wyrms Gem x 1

=====

Palace of the Dead (Palace of the Dead - Level 52)

[B4EF]

=====

All who enter this dungeon, abandon what little hope ye may have.

(02,16,19) [Frost Dragon]

-> Vikrant Mail x 1

(05,18,19) [Flame Dragon]

Inferior Ore x 4
Krystallos Ore x 2
Gemstones x 1
Firewyrms Mark x 1

(09,12,05) [Lich]

Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1
Gold Oberyth x 1

(14,06,05) [Shadow Knight]

The Lovers x 1
Mercurial Phial x 1
Wyrms Gem x 1

(15,11,09) [Wight]

The High Priestess x 1
Basin of Time x 1
Salted Lobe x 1

(16,15,13) [Wraith]

The Empress x 1
Spiritstone of the Stars x 1
Bloodied Ventricle x 1

=====

Palace of the Dead (Palace of the Dead - Level 53)

[9705]

All who enter this dungeon, abandon what little hope ye may have.

(03,14,20) [Gladiator]

The Magician	x 1
Areion Plume	x 1
Wyrn Gem	x 1

(07,10,19) [Death Eater]

The Empress	x 1
Spiritstone of the Stars	x 1
Shoulder Shard	x 1

(09,12,20) [Death Eater]

-> <Ring of the Dead> x 1

(10,07,11) [Cannibal]

The Hierophant	x 1
Crystallized Flame	x 1
Bloodied Ventricle	x 1

(11,14,18) [Cenobite]

The Emperor	x 1
Faeriescale Powder	x 1
Salted Lobe	x 1

=====

Palace of the Dead (Palace of the Dead - Level 54)

[F18D]

All who enter this dungeon, abandon what little hope ye may have.

(02,02,13) [Dark Stalker]

Justice	x 1
Brand of the Sacrifice	x 1
Wyrn Gem	x 1

(03,06,13) [Grim Reaper]

The Hanged Man	x 1
Dynast-King's Mead	x 1
Dried Eyestem	x 1

(06,01,09) [Rogue]

Copper Oberyth	x10
Bronze Oberyth	x 5
Silver Oberyth	x 1
Bandit's Mark	x 1

(08,03,10) [Familiar]

-> Glass Pumpkin x 1

(08,05,10) [Rogue]

-> Glass Pumpkin x 1

(11,05,09) [Incubus]

-> Glass Pumpkin x 1

(13,06,12) [Incubus]
The Hierophant x 1
Crystallized Flame x 1
Dried Eyestem x 1

(16,03,10) [Dark Stalker]
-> <Cursed Weapon> x 1 [Blowguns]

=====

Palace of the Dead (Palace of the Dead - Level 55) [B5DF]

=====

All who enter this dungeon, abandon what little hope ye may have.

(03,08,13) [Frost Dragon]
Inferior Ore x 4
Krystallos Ore x 2
Gemstones x 1
Icewyrms Mark x 1

(04,13,13) [Earth Dragon]
-> Sirocco Bow x 1

(06,17,13) [Onyx Dragon]
Strength x 1
Hair of the Unicorn x 1
Dried Eyestem x 1
-> Orichalcum x 1

(07,15,13) [Scylla]
The Hermit x 1
Philtre of Ashes x 1
Shoulder Shard x 1

(09,08,13) [Flame Dragon]
-> Phoenix Mail x 1

=====

Palace of the Dead (Palace of the Dead - Level 56) [7E68]

=====

All who enter this dungeon, abandon what little hope ye may have.

(05,02,03) [Night Crow]
Judgement x 1
Magedrain Gland x 1
Bloodied Ventricle x 1

(05,04,04) [Blood Gavial]
-> <Cursed Weapon> x 1 [Spears]

(08,04,03) [Blood Gavial]
The World x 1
Horn of the Savage x 1
Wyrms Gem x 1

(10,04,04) [Uruk]
The Magician x 1
Areion Plume x 1
Shoulder Shard x 1

(14,04,04) [Incubus]
 -> Glass Pumpkin x 1

(15,02,03) [Incubus]
 -> Glass Pumpkin x 1

(18,04,04) [Boogeyman]
 -> <Cursed Weapon> x 1 [Instruments]

(19,04,04) [Wight]
 The High Priestess x 1
 Basin of Time x 1
 Salted Lobe x 1

=====

Palace of the Dead (Palace of the Dead - Level 57) [159B]

=====

All who enter this dungeon, abandon what little hope ye may have.

(05,02,12) [Wight]
 The High Priestess x 1
 Basin of Time x 1
 Salted Lobe x 1

(10,05,08) [Warlock]
 Copper Oberyth x10
 Bronze Oberyth x 5
 Wyrn Gem x 5
 Magus's Mark x 1

(13,11,09) [Wraith]
 The Empress x 1
 Spiritstone of the Stars x 1
 Bloodied Ventricle x 1

(13,14,14) [Necromancer]
 -> Daedalus Rack x 1

(14,09,09) [Lich]
 Copper Oberyth x10
 Bronze Oberyth x 5
 Silver Oberyth x 1
 Gold Oberyth x 1

=====

Palace of the Dead (Palace of the Dead - Level 58) [8C5E]

=====

All who enter this dungeon, abandon what little hope ye may have.

(04,02,10) [Hydra]
 Inferior Ore x 4
 Krystallos Ore x 2
 Gemstones x 1

(05,04,10) [Crimson Uhlan]
 -> <Cursed Weapon> x 1 [Swords (2H)]

(06,03,10) [Frost Dragon]
-> Shield of the Tundra x 1

(07,04,10) [Crimson Uhlan]
Wheel of Fortune x 1
Black Lizard Powder x 1
Bloodied Ventricle x 1

(08,00,02) [Onyx Dragon]
Strength x 1
Hair of the Unicorn x 1
Dried Eyestem x 1

=====

Palace of the Dead (Palace of the Dead - Level 59) [FD26]

=====

All who enter this dungeon, abandon what little hope ye may have.

(11,00,02) [Rune Fencer]
-> <Cursed Weapon> x 1 [Swords (1H)]

(17,01,09) [Cenobite]
The Emperor x 1
Faeriescale Powder x 1
Salted Lobe x 1

(21,00,08) [Death Eater]
The Empress x 1
Spiritstone of the Stars x 1
Shoulder Shard x 1

(22,08,06) [Gladiator]
The Magician x 1
Areion Plume x 1
Wyrn Gem x 1

(24,04,07) [Blood Hunter]
The High Priestess x 1
Basin of Time x 1
Dried Eyestem x 1
-> Leilah x 1

=====

Palace of the Dead (Palace of the Dead - Level 60) [5B83]

=====

All who enter this dungeon, abandon what little hope ye may have.

(11,05,16) [Thunder Dragon]
-> Viraat's Mail x 1
Krystallos Ore x 2
Gemstones x 1
Stormwyrn's Mark x 1

(13,06,16) [Flood Dragon]
Inferior Ore x 4
Krystallos Ore x 2
Gemstones x 1
Waterwyrn's Mark x 1

(18,05,16) [Dreadnought]
The Chariot x 1
Jewel of the Avatar x 1
Dried Eyestem x 1

(21,06,16) [Executioner]
Strength x 1
Hair of the Unicorn x 1
Shoulder Shard x 1

(25,07,14) [Executioner]
-> <Cursed Weapon> x 1 [Axes]

=====

Palace of the Dead (Palace of the Dead - Level 61) [25E7]

=====

All who enter this dungeon, abandon what little hope ye may have.

(07,03,05) [Loremaster]
The Devil x 1
Rood Upright x 1
Bloodied Ventricle x 1
-> <Cursed Weapon> x 1 [Spellbooks]

(16,09,08) [Stone Golem]
-> Titania Mail x 1
Limestone x 2
Silver Ore x 2
Sandstone's Mark x 1

(18,07,07) [Witch Queen]
The Tower x 1
Haunt's Tome x 1
Wyrn Gem x 1

(19,10,07) [Baldur Golem]
-> Orichalcum x 1

=====

Palace of the Dead (Palace of the Dead - Level 62) [9ED5]

=====

All who enter this dungeon, abandon what little hope ye may have.

(04,11,17) [Archer]
Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1
Archer's Mark x 1

(12,01,12) [Familiar]
-> Glass Pumpkin x 1

(12,03,12) [Matriarch]
Inferior Ore x 4
Log x 4
Leather x 2
Chief's Mark x 1

(16,02,11) [Rogue]
-> Glass Pumpkin x 1

(22,04,08) [Boogeyman]
The Lovers x 1
Mercurial Phial x 1
Shoulder Shard x 1

(27,04,02) [Lich]
-> <Book of the Dead> x 1

(28,02,02) [Necromancer]
Dried Eyestem x 3
-> Daedalus Rack x 1
Salted Lobe x 3
Bloodied Ventricle x 3

=====

Palace of the Dead (Palace of the Dead - Level 63) [147F]

=====

All who enter this dungeon, abandon what little hope ye may have.

(02,23,18) [Berserker]
Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1
Berserker's Mark x 1

(03,26,18) [Rune Fencer]
Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1
Mage-Knight's Mark x 1

(04,21,18) [Hoplite]
-> <Cursed Weapon> x 1 [Hammers]

(05,15,18) [Hoplite]
Inferior Ore x10
Bronze Oberyth x 5
Silver Oberyth x 1
Footsoldier's Mark x 1

(06,13,17) [Juggernaut]
Inferior Ore x 4
Log x 4
Leather x 2
Juggernaut's Mark x 1

=====

Palace of the Dead (Palace of the Dead - Level 64) [BFDA]

=====

All who enter this dungeon, abandon what little hope ye may have.

(08,01,09) [Wight]
The High Priestess x 1
Basin of Time x 1

Salted Lobe	x 1
(11,02,09) [Wraith]	
The Empress	x 1
Spiritstone of the Stars	x 1
Bloodied Ventricle	x 1
(14,02,09) [Cockatrice]	
Beasthide	x 2
Beasthide	x 1
Bundle of Herbs	x 4
Nightshade	x 4
(14,09,09) [Banshee]	
-> Glass Pumpkin	x 1
-> <Cursed Weapon>	x 1 [Daggers]
(15,13,09) [Banshee]	
The Emperor	x 1
Faeriescale Powder	x 1
Wyrn Gem	x 1
(16,12,09) [Incubus]	
-> Glass Pumpkin	x 1
(18,04,09) [Gryphon]	
-> Boreas	x 1

=====

Palace of the Dead (Palace of the Dead - Level 66) [C5F9]

=====

All who enter this dungeon, abandon what little hope ye may have.

(02,05,12) [Scylla]	
The Hermit	x 1
Philtre of Ashes	x 1
Shoulder Shard	x 1
(05,02,09) [Scylla]	
-> Shield of the Waves	x 1
(06,00,07) [Onyx Dragon]	
Strength	x 1
Hair of the Unicorn	x 1
Dried Eyestem	x 1
(06,13,12) [Hippogryph]	
Death	x 1
Echo Stone	x 1
Dried Eyestem	x 1
(12,07,07) [Spriggan]	
The Sun	x 1
Skulldust Nostrum	x 1
Shoulder Shard	x 1
(12,13,10) [Basilisk]	
The Tower	x 1
Haunt's Tome	x 1

Bloodied Ventricle x 1

=====

Palace of the Dead (Palace of the Dead - Level 67) [03ED]

=====

All who enter this dungeon, abandon what little hope ye may have.

(03,02,08) [Gladiator]

The Magician x 1
Areion Plume x 1
Wyrm Gem x 1

(08,08,13) [Cyclops]

Beasthide x 2
Beasthide x 1
Bundle of Herbs x 4
Nightshade x 4

(09,03,06) [Blood Hunter]

The High Priestess x 1
Basin of Time x 1
Dried Eystem x 1
-> Samak x 1

(14,18,16) [Baldur Golem]

Iron Ore x 2
Silver Ore x 2
Baldur Ore x 2
Magesteel's Mark x 1

(14,21,15) [Iron Golem]

-> Daedalus Pinion x 1

(15,07,08) [Thunder Dragon]

Inferior Ore x 4
Krystallos Ore x 2
Gemstones x 1
Stormwyrms Mark x 1

=====

Palace of the Dead (Palace of the Dead - Level 68) [3FD9]

=====

All who enter this dungeon, abandon what little hope ye may have.

(02,00,07) [Grim Reaper]

The Hanged Man x 1
Dynast-King's Mead x 1
Dried Eystem x 1

(05,05,15) [Dark Stalker]

Justice x 1
Brand of the Sacrifice x 1
Wyrm Gem x 1

(07,00,07) [Rogue]

Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1

Bandit's Mark	x 1
(11,06,15) [Grim Reaper]	
The Hanged Man	x 1
Dynast-King's Mead	x 1
Dried Eyestem	x 1
(12,02,02) [Familiar]	
-> Glass Pumpkin	x 1
(14,01,02) [Rogue]	
-> Glass Pumpkin	x 1
(15,04,02) [Familiar]	
-> Glass Pumpkin	x 1
(24,06,13) [Dark Stalker]	
Justice	x 1
Brand of the Sacrifice	x 1
Wyrms Gem	x 1

=====

Palace of the Dead (Palace of the Dead - Level 69) [BDAE]

=====

All who enter this dungeon, abandon what little hope ye may have.

(04,09,05) [Flame Dragon]	
Inferior Ore	x 4
Krystallos Ore	x 2
Gemstones	x 1
Firewyrms Mark	x 1
(04,15,11) [Hoplite]	
Inferior Ore	x10
Bronze Oberyth	x 5
Silver Oberyth	x 1
Footsoldier's Mark	x 1
(07,03,05) [Berserker]	
Copper Oberyth	x10
Bronze Oberyth	x 5
Silver Oberyth	x 1
Berserker's Mark	x 1
(12,01,05) [Juggernaut]	
Inferior Ore	x 4
Log	x 4
Leather	x 2
Juggernaut's Mark	x 1
(12,12,07) [Terror Knight]	
Copper Oberyth	x10
Bronze Oberyth	x 5
Ashmedai's Grog	x 3
Dreadknight's Mark	x 1

=====

Palace of the Dead (Palace of the Dead - Level 70) [15AE]

=====

=====
All who enter this dungeon, abandon what little hope ye may have.

(03,08,14) [Patriarch]

Inferior Ore x 4
Log x 4
Leather x 2
Chief's Mark x 1

(05,03,03) [Crimson Uhlan]

Wheel of Fortune x 1
Black Lizard Powder x 1
Bloodied Ventricle x 1

(06,05,05) [Witch Queen]

The Tower x 1
Haunt's Tome x 1
Wyrn Gem x 1

(07,02,02) [Kill Seeker]

-> Crescent Sword x 1

(08,00,02) [Kill Seeker]

-> <Cursed Weapon> x 1 [Katana (2H)]

(12,04,08) [Loremaster]

The Devil x 1
Rood Upright x 1
Bloodied Ventricle x 1

(14,02,05) [Iron Fist]

Temperance x 1
Blackwing Leg x 1
Salted Lobe x 1

(14,13,13) [Warrior]

-> <Cursed Weapon> x 1 [Fists]

=====
Palace of the Dead (Palace of the Dead - Level 71)

[0FEC]

=====
All who enter this dungeon, abandon what little hope ye may have.

(13,11,04) [Familiar]

-> Glass Pumpkin x 1

(13,18,15) [Rogue]

Inferior Ore x 4
Log x 4
Leather x 2
Bandit's Mark x 1

(15,16,07) [Spriggan]

The Sun x 1
Skulldust Nostrum x 1
Shoulder Shard x 1

(18,17,09) [Basilisk]

The Tower x 1

Haunt's Tome x 1
Bloodied Ventricle x 1

(18,24,15) [Flesh Golem]

The Hanged Man x 1
Dynast-King's Mead x 1
Wyrn Gem x 1

(20,17,06) [Hippogryph]

Death x 1
Echo Stone x 1
Dried Eyestem x 1
-> Shield of the Storm x 1

=====

Palace of the Dead (Palace of the Dead - Level 72)

[4F03]

=====

All who enter this dungeon, abandon what little hope ye may have.

(03,08,16) [Lich King]

The Moon x 1
Cursed Unicorn Blood x 1
Shoulder Shard x 1
-> <Cursed Weapon> x 1 [Cudgels]

(05,10,17) [Incubus]

-> Glass Pumpkin x 1

(05,16,18) [Warlock]

-> Orichalcum x 1
Bronze Oberyth x 5
Wyrn Gem x 5
Magus's Mark x 1

(07,11,15) [Incubus]

The Hierophant x 1
Crystallized Flame x 1
Dried Eyestem x 1

(11,11,14) [Banshee]

-> Glass Pumpkin x 1

(12,15,17) [Enchantress]

Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1
Mage's Mark x 1

(14,13,16) [Banshee]

The Emperor x 1
Faeriescale Powder x 1
Wyrn Gem x 1

=====

Palace of the Dead (Palace of the Dead - Level 73)

[A7EC]

=====

All who enter this dungeon, abandon what little hope ye may have.

(01,14,13) [Death Eater]
The Empress x 1
Spiritstone of the Stars x 1
Shoulder Shard x 1

(02,05,11) [Blood Hunter]
-> Brimstone Bow x 1

(03,07,10) [Dreadnought]
The Chariot x 1
Jewel of the Avatar x 1
Dried Eyestem x 1

(07,02,03) [Shadow Knight]
The Lovers x 1
Mercurial Phial x 1
Wyrn Gem x 1

(12,08,13) [Blood Hunter]
The High Priestess x 1
Basin of Time x 1
Dried Eyestem x 1

(12,18,13) [Dark Stalker]
-> <Cursed Weapon> x 1 [Katana (1H)]

(15,07,10) [Witch King]
The Tower x 1
Haunt's Tome x 1
Wyrn Gem x 1

=====

Palace of the Dead (Palace of the Dead - Level 74) [B380]

=====

All who enter this dungeon, abandon what little hope ye may have.

(01,09,15) [Juggernaut]
Inferior Ore x 4
Log x 4
Leather x 2
Juggernaut's Mark x 1

(01,13,15) [Rogue]
Inferior Ore x 4
Log x 4
Leather x 2
Bandit's Mark x 1

(03,10,15) [Familiar]
-> Glass Pumpkin x 1

(06,08,12) [Boogeyman]
The Lovers x 1
Mercurial Phial x 1
Shoulder Shard x 1

(14,08,12) [Uruk]
The Magician x 1
Areion Plume x 1

Shoulder Shard x 1

(20,03,05) [Iron Fist]

-> <Cursed Weapon> x 1 [Whips]

(20,12,05) [Sniper]

Death x 1

Echo Stone x 1

Shoulder Shard x 1

-> <Cursed Weapon> x 1 [Fusils]

=====

Palace of the Dead (Palace of the Dead - Level 75)

[0849]

=====

All who enter this dungeon, abandon what little hope ye may have.

(03,14,11) [Death Eater]

The Empress x 1

Spiritstone of the Stars x 1

Shoulder Shard x 1

(03,22,14) [Iron Golem]

-> Daedalus Pinion x 1

Iron Ore x 2

Platinum Ore x 2

Black Iron's Mark x 1

(04,04,08) [Night Crow]

Judgement x 1

Magedrain Gland x 1

Bloodied Ventricle x 1

(06,20,13) [Baldur Golem]

-> <Beadbound Blade> x 1

(09,10,11) [Gladiator]

The Magician x 1

Areion Plume x 1

Wyrn Gem x 1

(09,14,11) [Blood Hunter]

The High Priestess x 1

Basin of Time x 1

Dried Eyestem x 1

-> <Cursed Weapon> x 1 [Crossbows]

(12,21,03) [Hippogryph]

Thunder Bow x 1

=====

Palace of the Dead (Palace of the Dead - Level 76)

[165B]

=====

All who enter this dungeon, abandon what little hope ye may have.

(03,05,10) [Wight]

The High Priestess x 1

Basin of Time x 1

Salted Lobe x 1

(05,03,10) [Flesh Golem]
The Hanged Man x 1
Dynast-King's Mead x 1
Wyrn Gem x 1

(10,06,10) [Lich King]
The Moon x 1
Cursed Unicorn Blood x 1
Shoulder Shard x 1

(12,05,02) [Wraith]
The Empress x 1
Spiritstone of the Stars x 1
Bloodied Ventricle x 1

(12,09,02) [Crimson Uhlan]
Wheel of Fortune x 1
Black Lizard Powder x 1
Bloodied Ventricle x 1
-> Prox x 1

=====

Palace of the Dead (Palace of the Dead - Level 77) [40CE]

=====

All who enter this dungeon, abandon what little hope ye may have.

(05,24,21) [Grim Reaper]
The Hanged Man x 1
Dynast-King's Mead x 1
Dried Eystem x 1

(07,19,20) [Crimson Uhlan]
Wheel of Fortune x 1
Black Lizard Powder x 1
Bloodied Ventricle x 1

(10,26,21) [Blood Hunter]
The High Priestess x 1
Basin of Time x 1
Dried Eystem x 1

(14,19,22) [Blood Hunter]
-> <Cursed Weapon> x 1 [Bows]

(16,25,21) [Basilisk]
-> <Skull Mask> x 1

(17,13,22) [Basilisk]
The Tower x 1
Haunt's Tome x 1
Bloodied Ventricle x 1

=====

Palace of the Dead (Palace of the Dead - Level 78) [67D2]

=====

All who enter this dungeon, abandon what little hope ye may have.

(02,04,12) [Banshee]
 -> Glass Pumpkin x 1

(03,01,12) [Onyx Dragon]
 Strength x 1
 Hair of the Unicorn x 1
 Dried Eyestem x 1

(11,15,06) [Gorgon]
 The Fool x 1
 Coral Harp x 1
 Dried Eyestem x 1

(14,07,09) [Onyx Dragon]
 -> Shams x 1

(14,12,03) [Dark Stalker]
 -> <Cursed Weapon> x 1 [Blowguns]

(17,10,03) [Banshee]
 The Emperor x 1
 Faeriescale Powder x 1
 Wyrn Gem x 1

=====

Palace of the Dead (Palace of the Dead - Level 79) [B04D]

=====

All who enter this dungeon, abandon what little hope ye may have.

(11,01,08) [Incubus]
 -> Glass Pumpkin x 1

(15,09,04) [Iron Fist]
 -> <Cursed Weapon> x 1 [Whips]

(16,06,04) [Dark Stalker]
 Justice x 1
 Brand of the Sacrifice x 1
 Wyrn Gem x 1

(16,11,04) [Incubus]
 The Hierophant x 1
 Crystallized Flame x 1
 Dried Eyestem x 1

(20,03,04) [Cannibal]
 The Hierophant x 1
 Crystallized Flame x 1
 Bloodied Ventricle x 1

(23,03,05) [Hippogryph]
 Death x 1
 Echo Stone x 1
 Dried Eyestem x 1

(23,08,05) [Hippogryph]
 -> Khalmid x 1

(24,05,05) [Iron Fist]

Temperance x 1
Blackwing Leg x 1
Salted Lobe x 1

=====

Palace of the Dead (Palace of the Dead - Level 80) [90DC]

=====

All who enter this dungeon, abandon what little hope ye may have.

(03,15,11) [Spriggan]

The Sun x 1
Skulldust Nostrum x 1
Shoulder Shard x 1

(05,02,12) [Kill Seeker]

The Hermit x 1
Philtre of Ashes x 1
Salted Lobe x 1

(05,17,11) [Onyx Dragon]

-> Shield of the Loam x 1

(07,01,12) [Shadow Knight]

The Lovers x 1
Mercurial Phial x 1
Wyrn Gem x 1

(07,07,01) [Gladiator]

The Magician x 1
Areion Plume x 1
Wyrn Gem x 1

=====

Palace of the Dead (Palace of the Dead - Level 81) [8E2D]

=====

All who enter this dungeon, abandon what little hope ye may have.

(03,20,12) [Boogeyman]

-> <Odiferous Waster> x 1

(05,18,12) [Blood Gavial]

-> <Cursed Weapon> x 1 [Hammers]

(05,27,18) [Loremaster]

The Devil x 1
Rood Upright x 1
Bloodied Ventricle x 1

(07,26,17) [Incubus]

-> Glass Pumpkin x 1

(12,16,09) [Boogeyman]

The Lovers x 1
Mercurial Phial x 1
Shoulder Shard x 1

(13,28,19) [Blood Gavial]

The World x 1

Horn of the Savage x 1
Wyrn Gem x 1

(14,18,11) [Dreadnought]

The Chariot x 1
Jewel of the Avatar x 1
Dried Eystem x 1

(14,21,12) [Incubus]

The Hierophant x 1
Crystallized Flame x 1
Dried Eystem x 1

=====

Palace of the Dead (Palace of the Dead - Level 82)

[34AD]

=====

All who enter this dungeon, abandon what little hope ye may have.

(01,12,11) [Crimson Uhlan]

Wheel of Fortune x 1
Black Lizard Powder x 1
Bloodied Ventricle x 1

(07,02,04) [Scylla]

The Hermit x 1
Philtre of Ashes x 1
Shoulder Shard x 1
-> Shadowed Greaves x 1

(07,20,16) [Gorgon]

The Fool x 1
Coral Harp x 1
Dried Eystem x 1

(10,03,04) [Cannibal]

The Hierophant x 1
Crystallized Flame x 1
Bloodied Ventricle x 1

=====

Palace of the Dead (Palace of the Dead - Level 83)

[E046]

=====

All who enter this dungeon, abandon what little hope ye may have.

(03,06,21) [Sniper]

-> Banduq-i-chaqmaqi x 1

(03,18,20) [Wight]

The High Priestess x 1
Basin of Time x 1
Salted Lobe x 1

(06,01,19) [Uruk]

The Magician x 1
Areion Plume x 1
Shoulder Shard x 1

(06,10,13) [Night Crow]

Judgement x 1
Magedrain Gland x 1
Bloodied Ventricle x 1

(08,05,08) [Sniper]

Death x 1
Echo Stone x 1
Shoulder Shard x 1
-> <Cursed Weapon> x 1 [Fusils]

=====

Palace of the Dead (Palace of the Dead - Level 84) [FB50]

=====

All who enter this dungeon, abandon what little hope ye may have.

(03,06,22) [Death Eater]

The Empress x 1
Spiritstone of the Stars x 1
Shoulder Shard x 1
-> Lipul's Rod x 1

(04,07,17) [Banshee]

-> Glass Pumpkin x 1

(04,12,24) [Banshee]

The Emperor x 1
Faeriescale Powder x 1
Wyrn Gem x 1

(07,10,17) [Cannibal]

The Hierophant x 1
Crystallized Flame x 1
Bloodied Ventricle x 1

(11,14,20) [Uruk]

The Magician x 1
Areion Plume x 1
Shoulder Shard x 1

(12,05,11) [Shadow Knight]

The Lovers x 1
Mercurial Phial x 1
Wyrn Gem x 1

(15,12,23) [Banshee]

-> Glass Pumpkin x 1

=====

Palace of the Dead (Palace of the Dead - Level 85) [6C53]

=====

All who enter this dungeon, abandon what little hope ye may have.

(13,22,14) [Wraith]

The Empress x 1
Spiritstone of the Stars x 1
Bloodied Ventricle x 1

(14,14,06) [Dark Stalker]

Justice x 1
Brand of the Sacrifice x 1
Wyrn Gem x 1
-> <Cursed Weapon> x 1 [Katana (1H)]

(14,26,15) [Cenobite]

The Emperor x 1
Faeriescale Powder x 1
Salted Lobe x 1

(17,15,06) [Spriggan]

The Sun x 1
Skulldust Nostrum x 1
Shoulder Shard x 1

(17,19,10) [Hippogryph]

Death x 1
Echo Stone x 1
Dried Eyestem x 1
-> Shield of the Winds x 1

=====

Palace of the Dead (Palace of the Dead - Level 86) [1F6C]

=====

All who enter this dungeon, abandon what little hope ye may have.

(01,12,11) [Grim Reaper]

-> <Cursed Weapon> x 1 [Daggers]

(02,08,09) [Iron Fist]

Temperance x 1
Blackwing Leg x 1
Salted Lobe x 1

(03,04,04) [Boogeyman]

-> Lightning Gauntlets x 1

(04,02,04) [Boogeyman]

The Lovers x 1
Mercurial Phial x 1
Shoulder Shard x 1

(04,19,15) [Night Crow]

Judgement x 1
Magedrain Gland x 1
Bloodied Ventricle x 1

(07,02,04) [Boogeyman]

The Lovers x 1
Mercurial Phial x 1
Shoulder Shard x 1

=====

Palace of the Dead (Palace of the Dead - Level 87) [06BE]

=====

All who enter this dungeon, abandon what little hope ye may have.

(01,14,20) [Incubus]

-> Glass Pumpkin x 1

(02,03,17) [Wraith]
 The Empress x 1
 Spiritstone of the Stars x 1
 Bloodied Ventricle x 1

(05,08,14) [Basilisk]
 The Tower x 1
 Haunt's Tome x 1
 Bloodied Ventricle x 1

(05,16,20) [Uruk]
 The Magician x 1
 Areion Plume x 1
 Shoulder Shard x 1

(06,13,12) [Incubus]
 -> Glass Pumpkin x 1

(06,17,15) [Incubus]
 The Hierophant x 1
 Crystallized Flame x 1
 Dried Eystem x 1

 =====
 Palace of the Dead (Palace of the Dead - Level 88) [F6A1]
 =====

All who enter this dungeon, abandon what little hope ye may have.

 (03,22,22) [Dark Stalker]
 -> Thunderfire x 1

(04,27,22) [Basilisk]
 The Tower x 1
 Haunt's Tome x 1
 Bloodied Ventricle x 1

(06,17,22) [Kill Seeker]
 The Hermit x 1
 Philtre of Ashes x 1
 Salted Lobe x 1

(06,22,22) [Blood Gavial]
 The World x 1
 Horn of the Savage x 1
 Wyrn Gem x 1

(07,16,22) [Kill Seeker]
 -> <Cursed Weapon> x 1 [Katana (2H)]

(07,20,22) [Dark Stalker]
 Justice x 1
 Brand of the Sacrifice x 1
 Wyrn Gem x 1

 =====
 Palace of the Dead (Palace of the Dead - Level 89) [81DA]
 =====

=====
All who enter this dungeon, abandon what little hope ye may have.

(03,05,19) [Witch Queen]

The Tower x 1
Haunt's Tome x 1
Wyrn Gem x 1
-> <Cursed Weapon> x 1 [Cudgels]

(04,11,20) [Lich Queen]

The Moon x 1
Cursed Unicorn Blood x 1
Shoulder Shard x 1

(06,13,20) [Witch Queen]

The Tower x 1
Haunt's Tome x 1
Wyrn Gem x 1

(11,02,10) [Onyx Dragon]

Strength x 1
Hair of the Unicorn x 1
Dried Eyestem x 1

(20,02,06) [Wight]

The High Priestess x 1
Basin of Time x 1
Salted Lobe x 1

=====
Palace of the Dead (Palace of the Dead - Level 90)

[83BF]

=====
All who enter this dungeon, abandon what little hope ye may have.

(10,06,17) [Banshee]

-> Glass Pumpkin x 1

(12,02,12) [Blood Hunter]

The High Priestess x 1
Basin of Time x 1
Dried Eyestem x 1
-> <Cursed Weapon> x 1 [Crossbows]

(13,11,09) [Shadow Knight]

-> <Cursed Weapon> x 1 [Swords (1H)]

(14,14,07) [Banshee]

The Emperor x 1
Faeriescale Powder x 1
Wyrn Gem x 1

(19,08,08) [Executioner]

Strength x 1
Hair of the Unicorn x 1
Shoulder Shard x 1

(25,04,03) [Banshee]

-> Glass Pumpkin x 1

(26,07,03) [Shadow Knight]
The Lovers x 1
Mercurial Phial x 1
Wyrn Gem x 1

(26,14,06) [Gladiator]
The Magician x 1
Areion Plume x 1
Wyrn Gem x 1

(27,09,03) [Banshee]
-> Glass Pumpkin x 1

=====

Palace of the Dead (Palace of the Dead - Level 91) [80BF]

=====

All who enter this dungeon, abandon what little hope ye may have.

(02,04,15) [Incubus]
The Hierophant x 1
Crystallized Flame x 1
Dried Eystem x 1

(03,01,15) [Executioner]
-> <Cursed Weapon> x 1 [Axes]

(05,03,16) [Witch King]
The Tower x 1
Haunt's Tome x 1
Wyrn Gem x 1

(06,00,09) [Executioner]
Strength x 1
Hair of the Unicorn x 1
Shoulder Shard x 1
-> Flame Flail x 1

(08,00,07) [Banshee]
-> Glass Pumpkin x 1

(09,03,10) [Banshee]
-> Glass Pumpkin x 1

(11,05,04) [Loremaster]
The Devil x 1
Rood Upright x 1
Bloodied Ventricle x 1
-> <Cursed Weapon> x 1 [Spellbooks]

(18,07,04) [Incubus]
-> Glass Pumpkin x 1

=====

Palace of the Dead (Palace of the Dead - Level 92) [CB6E]

=====

All who enter this dungeon, abandon what little hope ye may have.

(04,06,12) [Warrior]

-> <Cursed Weapon> x 1 [Swords (2H)]

(06,02,09) [Wraith]

The Empress x 1
Spiritstone of the Stars x 1
Bloodied Ventricle x 1

(08,18,18) [Warrior]

Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1
Warrior's Mark x 1

(10,08,16) [Wight]

The High Priestess x 1
Basin of Time x 1
Salted Lobe x 1

(14,14,16) [Flesh Golem]

The Hanged Man x 1
Dynast-King's Mead x 1
Wyrn Gem x 1

(19,08,08) [Lich Queen]

The Moon x 1
Cursed Unicorn Blood x 1
Shoulder Shard x 1

=====

Palace of the Dead (Palace of the Dead - Level 93)

[ED8A]

=====

All who enter this dungeon, abandon what little hope ye may have.

=====

(04,27,16) [Night Crow]

Judgement x 1
Magedrain Gland x 1
Bloodied Ventricle x 1

(07,27,14) [Night Crow]

-> <Cursed Weapon> x 1 [Fists]

(08,24,11) [Cannibal]

-> Bentisca x 1

(11,22,11) [Loremaster]

The Devil x 1
Rood Upright x 1
Bloodied Ventricle x 1

(14,23,11) [Spriggan]

The Sun x 1
Skulldust Nostrum x 1
Shoulder Shard x 1

(15,26,12) [Spriggan]

-> Petronel x 1

(17,24,12) [Cenobite]

The Emperor x 1

Faeriescale Powder x 1
Salted Lobe x 1

(20,22,11) [Crimson Uhlan]

Wheel of Fortune x 1
Black Lizard Powder x 1
Bloodied Ventricle x 1

=====

Palace of the Dead (Palace of the Dead - Level 94)

=====

[8D52]

All who enter this dungeon, abandon what little hope ye may have.

(01,13,17) [Dark Stalker]

-> The Awakener x 1

(04,10,14) [Dark Stalker]

Justice x 1
Brand of the Sacrifice x 1
Wyrn Gem x 1

(07,14,14) [Boogeyman]

The Lovers x 1
Mercurial Phial x 1
Shoulder Shard x 1
-> <Cursed Weapon> x 1 [Instruments]

(08,01,02) [Blood Gavial]

The World x 1
Horn of the Savage x 1
Wyrn Gem x 1

(08,05,11) [Witch Queen]

The Tower x 1
Haunt's Tome x 1
Wyrn Gem x 1

(14,01,02) [Grim Reaper]

The Hanged Man x 1
Dynast-King's Mead x 1
Dried Eystem x 1

=====

Palace of the Dead (Palace of the Dead - Level 95)

=====

[C02F]

All who enter this dungeon, abandon what little hope ye may have.

(04,23,22) [Hippogryph]

Death x 1
Echo Stone x 1
Dried Eystem x 1
-> <Pinion Blade> x 1

(04,27,22) [Incubus]

-> Glass Pumpkin x 1

(05,16,21) [Blood Hunter]

The High Priestess x 1

Basin of Time x 1
Dried Eyestem x 1

(05,19,22) [Cannibal]

-> <Cursed Weapon> x 1 [Spears]

(06,09,12) [Incubus]

-> Glass Pumpkin x 1

(06,11,13) [Grim Reaper]

The Hanged Man x 1

Dynast-King's Mead x 1

Dried Eyestem x 1

(07,13,13) [Banshee]

The Emperor x 1

Faeriescale Powder x 1

Wyrn Gem x 1

(07,21,20) [Blood Gaviol]

The World x 1

Horn of the Savage x 1

Wyrn Gem x 1

=====

Palace of the Dead (Palace of the Dead - Level 96) [A1C7]

=====

All who enter this dungeon, abandon what little hope ye may have.

(06,05,03) [Dreadnought]

The Chariot x 1

Jewel of the Avatar x 1

Dried Eyestem x 1

(09,00,03) [Iron Fist]

Temperance x 1

Blackwing Leg x 1

Salted Lobe x 1

(10,10,16) [Hippogryph]

Death x 1

Echo Stone x 1

Dried Eyestem x 1

-> <Ysaar> x 1

(16,03,03) [Basilisk]

The Tower x 1

Haunt's Tome x 1

Bloodied Ventricle x 1

=====

Palace of the Dead (Palace of the Dead - Level 97) [D163]

=====

All who enter this dungeon, abandon what little hope ye may have.

(04,01,13) [Wight]

The High Priestess x 1

Basin of Time x 1

Salted Lobe x 1

(04,14,19) [Warrior]

Copper Oberyth x10

Bronze Oberyth x 5

Silver Oberyth x 1

Warrior's Mark x 1

(05,09,19) [Archer]

Copper Oberyth x10

Bronze Oberyth x 5

Silver Oberyth x 1

Archer's Mark x 1

(07,07,05) [Wraith]

The Empress x 1

Spiritstone of the Stars x 1

Bloodied Ventricle x 1

=====

Palace of the Dead (Palace of the Dead - Level 98)

[D18C]

=====
All who enter this dungeon, abandon what little hope ye may have.
=====

(02,05,06) [Night Crow]

Judgement x 1

Magedrain Gland x 1

Bloodied Ventricle x 1

(02,13,06) [Uruk]

The Magician x 1

Areion Plume x 1

Shoulder Shard x 1

(05,09,05) [Banshee]

The Emperor x 1

Faeriescale Powder x 1

Wyrn Gem x 1

(08,07,05) [Wraith]

The Empress x 1

Spiritstone of the Stars x 1

Bloodied Ventricle x 1

(09,04,06) [Banshee]

-> Glass Pumpkin x 1

(09,09,05) [Banshee]

-> Glass Pumpkin x 1

(13,12,05) [Scylla]

The Hermit x 1

Philtre of Ashes x 1

Shoulder Shard x 1

-> Femakk's Blowgun x 1

=====

Palace of the Dead (Palace of the Dead - Level 99)

[9261]

=====
All who enter this dungeon, abandon what little hope ye may have.

(02,05,18) [Executioner]
-> Euros x 1

(02,13,18) [Cenobite]
-> <Ring of the Dead> x 1

(03,08,18) [Dreadnought]
-> Notos x 1
Jewel of the Avatar x 1
Dried Eyestem x 1

(04,07,18) [Sniper]
Death x 1
Echo Stone x 1
Shoulder Shard x 1

(07,04,06) [Loremaster]
The Devil x 1
Rood Upright x 1
Bloodied Ventricle x 1

(15,13,03) [Flesh Golem]
The Hanged Man x 1
Dynast-King's Mead x 1
Wyrms Gem x 1

=====
Palace of the Dead (Palace - Altar of the Beyond) [E63A]
=====

The 100th level of the Palace of the Dead, this place has the feel of an ancient ceremonial space to it.

(06,03,04) [Flame Dragon]
Inferior Ore x 4
Krystallos Ore x 2
Gemstones x 1
Firewyrms Mark x 1

(07,05,08) [Cenobite]
The Emperor x 1
Faeriescale Powder x 1
Salted Lobe x 1

(09,06,08) [Lich Queen]
-> <Book of the Dead> x 1

(10,08,08) [Lich Queen]
The Moon x 1
Cursed Unicorn Blood x 1
Shoulder Shard x 1

(11,04,08) [Banshee]
-> Glass Pumpkin x 1

(11,06,06) [Shadow Knight]
The Lovers x 1

Mercurial Phial x 1
Wyrn Gem x 1

(11,09,08) [Banshee]

-> Glass Pumpkin x 1

(13,06,05) [Crimson Uhlan]

Wheel of Fortune x 1
Black Lizard Powder x 1
Bloodied Ventricle x 1

=====

Palace of the Dead (Palace of the Dead - Level 101)

[890F]

=====

A hidden level within the Palace of the Dead, it seems to lead on to the very Abyss...

(05,01,17) [Wraith]

The Empress x 1
Spiritstone of the Stars x 1
Bloodied Ventricle x 1

(14,01,08) [Flesh Golem]

The Hanged Man x 1
Dynast-King's Mead x 1
Wyrn Gem x 1

(17,10,02) [Flesh Golem]

The Hanged Man x 1
Dynast-King's Mead x 1
Wyrn Gem x 1

(25,02,08) [Gorgon]

The Fool x 1
Coral Harp x 1
Dried Eyestem x 1

(26,11,11) [Gorgon]

-> <Gorgon Head> x 1

=====

Palace of the Dead (Palace of the Dead - Level 102)

[BD20]

=====

A hidden level within the Palace of the Dead, it seems to lead on to the very Abyss...

(05,08,08) [Loremaster]

The Devil x 1
Rood Upright x 1
Bloodied Ventricle x 1

(05,12,10) [Wight]

The High Priestess x 1
Basin of Time x 1
Salted Lobe x 1

(07,16,10) [Boogeyman]

The Lovers x 1

Mercurial Phial x 1
Shoulder Shard x 1

(10,08,03) [Loremaster]
-> <Wiseman's Staff> x 1

(12,05,02) [Flesh Golem]
The Hanged Man x 1
Dynast-King's Mead x 1
Wyrn Gem x 1

(17,14,06) [Wraith]
The Empress x 1
Spiritstone of the Stars x 1
Bloodied Ventricle x 1

=====

Palace of the Dead (Palace of the Dead - Level 104) [B687]

=====

A hidden level within the Palace of the Dead, it seems to lead on to the very Abyss...

(03,05,16) [Kill Seeker]
-> <Ogresbane> x 1

(03,11,17) [Night Crow]
Judgement x 1
Magedrain Gland x 1
Bloodied Ventricle x 1

(04,01,16) [Incubus]
-> Glass Pumpkin x 1

(04,07,16) [Dark Stalker]
-> <Golok> x 1
Justice x 1
Brand of the Sacrifice x 1
Wyrn Gem x 1

(06,07,16) [Incubus]
The Hierophant x 1
Crystallized Flame x 1
Dried Eystem x 1

(08,01,08) [Dark Stalker]
-> Scroll of Flameshear II x 1

(08,02,13) [Dark Stalker]
-> <Shimmer Sword> x 1

(08,11,17) [Incubus]
-> Glass Pumpkin x 1

(09,09,11) [Night Crow]
Judgement x 1
Magedrain Gland x 1
Bloodied Ventricle x 1

(10,09,07) [Dark Stalker]

-> Scroll of Flameshear II x 1

(13,03,06) [Dark Stalker]

Justice x 1

Brand of the Sacrifice x 1

Wyrn Gem x 1

(16,01,04) [Grim Reaper]

-> Scroll of Iceshear II x 1

(09,12,18) [Incubus]

-> Glass Pumpkin x 1

=====

Palace of the Dead (Palace of the Dead - Level 105)

[AODE]

=====

A hidden level within the Palace of the Dead, it seems to lead on to the very Abyss...

(15,03,02) [Shadow Knight]

The Lovers x 1

Mercurial Phial x 1

Wyrn Gem x 1

(17,04,02) [Cannibal]

The Hierophant x 1

Crystallized Flame x 1

Bloodied Ventricle x 1

(19,05,03) [Banshee]

-> Glass Pumpkin x 1

(19,07,18) [Dark Stalker]

-> Scroll of Earthshear II x 1

(22,00,02) [Sniper]

-> <Longgun> x 1

(22,05,06) [Sniper]

-> <Snipe Bracers> x 1

(23,03,06) [Dark Stalker]

-> Scroll of Windshear II x 1

(28,03,09) [Banshee]

The Emperor x 1

Faeriescale Powder x 1

Wyrn Gem x 1

(28,07,10) [Dark Stalker]

Justice x 1

Brand of the Sacrifice x 1

Wyrn Gem x 1

(29,02,09) [Cenobite]

The Emperor x 1

Faeriescale Powder x 1

Salted Lobe x 1

=====

Palace of the Dead (Palace of the Dead - Level 106)

[2FC0]

=====

A hidden level within the Palace of the Dead, it seems to lead on to the very Abyss...

(05,10,06) [Crimson Uhlan]

Wheel of Fortune x 1
Black Lizard Powder x 1
Bloodied Ventricle x 1

(06,08,06) [Banshee]

-> Glass Pumpkin x 1

(09,10,06) [Blood Gaviol]

-> <Huitzilopochtli's Rays> x 1

(10,12,10) [Hippogryph]

Death x 1
Echo Stone x 1
Dried Eystem x 1

(12,05,05) [Blood Gaviol]

The World x 1
Horn of the Savage x 1
Wyrms Gem x 1

(12,14,16) [Uruk]

The Magician x 1
Areion Plume x 1
Shoulder Shard x 1

(14,11,07) [Banshee]

The Emperor x 1
Faeriescale Powder x 1
Wyrms Gem x 1
-> Glass Pumpkin x 1

(18,10,06) [Crimson Uhlan]

-> <Fafnir's Heart> x 1

=====

Palace of the Dead (Palace of the Dead - Level 107)

[DE63]

=====

A hidden level within the Palace of the Dead, it seems to lead on to the very Abyss...

(04,01,03) [Banshee]

-> Glass Pumpkin x 1

(04,04,18) [Onyx Dragon]

Strength x 1
Hair of the Unicorn x 1
Dried Eystem x 1

(06,12,16) [Iron Fist]

-> <Cat o' Nine Tails> x 1
Temperance x 1

Blackwing Leg	x 1
Salted Lobe	x 1
(08,11,11) [Cenobite]	
Urchin Bola	x 1
(09,13,17) [Spriggan]	
The Sun	x 1
Skulldust Nostrum	x 1
Shoulder Shard	x 1
(10,10,11) [Dark Dragon]	
Inferior Ore	x 4
Krystallos Ore	x 2
Gemstones	x 1
Gloomwyrms's Mark	x 1
(14,10,03) [Banshee]	
-> Glass Pumpkin	x 1

=====

Palace of the Dead (Palace of the Dead - Level 108)	[C1ED]
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=====

A hidden level within the Palace of the Dead, it seems to lead on to the very Abyss...

(02,21,20) [Incubus]	
The Hierophant	x 1
Crystallized Flame	x 1
Dried Eystem	x 1
-> Glass Pumpkin	x 1
(03,08,16) [Blood Hunter]	
-> <Barad>	x 1
(06,09,16) [Incubus]	
The Hierophant	x 1
Crystallized Flame	x 1
Dried Eystem	x 1
(10,14,12) [Executioner]	
-> <Walitas>	x 1
Strength	x 1
Hair of the Unicorn	x 1
Shoulder Shard	x 1
(14,00,03) [Incubus]	
-> Glass Pumpkin	x 1
(15,04,05) [Gladiator]	
The Magician	x 1
Areion Plume	x 1
Wyrms Gem	x 1
(15,07,08) [Cenobite]	
The Emperor	x 1
Faeriescale Powder	x 1
Salted Lobe	x 1

=====

Palace of the Dead (Palace of the Dead - Level 109)

[476D]

=====

A hidden level within the Palace of the Dead, it seems to lead on to the very Abyss...

(17,06,16) [Spriggan]

The Sun	x 1
Skulldust Nostrum	x 1
Shoulder Shard	x 1

(20,06,16) [Wight]

The High Priestess	x 1
Basin of Time	x 1
Salted Lobe	x 1

(25,06,14) [Dreadnought]

-> <Moon Blade>	x 1
The Chariot	x 1
Jewel of the Avatar	x 1
Dried Eyestem	x 1

(26,02,06) [Night Crow]

-> <Shaytan's Bulova>	x 1
Judgement	x 1
Magedrain Gland	x 1
Bloodied Ventricle	x 1

(29,08,12) [Cenobite]

-> <Ring of the Dead>	x 1
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=====

Palace of the Dead (Palace of the Dead - Level 110)

[FB75]

=====

A hidden level within the Palace of the Dead, it seems to lead on to the very Abyss...

(08,00,06) [Uruk]

The Magician	x 1
Areion Plume	x 1
Shoulder Shard	x 1

(11,04,10) [Kill Seeker]

The Hermit	x 1
Philtre of Ashes	x 1
Salted Lobe	x 1

(12,01,03) [Wraith]

The Empress	x 1
Spiritstone of the Stars	x 1
Bloodied Ventricle	x 1

(14,02,10) [Sniper]

-> <Snub Fusil>	x 1
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(15,00,03) [Sniper]

Death	x 1
Echo Stone	x 1

Shoulder Shard x 1

(19,00,03) [Kill Seeker]

-> <Sweepblade> x 1

(21,02,02) [Uruk]

The Magician x 1

Areion Plume x 1

Shoulder Shard x 1

=====

Palace of the Dead (Palace of the Dead - Level 111) [91B5]

=====

A hidden level within the Palace of the Dead, it seems to lead on to the very Abyss...

(09,09,18) [Dark Dragon]

Inferior Ore x 4

Krystallos Ore x 2

Gemstones x 1

Gloomwyrms's Mark x 1

(10,14,20) [Onyx Dragon]

Strength x 1

Hair of the Unicorn x 1

Dried Eyestem x 1

-> Grimoire Abimes x 1

(11,10,15) [Lich Queen]

The Moon x 1

Cursed Unicorn Blood x 1

Shoulder Shard x 1

(15,15,20) [Warrior]

Copper Oberyth x10

Bronze Oberyth x 5

Silver Oberyth x 1

Warrior's Mark x 1

(16,11,16) [Flesh Golem]

The Hanged Man x 1

Dynast-King's Mead x 1

Wyrms Gem x 1

=====

Palace of the Dead (Palace of the Dead - Level 112) [3069]

=====

A hidden level within the Palace of the Dead, it seems to lead on to the very Abyss...

(02,11,16) [Gorgon]

-> <Gorgon Head> x 1

(02,21,20) [Blood Gavial]

-> <Dark Spear> x 1

The World x 1

Horn of the Savage x 1

Wyrms Gem x 1

(03,16,18) [Banshee]
-> Glass Pumpkin x 1

(06,09,16) [Banshee]
The Emperor x 1
Faeriescale Powder x 1
Wyrn Gem x 1

(08,19,18) [Gorgon]
The Fool x 1
Coral Harp x 1
Dried Eyestem x 1

(10,14,12) [Gorgon]
The Fool x 1
Coral Harp x 1
Dried Eyestem x 1

(14,00,03) [Banshee]
-> Glass Pumpkin x 1

(15,07,08) [Blood Gaviol]
The World x 1
Horn of the Savage x 1
Wyrn Gem x 1

(15,14,08) [Blood Gaviol]
-> <Dagda's Hammer> x 1

=====

Palace of the Dead (Palace of the Dead - Level 113)

=====

[72EF]

A hidden level within the Palace of the Dead, it seems to lead on to the very
Abyss...

(05,00,02) [Incubus]
-> Glass Pumpkin x 1

(07,03,05) [Cannibal]
The Hierophant x 1
Crystallized Flame x 1
Bloodied Ventricle x 1

(08,00,03) [Cannibal]
-> <Assassin Blade> x 1

(10,01,03) [Boogeyman]
-> <Thanatos Armor> x 1

(10,03,05) [Incubus]
The Hierophant x 1
Crystallized Flame x 1
Dried Eyestem x 1

(14,02,05) [Boogeyman]
The Lovers x 1
Mercurial Phial x 1
Shoulder Shard x 1

(16,00,05) [Incubus]
-> Glass Pumpkin x 1

=====

Palace of the Dead (Palace of the Dead - Level 114) [9B28]

=====

A hidden level within the Palace of the Dead, it seems to lead on to the very Abyss...

(07,02,17) [Scylla]
The Hermit x 1
Philtre of Ashes x 1
Shoulder Shard x 1

(10,14,19) [Cenobite]
-> <Book of the Dead> x 1

(12,02,12) [Cenobite]
The Emperor x 1
Faeriescale Powder x 1
Salted Lobe x 1

(14,07,04) [Dark Stalker]
Justice x 1
Brand of the Sacrifice x 1
Wyrn Gem x 1

(14,15,20) [Hippogryph]
Death x 1
Echo Stone x 1
Dried Eyestem x 1

(17,16,20) [Blood Hunter]
-> <Ji'ygla's Bow> x 1
The High Priestess x 1
Basin of Time x 1
Dried Eyestem x 1

(21,10,08) [Blood Hunter]
-> <Raed> x 1

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S a n B r o n s a R u i n s [F1D8]

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During the Great War, King Rodrick unleashed the power of the Apocrypha to vanquish an entire city, the remains of which float as an island among the clouds.

San Bronsa Ruins (Tower of Law Eternal - Level 1) [AF85]
San Bronsa Ruins (Tower of Law Eternal - Level 2) [04DA]
San Bronsa Ruins (Tower of Law Eternal - Level 3) [B5C7]
San Bronsa Ruins (Tower of Law Eternal - Level 4) [A7B5]
San Bronsa Ruins (Tower of Law Eternal - Level 5) [E8A0]
San Bronsa Ruins (Tower of Law Eternal - Level 6) [C60F]
San Bronsa Ruins (Tower of Law Eternal - Level 7) [4671]
San Bronsa Ruins (Tower of Law Eternal - Level 8) [B0D8]

San Bronsa Ruins (Tower of Law Eternal - Level 9)	[96B8]
San Bronsa Ruins (Tower of Law Eternal - Level 10)	[368A]
San Bronsa Ruins (Tower of Law Eternal - Level 11)	[BC64]
San Bronsa Ruins (Tower of Law Eternal - Level 12)	[A84E]
San Bronsa Ruins (Tower of Law Eternal - Level 13)	[67CD]
San Bronsa Ruins (Floating Ruins - Level 1)	[70C4]
San Bronsa Ruins (Floating Ruins - Level 2)	[1478]
San Bronsa Ruins (Floating Ruins - Level 3)	[EA86]
San Bronsa Ruins (Floating Ruins - Level 4)	[4B79]
San Bronsa Ruins (Floating Ruins - Level 5)	[B742]
San Bronsa Ruins (Floating Ruins - Level 6)	[3D1C]
San Bronsa Ruins (Floating Ruins - Level 7)	[83D9]
San Bronsa Ruins (Floating Ruins - Level 8)	[E598]
San Bronsa Ruins (Floating Ruins - Level 9)	[379B]
San Bronsa Ruins (Floating Ruins - Level 10)	[459A]
San Bronsa Ruins (Floating Ruins - Level 11)	[D10E]
San Bronsa Ruins (Floating Ruins - Level 12)	[7F86]
San Bronsa Ruins (Floating Ruins - Level 13)	[16CE]
San Bronsa Ruins (Floating Ruins - Level 14)	[E694]
San Bronsa Ruins (Floating Ruins - Level 15)	[C8EB]
San Bronsa Ruins (Floating Ruins - Central Garden)	[D680]

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San Bronsa Ruins (Tower of Law Eternal - Level 1) [AF85]
=====

This building is the only one to survive the devastation of the city by the Apocrypha. It is said that Dorgalua patterned his Hanging Gardens on these ruins.

-
- (01,09,32) [Gryphon]
 - > Bolon x 1
 - (03,02,25) [Gryphon]
 - > Bolon x 1
 - (03,15,26) [Gryphon]
 - > Bolon x 1
 - (09,04,12) [Enchantress]
 - Pandeiro x 1
 - (10,06,12) [Rune Fencer]
 - Copper Oberyth x10
 - Bronze Oberyth x 5
 - Silver Oberyth x 1
 - Mage-Knight's Mark x 1
 - (10,10,11) [Rune Fencer]
 - Copper Oberyth x10
 - Bronze Oberyth x 5
 - Silver Oberyth x 1
 - Mage-Knight's Mark x 1
 - (10,12,12) [Enchantress]
 - Pandeiro x 1
 - (12,08,09) [Witch]
 - > <Ensanguined Rood> x 1
 - (14,06,07) [Rogue]

Inferior Ore	x 4
Log	x 4
Leather	x 2
Bandit's Mark	x 1

(14,10,07) [Rogue]

Inferior Ore	x 4
Log	x 4
Leather	x 2
Bandit's Mark	x 1

(15,03,02) [Enchantress]

Pandeiro	x 1
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San Bronsa Ruins (Tower of Law Eternal - Level 2) [04DA]
=====

This building is the only one to survive the devastation of the city by the Apocrypha. It is said that Dorgalua patterned his Hanging Gardens on these ruins.

(01,09,25) [Familiar]

-> <Musical Instruments I>	x 1
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(03,02,03) [Matriarch]

-> Cavaquinho	x 1
Log	x 4
Leather	x 2
Chief's Mark	x 1

(03,09,20) [Enchantress]

Grimoire Miasme	x 1
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(04,03,03) [Hoplite]

Inferior Ore	x10
Bronze Oberyth	x 5
Silver Oberyth	x 1
Footsoldier's Mark	x 1

(04,11,20) [Cloud Dragon]

Inferior Ore	x 4
Krystallos Ore	x 2
Gemstones	x 1
Windwyrms's Mark	x 1

(11,01,09) [Earth Dragon]

Pandeiro	x 1
Krystallos Ore	x 2
Gemstones	x 1
Cragwyrms's Mark	x 1

=====
San Bronsa Ruins (Tower of Law Eternal - Level 3) [B5C7]
=====

This building is the only one to survive the devastation of the city by the Apocrypha. It is said that Dorgalua patterned his Hanging Gardens on these ruins.

(02,06,25) [Berserker]

-> <Musical Instruments I> x 1

(02,14,32) [Rogue]

-> <Seal of Rebirth> x 1

(03,02,05) [Flood Dragon]

-> Watery Greaves x 1

Krystallos Ore x 2

Gemstones x 1

Waterwyrms Mark x 1

(04,14,32) [Familiar]

-> Grimoire Bouledefeu IV x 1

Log x 4

Leather x 2

Familiar's Mark x 1

(06,12,32) [Hydra]

Pandeiro x 1

Krystallos Ore x 2

Gemstones x 1

(06,15,32) [Beast Tamer]

Copper Oberyth x10

Bronze Oberyth x 5

Silver Oberyth x 1

Beastmaster's Mark x 1

(13,15,25) [Berserker]

-> <Musical Instruments I> x 1

(17,15,06) [Thunder Dragon]

Inferior Ore x 4

Krystallos Ore x 2

Gemstones x 1

Stormwyrms Mark x 1

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San Bronsa Ruins (Tower of Law Eternal - Level 4)

[A7B5]

=====

This building is the only one to survive the devastation of the city by the Apocrypha. It is said that Dorgalua patterned his Hanging Gardens on these ruins.

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(02,08,10) [Hoplite]

Inferior Ore x10

Bronze Oberyth x 5

Silver Oberyth x 1

Footsoldier's Mark x 1

(05,07,10) [Flame Dragon]

Inferior Ore x 4

Krystallos Ore x 2

Gemstones x 1

Firewyrms Mark x 1

(05,12,12) [Cleric]

Pandeiro x 1

(09,07,10) [Frost Dragon]
Inferior Ore x 4
Krystallos Ore x 2
Gemstones x 1
Icewyrms Mark x 1

(09,12,12) [Cleric]
Pandeiro x 1

(12,08,10) [Hoplite]
Inferior Ore x10
Bronze Oberyth x 5
Silver Oberyth x 1
Footsoldier's Mark x 1

=====
San Bronsa Ruins (Tower of Law Eternal - Level 5) [E8A0]
=====

This building is the only one to survive the devastation of the city by the Apocrypha. It is said that Dorgalua patterned his Hanging Gardens on these ruins.

(02,04,28) [Hippogryph]
Death x 1
Echo Stone x 1
Dried Eyestem x 1

(04,02,21) [Wizard]
Pandeiro x 1

(04,13,23) [Hippogryph]
Death x 1
Echo Stone x 1
Dried Eyestem x 1

(11,14,17) [Rogue]
-> <Musical Instruments I> x 1

(13,11,18) [Familiar]
Inferior Ore x 4
Log x 4
Leather x 2
Familiar's Mark x 1

(14,13,18) [Rogue]
-> <Musical Instruments I> x 1

(15,04,18) [Familiar]
-> Bolon x 1
Log x 4
Leather x 2
Familiar's Mark x 1

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San Bronsa Ruins (Tower of Law Eternal - Level 6) [C60F]
=====

This building is the only one to survive the devastation of the city by the

Apocrypha. It is said that Dorgalua patterned his Hanging Gardens on these ruins.

(03,10,20) [Witch]
Pandeiro x 1

(05,04,18) [Baldur Golem]
Iron Ore x 2
Silver Ore x 2
Baldur Ore x 2
Magesteel's Mark x 1

(05,12,18) [Baldur Golem]
Iron Ore x 2
Silver Ore x 2
Baldur Ore x 2
Magesteel's Mark x 1

(09,02,15) [Archer]
-> <Musical Instruments I> x 1

(12,07,14) [Juggernaut]
Inferior Ore x 4
Log x 4
Leather x 2
Juggernaut's Mark x 1

(12,09,14) [Juggernaut]
Inferior Ore x 4
Log x 4
Leather x 2
Juggernaut's Mark x 1

=====
San Bronsa Ruins (Tower of Law Eternal - Level 7) [4671]
=====

This building is the only one to survive the devastation of the city by the Apocrypha. It is said that Dorgalua patterned his Hanging Gardens on these ruins.

(02,22,16) [Arc Dragon]
Inferior Ore x 4
Krystallos Ore x 2
Gemstones x 1
Gleanwyrn's Mark x 1

(02,26,22) [Familiar]
-> <Ensanguined Rood> x 1

(04,25,20) [Juggernaut]
Inferior Ore x 4
Log x 4
Leather x 2
Juggernaut's Mark x 1

(05,26,22) [Matriarch]
Inferior Ore x 4
Log x 4
Leather x 2

Chief's Mark	x 1
(06,24,17) [Rune Fencer]	
Pandeiro	x 1
(08,24,17) [Rune Fencer]	
Pandeiro	x 1
(12,22,06) [Arc Dragon]	
-> Rabana's Kemenche	x 1
Krystallos Ore	x 2
Gemstones	x 1
Gleamwyrm's Mark	x 1
(14,26,22) [Rogue]	
Inferior Ore	x 4
Log	x 4
Leather	x 2
Bandit's Mark	x 1

=====

San Bronsa Ruins (Tower of Law Eternal - Level 8)

=====

[B0D8]

This building is the only one to survive the devastation of the city by the Apocrypha. It is said that Dorgalua patterned his Hanging Gardens on these ruins.

(02,04,08) [Warlock]	
Copper Oberyth	x10
Bronze Oberyth	x 5
Wyrm Gem	x 5
Magus's Mark	x 1
(04,03,12) [Warrior]	
-> <Musical Instruments I>	x 1
(04,11,13) [Hoplite]	
Pandeiro	x 1
Bronze Oberyth	x 5
Silver Oberyth	x 1
Footsoldier's Mark	x 1
(05,08,13) [Dark Dragon]	
Inferior Ore	x 4
Krystallos Ore	x 2
Gemstones	x 1
Gloomwyrm's Mark	x 1
(05,12,13) [Dark Dragon]	
Pandeiro	x 1
Krystallos Ore	x 2
Gemstones	x 1
Gloomwyrm's Mark	x 1
(06,03,12) [Warrior]	
-> <Musical Instruments I>	x 1
(08,04,08) [Witch]	
Copper Oberyth	x10

Bronze Oberyth	x 5
Wyrm Gem	x 5
Magus's Mark	x 1

San Bronsa Ruins (Tower of Law Eternal - Level 9)

[96B8]

This building is the only one to survive the devastation of the city by the Apocrypha. It is said that Dorgalua patterned his Hanging Gardens on these ruins.

(02,24,18) [Rogue]

Inferior Ore	x 4
Log	x 4
Leather	x 2
Bandit's Mark	x 1

(02,27,20) [Enchantress]

-> <Musical Instruments I> x 1

(03,18,17) [Spriggan]

The Sun	x 1
Skulldust Nostrum	x 1
Shoulder Shard	x 1

(05,27,22) [Rukh]

The Devil	x 1
Rood Upright	x 1
Salted Lobe	x 1

(06,17,17) [Spriggan]

Pandeiro	x 1
Skulldust Nostrum	x 1
Shoulder Shard	x 1

(07,25,18) [Rogue]

Pandeiro	x 1
Log	x 4
Leather	x 2
Bandit's Mark	x 1

(08,19,03) [Rogue]

-> <Seal of Rebirth> x 1

San Bronsa Ruins (Tower of Law Eternal - Level 10)

[368A]

This building is the only one to survive the devastation of the city by the Apocrypha. It is said that Dorgalua patterned his Hanging Gardens on these ruins.

(07,19,13) [Frost Dragon]

Inferior Ore	x 4
Krystallos Ore	x 2
Gemstones	x 1
Icewyrms Mark	x 1

(08,14,10) [Terror Knight]

Pandeiro	x 1
Bronze Oberyth	x 5
Ashmedai's Grog	x 3
Dreadknight's Mark	x 1

(09,18,12) [Hydra]

Inferior Ore	x 4
Krystallos Ore	x 2
Gemstones	x 1

(10,12,09) [Berserker]

Copper Oberyth	x10
Bronze Oberyth	x 5
Silver Oberyth	x 1
Berserker's Mark	x 1

(11,20,12) [Flame Dragon]

Pandeiro	x 1
Krystallos Ore	x 2
Gemstones	x 1
Firewyrn's Mark	x 1

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San Bronsa Ruins (Tower of Law Eternal - Level 11)

[BC64]

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This building is the only one to survive the devastation of the city by the Apocrypha. It is said that Dorgalua patterned his Hanging Gardens on these ruins.

(02,06,12) [Enchantress]

-> Grimoire Glace IV x 1

(04,08,10) [Thunder Dragon]

Inferior Ore	x 4
Krystallos Ore	x 2
Gemstones	x 1
Stormwyrn's Mark	x 1

(06,03,10) [Cloud Dragon]

Inferior Ore	x 4
Krystallos Ore	x 2
Gemstones	x 1
Windwyrn's Mark	x 1

(06,11,10) [Frost Dragon]

Krystallos Ore	x 2
Gemstones	x 1
Icewyrn's Mark	x 1

(07,05,10) [Earth Dragon]

Inferior Ore	x 4
Krystallos Ore	x 2
Gemstones	x 1
Cragwyrn's Mark	x 1

(11,01,13) [Witch]

-> Grimoire Rafale IV x 1

(11,08,10) [Flood Dragon]

Inferior Ore	x 4
Krystallos Ore	x 2
Gemstones	x 1
-> Aqua Hammer	x 1

(13,14,12) [Flame Dragon]

Inferior Ore	x 4
Krystallos Ore	x 2
Gemstones	x 1
Firewyrn's Mark	x 1

San Bronsa Ruins (Tower of Law Eternal - Level 12)

[A84E]

This building is the only one to survive the devastation of the city by the Apocrypha. It is said that Dorgalua patterned his Hanging Gardens on these ruins.

(02,02,13) [Familiar]

-> Grimoire Aquamasse IV x 1

(04,05,12) [Matriarch]

-> Grimoire Aiguille IV x 1
Log x 4
Leather x 2
Chief's Mark x 1

(05,09,12) [Terror Knight]

-> <Ensanguined Rood> x 1

(06,03,12) [Juggernaut]

Inferior Ore	x 4
Log	x 4
Leather	x 2
Juggernaut's Mark	x 1

(07,01,11) [Hydra]

Inferior Ore	x 4
Krystallos Ore	x 2
Gemstones	x 1

(09,00,09) [Baldur Golem]

-> Gerza's Atabaque x 1
Silver Ore x 2
Baldur Ore x 2
Magesteel's Mark x 1

San Bronsa Ruins (Tower of Law Eternal - Level 13)

[67CD]

This building is the only one to survive the devastation of the city by the Apocrypha. It is said that Dorgalua patterned his Hanging Gardens on these ruins.

(07,06,17) [Matriarch]

-> Grimoire Foudrarc IV x 1

(07,10,17) [Matriarch]

Inferior Ore	x 4
Log	x 4
Leather	x 2
Chief's Mark	x 1

(07,11,19) [Rogue]

Inferior Ore	x 4
Log	x 4
Leather	x 2
Bandit's Mark	x 1

(09,04,17) [Familiar]

Inferior Ore	x 4
Log	x 4
Leather	x 2
Familiar's Mark	x 1

(11,03,07) [Archer]

Copper Oberyth	x10
Bronze Oberyth	x 5
Silver Oberyth	x 1
Archer's Mark	x 1

(14,08,15) [Spriggan]

The Sun	x 1
Skulldust Nostrum	x 1
Shoulder Shard	x 1

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San Bronsa Ruins (Floating Ruins - Level 1)

[70C4]

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During the Great War, King Rodrick unleashed the power of the Apocrypha to vanquish an entire city, the remains of which float as an island among the clouds.

(03,25,21) [Cleric]

-> Grimoire Radiance IV x 1

(08,18,15) [Kraken]

The Star	x 1
Darkscale Tome	x 1
Wyrn Gem	x 1
-> Grimoire Congelation IV	x 1

(19,08,14) [Matriarch]

-> <Musical Instruments II> x 1

(20,10,14) [Kraken]

The Star	x 1
Darkscale Tome	x 1
Wyrn Gem	x 1

(20,22,14) [Scylla]

The Hermit	x 1
Philtre of Ashes	x 1
Shoulder Shard	x 1

(21,04,14) [Rukh]

The Devil	x 1
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Rood Upright	x 1
Salted Lobe	x 1
-> Zephyros	x 1

San Bronsa Ruins (Floating Ruins - Level 2) [1478]

During the Great War, King Rodrick unleashed the power of the Apocrypha to vanquish an entire city, the remains of which float as an island among the clouds.

(04,06,29) [Hippogryph]

Death	x 1
Echo Stone	x 1
Dried Eystem	x 1
-> Grimoire Rafale IV	x 1

(05,17,25) [Scylla]

The Hermit	x 1
Philtre of Ashes	x 1
Shoulder Shard	x 1

(07,03,16) [Rune Fencer]

-> Grimoire Scindeciel IV x 1

(07,13,25) [Scylla]

The Hermit	x 1
Philtre of Ashes	x 1
Shoulder Shard	x 1

(11,11,14) [Kraken]

The Star	x 1
Darkscale Tome	x 1
Wyrn Gem	x 1

(11,16,19) [Terror Knight]

-> Grimoire Douleur IV x 1

(15,07,11) [Rogue]

-> <Seal of Rebirth> x 1

(16,04,05) [Dark Dragon]

-> Grimoire Briseciel IV x 1

San Bronsa Ruins (Floating Ruins - Level 3) [EA86]

During the Great War, King Rodrick unleashed the power of the Apocrypha to vanquish an entire city, the remains of which float as an island among the clouds.

(03,16,31) [Rune Fencer]

-> Grimoire Tourbillon IV x 1

(04,08,21) [Hippogryph]

Death	x 1
Echo Stone	x 1
Dried Eystem	x 1

(04,12,29) [Cleric]
-> Grimoire Reveil II x 1

(06,16,24) [Ethereal Vision]
-> Rabana's Tanbur x 1

(09,15,23) [Crystal Dragon]
The Chariot x 1
Jewel of the Avatar x 1
Wyrn Gem x 1

(10,10,20) [Scylla]
-> Grimoire Malepluie IV x 1

(13,17,18) [Hippogryph]
Death x 1
Echo Stone x 1
Dried Eyestem x 1

(16,09,12) [Crystal Dragon]
The Chariot x 1
Jewel of the Avatar x 1
Wyrn Gem x 1

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San Bronsa Ruins (Floating Ruins - Level 4) [4B79]

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During the Great War, King Rodrick unleashed the power of the Apocrypha to vanquish an entire city, the remains of which float as an island among the clouds.

(05,16,20) [Kraken]
The Star x 1
Darkscale Tome x 1
Wyrn Gem x 1

(07,17,20) [Dagon]
The Moon x 1
Cursed Unicorn Blood x 1
Dried Eyestem x 1

(09,15,19) [Kraken]
The Star x 1
Darkscale Tome x 1
Wyrn Gem x 1

(19,16,19) [Crystal Dragon]
The Chariot x 1
Jewel of the Avatar x 1
Wyrn Gem x 1

(22,16,19) [Ethereal Vision]
The Sun x 1
Skulldust Nostrum x 1
Salted Lobe x 1
-> Grimoire Insensibilite x 1

During the Great War, King Rodrick unleashed the power of the Apocrypha to vanquish an entire city, the remains of which float as an island among the clouds.

(01,05,05) [Rune Fencer]

-> Grimoire Vitalite IV x 1

(03,18,31) [Ethereal Vision]

The Sun x 1

Skulldust Nostrum x 1

Salted Lobe x 1

-> Grimoire Immunitate x 1

(04,14,17) [Gorgon]

-> <Ensanguined Rood> x 1

(08,06,08) [Damasc Golem]

Justice x 1

Brand of the Sacrifice x 1

Bloodied Ventricle x 1

(08,11,15) [Damasc Golem]

Justice x 1

Brand of the Sacrifice x 1

Bloodied Ventricle x 1

-> Grimoire Rocher IV x 1

(09,17,25) [Gorgon]

The Fool x 1

Coral Harp x 1

Dried Eyestem x 1

(14,18,31) [Ethereal Vision]

The Sun x 1

Skulldust Nostrum x 1

Salted Lobe x 1

-> Grimoire Transfert x 1

During the Great War, King Rodrick unleashed the power of the Apocrypha to vanquish an entire city, the remains of which float as an island among the clouds.

(02,21,31) [Ethereal Vision]

-> <Luminant Gauntlets> x 1

(05,11,15) [Naga]

Wheel of Fortune x 1

Black Lizard Powder x 1

Salted Lobe x 1

(05,21,25) [Blood Gavial]

The World x 1

Horn of the Savage x 1

Wyrm Gem x 1

(06,02,06) [Blood Gavial]

The World x 1

Horn of the Savage x 1

Wyrm Gem x 1

(08,13,08) [Naga]

Wheel of Fortune x 1

Black Lizard Powder x 1

Salted Lobe x 1

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San Bronsa Ruins (Floating Ruins - Level 7)

[83D9]
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During the Great War, King Rodrick unleashed the power of the Apocrypha to vanquish an entire city, the remains of which float as an island among the clouds.

(01,12,27) [Ethereal Vision]

The Sun x 1

Skulldust Nostrum x 1

Salted Lobe x 1

-> Grimoire Decelement x 1

(02,14,27) [Ethereal Vision]

-> Grimoire Dondevie x 1

(02,16,31) [Ethereal Vision]

The Sun x 1

Skulldust Nostrum x 1

Salted Lobe x 1

(05,16,26) [Matriarch]

-> <Seal of Rebirth> x 1

(06,11,25) [Crystal Dragon]

-> Shield of Sages x 1

(07,06,18) [Rukh]

The Devil x 1

Rood Upright x 1

Salted Lobe x 1

-> Grimoire Arret x 1

(08,14,24) [Crystal Dragon]

-> Grimoire Punition IV x 1

-> Grimoire Stellaire II x 1

(09,03,14) [Rukh]

The Devil x 1

Rood Upright x 1

Salted Lobe x 1

(09,11,22) [Naga]

Wheel of Fortune x 1

Black Lizard Powder x 1

Salted Lobe x 1

During the Great War, King Rodrick unleashed the power of the Apocrypha to vanquish an entire city, the remains of which float as an island among the clouds.

(01,22,24) [Ethereal Vision]

The Sun x 1
 Skulldust Nostrum x 1
 Salted Lobe x 1

(01,26,26) [Ethereal Vision]

The Sun x 1
 Skulldust Nostrum x 1
 Salted Lobe x 1

(04,22,20) [Basilisk]

The Tower x 1
 Haunt's Tome x 1
 Bloodied Ventricle x 1

(05,07,31) [Ethereal Vision]

-> Grimoire Revigoration x 1

(06,06,27) [Cleric]

Copper Oberyth x10
 Bronze Oberyth x 5
 Blessing Stone x 1
 Sibyl's Mark x 1

(08,19,20) [Dagon]

-> Grimoire Naiade II x 1

(15,27,19) [Cleric]

Copper Oberyth x10
 Bronze Oberyth x 5
 Blessing Stone x 1
 Sibyl's Mark x 1

(17,28,15) [Ethereal Vision]

-> <Durandal> x 1

(20,28,14) [Wizard]

-> Grimoire Tourbillon IV x 1

During the Great War, King Rodrick unleashed the power of the Apocrypha to vanquish an entire city, the remains of which float as an island among the clouds.

(02,04,16) [Phoenix]

Temperance x 1
 Blackwing Leg x 1
 Shoulder Shard x 1
 -> Grimoire Salamandre II x 1

(03,07,15) [Blood Gavia]l
The World x 1
Horn of the Savage x 1
Wyrn Gem x 1

(03,26,18) [Ethereal Vision]
The Sun x 1
Skulldust Nostrum x 1
Salted Lobe x 1

(04,02,14) [Blood Gavia]l
The World x 1
Horn of the Savage x 1
Wyrn Gem x 1

(04,28,24) [Ethereal Vision]
-> <Centetotl's Rib> x 1

(06,04,16) [Phoenix]
Temperance x 1
Blackwing Leg x 1
Shoulder Shard x 1
-> Grimoire Flamme IV x 1

(06,26,17) [Ethereal Vision]
The Sun x 1
Skulldust Nostrum x 1
Salted Lobe x 1

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San Bronsa Ruins (Floating Ruins - Level 10) [459A]
=====

During the Great War, King Rodrick unleashed the power of the Apocrypha to vanquish an entire city, the remains of which float as an island among the clouds.

(04,13,31) [Ethereal Vision]
-> Grimoire Chatiment x 1

(05,03,18) [Basilisk]
The Tower x 1
Haunt's Tome x 1
Bloodied Ventricle x 1

(08,02,05) [Gorgon]
The Fool x 1
Coral Harp x 1
Dried Eyestem x 1

(09,07,21) [Blood Gavia]l
The World x 1
Horn of the Savage x 1
Wyrn Gem x 1

(13,03,05) [Flesh Golem]
The Hanged Man x 1
Dynast-King's Mead x 1
Wyrn Gem x 1

(22,13,31) [Ethereal Vision]
-> <Sage Staff> x 1

(25,09,22) [Basilisk]
The Tower x 1
Haunt's Tome x 1
Bloodied Ventricle x 1
-> Grimoire Orestiad II x 1

(26,11,24) [Matriarch]
-> Grimoire Fenrir II x 1

=====
San Bronsa Ruins (Floating Ruins - Level 11) [D10E]
=====

During the Great War, King Rodrick unleashed the power of the Apocrypha to vanquish an entire city, the remains of which float as an island among the clouds.

(03,08,16) [Ethereal Vision]
-> Grimoire Resurrection II x 1

(03,10,16) [Ethereal Vision]
-> <Rune Axe> x 1

(03,13,11) [Cleric]
-> Grimoire Soins III x 1

(04,02,09) [Blood Gavial]
The World x 1
Horn of the Savage x 1
Wyrn Gem x 1

(05,10,09) [Basilisk]
The Tower x 1
Haunt's Tome x 1
Bloodied Ventricle x 1

(09,11,08) [Titan]
Judgement x 1
Magedrain Gland x 1
Salted Lobe x 1
-> Grimoire Sylphide II x 1

(12,14,13) [Titan]
Judgement x 1
Magedrain Gland x 1
Salted Lobe x 1

=====
San Bronsa Ruins (Floating Ruins - Level 12) [7F86]
=====

During the Great War, King Rodrick unleashed the power of the Apocrypha to vanquish an entire city, the remains of which float as an island among the clouds.

(04,10,18) [Dagon]

The Moon x 1
Cursed Unicorn Blood x 1
Dried Eyestem x 1

(05,16,29) [Ethereal Vision]
-> Grimoire Tempete II x 1

(07,23,30) [Ethereal Vision]
-> <Leksar's Beloved> x 1

(08,08,17) [Naga]
Wheel of Fortune x 1
Black Lizard Powder x 1
Salted Lobe x 1

(08,13,23) [Dark Dragon]
Inferior Ore x 4
Krystallos Ore x 2
Gemstones x 1
Gloomwyrms Mark x 1

(11,15,23) [Crystal Dragon]
The Chariot x 1
Jewel of the Avatar x 1
Wyrms Gem x 1

(14,13,23) [Arc Dragon]
Inferior Ore x 4
Krystallos Ore x 2
Gemstones x 1
Gleamwyrms Mark x 1

(17,23,18) [Matriarch]
-> Grimoire Tourbillon IV x 1

=====

San Bronsa Ruins (Floating Ruins - Level 13) [16CE]

=====

During the Great War, King Rodrick unleashed the power of the Apocrypha to vanquish an entire city, the remains of which float as an island among the clouds.

(01,11,19) [Ethereal Vision]
-> Grimoire Stellaire II x 1

(02,18,21) [Phoenix]
Temperance x 1
Blackwing Leg x 1
Shoulder Shard x 1

(05,25,24) [Phoenix]
Temperance x 1
Blackwing Leg x 1
Shoulder Shard x 1

(06,09,13) [Ethereal Vision]
-> Garb of the Sages x 1

(06,13,14) [Naga]

Wheel of Fortune	x 1
Black Lizard Powder	x 1
Salted Lobe	x 1

(09,22,17) [Cleric]

-> Glorious Score x 1

(10,10,16) [Naga]

Wheel of Fortune	x 1
Black Lizard Powder	x 1
Salted Lobe	x 1

(11,24,16) [Familiar]

-> Resonant Score x 1

(12,21,16) [Flesh Golem]

The Hanged Man	x 1
Dynast-King's Mead	x 1
Wyrn Gem	x 1

(12,23,16) [Flesh Golem]

The Hanged Man	x 1
Dynast-King's Mead	x 1
Wyrn Gem	x 1

=====

San Bronsa Ruins (Floating Ruins - Level 14)

[E694]

=====

During the Great War, King Rodrick unleashed the power of the Apocrypha to vanquish an entire city, the remains of which float as an island among the clouds.

(04,12,31) [Ethereal Vision]

-> Aegis x 1

-> Rapturous Score x 1

(05,06,29) [Ethereal Vision]

-> Grimoire Lumina II x 1

(05,10,25) [Titan]

Judgement	x 1
Magedrain Gland	x 1
Salted Lobe	x 1

(06,17,25) [Gorgon]

The Fool x 1

Coral Harp x 1

Dried Eyestem x 1

(08,15,23) [Flesh Golem]

The Hanged Man x 1

Dynast-King's Mead x 1

Wyrn Gem x 1

(10,14,18) [Dagon]

The Moon x 1

Cursed Unicorn Blood x 1

Dried Eyestem x 1

-> Grimoire Wendigo II x 1

(18,15,05) [Blood Gaviol]
The World x 1
Horn of the Savage x 1
Wyrm Gem x 1

(19,18,05) [Phoenix]
Temperance x 1
Blackwing Leg x 1
Shoulder Shard x 1

=====
San Bronsa Ruins (Floating Ruins - Level 15) [C8EB]
=====

During the Great War, King Rodrick unleashed the power of the Apocrypha to vanquish an entire city, the remains of which float as an island among the clouds.

(02,23,19) [Gorgon]
The Fool x 1
Coral Harp x 1
Dried Eyestem x 1
-> Grimoire Tonnerre II x 1

(08,26,24) [Ethereal Vision]
-> Grimoire Inondation II x 1

(09,23,21) [Ethereal Vision]
-> <Fruede Helm> x 1

(10,26,24) [Ethereal Vision]
-> Grimoire Glaciation II x 1

(12,22,19) [Matriarch]
Inferior Ore x 4
Log x 4
Leather x 2
Chief's Mark x 1

(12,25,24) [Crystal Dragon]
-> Grimoire Chatiment II x 1

(15,24,18) [Titan]
Judgement x 1
Magedrain Gland x 1
Salted Lobe x 1
-> Grimoire Distorsion II x 1

(16,18,17) [Flesh Golem]
The Hanged Man x 1
Dynast-King's Mead x 1
Wyrm Gem x 1

(16,21,18) [Juggernaut]
Inferior Ore x 4
Log x 4
Leather x 2
Juggernaut's Mark x 1

=====
San Bronsa Ruins (Floating Ruins - Central Garden) [D680]
=====

This garden once stood in the middle of San Bronsa. The effects of the
incredible power that gathered here can still be felt.

(02,16,19) [Ethereal Vision]

The Sun x 1
Skulldust Nostrum x 1
Salted Lobe x 1

(06,08,15) [Phoenix]

-> Grimoire Fournaise II x 1

(06,16,15) [Naga]

Wheel of Fortune x 1
Black Lizard Powder x 1
Salted Lobe x 1

(12,25,17) [Ethereal Vision]

-> <Livela's Harp> x 1

(13,11,15) [Titan]

-> Grimoire Ouragan II x 1

(13,23,15) [Crystal Dragon]

The Chariot x 1
Jewel of the Avatar x 1
Wyrn Gem x 1

(13,27,19) [Ethereal Vision]

-> <Oracion> x 1
The Sun x 1
Skulldust Nostrum x 1
Salted Lobe x 1

(15,22,15) [Gorgon]

The Fool x 1
Coral Harp x 1
Dried Eyestem x 1

=====
S p e c i a l E n c o u n t e r s [05B2]
=====

Special encounters are optional battles that appear after certain conditions
are met. I've included the conditions for each special encounter in the
battle descriptions.

SE[1] The Vanessian Way [D81F]
SE[2] The Leupha Coast [80E9]
SE[3] The Pirate's Graveyard (On Holy Ground) [1CE2]
SE[4] Palace of the Dead (Palace of the Dead - Level 18) [E870]
SE[5] Palace of the Dead (Palace - Altar of the Beyond) [17E4]

=====
Special Encounter #1: [D81F]
The Vanessian Way

=====

The ancient Valerians laid the cobblestones for this road here over 1,000 years ago. Even today it serves to connect the various regions of the island together.

To activate this encounter, Ozma must be in the roster, and the weather must be stormy at the start of the battle.

(04,16,15) [Juggernaut]

Inferior Ore	x 4
Log	x 4
Leather	x 2
Juggernaut's Mark	x 1

(06,12,15) [Hoplite]

Inferior Ore	x10
Bronze Oberyth	x 5
Silver Oberyth	x 1
Footsoldier's Mark	x 1

(12,02,13) [Rogue]

Inferior Ore	x 4
Log	x 4
Leather	x 2
Bandit's Mark	x 1

(13,16,03) [Cockatrice]

Beasthide	x 2
Beasthide	x 1
Bundle of Herbs	x 4
Nightshade	x 4

=====

Special Encounter #2:

[80E9]

The Leupha Coast

=====

A beautiful seacoast on the easternmost main island of Valeria, known for its expansive coral reefs and white, sandy beaches.

To activate this encounter, the weather must be fair at the start of the battle.

(01,26,06) [Warrior]

Copper Oberyth	x10
Bronze Oberyth	x 5
Silver Oberyth	x 1
Warrior's Mark	x 1

(02,29,15) [Archer]

Copper Oberyth	x10
Bronze Oberyth	x 5
Silver Oberyth	x 1
Archer's Mark	x 1

(05,24,03) [Fusilier]

Copper Oberyth	x10
Bronze Oberyth	x 5
Inferior Ore	x 1
-> Fusilier's Mark	x 2

(07,24,03) [Fusilier]
Copper Oberyth x10
Bronze Oberyth x 5
Inferior Ore x 1
-> Fusilier's Mark x 2

(10,25,03) [Octopus]
Ancient Wood x 1

(12,29,03) [Octopus]
Ancient Wood x 1
Beasthide x 1
Bundle of Herbs x 4
Nightshade x 4

(14,23,03) [Octopus]
Ancient Wood x 1

(16,29,03) [Kraken]
Ancient Wood x 1
Darkscale Tome x 1
Wyrn Gem x 1

=====

Special Encounter #3: [1CE2]
The Pirate's Graveyard (On Holy Ground)

=====

A natural labyrinth created by the dripping subterranean water and the seawater that rushes in with the tides. The salt in the water has crystallized throughout much of the cave.

To activate this encounter, Azelstan must be in the roster.

(00,07,06) [Archer]
-> Pirate's Mark x 3

(01,08,04) [Kraken]
The Star x 1
Darkscale Tome x 1
Wyrn Gem x 1

(01,09,06) [Archer]
-> Pirate's Mark x 3

(02,01,04) [Dagon]
The Moon x 1
Cursed Unicorn Blood x 1
Dried Eyestem x 1

(04,14,05) [Dagon]
-> Aganista Lightcoat x 1

(06,11,06) [Terror Knight]
Copper Oberyth x10
Bronze Oberyth x 5
Ashmedai's Grog x 3
-> Pirate's Mark x 3

(07,02,06) [Lich]
-> Malitza's Staff x 1

(07,08,06) [Terror Knight]
-> Pirate's Mark x 3

(07,21,09) [Wraith]
The Empress x 1
Spiritstone of the Stars x 1
Bloodied Ventricle x 1

(09,20,08) [Knight]
-> Pirate's Mark x 3

(10,01,05) [Archer]
Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1
-> Pirate's Mark x 3

=====

Special Encounter #4: [E870]

Palace of the Dead (Palace of the Dead - Level 18)

=====

All who enter this dungeon, abandon what little hope ye may have.

To activate this encounter, Cressida must have been successfully recruited.

(10,02,09) [Rune Fencer]
Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1
Mage-Knight's Mark x 1

(10,09,20) [Necromancer]
-> Necroprentice's Mark x 3
Shoulder Shard x 3
Salted Lobe x 3
Bloodied Ventricle x 3

(12,04,10) [Juggernaut]
Inferior Ore x 4
Log x 4
Leather x 2
Juggernaut's Mark x 1

(13,11,21) [Berserker]
Copper Oberyth x10
Bronze Oberyth x 5
Silver Oberyth x 1
Berserker's Mark x 1

(13,13,19) [Terror Knight]
Copper Oberyth x10
Bronze Oberyth x 5
Ashmedai's Grog x 3
Dreadknight's Mark x 1

(15,01,13) [Necromancer]

-> Necroapprentice's Mark x 3
Shoulder Shard x 3
Salted Lobe x 3
Bloodied Ventricle x 3

=====

Special Encounter #5: [17E4]
Palace of the Dead (Palace - Altar of the Beyond)

=====

The 100th level of the Palace of the Dead, this place has the feel of an ancient ceremonial space to it.

To activate this encounter, the following weapons of the Wind Gods must be in your inventory:

Notos - God of the South Wind
Boreas - God of the North Wind
Zephyros - God of the West Wind
Euros - God of the East Wind

Also make sure that Chapter IV Side Quest #17.8 (final battle against Nybeth) is cleared.

(07,04,08) [Lich Queen]

-> <Ogre Blade> x 1
-> <Ogre Shield> x 1
-> <Ogre Helm> x 1
-> <Ogre Armor> x 1

(07,09,08) [Lich King]

-> <Ogre Blade> x 1
-> <Ogre Shield> x 1
-> <Ogre Helm> x 1
-> <Ogre Armor> x 1

(08,07,08) [Blackmoor]

-> <Crest of Fire> x 1
Heaven's Fork x 1
Platinum Oberyth x 1
-> <Gran Grimoire> x 1

(09,02,04) [Incubus]

Inferior Ore x 4
Log x 4
Leather x 2
Bandit's Mark x 1

(09,11,06) [Incubus]

Inferior Ore x 4
Log x 4
Leather x 2
Bandit's Mark x 1

(13,04,03) [Flame Dragon]

Inferior Ore x 4
Krystallos Ore x 2
Gemstones x 1
Firewyrn's Mark x 1

(13,07,05) [Baldur Golem]
 Iron Ore x 2
 Silver Ore x 2
 Baldur Ore x 2
 Magesteel's Mark x 1

=====
 H e a v e n l y G e n e r a l s [81D7]
 =====

These are special encounters that require a "Heaven's Fork" consumable item to activate. Of course, since the item is consumed upon encountering a Heavenly General, a minimum of 12 forks is required to face all of the generals. Be aware that access to normal optional battles on floors with Heavenly Generals will be unavailable until all the Heaven's Forks in your inventory are gone. In a pinch, you can sell the forks from your inventory on the spot, but only if you're willing to part with them. Plan your visits to these battlefields carefully.

HG[1] Palace of the Dead (Palace of the Dead - Level 86) [A296]
 HG[2] The Pirate's Graveyard (Memories of Turquoise) [12E3]
 HG[3] Phorampa Wildwood (Heart of the Wildwood) [7B38]
 HG[4] Palace of the Dead (Palace of the Dead - Level 96) [BA54]
 HG[5] Palace of the Dead (Palace of the Dead - Level 93) [ACFB]
 HG[6] San Bronsa Ruins (Floating Ruins - Level 4) [9C37]
 HG[7] Phorampa Wildwood (Wonder at the Gods Above) [590A]
 HG[8] San Bronsa Ruins (Floating Ruins - Level 8) [6489]
 HG[9] Palace of the Dead (Palace of the Dead - Level 77) [5F92]
 HG[10] Palace of the Dead (Palace of the Dead - Level 89) [5FD0]
 HG[11] San Bronsa Ruins (Floating Ruins - Central Garden) [D642]
 HG[12] San Bronsa Ruins (Floating Ruins - Level 14) [153C]

=====
 Heavenly General #1: [A296]
 Palace of the Dead (Palace of the Dead - Level 86)
 =====

All who enter this dungeon, abandon what little hope ye may have.

 (01,12,11) [Executioner]
 Strength x 1
 Hair of the Unicorn x 1
 Shoulder Shard x 1

(04,19,15) [Raven]
 The Star x 1
 Darkscale Tome x 1
 Dried Eyestem x 1

(07,20,16) [Vija]
 -> Vaisravana x 1
 -> Daedalus Pinion x 1
 -> Daedalus Rack x 1
 -> Orichalcum x 1
 -> Grimoire Glaciation II x 1

(13,20,15) [Hippogryph]
 Death x 1
 Echo Stone x 1
 Dried Eyestem x 1

=====

Heavenly General #2: [12E3]
The Pirate's Graveyard (Memories of Turquoise)

=====

A natural labyrinth created by the dripping subterranean water and the seawater that rushes in with the tides. The salt in the water has crystallized throughout much of the cave.

(01,15,13) [Onyx Dragon]
Strength x 1
Hair of the Unicorn x 1
Dried Eyestem x 1

(01,19,18) [Death Eater]
The Empress x 1
Spiritstone of the Stars x 1
Shoulder Shard x 1

(07,19,12) [Enja]
-> Yama x 1
-> Daedalus Pinion x 1
-> Daedalus Rack x 1
-> Orichalcum x 1
-> Grimoire Inondation II x 1

(12,20,14) [Gladiator]
The Magician x 1
Areion Plume x 1
Wyrn Gem x 1

=====

Heavenly General #3: [7B38]
Phorampa Wildwood (Heart of the Wildwood)

=====

A great forest that spreads across the Gunaw Highlands in the south of the Burnham Massif. The treacherous terrain and teeming wildlife have largely saved this area from the ravages of war.

(02,14,13) [Sniper]
Death x 1
Echo Stone x 1
Shoulder Shard x 1

(09,14,09) [Maitreya]
-> Kumbhira x 1
-> Daedalus Pinion x 1
-> Daedalus Rack x 1
-> Orichalcum x 1
-> Grimoire Distorsion II x 1

(10,12,04) [Crystal Dragon]
The Chariot x 1
Jewel of the Avatar x 1
Wyrn Gem x 1

(11,14,05) [Iron Fist]
Temperance x 1

Blackwing Leg x 1
Salted Lobe x 1

=====
Heavenly General #4: [BA54]
Palace of the Dead (Palace of the Dead - Level 96)
=====

All who enter this dungeon, abandon what little hope ye may have.

(06,11,16) [Phoenix]
Temperance x 1
Blackwing Leg x 1
Shoulder Shard x 1

(09,11,16) [Ijana]
-> <Ishana> x 1
-> Daedalus Pinion x 1
-> Daedalus Rack x 1
-> Orichalcum x 1
-> Grimoire Inondation II x 1

(15,03,03) [Shadow Knight]
The Lovers x 1
Mercurial Phial x 1
Wyrn Gem x 1

(18,10,03) [Sniper]
Death x 1
Echo Stone x 1
Shoulder Shard x 1

=====
Heavenly General #5: [ACFB]
Palace of the Dead (Palace of the Dead - Level 93)
=====

All who enter this dungeon, abandon what little hope ye may have.

(06,23,11) [Crimson Uhlan]
Wheel of Fortune x 1
Black Lizard Powder x 1
Bloodied Ventricle x 1

(13,23,12) [Witch Queen]
The Tower x 1
Haunt's Tome x 1
Wyrn Gem x 1

(20,25,13) [Chandra]
-> <Kshuparaka> x 1
-> Daedalus Pinion x 1
-> Daedalus Rack x 1
-> Orichalcum x 1
-> Grimoire Glaciation II x 1

(21,26,13) [Gorgon]
The Fool x 1
Coral Harp x 1
Dried Eyestem x 1

=====

Heavenly General #6:

[9C37]

San Bronsa Ruins (Floating Ruins - Level 4)
=====

During the Great War, King Rodrick unleashed the power of the Apocrypha to vanquish an entire city, the remains of which float as an island among the clouds.

(04,18,21) [Vayu]

-> <Pavana>	x 1
-> Daedalus Pinion	x 1
-> Daedalus Rack	x 1
-> Orichalcum	x 1
-> Grimoire Ouragan II	x 1

(05,21,19) [Cannibal]

The Hierophant	x 1
Crystallized Flame	x 1
Bloodied Ventricle	x 1

(08,07,18) [Raven]

The Star	x 1
Darkscale Tome	x 1
Dried Eyestem	x 1

(08,16,19) [Dagon]

The Moon	x 1
Cursed Unicorn Blood	x 1
Dried Eyestem	x 1

(10,19,20) [Blood Gavial]

The World	x 1
Horn of the Savage	x 1
Wyrn Gem	x 1

=====

Heavenly General #7:

[590A]

Phorampa Wildwood (Wonder at the Gods Above)
=====

A great forest that spreads across the Gunaw Highlands in the south of the Burnham Massif. The treacherous terrain and teeming wildlife have largely saved this area from the ravages of war.

(01,14,21) [Dreadnought]

The Chariot	x 1
Jewel of the Avatar	x 1
Dried Eyestem	x 1

(05,18,21) [Rukh]

The High Priestess	x 1
Basin of Time	x 1
Salted Lobe	x 1

(06,15,21) [Dreadnought]

The Chariot	x 1
Jewel of the Avatar	x 1
Dried Eyestem	x 1

(08,17,21) [Indra]
-> Vajra x 1
-> Daedalus Pinion x 1
-> Daedalus Rack x 1
-> Orichalcum x 1
-> Grimoire Ouragan II x 1

=====
Heavenly General #8: [6489]
San Bronsa Ruins (Floating Ruins - Level 8)
=====

During the Great War, King Rodrick unleashed the power of the Apocrypha to vanquish an entire city, the remains of which float as an island among the clouds.

(03,18,20) [Spriggan]
The Sun x 1
Skulldust Nostrum x 1
Shoulder Shard x 1

(05,21,20) [Titan]
Judgement x 1
Magedrain Gland x 1
Salted Lobe x 1

(06,08,23) [Dark Stalker]
Justice x 1
Brand of the Sacrifice x 1
Wyrn Gem x 1

(13,12,24) [Rakshas]
-> <Bakasura> x 1
-> Daedalus Pinion x 1
-> Daedalus Rack x 1
-> Orichalcum x 1
-> Grimoire Tempete II x 1

(19,16,13) [Night Crow]
Judgement x 1
Magedrain Gland x 1
Bloodied Ventricle x 1

=====
Heavenly General #9: [5F92]
Palace of the Dead (Palace of the Dead - Level 77)
=====

All who enter this dungeon, abandon what little hope ye may have.

(04,20,22) [Kill Seeker]
The Hermit x 1
Philtre of Ashes x 1
Salted Lobe x 1

(04,23,22) [Ahurama]
-> Asura x 1
-> Daedalus Pinion x 1
-> Daedalus Rack x 1

-> Orichalcum x 1
-> Grimoire Fournaise II x 1

(06,13,13) [Loremaster]

The Devil x 1
Rood Upright x 1
Bloodied Ventricle x 1

(16,04,10) [Scylla]

The Hermit x 1
Philtre of Ashes x 1
Shoulder Shard x 1

=====
Heavenly General #10: [5FD0]
Palace of the Dead (Palace of the Dead - Level 89)
=====

All who enter this dungeon, abandon what little hope ye may have.

(04,11,20) [Cenobite]

The Emperor x 1
Faeriescale Powder x 1
Salted Lobe x 1

(05,08,20) [Asurama]

-> Sagara x 1
-> Daedalus Pinion x 1
-> Daedalus Rack x 1
-> Orichalcum x 1
-> Grimoire Supplices II x 1

(09,12,20) [Witch King]

The Tower x 1
Haunt's Tome x 1
Wyrms Gem x 1

(15,12,02) [Damasc Golem]

Justice x 1
Brand of the Sacrifice x 1
Bloodied Ventricle x 1

=====
Heavenly General #11: [D642]
San Bronsa Ruins (Floating Ruins - Central Garden)
=====

This garden once stood in the middle of San Bronsa. The effects of the incredible power that gathered here can still be felt.

(07,15,19) [Raven]

The Star x 1
Darkscale Tome x 1
Dried Eyestem x 1

(10,13,15) [Blood Gavial]

The World x 1
Horn of the Savage x 1
Wyrms Gem x 1

(10,16,15) [Naga]
Wheel of Fortune x 1
Black Lizard Powder x 1
Salted Lobe x 1

(10,19,15) [Aditi]
-> <Rahula> x 1
-> Daedalus Pinion x 1
-> Daedalus Rack x 1
-> Orichalcum x 1
-> Grimoire Supplices II x 1

(13,19,15) [Naga]
Wheel of Fortune x 1
Black Lizard Powder x 1
Salted Lobe x 1

=====

Heavenly General #12: [153C]
San Bronsa Ruins (Floating Ruins - Level 14)

=====

During the Great War, King Rodrick unleashed the power of the Apocrypha to vanquish an entire city, the remains of which float as an island among the clouds.

(03,12,31) [Saranga]
-> <Pajra> x 1
-> Daedalus Pinion x 1
-> Daedalus Rack x 1
-> Orichalcum x 1
-> Grimoire Stellaire II x 1

(04,08,28) [Blood Hunter]
The High Priestess x 1
Basin of Time x 1
Dried Eyestem x 1

(08,14,23) [Cenobite]
The Emperor x 1
Faeriescale Powder x 1
Salted Lobe x 1

(13,17,18) [Uruk]
The Magician x 1
Areion Plume x 1
Shoulder Shard x 1

(16,04,05) [Flesh Golem]
The Hanged Man x 1
Dynast-King's Mead x 1
Wyrms Gem x 1

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I t e m s B y C l a s s C o m p a t i b i l i t y [8D6A]

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For convenience, I've sorted all items by class compatibility. I've also displayed level requirements, weapon hand type (1H or 2H), and spell names

for arcana. This can be useful for planning out an army setup in both the short and long term. One of the best features of this section is that it gives the clearest overview of what spells a class can use, so you can evaluate their worth as casters very quickly. The list does not include jewelry due to the fact that all playable units can equip them if they meet the level requirements.

Warrior	[B124]
Archer	[3D20]
Wizard/Enchantress	[BCE5]
Cleric	[E60D]
Rune Fencer/Valkyrie	[A6B2]
Knight	[4025]
Terror Knight	[A1B7]
Berserker	[D754]
Swordmaster	[4680]
Dragoon	[43ED]
Ninja/Kunoichi	[5E6A]
Rogue	[E0B4]
Fusilier	[79BD]
Beast Tamer	[E927]
Warlock/Witch	[C1DE]
Necromancer	[5036]
Lich	[9E4B]
Divine Knight	[CF59]
Lord	[14E7]
Ranger	[581E]
Priest	[643F]
Princess	[F3E2]
Dark Priest	[85EC]
Paladin	[7028]
Astromancer	[0E4C]
Vartan	[7412]
White Knight	[61F0]
Shaman	[60AF]
Wicce	[86BF]
Songstress	[659C]
Buccaneer	[7951]
Knight Commander	[8CB1]
Hoplite	[D960]
Juggernaut	[09E1]
Patriarch/Matriarch	[60EF]
Familiar	[EC3D]
Cyclops	[F86C]

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Warrior	[B124]
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A mainstay melee attacker adept with a wide variety of weapons.
Jack-of-all-trades, master of none.

[Fists]

- (Lv.02~) (2H) Leather Caestus +1
- (Lv.04~) (2H) Bronze Knuckles
- (Lv.05~) (2H) Bronze Knuckles +1
- (Lv.07~) (2H) Iron Claws
- (Lv.08~) (2H) Iron Claws +1
- (Lv.10~) (2H) Cat Bagh Nakh
- (Lv.11~) (2H) Cat Bagh Nakh +1

(Lv.13~) (2H) Baldur Claws
(Lv.14~) (2H) Baldur Claws +1
(Lv.16~) (2H) Katara
(Lv.17~) (2H) Katara +1
(Lv.19~) (2H) Tiger Bagh Nakh
(Lv.20~) (2H) Tiger Bagh Nakh +1
(Lv.22~) (2H) Damasc Claws
(Lv.23~) (2H) Damasc Claws +1
(Lv.25~) (2H) Dragon Claws
(Lv.26~) (2H) Dragon Blades
(Lv.28~) (2H) Jamadhar
(Lv.29~) (2H) Vishnu's Katara
(Lv.31~) (2H) Hellhound Claws
(Lv.32~) (2H) Kerberos Claws
(Lv.34~) (2H) Daedalus Knuckles
(Lv.37~) (2H) Vaisravana
(Lv.34~) (2H) <Trueno's Scales>
(Lv.43~) (2H) <Vainateya's Talons>
(Lv.46~) (2H) <Huitzilopochtli's Rays>
(Lv.01~) (2H) <Cursed Weapon>

[Daggers]

(Lv.01~) (1H) Sticker
(Lv.02~) (1H) Sticker +1
(Lv.04~) (1H) Battle Knife
(Lv.05~) (1H) Battle Knife +1
(Lv.07~) (1H) Dirk
(Lv.08~) (1H) Dirk +1
(Lv.10~) (1H) Butcher Knife
(Lv.11~) (1H) Butcher Knife +1
(Lv.13~) (1H) Baldur Dagger
(Lv.14~) (1H) Baldur Dagger +1
(Lv.16~) (1H) Kris
(Lv.17~) (1H) Kris +1
(Lv.19~) (1H) Kidney Spike
(Lv.20~) (1H) Kidney Spike +1
(Lv.22~) (1H) Damasc Dagger
(Lv.23~) (1H) Damasc Dagger +1
(Lv.25~) (1H) Valiant's Dagger
(Lv.26~) (1H) Brilliant Dagger
(Lv.28~) (1H) Marauder Knife
(Lv.29~) (1H) Predator Knife
(Lv.31~) (1H) Xolotl's Canine
(Lv.34~) (1H) Yama
(Lv.37~) (1H) Dragon Fang
(Lv.40~) (1H) <Pinion Blade>
(Lv.43~) (1H) <Assassin Blade>
(Lv.01~) (1H) <Cursed Weapon>

[Swords (1H)]

(Lv.01~) (1H) Short Sword
(Lv.02~) (1H) Short Sword +1
(Lv.03~) (1H) Gladius
(Lv.04~) (1H) Gladius +1
(Lv.06~) (1H) Rapier
(Lv.07~) (1H) Rapier +1
(Lv.08~) (1H) Shamshir
(Lv.09~) (1H) Shamshir +1
(Lv.11~) (1H) Baldur Sword
(Lv.12~) (1H) Bladur Sword +1

(Lv.13~) (1H) Cutlass
(Lv.14~) (1H) Cutlass +1
(Lv.16~) (1H) Khora
(Lv.17~) (1H) Khora +1
(Lv.18~) (1H) Damasc Sword
(Lv.19~) (1H) Damasc Sword +1
(Lv.21~) (1H) Walloon Sword
(Lv.22~) (1H) Lightning Sword
(Lv.22~) (1H) {Lombardia}
(Lv.23~) (1H) Ice Blade
(Lv.24~) (1H) Isberg
(Lv.26~) (1H) Kukri
(Lv.27~) (1H) Fandango
(Lv.34~) (1H) <Nifrit Sword>
(Lv.32~) (1H) Kumbhira
(Lv.34~) (1H) <Odiferous Waster>
(Lv.20~) (1H) <Ambicion>
(Lv.30~) (1H) {Brynhildir}
(Lv.42~) (1H) Daedalus Blade
(Lv.44~) (1H) <Oracion>
(Lv.46~) (1H) <Fafnir's Heart>
(Lv.48~) (1H) <Leksar's Beloved>
(Lv.01~) (1H) <Cursed Weapon>

[Swords (2H)]

(Lv.01~) (2H) Broadsword
(Lv.02~) (2H) Broadsword +1
(Lv.04~) (2H) Viking Sword
(Lv.05~) (2H) Viking Sword +1
(Lv.07~) (2H) Zweihander
(Lv.08~) (2H) Zweihander +1
(Lv.10~) (2H) Baldur Blade
(Lv.11~) (2H) Baldur Blade +1
(Lv.13~) (2H) Bastard Sword
(Lv.14~) (2H) Bastard Sword +1
(Lv.16~) (2H) Claymore
(Lv.17~) (2H) Claymore +1
(Lv.19~) (2H) Falx
(Lv.20~) (2H) Falx +1
(Lv.22~) (2H) Damasc Blade
(Lv.23~) (2H) Damasc Blade +1
(Lv.21~) (2H) Desert Blade
(Lv.26~) (2H) Gaia Blade
(Lv.28~) (2H) The Headsman
(Lv.29~) (2H) The Dark Headsman
(Lv.31~) (2H) Rhomphaia
(Lv.32~) (2H) Grasshewer Blade
(Lv.34~) (2H) Notos
(Lv.36~) (2H) <Ogre Blade>
(Lv.34~) (2H) <Balmung>
(Lv.40~) (2H) <Ishana>
(Lv.43~) (2H) <Durandal>
(Lv.46~) (2H) <Moon Blade>
(Lv.01~) (2H) <Cursed Weapon>

[Axes]

(Lv.01~) (1H) Hand Axe
(Lv.02~) (1H) Hand Axe +1
(Lv.05~) (1H) Battle Axe
(Lv.06~) (1H) Battle Axe +1

(Lv.07~) (2H) Heavy Axe
(Lv.08~) (2H) Heavy Axe +1
(Lv.10~) (2H) Baldur Axe
(Lv.11~) (2H) Baldur Axe +1
(Lv.13~) (1H) Tabar Zin
(Lv.14~) (1H) Tabar Zin +1
(Lv.16~) (1H) Chakmak
(Lv.17~) (1H) Chakmak +1
(Lv.19~) (2H) Guisarme
(Lv.20~) (2H) Guisarme +1
(Lv.22~) (2H) Damasc Axe
(Lv.23~) (2H) Damasc Axe +1
(Lv.25~) (1H) Balbriggan
(Lv.26~) (1H) Trovaon
(Lv.28~) (2H) Dragon Axe
(Lv.29~) (2H) Terre Axe
(Lv.31~) (2H) <Glamrock>
(Lv.32~) (2H) Stardust
(Lv.34~) (2H) Prox
(Lv.37~) (1H) Boreas
(Lv.40~) (2H) <Kshuparaka>
(Lv.43~) (2H) <Shaytan's Bulova>
(Lv.46~) (1H) <Rune Axe>
(Lv.01~) (2H) <Cursed Weapon>

[Hammers]

(Lv.01~) (1H) Halt Hammer
(Lv.02~) (1H) Halt Hammer +1
(Lv.05~) (1H) Caldia
(Lv.06~) (1H) Iron Fan
(Lv.06~) (1H) Morning Star
(Lv.07~) (1H) Morning Star +1
(Lv.10~) (2H) Baldur Hammer
(Lv.11~) (2H) Baldur Hammer +1
(Lv.13~) (1H) War Hammer
(Lv.14~) (1H) War Hammer +1
(Lv.16~) (2H) War Maul
(Lv.17~) (2H) War Maul +1
(Lv.19~) (1H) Spiked Flail
(Lv.20~) (1H) Spiked Flail +1
(Lv.22~) (2H) Damasc Hammer
(Lv.23~) (2H) Damasc Hammer +1
(Lv.25~) (1H) Dragon Hammer
(Lv.26~) (1H) Sanguine Hammer
(Lv.28~) (2H) Yggdrasil Gnarl
(Lv.29~) (2H) Glacies
(Lv.31~) (1H) Aqua Hammer
(Lv.32~) (1H) Vajra
(Lv.34~) (2H) <Sanscion>
(Lv.37~) (1H) Flame Flail
(Lv.40~) (2H) Euros
(Lv.43~) (2H) <Dagda's Hammer>
(Lv.46~) (2H) <Walitas>
(Lv.01~) (2H) <Cursed Weapon>

[Cudgels]

(Lv.10~) (2H) Baldur Mace
(Lv.11~) (2H) Baldur Mace +1
(Lv.21~) (2H) Damasc Mace
(Lv.22~) (2H) Damasc Mace +1

(Lv.38~) (1H) Sagara
(Lv.01~) (2H) <Cursed Weapon>

[Whips]

(Lv.09~) (2H) Bullwhip
(Lv.10~) (2H) Bullwhip +1
(Lv.15~) (2H) Spiked Laurel
(Lv.16~) (2H) Spiked Laurel +1
(Lv.20~) (2H) Clearcrack Whip
(Lv.25~) (2H) Holy Comet
(Lv.31~) (2H) <Rose Whip>
(Lv.35~) (2H) Blood Whip
(Lv.40~) (1H) <Supple Whip>
(Lv.45~) (2H) <Cat o' Nine Tails>
(Lv.01~) (2H) <Cursed Weapon>

[Bows]

(Lv.01~) (1H) Shortbow
(Lv.02~) (1H) Shortbow +1
(Lv.10~) (1H) Baldur Bow
(Lv.11~) (1H) Baldur Bow +1
(Lv.22~) (1H) Damasc Bow
(Lv.23~) (1H) Damasc Bow +1

[Crossbows]

(Lv.01~) (1H) Crossbow
(Lv.02~) (1H) Crossbow +1
(Lv.11~) (1H) Baldur Crossbow
(Lv.12~) (1H) Baldur Crossbow +1
(Lv.23~) (1H) Damasc Crossbow
(Lv.24~) (1H) Damasc Crossbow +1

[Thrown]

(Lv.05~) (1H) Tomahawk
(Lv.07~) (1H) Tomahawk +1
(Lv.10~) (1H) Javelin
(Lv.12~) (1H) Javelin +1
(Lv.16~) (1H) Woshele
(Lv.18~) (1H) Woshele +1
(Lv.26~) (1H) Francisca
(Lv.28~) (1H) Francisca +1
(Lv.31~) (1H) Pilum
(Lv.33~) (1H) Pilum +1
(Lv.21~) (1H) Bola
(Lv.23~) (1H) Bola +1
(Lv.37~) (1H) Chakram
(Lv.39~) (1H) Chakram +1
(Lv.42~) (1H) Urchin Bola
(Lv.44~) (1H) Urchin Bola +1

[Shields]

(Lv.01~) Buckler
(Lv.02~) Buckler +1
(Lv.04~) Pelta
(Lv.05~) Pelta +1
(Lv.07~) Aspis
(Lv.08~) Aspis +1
(Lv.10~) Tower Shield
(Lv.11~) Tower Shield +1
(Lv.13~) Spiked Shield

(Lv.14~) Spiked Shield +1
(Lv.16~) Baldur Shield
(Lv.17~) Baldur Shield +1
(Lv.19~) Heater Shield
(Lv.20~) Heater Shield +1
(Lv.22~) Damasc Shield
(Lv.23~) Damasc Shield +1
(Lv.25~) Dragon Scale
(Lv.26~) Ancient Dragon Scale
(Lv.28~) Rozenzi Shield
(Lv.29~) Dread Shield
(Lv.31~) Shield of the Winds
(Lv.32~) Shield of the Loam
(Lv.33~) Shield of the Storm
(Lv.34~) Shield of the Waves
(Lv.35~) Shield of the Flames
(Lv.36~) Shield of the Tundra

[Helms]

(Lv.05~) Bronze Helm
(Lv.06~) Bronze Helm +1
(Lv.10~) Baldur Helm
(Lv.11~) Baldur Helm +1
(Lv.23~) Damasc Helm
(Lv.24~) Damasc Helm +1
(Lv.26~) Wyrmscale Helm
(Lv.28~) <Glistening Helm>
(Lv.31~) <Ogre Helm>

[Body Armor]

(Lv.01~) Leather Armor
(Lv.03~) Leather Armor +1
(Lv.04~) Chainmail
(Lv.05~) Chainmail +1
(Lv.10~) Baldur Armor
(Lv.11~) Baldur Armor +1
(Lv.14~) Brigandine
(Lv.15~) Brigandine +1
(Lv.22~) Damasc Mail
(Lv.23~) Damasc Mail +1
(Lv.25~) Wyrmscale Armor
(Lv.28~) <Reeking Armor>
(Lv.28~) Falcon Mail
(Lv.30~) Nathalork Mail
(Lv.30~) Alluring Dress
(Lv.30~) Alluring Corset
(Lv.32~) Viraat's Mail
(Lv.34~) Ur-Whale Mail
(Lv.36~) Phoenix Mail
(Lv.38~) Vikrant Mail
(Lv.40~) Titania Mail
(Lv.42~) <Thanatos Armor>
(Lv.46~) <Ogre Armor>

[Armguards]

(Lv.02~) Leather Gloves
(Lv.03~) Leather Gloves +1
(Lv.04~) Leather Sleeves
(Lv.05~) Leather Sleeves +1
(Lv.07~) Gauntlets

(Lv.08~) Gauntlets +1
(Lv.10~) Baldur Gauntlets
(Lv.11~) Baldur Gauntlets +1
(Lv.18~) Overguards
(Lv.19~) Overguards +1
(Lv.22~) Damasc Mitts
(Lv.23~) Damasc Mitts +1
(Lv.26~) Wyrmscale Sleeves
(Lv.27~) <Musty Gauntlets>
(Lv.30~) <Ji'ygla's Bracers>
(Lv.33~) Lightning Gauntlets
(Lv.37~) Fire Gauntlets
(Lv.40~) <Luminant Gauntlets>
(Lv.43~) <Daedalus Gauntlets>

[Legguards]

(Lv.01~) Linen Slops
(Lv.02~) Linen Slops +1
(Lv.03~) Leather Leggings
(Lv.04~) Leather Leggings +1
(Lv.06~) Chain Leggings
(Lv.07~) Chain Leggings +1
(Lv.11~) Baldur Leggings
(Lv.12~) Baldur Leggings +1
(Lv.20~) Damasc Leggings
(Lv.21~) Damasc Leggings +1
(Lv.20~) Cloud Shoes
(Lv.16~) Winged Boots
(Lv.25~) Sidhe Shoes
(Lv.18~) Sparkguard Boots
(Lv.13~) Greased Boots
(Lv.28~) Earthen Greaves
(Lv.31~) Watery Greaves
(Lv.34~) Hoarfrost Greaves
(Lv.37~) Shadowed Greaves
(Lv.30~) Alluring Highboots
(Lv.30~) Alluring Boots

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Archer

[3D20]

=====

A mainstay ranged attacker adept with bow and crossbow, though their accuracy drops sharply in bad weather.

[Daggers]

(Lv.01~) (1H) Sticker
(Lv.02~) (1H) Sticker +1
(Lv.13~) (1H) Baldur Dagger
(Lv.14~) (1H) Baldur Dagger +1
(Lv.22~) (1H) Damasc Dagger
(Lv.23~) (1H) Damasc Dagger +1
(Lv.01~) (1H) <Cursed Weapon>

[Bows]

(Lv.01~) (1H) Shortbow
(Lv.02~) (1H) Shortbow +1
(Lv.04~) (2H) Great Bow
(Lv.05~) (2H) Great Bow +1
(Lv.07~) (2H) Longbow

(Lv.08~) (2H) Longbow +1
(Lv.10~) (1H) Baldur Bow
(Lv.11~) (1H) Baldur Bow +1
(Lv.14~) (2H) Composite Bow
(Lv.15~) (2H) Composite Bow +1
(Lv.18~) (2H) Seige Bow
(Lv.19~) (2H) Seige Bow +1
(Lv.22~) (1H) Damasc Bow
(Lv.23~) (1H) Damasc Bow +1
(Lv.24~) (2H) Crescente
(Lv.25~) (2H) Cupido Bow
(Lv.26~) (2H) Permafrost Bow
(Lv.27~) (2H) Ixquimilli's Bow
(Lv.29~) (2H) Tempest Bow
(Lv.30~) (2H) Garuda Bow
(Lv.32~) (2H) Thunder Bow
(Lv.33~) (2H) Indra's Bow
(Lv.35~) (2H) Brimstone Bow
(Lv.38~) (2H) Sirocco Bow
(Lv.41~) (2H) <Ji'ygla's Bow>
(Lv.44~) (2H) <Pajra>
(Lv.47~) (2H) <Centeotl's Rib>
(Lv.01~) (2H) <Cursed Weapon>

[Crossbows]

(Lv.01~) (1H) Crossbow
(Lv.02~) (1H) Crossbow +1
(Lv.05~) (2H) Stonebow
(Lv.06~) (2H) Stonebow +1
(Lv.08~) (2H) Bowgun
(Lv.09~) (2H) Bowgun +1
(Lv.11~) (1H) Baldur Crossbow
(Lv.12~) (1H) Baldur Crossbow +1
(Lv.14~) (2H) Heavy Crossbow
(Lv.15~) (2H) Heavy Crossbow +1
(Lv.17~) (2H) Arbalest
(Lv.18~) (2H) Arbalest +1
(Lv.20~) (2H) Steelbow
(Lv.21~) (2H) Steelbow +1
(Lv.23~) (1H) Damasc Crossbow
(Lv.24~) (1H) Damasc Crossbow +1
(Lv.26~) (2H) Roodbow
(Lv.27~) (2H) Al-iklil
(Lv.29~) (2H) Keening Bowgun
(Lv.30~) (2H) Daedalus Bowgun
(Lv.32~) (2H) Samak
(Lv.34~) (2H) Leilah
(Lv.36~) (2H) Shams
(Lv.38~) (2H) Khalmid
(Lv.40~) (2H) <Ysaar>
(Lv.43~) (2H) <Barad>
(Lv.46~) (2H) <Raed>
(Lv.01~) (2H) <Cursed Weapon>

[Thrown]

(Lv.05~) (1H) Tomahawk
(Lv.07~) (1H) Tomahawk +1
(Lv.10~) (1H) Javelin
(Lv.12~) (1H) Javelin +1
(Lv.16~) (1H) Woshele

(Lv.18~) (1H) Woshele +1
(Lv.26~) (1H) Francisca
(Lv.28~) (1H) Francisca +1
(Lv.31~) (1H) Pilum
(Lv.33~) (1H) Pilum +1
(Lv.21~) (1H) Bola
(Lv.23~) (1H) Bola +1
(Lv.37~) (1H) Chakram
(Lv.39~) (1H) Chakram +1
(Lv.42~) (1H) Urchin Bola
(Lv.44~) (1H) Urchin Bola +1
(Lv.03~) (1H) Lobber
(Lv.13~) (1H) Lobber +1
(Lv.23~) (1H) Lobber +2

[Shields]

(Lv.01~) Buckler
(Lv.02~) Buckler +1
(Lv.04~) Pelta
(Lv.05~) Pelta +1
(Lv.07~) Aspis
(Lv.08~) Aspis +1
(Lv.13~) Spiked Shield
(Lv.14~) Spiked Shield +1
(Lv.16~) Baldur Shield
(Lv.17~) Baldur Shield +1

[Helms]

(Lv.03~) Circlet
(Lv.04~) Circlet +1
(Lv.05~) Bronze Helm
(Lv.06~) Bronze Helm +1
(Lv.10~) Baldur Helm
(Lv.11~) Baldur Helm +1
(Lv.23~) Damasc Helm
(Lv.24~) Damasc Helm +1

[Body Armor]

(Lv.01~) Leather Armor
(Lv.03~) Leather Armor +1
(Lv.04~) Chainmail
(Lv.05~) Chainmail +1
(Lv.10~) Baldur Armor
(Lv.11~) Baldur Armor +1
(Lv.14~) Brigandine
(Lv.15~) Brigandine +1
(Lv.22~) Damasc Mail
(Lv.23~) Damasc Mail +1
(Lv.25~) Wyrmscale Armor
(Lv.28~) <Reeking Armor>
(Lv.26~) Falcon Feathercoat
(Lv.26~) Nathalork Rockcoat
(Lv.26~) Viraat's Thundercoat
(Lv.26~) Whale Whiskercoat
(Lv.26~) Phoenix Flamecoat
(Lv.26~) Vikrant Icecoat
(Lv.28~) Aganista Lightcoat
(Lv.28~) <Ji'ygla's Darkcoat>
(Lv.30~) Alluring Dress
(Lv.30~) Alluring Corset

[Armguards]

- (Lv.02~) Leather Gloves
- (Lv.03~) Leather Gloves +1
- (Lv.04~) Leather Sleeves
- (Lv.05~) Leather Sleeves +1
- (Lv.14~) Nomad Bracers
- (Lv.15~) Nomad Bracers +1
- (Lv.26~) Wyrmscale Sleeves
- (Lv.27~) <Musty Gauntlets>
- (Lv.30~) <Ji'ygla's Bracers>
- (Lv.43~) <Daedalus Gauntlets>
- (Lv.46~) <Snipe Bracers>

[Legguards]

- (Lv.01~) Linen Slops
- (Lv.02~) Linen Slops +1
- (Lv.03~) Leather Leggings
- (Lv.04~) Leather Leggings +1
- (Lv.06~) Chain Leggings
- (Lv.07~) Chain Leggings +1
- (Lv.20~) Cloud Shoes
- (Lv.16~) Winged Boots
- (Lv.25~) Sidhe Shoes
- (Lv.18~) Sparkguard Boots
- (Lv.13~) Greased Boots
- (Lv.28~) Earthen Greaves
- (Lv.31~) Watery Greaves
- (Lv.34~) Hoarfrost Greaves
- (Lv.37~) Shadowed Greaves
- (Lv.30~) Alluring Highboots
- (Lv.30~) Alluring Boots
- (Lv.40~) <Snipe Gators>

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Wizard/Enchantress

[BCE5]

=====

A magic-user who casts spells to damage, weaken, and strengthen others. Low defenses make them poor in close-quarters combat.

[Daggers]

- (Lv.01~) (1H) Sticker
- (Lv.02~) (1H) Sticker +1
- (Lv.13~) (1H) Baldur Dagger
- (Lv.14~) (1H) Baldur Dagger +1
- (Lv.22~) (1H) Damasc Dagger
- (Lv.23~) (1H) Damasc Dagger +1

[Hammers]

- (Lv.05~) (1H) Caldia

[Cudgels]

- (Lv.01~) (2H) Sibyl's Staff
- (Lv.02~) (2H) Sibyl's Staff +1
- (Lv.04~) (1H) Mage Staff
- (Lv.05~) (1H) Mage Staff +1
- (Lv.14~) (2H) Exarch's Staff
- (Lv.15~) (2H) Exarch's Staff +1
- (Lv.18~) (1H) Magus Staff

(Lv.19~) (1H) Magus Staff +1
(Lv.25~) (1H) Staff of Restoration
(Lv.26~) (1H) Staff of Purification
(Lv.30~) (1H) Malitza's Staff
(Lv.30~) (1H) Wand of Air
(Lv.30~) (1H) Wand of Earth
(Lv.30~) (1H) Wand of Lightning
(Lv.30~) (1H) Wand of Water
(Lv.30~) (1H) Wand of Fire
(Lv.30~) (1H) Wand of Ice
(Lv.35~) (1H) Lipul's Rod
(Lv.41~) (2H) <Sage Staff>
(Lv.45~) (2H) <Wiseman's Staff>
(Lv.01~) (2H) <Cursed Weapon>

[Shields]

(Lv.01~) Buckler
(Lv.02~) Buckler +1
(Lv.16~) Baldur Shield
(Lv.17~) Baldur Shield +1

[Helms]

(Lv.03~) Circlet
(Lv.04~) Circlet +1
(Lv.15~) Wizard's Hat
(Lv.16~) Wizard's Hat +1
(Lv.25~) Holy Crown

[Body Armor]

(Lv.01~) Robe
(Lv.02~) Robe +1
(Lv.07~) Magus Robe
(Lv.08~) Magus Robe +1
(Lv.18~) Sorcerer's Robe
(Lv.19~) Sorcerer's Robe +1
(Lv.25~) Robes of the Gale
(Lv.25~) Robes of the Dust
(Lv.25~) Robes of the Storm
(Lv.25~) Robes of the Cataract
(Lv.25~) Robes of the Inferno
(Lv.25~) Robes of Black Ice
(Lv.27~) Robes of Radiance
(Lv.27~) Robes of Gloom
(Lv.30~) Alluring Dress
(Lv.30~) Alluring Corset
(Lv.44~) Garb of the Sages

[Armguards]

(Lv.02~) Leather Gloves
(Lv.03~) Leather Gloves +1
(Lv.25~) Mage's Mitts

[Legguards]

(Lv.01~) Linen Slops
(Lv.02~) Linen Slops +1
(Lv.25~) Mage Trousers
(Lv.20~) Cloud Shoes
(Lv.16~) Winged Boots
(Lv.25~) Sidhe Shoes
(Lv.18~) Sparkguard Boots

(Lv.13~) Greased Boots
(Lv.28~) Earthen Greaves
(Lv.31~) Watery Greaves
(Lv.34~) Hoarfrost Greaves
(Lv.30~) Alluring Highboots
(Lv.30~) Alluring Boots

[Air]

(Lv.01~)	Grimoire Rafale	Deadshot
(Lv.10~)	Grimoire Rafale II	Deadshot II
(Lv.19~)	Grimoire Rafale III	Deadshot III
(Lv.28~)	Grimoire Rafale IV	Deadshot IV
(Lv.06~)	Grimoire Tourbillon	Tornado
(Lv.15~)	Grimoire Tourbillon II	Tornado II
(Lv.24~)	Grimoire Tourbillon III	Tornado III
(Lv.33~)	Grimoire Tourbillon IV	Tornado IV
(Lv.12~)	Grimoire Trombe	Whirlwind
(Lv.08~)	Grimoire Detournant	Guarding Gale
(Lv.04~)	Grimoire Hypnose	Balmy Breeze
(Lv.15~)	Grimoire Fixateur	Black Williwaw

[Earth]

(Lv.01~)	Grimoire Aiguille	Vulcan Lance
(Lv.10~)	Grimoire Aiguille II	Vulcan Lance II
(Lv.19~)	Grimoire Aiguille III	Vulcan Lance III
(Lv.28~)	Grimoire Aiguille IV	Vulcan Lance IV
(Lv.06~)	Grimoire Rocher	Cragfall
(Lv.15~)	Grimoire Rocher II	Cragfall II
(Lv.24~)	Grimoire Rocher III	Cragfall III
(Lv.33~)	Grimoire Rocher IV	Cragfall IV
(Lv.12~)	Grimoire Rempart	Protect
(Lv.08~)	Grimoire Maladresse	Blade Ward
(Lv.10~)	Grimoire Ensablant	Duststorm
(Lv.15~)	Grimoire Monolithe	Petrifog

[Lightning]

(Lv.01~)	Grimoire Foudrarc	Lightning Bow
(Lv.10~)	Grimoire Foudrarc II	Lightning Bow II
(Lv.19~)	Grimoire Foudrarc III	Lightning Bow III
(Lv.28~)	Grimoire Foudrarc IV	Lightning Bow IV
(Lv.06~)	Grimoire Scindeciel	Thunderflare
(Lv.15~)	Grimoire Scindeciel II	Thunderflare II
(Lv.24~)	Grimoire Scindeciel III	Thunderflare III
(Lv.33~)	Grimoire Scindeciel IV	Thunderflare IV
(Lv.12~)	Grimoire Electrisant	Galvanize
(Lv.08~)	Grimoire Immobilisant	Stormspark
(Lv.05~)	Grimoire Choquant	Stunbomb
(Lv.15~)	Grimoire Eclair	Stunslay

[Water]

(Lv.01~)	Grimoire Aquamasse	Aquablast
(Lv.10~)	Grimoire Aquamasse II	Aquablast II
(Lv.19~)	Grimoire Aquamasse III	Aquablast III
(Lv.28~)	Grimoire Aquamasse IV	Aquablast IV
(Lv.06~)	Grimoire Malepluie	Acid Rain
(Lv.15~)	Grimoire Malepluie II	Acid Rain II
(Lv.24~)	Grimoire Malepluie III	Acid Rain III
(Lv.33~)	Grimoire Malepluie IV	Acid Rain IV
(Lv.09~)	Grimoire Bonnepluie	Quench
(Lv.08~)	Grimoire Stagnation	Stagnate

(Lv.06~)	Grimoire	Toxibrume	Poison Mist
(Lv.15~)	Grimoire	Emboubant	Sludgebind

[Fire]

(Lv.01~)	Grimoire	Bouledefeu	Sparksphere
(Lv.10~)	Grimoire	Bouledefeu II	Sparksphere II
(Lv.19~)	Grimoire	Bouledefeu III	Sparksphere III
(Lv.28~)	Grimoire	Bouledefeu IV	Sparksphere IV
(Lv.06~)	Grimoire	Flammes	Firestorm
(Lv.15~)	Grimoire	Flammes II	Firestorm II
(Lv.24~)	Grimoire	Flammes III	Firestorm III
(Lv.33~)	Grimoire	Flammes IV	Firestorm IV
(Lv.12~)	Grimoire	Enflammant	Flame Fusion
(Lv.08~)	Grimoire	Brulant	Pyroclastic Flow
(Lv.04~)	Grimoire	Calcinant	Misery
(Lv.17~)	Grimoire	Fumerolle	Brimstone

[Ice]

(Lv.01~)	Grimoire	Glace	Iceblast
(Lv.10~)	Grimoire	Glace II	Iceblast II
(Lv.19~)	Grimoire	Glace III	Iceblast III
(Lv.28~)	Grimoire	Glace IV	Iceblast IV
(Lv.06~)	Grimoire	Congelation	Avalanche
(Lv.15~)	Grimoire	Congelation II	Avalanche II
(Lv.24~)	Grimoire	Congelation III	Avalanche III
(Lv.33~)	Grimoire	Congelation IV	Avalanche IV
(Lv.12~)	Grimoire	Serenite	Icy Focus
(Lv.07~)	Grimoire	Fragilisant	Indomitable Will
(Lv.04~)	Grimoire	Engourdissant	Numbing Cold
(Lv.14~)	Grimoire	Gelant	Freezing Gust

[Dark]

(Lv.02~)	Grimoire	Douleur	Word of Pain
(Lv.11~)	Grimoire	Douleur II	Word of Pain II
(Lv.20~)	Grimoire	Douleur III	Word of Pain III
(Lv.29~)	Grimoire	Douleur IV	Word of Pain IV
(Lv.07~)	Grimoire	Briseciel	Meteor Strike
(Lv.16~)	Grimoire	Briseciel II	Meteor Strike II
(Lv.25~)	Grimoire	Briseciel III	Meteor Strike III
(Lv.34~)	Grimoire	Briseciel IV	Meteor Strike IV
(Lv.08~)	Grimoire	Aspirevie	Drain Heart
(Lv.12~)	Grimoire	Aspiremagie	Drain Mind
(Lv.17~)	Grimoire	Aspirenergie	Drain Power
(Lv.14~)	Grimoire	Offrande	Spellcharge
(Lv.15~)	Grimoire	Revirement	Paradigm Shift
(Lv.09~)	Grimoire	Torpeur	Torpor
(Lv.13~)	Grimoire	Petrifiant	Petriburst
(Lv.01~)	Grimoire	Paralyisie	Paralytic Wave
(Lv.05~)	Grimoire	Toxigaz	Poison Cloud
(Lv.24~)	Grimoire	Miasme	Deadly Poison
(Lv.03~)	Grimoire	Sommeil	Sleep
(Lv.04~)	Grimoire	Tentation	Charm
(Lv.35~)	Grimoire	Arret	Dominate
(Lv.21~)	Grimoire	Menottes	Shackle
(Lv.18~)	Grimoire	Entrave	Fixate
(Lv.10~)	Grimoire	Gravite	Gravity Flux
(Lv.22~)	Grimoire	Epouvante	Deadscream
(Lv.23~)	Grimoire	Damnes	Dead Man's Ivy

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A wielder of divine magic who mends wounds and cures various ailments. Keep one in every battle party.

[Hammers]

(Lv.05~) (1H) Caldia

[Cudgels]

(Lv.01~) (2H) Sibyl's Staff
(Lv.02~) (2H) Sibyl's Staff +1
(Lv.04~) (1H) Mage Staff
(Lv.05~) (1H) Mage Staff +1
(Lv.10~) (2H) Baldur Mace
(Lv.11~) (2H) Baldur Mace +1
(Lv.14~) (2H) Exarch's Staff
(Lv.15~) (2H) Exarch's Staff +1
(Lv.18~) (1H) Magus Staff
(Lv.19~) (1H) Magus Staff +1
(Lv.21~) (2H) Damasc Mace
(Lv.22~) (2H) Damasc Mace +1
(Lv.25~) (1H) Staff of Restoration
(Lv.26~) (1H) Staff of Purification
(Lv.35~) (1H) Lipul's Rod
(Lv.41~) (2H) <Sage Staff>
(Lv.45~) (2H) <Wiseman's Staff>
(Lv.01~) (2H) <Cursed Weapon>

[Thrown]

(Lv.03~) (1H) Lobber

[Shields]

(Lv.01~) Buckler
(Lv.02~) Buckler +1
(Lv.16~) Baldur Shield
(Lv.17~) Baldur Shield +1

[Helms]

(Lv.03~) Circlet
(Lv.04~) Circlet +1
(Lv.15~) Wizard's Hat
(Lv.16~) Wizard's Hat +1
(Lv.25~) Holy Crown

[Body Armor]

(Lv.01~) Robe
(Lv.02~) Robe +1
(Lv.07~) Magus Robe
(Lv.08~) Magus Robe +1
(Lv.18~) Sorcerer's Robe
(Lv.19~) Sorcerer's Robe +1
(Lv.25~) Robes of the Gale
(Lv.25~) Robes of the Dust
(Lv.25~) Robes of the Storm
(Lv.25~) Robes of the Cataract
(Lv.25~) Robes of the Inferno
(Lv.25~) Robes of Black Ice
(Lv.27~) Robes of Radiance
(Lv.27~) Robes of Gloom

- (Lv.30~) Alluring Dress
- (Lv.30~) Alluring Corset
- (Lv.44~) Garb of the Sages

[Armguards]

- (Lv.02~) Leather Gloves
- (Lv.03~) Leather Gloves +1
- (Lv.24~) Arkhiatros Mitts

[Legguards]

- (Lv.01~) Linen Slops
- (Lv.02~) Linen Slops +1
- (Lv.24~) Arkhiatros Trousers
- (Lv.20~) Cloud Shoes
- (Lv.16~) Winged Boots
- (Lv.25~) Sidhe Shoes
- (Lv.18~) Sparkguard Boots
- (Lv.13~) Greased Boots
- (Lv.28~) Earthen Greaves
- (Lv.31~) Watery Greaves
- (Lv.34~) Hoarfrost Greaves
- (Lv.30~) Alluring Highboots
- (Lv.30~) Alluring Boots

[Divine]

- | | |
|-----------------------------------|-------------------|
| (Lv.03~) Grimoire Exorcisme | Exorcism |
| (Lv.18~) Grimoire Exorcisme II | Exorcism II |
| (Lv.05~) Grimoire Scellant | Silent Light |
| (Lv.10~) Grimoire Celerite | Boon of Swiftmess |
| (Lv.21~) Grimoire Annulation | Dispel |
| (Lv.03~) Grimoire Reveil | Awaken |
| (Lv.30~) Grimoire Reveil II | Awaken II |
| (Lv.01~) Grimoire Vivacite | Innervate |
| (Lv.08~) Grimoire Volubilite | Singing Light |
| (Lv.07~) Grimoire Defigeant | Awaken Stone |
| (Lv.27~) Grimoire Fluidite | Liberate |
| (Lv.09~) Grimoire Purete | Cleanse |
| (Lv.24~) Grimoire Purete II | Cleanse II |
| (Lv.15~) Grimoire Mobilite | Unburden |
| (Lv.35~) Grimoire Benediction | Decurse |
| (Lv.14~) Grimoire Bravoure | Hearten |
| (Lv.20~) Grimoire Purgation | Ease |
| (Lv.01~) Grimoire Vitalite | Heal |
| (Lv.11~) Grimoire Vitalite II | Heal II |
| (Lv.21~) Grimoire Vitalite III | Heal III |
| (Lv.31~) Grimoire Vitalite IV | Heal IV |
| (Lv.09~) Grimoire Soins | Major Heal |
| (Lv.23~) Grimoire Soins II | Major Heal II |
| (Lv.37~) Grimoire Soins III | Major Heal III |
| (Lv.14~) Grimoire Resurrection | Resurrect |
| (Lv.35~) Grimoire Resurrection II | Resurrect II |

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Rune Fencer/Valkyrie

[A6B2]
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A well-rounded caster of attack and healing spells who is also adept at sword and spear-play. Able to move through water tiles.

[Swords (1H)]

(Lv.01~) (1H) Short Sword
(Lv.02~) (1H) Short Sword +1
(Lv.03~) (1H) Gladius
(Lv.04~) (1H) Gladius +1
(Lv.06~) (1H) Rapier
(Lv.07~) (1H) Rapier +1
(Lv.08~) (1H) Shamshir
(Lv.09~) (1H) Shamshir +1
(Lv.11~) (1H) Baldur Sword
(Lv.12~) (1H) Bladur Sword +1
(Lv.13~) (1H) Cutlass
(Lv.14~) (1H) Cutlass +1
(Lv.16~) (1H) Khora
(Lv.17~) (1H) Khora +1
(Lv.18~) (1H) Damasc Sword
(Lv.19~) (1H) Damasc Sword +1
(Lv.21~) (1H) Walloon Sword
(Lv.22~) (1H) Lightning Sword
(Lv.22~) (1H) {Lombardia}
(Lv.23~) (1H) Ice Blade
(Lv.24~) (1H) Isberg
(Lv.26~) (1H) Kukri
(Lv.27~) (1H) Fandango
(Lv.34~) (1H) <Nifrit Sword>
(Lv.32~) (1H) Kumbhira
(Lv.34~) (1H) <Odiferous Waster>
(Lv.20~) (1H) <Ambicion>
(Lv.30~) (1H) {Brynhildr}
(Lv.42~) (1H) Daedalus Blade
(Lv.44~) (1H) <Oracion>
(Lv.46~) (1H) <Fafnir's Heart>
(Lv.48~) (1H) <Leksar's Beloved>
(Lv.01~) (1H) <Cursed Weapon>

[Spears]

(Lv.01~) (2H) Bronze Spear
(Lv.02~) (2H) Bronze Spear +1
(Lv.05~) (2H) Xyston
(Lv.06~) (2H) Xyston +1
(Lv.07~) (2H) Voulge
(Lv.08~) (2H) Voulge +1
(Lv.10~) (2H) Baldur Spear
(Lv.11~) (2H) Baldur Spear +1
(Lv.13~) (2H) Scorpion
(Lv.14~) (2H) Scorpion +1
(Lv.16~) (2H) Trident
(Lv.17~) (2H) Trident +1
(Lv.19~) (2H) Bardiche
(Lv.20~) (2H) Bardiche +1
(Lv.22~) (2H) Damasc Spear
(Lv.23~) (2H) Damasc Spear +1
(Lv.25~) (2H) Poleaxe
(Lv.26~) (2H) Hache
(Lv.28~) (2H) Culnrikolnne
(Lv.29~) (2H) Holy Lance
(Lv.31~) (2H) <Volcaetus>
(Lv.32~) (2H) Ignis
(Lv.34~) (2H) Zephyros
(Lv.37~) (2H) Bentisca
(Lv.40~) (2H) <Tlaloc's Bolt>

(Lv.43~) (2H) <Pavana>
(Lv.46~) (2H) <Dark Spear>
(Lv.01~) (2H) <Cursed Weapon>

[Hammers]

(Lv.05~) (1H) Caldia

[Bows]

(Lv.01~) (1H) Shortbow
(Lv.02~) (1H) Shortbow +1
(Lv.10~) (1H) Baldur Bow
(Lv.11~) (1H) Baldur Bow +1
(Lv.22~) (1H) Damasc Bow
(Lv.23~) (1H) Damasc Bow +1

[Crossbows]

(Lv.01~) (1H) Crossbow
(Lv.02~) (1H) Crossbow +1
(Lv.11~) (1H) Baldur Crossbow
(Lv.12~) (1H) Baldur Crossbow +1
(Lv.23~) (1H) Damasc Crossbow
(Lv.24~) (1H) Damasc Crossbow +1

[Thrown]

(Lv.05~) (1H) Tomahawk
(Lv.07~) (1H) Tomahawk +1
(Lv.10~) (1H) Javelin
(Lv.12~) (1H) Javelin +1
(Lv.16~) (1H) Woshele
(Lv.18~) (1H) Woshele +1
(Lv.26~) (1H) Francisca
(Lv.28~) (1H) Francisca +1
(Lv.31~) (1H) Pilum
(Lv.33~) (1H) Pilum +1
(Lv.21~) (1H) Bola
(Lv.23~) (1H) Bola +1
(Lv.37~) (1H) Chakram
(Lv.39~) (1H) Chakram +1
(Lv.42~) (1H) Urchin Bola
(Lv.44~) (1H) Urchin Bola +1
(Lv.03~) (1H) Lobber
(Lv.13~) (1H) Lobber +1

[Shields]

(Lv.01~) Buckler
(Lv.02~) Buckler +1
(Lv.04~) Pelta
(Lv.05~) Pelta +1
(Lv.07~) Aspisp
(Lv.08~) Aspisp +1
(Lv.10~) Tower Shield
(Lv.11~) Tower Shield +1
(Lv.13~) Spiked Shield
(Lv.14~) Spiked Shield +1
(Lv.16~) Baldur Shield
(Lv.17~) Baldur Shield +1
(Lv.19~) Heater Shield
(Lv.20~) Heater Shield +1
(Lv.22~) Damasc Shield
(Lv.23~) Damasc Shield +1

(Lv.25~) Dragon Scale
(Lv.26~) Ancient Dragon Scale
(Lv.28~) Rozenzi Shield
(Lv.31~) Shield of the Winds
(Lv.32~) Shield of the Loam
(Lv.33~) Shield of the Storm
(Lv.34~) Shield of the Waves
(Lv.35~) Shield of the Flames
(Lv.36~) Shield of the Tundra

[Helms]

(Lv.05~) Bronze Helm
(Lv.06~) Bronze Helm +1
(Lv.10~) Baldur Helm
(Lv.11~) Baldur Helm +1
(Lv.23~) Damasc Helm
(Lv.24~) Damasc Helm +1
(Lv.26~) Wyrmscale Helm
(Lv.28~) <Glistening Helm>
(Lv.31~) <Ogre Helm>
(Lv.36~) <Skull Mask>
(Lv.41~) <Fruede Helm>

[Body Armor]

(Lv.01~) Leather Armor
(Lv.03~) Leather Armor +1
(Lv.04~) Chainmail
(Lv.05~) Chainmail +1
(Lv.10~) Baldur Armor
(Lv.11~) Baldur Armor +1
(Lv.14~) Brigandine
(Lv.15~) Brigandine +1
(Lv.22~) Damasc Mail
(Lv.23~) Damasc Mail +1
(Lv.25~) Wyrmscale Armor
(Lv.28~) <Reeking Armor>
(Lv.28~) Falcon Mail
(Lv.30~) Nathalork Mail
(Lv.30~) Alluring Dress
(Lv.30~) Alluring Corset
(Lv.32~) Viraat's Mail
(Lv.34~) Ur-Whale Mail
(Lv.36~) Phoenix Mail
(Lv.38~) Vikrant Mail
(Lv.40~) Titania Mail
(Lv.42~) <Thanatos Armor>
(Lv.46~) <Ogre Armor>

[Armguards]

(Lv.02~) Leather Gloves
(Lv.03~) Leather Gloves +1
(Lv.04~) Leather Sleeves
(Lv.05~) Leather Sleeves +1
(Lv.07~) Gauntlets
(Lv.08~) Gauntlets +1
(Lv.10~) Baldur Gauntlets
(Lv.11~) Baldur Gauntlets +1
(Lv.18~) Overguards
(Lv.19~) Overguards +1
(Lv.22~) Damasc Mitts

(Lv.23~) Damasc Mitts +1
(Lv.26~) Wyrmscale Sleeves
(Lv.27~) <Musty Gauntlets>
(Lv.30~) <Ji'ygla's Bracers>
(Lv.33~) Lightning Gauntlets
(Lv.37~) Fire Gauntlets
(Lv.40~) <Luminant Gauntlets>
(Lv.43~) <Daedalus Gauntlets>

[Legguards]

(Lv.01~) Linen Slops
(Lv.02~) Linen Slops +1
(Lv.03~) Leather Leggings
(Lv.04~) Leather Leggings +1
(Lv.06~) Chain Leggings
(Lv.07~) Chain Leggings +1
(Lv.11~) Baldur Leggings
(Lv.12~) Baldur Leggings +1
(Lv.20~) Damasc Leggings
(Lv.21~) Damasc Leggings +1
(Lv.20~) Cloud Shoes
(Lv.16~) Winged Boots
(Lv.25~) Sidhe Shoes
(Lv.18~) Sparkguard Boots
(Lv.13~) Greased Boots
(Lv.28~) Earthen Greaves
(Lv.31~) Watery Greaves
(Lv.34~) Hoarfrost Greaves
(Lv.37~) Shadowed Greaves
(Lv.30~) Alluring Highboots
(Lv.30~) Alluring Boots

[Air]

(Lv.03~) Grimoire Rafale	Deadshot
(Lv.12~) Grimoire Rafale II	Deadshot II
(Lv.21~) Grimoire Rafale III	Deadshot III
(Lv.30~) Grimoire Rafale IV	Deadshot IV
(Lv.22~) Grimoire Sylphide	Sylphide
(Lv.40~) Grimoire Sylphide II	Sylphide II
(Lv.03~) Grimoire Infuvent	Instill Air
(Lv.05~) Grimoire Antivent	Aeroguard

[Earth]

(Lv.03~) Grimoire Aiguille	Vulcan Lance
(Lv.12~) Grimoire Aiguille II	Vulcan Lance II
(Lv.21~) Grimoire Aiguille III	Vulcan Lance III
(Lv.30~) Grimoire Aiguille IV	Vulcan Lance IV
(Lv.22~) Grimoire Orestiad	Gnome
(Lv.40~) Grimoire Orestiad II	Gnome II
(Lv.03~) Grimoire Infuterre	Instill Earth
(Lv.05~) Grimoire Antiterre	Petroguard

[Lightning]

(Lv.03~) Grimoire Foudrarc	Lightning Bow
(Lv.12~) Grimoire Foudrarc II	Lightning Bow II
(Lv.21~) Grimoire Foudrarc III	Lightning Bow III
(Lv.30~) Grimoire Foudrarc IV	Lightning Bow IV
(Lv.22~) Grimoire Tonnerre	Thunderbird
(Lv.40~) Grimoire Tonnerre II	Thunderbird II
(Lv.03~) Grimoire Infufoudre	Instill Lightning

(Lv.05~) Grimoire Antifoudre Electriguard

[Water]

(Lv.03~) Grimoire Aquamasse Aquablast
(Lv.12~) Grimoire Aquamasse II Aquablast II
(Lv.21~) Grimoire Aquamasse III Aquablast III
(Lv.30~) Grimoire Aquamasse IV Aquablast IV
(Lv.22~) Grimoire Naiade Undine
(Lv.40~) Grimoire Naiade II Undine II
(Lv.03~) Grimoire Infueau Instill Water
(Lv.05~) Grimoire Antieau Aquaguard

[Fire]

(Lv.03~) Grimoire Bouledefeu Sparksphere
(Lv.12~) Grimoire Bouledefeu II Sparksphere II
(Lv.21~) Grimoire Bouledefeu III Sparksphere III
(Lv.30~) Grimoire Bouledefeu IV Sparksphere IV
(Lv.22~) Grimoire Salamandre Salamander
(Lv.40~) Grimoire Salamandre II Salamander II
(Lv.03~) Grimoire Infufeu Instill Fire
(Lv.05~) Grimoire Antifeu Pyroguard

[Ice]

(Lv.03~) Grimoire Glace Iceblast
(Lv.12~) Grimoire Glace II Iceblast II
(Lv.21~) Grimoire Glace III Iceblast III
(Lv.30~) Grimoire Glace IV Iceblast IV
(Lv.22~) Grimoire Wendigo Wendigo
(Lv.40~) Grimoire Wendigo II Wendigo II
(Lv.03~) Grimoire Infuglace Instill Ice
(Lv.05~) Grimoire Antiglace Frostguard

[Divine]

(Lv.05~) Grimoire Radiance Spiritsurge
(Lv.14~) Grimoire Radiance II Spiritsurge II
(Lv.23~) Grimoire Radiance III Spiritsurge III
(Lv.32~) Grimoire Radiance IV Spiritsurge IV
(Lv.25~) Grimoire Lumina Wisplight
(Lv.43~) Grimoire Lumina II Wisplight II
(Lv.04~) Grimoire Infulumiere Instill Light
(Lv.06~) Grimoire Antilumiere Lightguard
(Lv.06~) Grimoire Scellant Silent Light
(Lv.11~) Grimoire Celerite Boon of Swiftmess
(Lv.23~) Grimoire Annulation Dispel
(Lv.22~) Grimoire Purgation Ease
(Lv.04~) Grimoire Vitalite Heal
(Lv.14~) Grimoire Vitalite II Heal II
(Lv.24~) Grimoire Vitalite III Heal III
(Lv.34~) Grimoire Vitalite IV Heal IV

[Dark]

(Lv.05~) Grimoire Douleur Word of Pain
(Lv.14~) Grimoire Douleur II Word of Pain II
(Lv.23~) Grimoire Douleur III Word of Pain III
(Lv.32~) Grimoire Douleur IV Word of Pain IV
(Lv.24~) Grimoire Fenrir Hellhound
(Lv.42~) Grimoire Fenrir II Hellhound II
(Lv.04~) Grimoire Infutenebres Instill Shadow
(Lv.06~) Grimoire Antitenebres Shadow Guard

An excellent front-line warrior, able to use healing magic. Nothing stops an enemy's advance like a knight in their path. A capable defender and strong attacker.

[Swords (1H)]

(Lv.01~) (1H) Short Sword
(Lv.02~) (1H) Short Sword +1
(Lv.03~) (1H) Gladius
(Lv.04~) (1H) Gladius +1
(Lv.06~) (1H) Rapier
(Lv.07~) (1H) Rapier +1
(Lv.08~) (1H) Shamshir
(Lv.09~) (1H) Shamshir +1
(Lv.11~) (1H) Baldur Sword
(Lv.12~) (1H) Bladur Sword +1
(Lv.13~) (1H) Cutlass
(Lv.14~) (1H) Cutlass +1
(Lv.16~) (1H) Khora
(Lv.17~) (1H) Khora +1
(Lv.18~) (1H) Damasc Sword
(Lv.19~) (1H) Damasc Sword +1
(Lv.21~) (1H) Walloon Sword
(Lv.22~) (1H) Lightning Sword
(Lv.22~) (1H) {Lombardia}
(Lv.23~) (1H) Ice Blade
(Lv.24~) (1H) Isberg
(Lv.26~) (1H) Kukri
(Lv.27~) (1H) Fandango
(Lv.34~) (1H) <Nifrit Sword>
(Lv.32~) (1H) Kumbhira
(Lv.34~) (1H) <Odiferous Waster>
(Lv.20~) (1H) <Ambicion>
(Lv.30~) (1H) {Brynhildir}
(Lv.42~) (1H) Daedalus Blade
(Lv.44~) (1H) <Oracion>
(Lv.46~) (1H) <Fafnir's Heart>
(Lv.48~) (1H) <Leksar's Beloved>
(Lv.01~) (1H) <Cursed Weapon>

[Axes]

(Lv.01~) (1H) Hand Axe
(Lv.02~) (1H) Hand Axe +1
(Lv.05~) (1H) Battle Axe
(Lv.06~) (1H) Battle Axe +1
(Lv.13~) (1H) Tabar Zin
(Lv.14~) (1H) Tabar Zin +1
(Lv.16~) (1H) Chakmak
(Lv.17~) (1H) Chakmak +1
(Lv.25~) (1H) Balbriggan
(Lv.26~) (1H) Trovaon
(Lv.37~) (1H) Boreas
(Lv.46~) (1H) <Rune Axe>

[Hammers]

(Lv.01~) (1H) Halt Hammer
(Lv.02~) (1H) Halt Hammer +1

(Lv.05~) (1H) Caldia
(Lv.06~) (1H) Iron Fan
(Lv.06~) (1H) Morning Star
(Lv.07~) (1H) Morning Star +1
(Lv.10~) (2H) Baldur Hammer
(Lv.11~) (2H) Baldur Hammer +1
(Lv.13~) (1H) War Hammer
(Lv.14~) (1H) War Hammer +1
(Lv.16~) (2H) War Maul
(Lv.17~) (2H) War Maul +1
(Lv.19~) (1H) Spiked Flail
(Lv.20~) (1H) Spiked Flail +1
(Lv.22~) (2H) Damasc Hammer
(Lv.23~) (2H) Damasc Hammer +1
(Lv.25~) (1H) Dragon Hammer
(Lv.26~) (1H) Sanguine Hammer
(Lv.28~) (2H) Yggdrasil Gnarl
(Lv.29~) (2H) Glacies
(Lv.31~) (1H) Aqua Hammer
(Lv.32~) (1H) Vajra
(Lv.34~) (2H) <Sanscion>
(Lv.37~) (1H) Flame Flail
(Lv.40~) (2H) Euros
(Lv.43~) (2H) <Dagda's Hammer>
(Lv.46~) (2H) <Walitas>
(Lv.01~) (2H) <Cursed Weapon>

[Crossbows]

(Lv.01~) (1H) Crossbow
(Lv.02~) (1H) Crossbow +1
(Lv.11~) (1H) Baldur Crossbow
(Lv.12~) (1H) Baldur Crossbow +1
(Lv.23~) (1H) Damasc Crossbow
(Lv.24~) (1H) Damasc Crossbow +1

[Thrown]

(Lv.03~) (1H) Lobber

[Shields]

(Lv.01~) Buckler
(Lv.02~) Buckler +1
(Lv.04~) Pelta
(Lv.05~) Pelta +1
(Lv.07~) Aspisp
(Lv.08~) Aspisp +1
(Lv.10~) Tower Shield
(Lv.11~) Tower Shield +1
(Lv.13~) Spiked Shield
(Lv.14~) Spiked Shield +1
(Lv.16~) Baldur Shield
(Lv.17~) Baldur Shield +1
(Lv.19~) Heater Shield
(Lv.20~) Heater Shield +1
(Lv.22~) Damasc Shield
(Lv.23~) Damasc Shield +1
(Lv.25~) Dragon Scale
(Lv.26~) Ancient Dragon Scale
(Lv.28~) Rozenzi Shield
(Lv.29~) Dread Shield
(Lv.31~) Shield of the Winds

(Lv.32~) Shield of the Loam
(Lv.33~) Shield of the Storm
(Lv.34~) Shield of the Waves
(Lv.35~) Shield of the Flames
(Lv.36~) Shield of the Tundra
(Lv.38~) Shield of Sages
(Lv.44~) Aegis
(Lv.46~) Medusa Shield

[Helms]

(Lv.05~) Bronze Helm
(Lv.06~) Bronze Helm +1
(Lv.10~) Baldur Helm
(Lv.11~) Baldur Helm +1
(Lv.23~) Damasc Helm
(Lv.24~) Damasc Helm +1
(Lv.26~) Wyrmscale Helm
(Lv.28~) <Glistening Helm>
(Lv.31~) <Ogre Helm>
(Lv.41~) <Fruede Helm>

[Body Armor]

(Lv.01~) Leather Armor
(Lv.03~) Leather Armor +1
(Lv.04~) Chainmail
(Lv.05~) Chainmail +1
(Lv.10~) Baldur Armor
(Lv.11~) Baldur Armor +1
(Lv.14~) Brigandine
(Lv.15~) Brigandine +1
(Lv.22~) Damasc Mail
(Lv.23~) Damasc Mail +1
(Lv.25~) Wyrmscale Armor
(Lv.28~) <Reeking Armor>
(Lv.28~) Falcon Mail
(Lv.30~) Nathalork Mail
(Lv.30~) Alluring Dress
(Lv.30~) Alluring Corset
(Lv.32~) Viraat's Mail
(Lv.34~) Ur-Whale Mail
(Lv.36~) Phoenix Mail
(Lv.38~) Vikrant Mail
(Lv.40~) Titania Mail
(Lv.46~) <Ogre Armor>

[Armguards]

(Lv.02~) Leather Gloves
(Lv.03~) Leather Gloves +1
(Lv.04~) Leather Sleeves
(Lv.05~) Leather Sleeves +1
(Lv.07~) Gauntlets
(Lv.08~) Gauntlets +1
(Lv.10~) Baldur Gauntlets
(Lv.11~) Baldur Gauntlets +1
(Lv.18~) Overguards
(Lv.19~) Overguards +1
(Lv.22~) Damasc Mitts
(Lv.23~) Damasc Mitts +1
(Lv.26~) Wyrmscale Sleeves
(Lv.27~) <Musty Gauntlets>

- (Lv.33~) Lightning Gauntlets
- (Lv.37~) Fire Gauntlets
- (Lv.40~) <Luminant Gauntlets>
- (Lv.43~) <Daedalus Gauntlets>

[Legguards]

- (Lv.01~) Linen Slops
- (Lv.02~) Linen Slops +1
- (Lv.03~) Leather Leggings
- (Lv.04~) Leather Leggings +1
- (Lv.06~) Chain Leggings
- (Lv.07~) Chain Leggings +1
- (Lv.11~) Baldur Leggings
- (Lv.12~) Baldur Leggings +1
- (Lv.20~) Damasc Leggings
- (Lv.21~) Damasc Leggings +1
- (Lv.20~) Cloud Shoes
- (Lv.16~) Winged Boots
- (Lv.25~) Sidhe Shoes
- (Lv.18~) Sparkguard Boots
- (Lv.13~) Greased Boots
- (Lv.28~) Earthen Greaves
- (Lv.31~) Watery Greaves
- (Lv.34~) Hoarfrost Greaves
- (Lv.30~) Alluring Highboots
- (Lv.30~) Alluring Boots

[Divine]

- | | |
|--------------------------------|---------------|
| (Lv.06~) Grimoire Infulumiere | Instill Light |
| (Lv.08~) Grimoire Antilumiere | Lightguard |
| (Lv.18~) Grimoire Bravoure | Hearten |
| (Lv.03~) Grimoire Vitalite | Heal |
| (Lv.13~) Grimoire Vitalite II | Heal II |
| (Lv.23~) Grimoire Vitalite III | Heal III |
| (Lv.33~) Grimoire Vitalite IV | Heal IV |

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Terror Knight

[A1B7]

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The howls of tormented spirits can be heard with every step of the terror knight's boots. Skilled in weakening enemy attacks and defense, they function as a wall to enemy advance.

[Swords (2H)]

- (Lv.01~) (2H) Broadsword
- (Lv.02~) (2H) Broadsword +1
- (Lv.04~) (2H) Viking Sword
- (Lv.05~) (2H) Viking Sword +1
- (Lv.07~) (2H) Zweihander
- (Lv.08~) (2H) Zweihander +1
- (Lv.10~) (2H) Baldur Blade
- (Lv.11~) (2H) Baldur Blade +1
- (Lv.13~) (2H) Bastard Sword
- (Lv.14~) (2H) Bastard Sword +1
- (Lv.16~) (2H) Claymore
- (Lv.17~) (2H) Claymore +1
- (Lv.19~) (2H) Falx
- (Lv.20~) (2H) Falx +1
- (Lv.22~) (2H) Damasc Blade

(Lv.23~) (2H) Damasc Blade +1
(Lv.21~) (2H) Desert Blade
(Lv.26~) (2H) Gaia Blade
(Lv.28~) (2H) The Headsman
(Lv.29~) (2H) The Dark Headsman
(Lv.31~) (2H) Rhomphaia
(Lv.32~) (2H) Grasshewer Blade
(Lv.34~) (2H) Notos
(Lv.36~) (2H) <Ogre Blade>
(Lv.34~) (2H) <Balmung>
(Lv.40~) (2H) <Ishana>
(Lv.43~) (2H) <Durandal>
(Lv.46~) (2H) <Moon Blade>
(Lv.01~) (2H) <Cursed Weapon>

[Axes]

(Lv.07~) (2H) Heavy Axe
(Lv.08~) (2H) Heavy Axe +1
(Lv.10~) (2H) Baldur Axe
(Lv.11~) (2H) Baldur Axe +1
(Lv.19~) (2H) Guisarme
(Lv.20~) (2H) Guisarme +1
(Lv.22~) (2H) Damasc Axe
(Lv.23~) (2H) Damasc Axe +1
(Lv.28~) (2H) Dragon Axe
(Lv.29~) (2H) Terre Axe
(Lv.31~) (2H) <Glamrock>
(Lv.32~) (2H) Stardust
(Lv.34~) (2H) Prox
(Lv.40~) (2H) <Kshuparaka>
(Lv.43~) (2H) <Shaytan's Bulova>
(Lv.01~) (2H) <Cursed Weapon>

[Hammers]

(Lv.01~) (1H) Halt Hammer
(Lv.02~) (1H) Halt Hammer +1
(Lv.05~) (1H) Caldia
(Lv.06~) (1H) Iron Fan
(Lv.06~) (1H) Morning Star
(Lv.07~) (1H) Morning Star +1
(Lv.10~) (2H) Baldur Hammer
(Lv.11~) (2H) Baldur Hammer +1
(Lv.13~) (1H) War Hammer
(Lv.14~) (1H) War Hammer +1
(Lv.16~) (2H) War Maul
(Lv.17~) (2H) War Maul +1
(Lv.19~) (1H) Spiked Flail
(Lv.20~) (1H) Spiked Flail +1
(Lv.22~) (2H) Damasc Hammer
(Lv.23~) (2H) Damasc Hammer +1
(Lv.25~) (1H) Dragon Hammer
(Lv.26~) (1H) Sanguine Hammer
(Lv.28~) (2H) Yggdrasil Gnarl
(Lv.29~) (2H) Glacies
(Lv.31~) (1H) Aqua Hammer
(Lv.32~) (1H) Vajra
(Lv.34~) (2H) <Sanscion>
(Lv.37~) (1H) Flame Flail
(Lv.40~) (2H) Euros
(Lv.43~) (2H) <Dagda's Hammer>

- (Lv.46~) (2H) <Walitas>
- (Lv.01~) (2H) <Cursed Weapon>

[Cudgels]

- (Lv.10~) (2H) Baldur Mace
- (Lv.11~) (2H) Baldur Mace +1
- (Lv.21~) (2H) Damasc Mace
- (Lv.22~) (2H) Damasc Mace +1
- (Lv.38~) (1H) Sagara
- (Lv.01~) (2H) <Cursed Weapon>

[Crossbows]

- (Lv.01~) (1H) Crossbow
- (Lv.02~) (1H) Crossbow +1
- (Lv.11~) (1H) Baldur Crossbow
- (Lv.12~) (1H) Baldur Crossbow +1
- (Lv.23~) (1H) Damasc Crossbow
- (Lv.24~) (1H) Damasc Crossbow +1

[Thrown]

- (Lv.03~) (1H) Lobber

[Shields]

- (Lv.01~) Buckler
- (Lv.02~) Buckler +1
- (Lv.04~) Pelta
- (Lv.05~) Pelta +1
- (Lv.07~) Aspis
- (Lv.08~) Aspis +1
- (Lv.10~) Tower Shield
- (Lv.11~) Tower Shield +1
- (Lv.13~) Spiked Shield
- (Lv.14~) Spiked Shield +1
- (Lv.16~) Baldur Shield
- (Lv.17~) Baldur Shield +1
- (Lv.19~) Heater Shield
- (Lv.20~) Heater Shield +1
- (Lv.22~) Damasc Shield
- (Lv.23~) Damasc Shield +1
- (Lv.25~) Dragon Scale
- (Lv.26~) Ancient Dragon Scale
- (Lv.28~) Rozenzi Shield
- (Lv.29~) Dread Shield
- (Lv.31~) Shield of the Winds
- (Lv.32~) Shield of the Loam
- (Lv.33~) Shield of the Storm
- (Lv.34~) Shield of the Waves
- (Lv.35~) Shield of the Flames
- (Lv.36~) Shield of the Tundra
- (Lv.40~) <Ogre Shield>
- (Lv.44~) Aegis
- (Lv.46~) Medusa Shield

[Helms]

- (Lv.05~) Bronze Helm
- (Lv.06~) Bronze Helm +1
- (Lv.10~) Baldur Helm
- (Lv.11~) Baldur Helm +1
- (Lv.23~) Damasc Helm
- (Lv.24~) Damasc Helm +1

(Lv.26~) Wyrmscale Helm
(Lv.28~) <Glistening Helm>
(Lv.31~) <Ogre Helm>
(Lv.36~) <Skull Mask>

[Body Armor]

(Lv.01~) Leather Armor
(Lv.03~) Leather Armor +1
(Lv.04~) Chainmail
(Lv.05~) Chainmail +1
(Lv.10~) Baldur Armor
(Lv.11~) Baldur Armor +1
(Lv.14~) Brigandine
(Lv.15~) Brigandine +1
(Lv.22~) Damasc Mail
(Lv.23~) Damasc Mail +1
(Lv.25~) Wyrmscale Armor
(Lv.28~) <Reeking Armor>
(Lv.28~) Falcon Mail
(Lv.30~) Nathalork Mail
(Lv.30~) Alluring Dress
(Lv.30~) Alluring Corset
(Lv.32~) Viraat's Mail
(Lv.34~) Ur-Whale Mail
(Lv.36~) Phoenix Mail
(Lv.38~) Vikrant Mail
(Lv.42~) <Thanatos Armor>
(Lv.46~) <Ogre Armor>

[Armguards]

(Lv.02~) Leather Gloves
(Lv.03~) Leather Gloves +1
(Lv.04~) Leather Sleeves
(Lv.05~) Leather Sleeves +1
(Lv.07~) Gauntlets
(Lv.08~) Gauntlets +1
(Lv.10~) Baldur Gauntlets
(Lv.11~) Baldur Gauntlets +1
(Lv.18~) Overguards
(Lv.19~) Overguards +1
(Lv.22~) Damasc Mitts
(Lv.23~) Damasc Mitts +1
(Lv.26~) Wyrmscale Sleeves
(Lv.27~) <Musty Gauntlets>
(Lv.30~) <Ji'ygla's Bracers>
(Lv.33~) Lightning Gauntlets
(Lv.37~) Fire Gauntlets
(Lv.43~) <Daedalus Gauntlets>

[Legguards]

(Lv.01~) Linen Slops
(Lv.02~) Linen Slops +1
(Lv.03~) Leather Leggings
(Lv.04~) Leather Leggings +1
(Lv.06~) Chain Leggings
(Lv.07~) Chain Leggings +1
(Lv.11~) Baldur Leggings
(Lv.12~) Baldur Leggings +1
(Lv.20~) Damasc Leggings
(Lv.21~) Damasc Leggings +1

(Lv.20~) Cloud Shoes
(Lv.16~) Winged Boots
(Lv.25~) Sidhe Shoes
(Lv.18~) Sparkguard Boots
(Lv.13~) Greased Boots
(Lv.28~) Earthen Greaves
(Lv.31~) Watery Greaves
(Lv.34~) Hoarfrost Greaves
(Lv.37~) Shadowed Greaves
(Lv.30~) Alluring Highboots
(Lv.30~) Alluring Boots

[Dark]

(Lv.10~) Grimoire Aspirevie	Drain Heart
(Lv.14~) Grimoire Aspiremagie	Drain Mind
(Lv.19~) Grimoire Aspirenergie	Drain Power
(Lv.06~) Grimoire Infutenebres	Instill Shadow
(Lv.08~) Grimoire Antitenebres	Shadow Guard
(Lv.03~) Grimoire Paralysisie	Paralytic Wave
(Lv.05~) Grimoire Sommeil	Sleep
(Lv.12~) Grimoire Gravite	Gravity Flux

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Berserker

[D754]
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A melee attacker entirely unconcerned with their own safety, the berserker boasts strong attack, but weak defense.

[Fists]

(Lv.02~) (2H) Leather Caestus +1
(Lv.04~) (2H) Bronze Knuckles
(Lv.05~) (2H) Bronze Knuckles +1
(Lv.07~) (2H) Iron Claws
(Lv.08~) (2H) Iron Claws +1
(Lv.10~) (2H) Cat Bagh Nakh
(Lv.11~) (2H) Cat Bagh Nakh +1
(Lv.13~) (2H) Baldur Claws
(Lv.14~) (2H) Baldur Claws +1
(Lv.16~) (2H) Katara
(Lv.17~) (2H) Katara +1
(Lv.19~) (2H) Tiger Bagh Nakh
(Lv.20~) (2H) Tiger Bagh Nakh +1
(Lv.22~) (2H) Damasc Claws
(Lv.23~) (2H) Damasc Claws +1
(Lv.25~) (2H) Dragon Claws
(Lv.26~) (2H) Dragon Blades
(Lv.28~) (2H) Jamadhar
(Lv.29~) (2H) Vishnu's Katara
(Lv.31~) (2H) Hellhound Claws
(Lv.32~) (2H) Kerberos Claws
(Lv.34~) (2H) Daedalus Knuckles
(Lv.37~) (2H) Vaisravana
(Lv.34~) (2H) <Trueno's Scales>
(Lv.43~) (2H) <Vainateya's Talons>
(Lv.46~) (2H) <Huitzilopochtli's Rays>
(Lv.01~) (2H) <Cursed Weapon>

[Daggers]

(Lv.01~) (1H) Sticker

(Lv.02~) (1H) Sticker +1
(Lv.04~) (1H) Battle Knife
(Lv.05~) (1H) Battle Knife +1
(Lv.07~) (1H) Dirk
(Lv.08~) (1H) Dirk +1
(Lv.10~) (1H) Butcher Knife
(Lv.11~) (1H) Butcher Knife +1
(Lv.13~) (1H) Baldur Dagger
(Lv.14~) (1H) Baldur Dagger +1
(Lv.16~) (1H) Kris
(Lv.17~) (1H) Kris +1
(Lv.19~) (1H) Kidney Spike
(Lv.20~) (1H) Kidney Spike +1
(Lv.22~) (1H) Damasc Dagger
(Lv.23~) (1H) Damasc Dagger +1
(Lv.25~) (1H) Valiant's Dagger
(Lv.26~) (1H) Brilliant Dagger
(Lv.28~) (1H) Marauder Knife
(Lv.29~) (1H) Predator Knife
(Lv.31~) (1H) Xolotl's Canine
(Lv.34~) (1H) Yama
(Lv.37~) (1H) Dragon Fang
(Lv.40~) (1H) <Pinion Blade>
(Lv.43~) (1H) <Assassin Blade>
(Lv.01~) (1H) <Cursed Weapon>

[Axes]

(Lv.01~) (1H) Hand Axe
(Lv.02~) (1H) Hand Axe +1
(Lv.05~) (1H) Battle Axe
(Lv.06~) (1H) Battle Axe +1
(Lv.07~) (2H) Heavy Axe
(Lv.08~) (2H) Heavy Axe +1
(Lv.10~) (2H) Baldur Axe
(Lv.11~) (2H) Baldur Axe +1
(Lv.13~) (1H) Tabar Zin
(Lv.14~) (1H) Tabar Zin +1
(Lv.16~) (1H) Chakmak
(Lv.17~) (1H) Chakmak +1
(Lv.19~) (2H) Guisarme
(Lv.20~) (2H) Guisarme +1
(Lv.22~) (2H) Damasc Axe
(Lv.23~) (2H) Damasc Axe +1
(Lv.25~) (1H) Balbriggan
(Lv.26~) (1H) Trovaon
(Lv.28~) (2H) Dragon Axe
(Lv.29~) (2H) Terre Axe
(Lv.31~) (2H) <Glamrock>
(Lv.32~) (2H) Stardust
(Lv.34~) (2H) Prox
(Lv.37~) (1H) Boreas
(Lv.40~) (2H) <Kshuparaka>
(Lv.43~) (2H) <Shaytan's Bulova>
(Lv.46~) (1H) <Rune Axe>
(Lv.01~) (2H) <Cursed Weapon>

[Hammers]

(Lv.01~) (1H) Halt Hammer
(Lv.02~) (1H) Halt Hammer +1
(Lv.05~) (1H) Caldia

(Lv.06~) (1H) Iron Fan
(Lv.06~) (1H) Morning Star
(Lv.07~) (1H) Morning Star +1
(Lv.10~) (2H) Baldur Hammer
(Lv.11~) (2H) Baldur Hammer +1
(Lv.13~) (1H) War Hammer
(Lv.14~) (1H) War Hammer +1
(Lv.16~) (2H) War Maul
(Lv.17~) (2H) War Maul +1
(Lv.19~) (1H) Spiked Flail
(Lv.20~) (1H) Spiked Flail +1
(Lv.22~) (2H) Damasc Hammer
(Lv.23~) (2H) Damasc Hammer +1
(Lv.25~) (1H) Dragon Hammer
(Lv.26~) (1H) Sanguine Hammer
(Lv.28~) (2H) Yggdrasil Gnarl
(Lv.29~) (2H) Glacies
(Lv.31~) (1H) Aqua Hammer
(Lv.32~) (1H) Vajra
(Lv.34~) (2H) <Sanscion>
(Lv.37~) (1H) Flame Flail
(Lv.40~) (2H) Euros
(Lv.43~) (2H) <Dagda's Hammer>
(Lv.46~) (2H) <Walitas>
(Lv.01~) (2H) <Cursed Weapon>

[Cudgels]

(Lv.10~) (2H) Baldur Mace
(Lv.11~) (2H) Baldur Mace +1
(Lv.21~) (2H) Damasc Mace
(Lv.22~) (2H) Damasc Mace +1
(Lv.38~) (1H) Sagara
(Lv.01~) (2H) <Cursed Weapon>

[Thrown]

(Lv.05~) (1H) Tomahawk
(Lv.07~) (1H) Tomahawk +1
(Lv.10~) (1H) Javelin
(Lv.12~) (1H) Javelin +1
(Lv.16~) (1H) Woshele
(Lv.18~) (1H) Woshele +1
(Lv.26~) (1H) Francisca
(Lv.28~) (1H) Francisca +1
(Lv.31~) (1H) Pilum
(Lv.33~) (1H) Pilum +1
(Lv.21~) (1H) Bola
(Lv.23~) (1H) Bola +1
(Lv.37~) (1H) Chakram
(Lv.39~) (1H) Chakram +1
(Lv.42~) (1H) Urchin Bola
(Lv.44~) (1H) Urchin Bola +1
(Lv.03~) (1H) Lobber
(Lv.13~) (1H) Lobber +1
(Lv.23~) (1H) Lobber +2

[Shields]

(Lv.01~) Buckler
(Lv.02~) Buckler +1
(Lv.04~) Pelta
(Lv.05~) Pelta +1

(Lv.07~) Aspis
(Lv.08~) Aspis +1
(Lv.10~) Tower Shield
(Lv.11~) Tower Shield +1
(Lv.13~) Spiked Shield
(Lv.14~) Spiked Shield +1
(Lv.16~) Baldur Shield
(Lv.17~) Baldur Shield +1
(Lv.19~) Heater Shield
(Lv.20~) Heater Shield +1
(Lv.22~) Damasc Shield
(Lv.23~) Damasc Shield +1
(Lv.25~) Dragon Scale
(Lv.26~) Ancient Dragon Scale
(Lv.28~) Rozenzi Shield
(Lv.29~) Dread Shield
(Lv.31~) Shield of the Winds
(Lv.32~) Shield of the Loam
(Lv.33~) Shield of the Storm
(Lv.34~) Shield of the Waves
(Lv.35~) Shield of the Flames
(Lv.36~) Shield of the Tundra

[Helms]

(Lv.05~) Bronze Helm
(Lv.06~) Bronze Helm +1
(Lv.10~) Baldur Helm
(Lv.11~) Baldur Helm +1
(Lv.23~) Damasc Helm
(Lv.24~) Damasc Helm +1
(Lv.26~) Wyrmscale Helm
(Lv.28~) <Glistening Helm>
(Lv.31~) <Ogre Helm>
(Lv.36~) <Skull Mask>
(Lv.41~) <Fruede Helm>

[Body Armor]

(Lv.01~) Leather Armor
(Lv.03~) Leather Armor +1
(Lv.04~) Chainmail
(Lv.05~) Chainmail +1
(Lv.10~) Baldur Armor
(Lv.11~) Baldur Armor +1
(Lv.14~) Brigandine
(Lv.15~) Brigandine +1
(Lv.22~) Damasc Mail
(Lv.23~) Damasc Mail +1
(Lv.25~) Wyrmscale Armor
(Lv.28~) <Reeking Armor>
(Lv.28~) Falcon Mail
(Lv.30~) Nathalork Mail
(Lv.30~) Alluring Dress
(Lv.30~) Alluring Corset
(Lv.32~) Viraat's Mail
(Lv.34~) Ur-Whale Mail
(Lv.36~) Phoenix Mail
(Lv.38~) Vikrant Mail
(Lv.40~) Titania Mail
(Lv.42~) <Thanatos Armor>
(Lv.46~) <Ogre Armor>

[Armguards]

- (Lv.02~) Leather Gloves
- (Lv.03~) Leather Gloves +1
- (Lv.04~) Leather Sleeves
- (Lv.05~) Leather Sleeves +1
- (Lv.07~) Gauntlets
- (Lv.08~) Gauntlets +1
- (Lv.10~) Baldur Gauntlets
- (Lv.11~) Baldur Gauntlets +1
- (Lv.18~) Overguards
- (Lv.19~) Overguards +1
- (Lv.22~) Damasc Mitts
- (Lv.23~) Damasc Mitts +1
- (Lv.26~) Wyrmscale Sleeves
- (Lv.27~) <Musty Gauntlets>
- (Lv.30~) <Ji'ygla's Bracers>
- (Lv.33~) Lightning Gauntlets
- (Lv.37~) Fire Gauntlets
- (Lv.40~) <Luminant Gauntlets>
- (Lv.43~) <Daedalus Gauntlets>

[Legguards]

- (Lv.01~) Linen Slops
- (Lv.02~) Linen Slops +1
- (Lv.03~) Leather Leggings
- (Lv.04~) Leather Leggings +1
- (Lv.06~) Chain Leggings
- (Lv.07~) Chain Leggings +1
- (Lv.11~) Baldur Leggings
- (Lv.12~) Baldur Leggings +1
- (Lv.20~) Damasc Leggings
- (Lv.21~) Damasc Leggings +1
- (Lv.20~) Cloud Shoes
- (Lv.16~) Winged Boots
- (Lv.25~) Sidhe Shoes
- (Lv.18~) Sparkguard Boots
- (Lv.13~) Greased Boots
- (Lv.28~) Earthen Greaves
- (Lv.31~) Watery Greaves
- (Lv.34~) Hoarfrost Greaves
- (Lv.37~) Shadowed Greaves
- (Lv.30~) Alluring Highboots
- (Lv.30~) Alluring Boots

=====
Swordmaster

[4680]

=====
A melee attacker and master of the two-handed katana. Able to dance powerful war dances.

[Katana (2H)]

- (Lv.01~) (2H) Tachi
- (Lv.02~) (2H) Superior Tachi
- (Lv.04~) (2H) Siege Sword
- (Lv.05~) (2H) Sawblade
- (Lv.07~) (2H) Nodachi
- (Lv.08~) (2H) Superior Nodachi
- (Lv.10~) (2H) Mageblade

(Lv.11~) (2H) Superior Mageblade
(Lv.13~) (2H) Cane Blade
(Lv.14~) (2H) Superior Cane Blade
(Lv.16~) (2H) Dechevalier
(Lv.17~) (2H) Superior Dechevalier
(Lv.19~) (2H) Blacksteel Blade
(Lv.20~) (2H) Laquersteel Blade
(Lv.22~) (2H) Helm Halver
(Lv.23~) (2H) Superior Helm Halver
(Lv.25~) (2H) Oakblade
(Lv.26~) (2H) Nene Bane
(Lv.28~) (2H) Whispertouch Blade
(Lv.29~) (2H) Firefly
(Lv.31~) (2H) Macuahuitl
(Lv.32~) (2H) Bringer of Light
(Lv.34~) (2H) Asura
(Lv.37~) (2H) Crescent Sword
(Lv.40~) (2H) <Beadbound Blade>
(Lv.43~) (2H) <Ogresbane>
(Lv.46~) (2H) <Sweepblade>
(Lv.01~) (2H) <Cursed Weapon>

[Thrown]

(Lv.03~) (1H) Lobber

[Helms]

(Lv.03~) Circlet
(Lv.04~) Circlet +1
(Lv.05~) Bronze Helm
(Lv.06~) Bronze Helm +1
(Lv.10~) Baldur Helm
(Lv.11~) Baldur Helm +1
(Lv.23~) Damasc Helm
(Lv.24~) Damasc Helm +1

[Body Armor]

(Lv.01~) Leather Armor
(Lv.03~) Leather Armor +1
(Lv.04~) Chainmail
(Lv.05~) Chainmail +1
(Lv.10~) Baldur Armor
(Lv.11~) Baldur Armor +1
(Lv.14~) Brigandine
(Lv.15~) Brigandine +1
(Lv.22~) Damasc Mail
(Lv.23~) Damasc Mail +1
(Lv.25~) Wyrmscale Armor
(Lv.28~) <Reeking Armor>
(Lv.26~) Falcon Feathercoat
(Lv.26~) Nathalork Rockcoat
(Lv.26~) Viraat's Thundercoat
(Lv.26~) Whale Whiskercoat
(Lv.26~) Phoenix Flamecoat
(Lv.26~) Vikrant Icecoat
(Lv.28~) Aganista Lightcoat
(Lv.28~) <Ji'ygla's Darkcoat>
(Lv.30~) Alluring Dress
(Lv.30~) Alluring Corset

[Armguards]

- (Lv.02~) Leather Gloves
- (Lv.03~) Leather Gloves +1
- (Lv.04~) Leather Sleeves
- (Lv.05~) Leather Sleeves +1
- (Lv.07~) Gauntlets
- (Lv.08~) Gauntlets +1
- (Lv.10~) Baldur Gauntlets
- (Lv.11~) Baldur Gauntlets +1
- (Lv.22~) Damasc Mitts
- (Lv.23~) Damasc Mitts +1
- (Lv.43~) <Daedalus Gauntlets>

[Legguards]

- (Lv.01~) Linen Slops
- (Lv.02~) Linen Slops +1
- (Lv.03~) Leather Leggings
- (Lv.04~) Leather Leggings +1
- (Lv.06~) Chain Leggings
- (Lv.07~) Chain Leggings +1
- (Lv.20~) Cloud Shoes
- (Lv.16~) Winged Boots
- (Lv.25~) Sidhe Shoes
- (Lv.18~) Sparkguard Boots
- (Lv.13~) Greased Boots
- (Lv.28~) Earthen Greaves
- (Lv.31~) Watery Greaves
- (Lv.34~) Hoarfrost Greaves
- (Lv.37~) Shadowed Greaves
- (Lv.30~) Alluring Highboots
- (Lv.30~) Alluring Boots

[War Dances]

- | | |
|----------------------------------|--------------------|
| (Lv.04~) Treatise on Courage | Lion Dance |
| (Lv.09~) Treatise on Safety | Harvest Dance |
| (Lv.14~) Treatise on Resolve | Bellows Dance |
| (Lv.23~) Treatise on Cleansing | Shriving Dance |
| (Lv.12~) Treatise on Inferiority | Comely Dance |
| (Lv.18~) Treatise on Excess | Bedeviling Dance |
| (Lv.26~) Treatise on Technique | Envigorating Dance |
| (Lv.16~) Treatise on Seduction | Demonpetal Dance |

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Dragoon

[43ED]

=====

A warrior with a special talent for slaying beasts and dragons.

[Swords (1H)]

- (Lv.01~) (1H) Short Sword
- (Lv.02~) (1H) Short Sword +1
- (Lv.03~) (1H) Gladius
- (Lv.04~) (1H) Gladius +1
- (Lv.06~) (1H) Rapier
- (Lv.07~) (1H) Rapier +1
- (Lv.08~) (1H) Shamshir
- (Lv.09~) (1H) Shamshir +1
- (Lv.11~) (1H) Baldur Sword
- (Lv.12~) (1H) Bladur Sword +1
- (Lv.13~) (1H) Cutlass
- (Lv.14~) (1H) Cutlass +1

(Lv.16~) (1H) Khora
(Lv.17~) (1H) Khora +1
(Lv.18~) (1H) Damasc Sword
(Lv.19~) (1H) Damasc Sword +1
(Lv.21~) (1H) Walloon Sword
(Lv.22~) (1H) Lightning Sword
(Lv.22~) (1H) {Lombardia}
(Lv.23~) (1H) Ice Blade
(Lv.24~) (1H) Isberg
(Lv.26~) (1H) Kukri
(Lv.27~) (1H) Fandango
(Lv.34~) (1H) <Nifrit Sword>
(Lv.32~) (1H) Kumbhira
(Lv.34~) (1H) <Odiferous Waster>
(Lv.20~) (1H) <Ambicion>
(Lv.30~) (1H) {Brynhildr}
(Lv.42~) (1H) Daedalus Blade
(Lv.44~) (1H) <Oracion>
(Lv.46~) (1H) <Fafnir's Heart>
(Lv.48~) (1H) <Leksar's Beloved>
(Lv.01~) (1H) <Cursed Weapon>

[Swords (2H)]

(Lv.01~) (2H) Broadsword
(Lv.02~) (2H) Broadsword +1
(Lv.04~) (2H) Viking Sword
(Lv.05~) (2H) Viking Sword +1
(Lv.07~) (2H) Zweihander
(Lv.08~) (2H) Zweihander +1
(Lv.10~) (2H) Baldur Blade
(Lv.11~) (2H) Baldur Blade +1
(Lv.13~) (2H) Bastard Sword
(Lv.14~) (2H) Bastard Sword +1
(Lv.16~) (2H) Claymore
(Lv.17~) (2H) Claymore +1
(Lv.19~) (2H) Falx
(Lv.20~) (2H) Falx +1
(Lv.22~) (2H) Damasc Blade
(Lv.23~) (2H) Damasc Blade +1
(Lv.21~) (2H) Desert Blade
(Lv.26~) (2H) Gaia Blade
(Lv.28~) (2H) The Headsman
(Lv.29~) (2H) The Dark Headsman
(Lv.31~) (2H) Rhomphaia
(Lv.32~) (2H) Grasshewer Blade
(Lv.34~) (2H) Notos
(Lv.36~) (2H) <Ogre Blade>
(Lv.34~) (2H) <Balmung>
(Lv.40~) (2H) <Ishana>
(Lv.43~) (2H) <Durandal>
(Lv.46~) (2H) <Moon Blade>
(Lv.01~) (2H) <Cursed Weapon>

[Axes]

(Lv.01~) (1H) Hand Axe
(Lv.02~) (1H) Hand Axe +1
(Lv.05~) (1H) Battle Axe
(Lv.06~) (1H) Battle Axe +1
(Lv.07~) (2H) Heavy Axe
(Lv.08~) (2H) Heavy Axe +1

(Lv.10~) (2H) Baldur Axe
(Lv.11~) (2H) Baldur Axe +1
(Lv.13~) (1H) Tabar Zin
(Lv.14~) (1H) Tabar Zin +1
(Lv.16~) (1H) Chakmak
(Lv.17~) (1H) Chakmak +1
(Lv.19~) (2H) Guisarme
(Lv.20~) (2H) Guisarme +1
(Lv.22~) (2H) Damasc Axe
(Lv.23~) (2H) Damasc Axe +1
(Lv.25~) (1H) Balbriggan
(Lv.26~) (1H) Trovaon
(Lv.28~) (2H) Dragon Axe
(Lv.29~) (2H) Terre Axe
(Lv.31~) (2H) <Glamrock>
(Lv.32~) (2H) Stardust
(Lv.34~) (2H) Prox
(Lv.37~) (1H) Boreas
(Lv.40~) (2H) <Kshuparaka>
(Lv.43~) (2H) <Shaytan's Bulova>
(Lv.46~) (1H) <Rune Axe>
(Lv.01~) (2H) <Cursed Weapon>

[Spears]

(Lv.01~) (2H) Bronze Spear
(Lv.02~) (2H) Bronze Spear +1
(Lv.05~) (2H) Xyston
(Lv.06~) (2H) Xyston +1
(Lv.07~) (2H) Voulge
(Lv.08~) (2H) Voulge +1
(Lv.10~) (2H) Baldur Spear
(Lv.11~) (2H) Baldur Spear +1
(Lv.13~) (2H) Scorpion
(Lv.14~) (2H) Scorpion +1
(Lv.16~) (2H) Trident
(Lv.17~) (2H) Trident +1
(Lv.19~) (2H) Bardiche
(Lv.20~) (2H) Bardiche +1
(Lv.22~) (2H) Damasc Spear
(Lv.23~) (2H) Damasc Spear +1
(Lv.25~) (2H) Poleaxe
(Lv.26~) (2H) Hache
(Lv.28~) (2H) Culnrikolnne
(Lv.29~) (2H) Holy Lance
(Lv.31~) (2H) <Volcaetus>
(Lv.32~) (2H) Ignis
(Lv.34~) (2H) Zephyros
(Lv.37~) (2H) Bentisca
(Lv.40~) (2H) <Tlaloc's Bolt>
(Lv.43~) (2H) <Pavana>
(Lv.46~) (2H) <Dark Spear>
(Lv.01~) (2H) <Cursed Weapon>

[Cudgels]

(Lv.10~) (2H) Baldur Mace
(Lv.11~) (2H) Baldur Mace +1
(Lv.21~) (2H) Damasc Mace
(Lv.22~) (2H) Damasc Mace +1
(Lv.38~) (1H) Sagara
(Lv.01~) (2H) <Cursed Weapon>

[Crossbows]

(Lv.01~) (1H) Crossbow
(Lv.02~) (1H) Crossbow +1
(Lv.05~) (2H) Stonebow
(Lv.06~) (2H) Stonebow +1
(Lv.08~) (2H) Bowgun
(Lv.09~) (2H) Bowgun +1
(Lv.11~) (1H) Baldur Crossbow
(Lv.12~) (1H) Baldur Crossbow +1
(Lv.14~) (2H) Heavy Crossbow
(Lv.15~) (2H) Heavy Crossbow +1
(Lv.17~) (2H) Arbalest
(Lv.18~) (2H) Arbalest +1
(Lv.20~) (2H) Steelbow
(Lv.21~) (2H) Steelbow +1
(Lv.23~) (1H) Damasc Crossbow
(Lv.24~) (1H) Damasc Crossbow +1
(Lv.26~) (2H) Roodbow
(Lv.27~) (2H) Al-iklil
(Lv.29~) (2H) Keening Bowgun
(Lv.30~) (2H) Daedalus Bowgun
(Lv.32~) (2H) Samak
(Lv.34~) (2H) Leilah
(Lv.36~) (2H) Shams
(Lv.38~) (2H) Khalmid
(Lv.40~) (2H) <Ysaar>
(Lv.43~) (2H) <Barad>
(Lv.46~) (2H) <Raed>
(Lv.01~) (2H) <Cursed Weapon>

[Thrown]

(Lv.05~) (1H) Tomahawk
(Lv.07~) (1H) Tomahawk +1
(Lv.10~) (1H) Javelin
(Lv.12~) (1H) Javelin +1
(Lv.16~) (1H) Woshele
(Lv.18~) (1H) Woshele +1
(Lv.26~) (1H) Francisca
(Lv.28~) (1H) Francisca +1
(Lv.31~) (1H) Pilum
(Lv.33~) (1H) Pilum +1
(Lv.21~) (1H) Bola
(Lv.23~) (1H) Bola +1
(Lv.37~) (1H) Chakram
(Lv.39~) (1H) Chakram +1
(Lv.42~) (1H) Urchin Bola
(Lv.44~) (1H) Urchin Bola +1

[Shields]

(Lv.01~) Buckler
(Lv.02~) Buckler +1
(Lv.04~) Pelta
(Lv.05~) Pelta +1
(Lv.07~) Aspisp
(Lv.08~) Aspisp +1
(Lv.10~) Tower Shield
(Lv.11~) Tower Shield +1
(Lv.13~) Spiked Shield
(Lv.14~) Spiked Shield +1

(Lv.16~) Baldur Shield
(Lv.17~) Baldur Shield +1
(Lv.19~) Heater Shield
(Lv.20~) Heater Shield +1
(Lv.22~) Damasc Shield
(Lv.23~) Damasc Shield +1
(Lv.25~) Dragon Scale
(Lv.26~) Ancient Dragon Scale
(Lv.28~) Rozenzi Shield
(Lv.29~) Dread Shield
(Lv.31~) Shield of the Winds
(Lv.32~) Shield of the Loam
(Lv.33~) Shield of the Storm
(Lv.34~) Shield of the Waves
(Lv.35~) Shield of the Flames
(Lv.36~) Shield of the Tundra

[Helms]

(Lv.05~) Bronze Helm
(Lv.06~) Bronze Helm +1
(Lv.10~) Baldur Helm
(Lv.11~) Baldur Helm +1
(Lv.23~) Damasc Helm
(Lv.24~) Damasc Helm +1
(Lv.26~) Wyrmscale Helm
(Lv.28~) <Glistening Helm>
(Lv.31~) <Ogre Helm>

[Body Armor]

(Lv.01~) Leather Armor
(Lv.03~) Leather Armor +1
(Lv.04~) Chainmail
(Lv.05~) Chainmail +1
(Lv.10~) Baldur Armor
(Lv.11~) Baldur Armor +1
(Lv.14~) Brigandine
(Lv.15~) Brigandine +1
(Lv.22~) Damasc Mail
(Lv.23~) Damasc Mail +1
(Lv.25~) Wyrmscale Armor
(Lv.28~) <Reeking Armor>
(Lv.28~) Falcon Mail
(Lv.30~) Nathalork Mail
(Lv.30~) Alluring Dress
(Lv.30~) Alluring Corset
(Lv.32~) Viraat's Mail
(Lv.34~) Ur-Whale Mail
(Lv.36~) Phoenix Mail
(Lv.38~) Vikrant Mail
(Lv.40~) Titania Mail
(Lv.42~) <Thanatos Armor>
(Lv.46~) <Ogre Armor>

[Armguards]

(Lv.02~) Leather Gloves
(Lv.03~) Leather Gloves +1
(Lv.04~) Leather Sleeves
(Lv.05~) Leather Sleeves +1
(Lv.07~) Gauntlets
(Lv.08~) Gauntlets +1

(Lv.10~) Baldur Gauntlets
(Lv.11~) Baldur Gauntlets +1
(Lv.18~) Overguards
(Lv.19~) Overguards +1
(Lv.22~) Damasc Mitts
(Lv.23~) Damasc Mitts +1
(Lv.26~) Wyrmscale Sleeves
(Lv.27~) <Musty Gauntlets>
(Lv.30~) <Ji'ygla's Bracers>
(Lv.33~) Lightning Gauntlets
(Lv.37~) Fire Gauntlets
(Lv.40~) <Luminant Gauntlets>
(Lv.43~) <Daedalus Gauntlets>

[Legguards]

(Lv.01~) Linen Slops
(Lv.02~) Linen Slops +1
(Lv.03~) Leather Leggings
(Lv.04~) Leather Leggings +1
(Lv.06~) Chain Leggings
(Lv.07~) Chain Leggings +1
(Lv.11~) Baldur Leggings
(Lv.12~) Baldur Leggings +1
(Lv.20~) Damasc Leggings
(Lv.21~) Damasc Leggings +1
(Lv.20~) Cloud Shoes
(Lv.16~) Winged Boots
(Lv.25~) Sidhe Shoes
(Lv.18~) Sparkguard Boots
(Lv.13~) Greased Boots
(Lv.28~) Earthen Greaves
(Lv.31~) Watery Greaves
(Lv.34~) Hoarfrost Greaves
(Lv.37~) Shadowed Greaves
(Lv.30~) Alluring Highboots
(Lv.30~) Alluring Boots

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Ninja/Kunoichi

[5E6A]

=====

A nimble warrior who prefers hit-and-run tactics to an open fight. Their attacks with double weapons can be vicious.

[Daggers]

(Lv.01~) (1H) Sticker
(Lv.02~) (1H) Sticker +1
(Lv.04~) (1H) Battle Knife
(Lv.05~) (1H) Battle Knife +1
(Lv.07~) (1H) Dirk
(Lv.08~) (1H) Dirk +1
(Lv.13~) (1H) Baldur Dagger
(Lv.14~) (1H) Baldur Dagger +1
(Lv.22~) (1H) Damasc Dagger
(Lv.23~) (1H) Damasc Dagger +1
(Lv.01~) (1H) <Cursed Weapon>

[Hammers]

(Lv.05~) (1H) Caldia
(Lv.06~) (1H) Iron Fan

[Katana (1H)]

(Lv.01~) (1H) Hisyu
(Lv.02~) (1H) Superior Hisyu
(Lv.04~) (1H) Wakizashi
(Lv.05~) (1H) Superior Wakizashi
(Lv.07~) (1H) Jitte
(Lv.08~) (1H) Superior Jitte
(Lv.10~) (1H) Spiritblade
(Lv.11~) (1H) Superior Spiritblade
(Lv.13~) (1H) Ninja Sword
(Lv.14~) (1H) Superior Ninja Sword
(Lv.16~) (1H) Moon Sickle
(Lv.17~) (1H) Superior Moon Sickle
(Lv.19~) (1H) Sai
(Lv.20~) (1H) Superior Sai
(Lv.22~) (1H) Muso Blade
(Lv.23~) (1H) Superior Muso Blade
(Lv.25~) (1H) Tigerblade
(Lv.26~) (1H) Superior Tigerblade
(Lv.28~) (1H) Ghostblade
(Lv.29~) (1H) Superior Ghostblade
(Lv.31~) (1H) Brahma
(Lv.32~) (1H) Superior Brahma
(Lv.34~) (1H) The Awakener
(Lv.37~) (1H) Thunderfire
(Lv.40~) (1H) <Golok>
(Lv.43~) (1H) <Bakasura>
(Lv.46~) (1H) <Shimmer Sword>
(Lv.01~) (1H) <Cursed Weapon>

[Blowguns]

(Lv.01~) (1H) Gerges Blowgun
(Lv.08~) (1H) Stundart Blowgun
(Lv.10~) (1H) Wortdart Blowgun
(Lv.12~) (1H) Baldur Blowgun
(Lv.13~) (1H) Frogdart Blowgun
(Lv.17~) (1H) Mutedart Blowgun
(Lv.20~) (1H) Petridart Blowgun
(Lv.24~) (1H) Damasc Blowgun
(Lv.36~) (1H) Femakk's Blowgun
(Lv.44~) (1H) <Rahula>
(Lv.01~) (1H) <Cursed Weapon>

[Bows]

(Lv.01~) (1H) Shortbow
(Lv.02~) (1H) Shortbow +1
(Lv.10~) (1H) Baldur Bow
(Lv.11~) (1H) Baldur Bow +1
(Lv.22~) (1H) Damasc Bow
(Lv.23~) (1H) Damasc Bow +1
(Lv.01~) (2H) <Cursed Weapon>

[Crossbows]

(Lv.01~) (1H) Crossbow
(Lv.02~) (1H) Crossbow +1
(Lv.11~) (1H) Baldur Crossbow
(Lv.12~) (1H) Baldur Crossbow +1
(Lv.23~) (1H) Damasc Crossbow
(Lv.24~) (1H) Damasc Crossbow +1

[Thrown]

(Lv.16~) (1H) Woshele
(Lv.18~) (1H) Woshele +1
(Lv.21~) (1H) Bola
(Lv.23~) (1H) Bola +1
(Lv.42~) (1H) Urchin Bola
(Lv.44~) (1H) Urchin Bola +1

[Shields]

(Lv.01~) Buckler
(Lv.02~) Buckler +1
(Lv.16~) Baldur Shield
(Lv.17~) Baldur Shield +1

[Helms]

(Lv.03~) Circlet
(Lv.04~) Circlet +1
(Lv.05~) Bronze Helm
(Lv.06~) Bronze Helm +1
(Lv.10~) Baldur Helm
(Lv.11~) Baldur Helm +1
(Lv.23~) Damasc Helm
(Lv.24~) Damasc Helm +1

[Body Armor]

(Lv.01~) Leather Armor
(Lv.03~) Leather Armor +1
(Lv.04~) Chainmail
(Lv.05~) Chainmail +1
(Lv.10~) Baldur Armor
(Lv.11~) Baldur Armor +1
(Lv.14~) Brigandine
(Lv.15~) Brigandine +1
(Lv.22~) Damasc Mail
(Lv.23~) Damasc Mail +1
(Lv.25~) Wyrmscale Armor
(Lv.28~) <Reeking Armor>
(Lv.26~) Falcon Feathercoat
(Lv.26~) Nathalork Rockcoat
(Lv.26~) Viraat's Thundercoat
(Lv.26~) Whale Whiskercoat
(Lv.26~) Phoenix Flamecoat
(Lv.26~) Vikrant Icecoat
(Lv.28~) Aganista Lightcoat
(Lv.28~) <Ji'ygla's Darkcoat>
(Lv.30~) Alluring Dress
(Lv.30~) Alluring Corset

[Armguards]

(Lv.02~) Leather Gloves
(Lv.03~) Leather Gloves +1
(Lv.04~) Leather Sleeves
(Lv.05~) Leather Sleeves +1
(Lv.07~) Gauntlets
(Lv.08~) Gauntlets +1
(Lv.10~) Baldur Gauntlets
(Lv.11~) Baldur Gauntlets +1
(Lv.22~) Damasc Mitts
(Lv.23~) Damasc Mitts +1

(Lv.43~) <Daedalus Gauntlets>

(Lv.46~) <Snipe Bracers>

[Legguards]

(Lv.01~) Linen Slops

(Lv.02~) Linen Slops +1

(Lv.03~) Leather Leggings

(Lv.04~) Leather Leggings +1

(Lv.06~) Chain Leggings

(Lv.07~) Chain Leggings +1

(Lv.20~) Cloud Shoes

(Lv.16~) Winged Boots

(Lv.25~) Sidhe Shoes

(Lv.18~) Sparkguard Boots

(Lv.13~) Greased Boots

(Lv.28~) Earthen Greaves

(Lv.31~) Watery Greaves

(Lv.34~) Hoarfrost Greaves

(Lv.37~) Shadowed Greaves

(Lv.30~) Alluring Highboots

(Lv.30~) Alluring Boots

(Lv.40~) <Snipe Gators>

[Ninjutsu]

(Lv.06~) Scroll of Windshear Wind Dervish

(Lv.21~) Scroll of Windshear II Wind Dervish II

(Lv.07~) Scroll of Earthshear Sand Spider

(Lv.22~) Scroll of Earthshear II Sand Spider II

(Lv.08~) Scroll of Stormshear Chimaera

(Lv.23~) Scroll of Stormshear II Chimaera II

(Lv.09~) Scroll of Waveshear Water Tiger

(Lv.24~) Scroll of Waveshear II Water Tiger II

(Lv.10~) Scroll of Flameshear Fire Snake

(Lv.25~) Scroll of Flameshear II Fire Snake II

(Lv.11~) Scroll of Iceshear Rime Raven

(Lv.26~) Scroll of Iceshear II Rime Raven II

(Lv.04~) Scroll of Shadow Shadowbind

(Lv.15~) Scroll of the Monkey Leaping Monkey

(Lv.01~) Scroll of the Strider Waterstep

(Lv.16~) Scroll of the Cicada Decoy

(Lv.09~) Scroll of the Reins Bridle

(Lv.05~) Scroll of the Toad Benumb

(Lv.13~) Scroll of the Spider Envenom

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Rogue

[E0B4]

=====

A master at relieving enemies of their treasured goods and laying traps to snare the unwary.

[Fists]

(Lv.02~) (2H) Leather Caestus +1

(Lv.04~) (2H) Bronze Knuckles

(Lv.05~) (2H) Bronze Knuckles +1

(Lv.07~) (2H) Iron Claws

(Lv.08~) (2H) Iron Claws +1

(Lv.10~) (2H) Cat Bagh Nakh

(Lv.11~) (2H) Cat Bagh Nakh +1

(Lv.13~) (2H) Baldur Claws

(Lv.14~) (2H) Baldur Claws +1
(Lv.16~) (2H) Katara
(Lv.17~) (2H) Katara +1
(Lv.19~) (2H) Tiger Bagh Nakh
(Lv.20~) (2H) Tiger Bagh Nakh +1
(Lv.22~) (2H) Damasc Claws
(Lv.23~) (2H) Damasc Claws +1
(Lv.25~) (2H) Dragon Claws
(Lv.26~) (2H) Dragon Blades
(Lv.28~) (2H) Jamadhar
(Lv.29~) (2H) Vishnu's Katara
(Lv.31~) (2H) Hellhound Claws
(Lv.32~) (2H) Kerberos Claws
(Lv.34~) (2H) Daedalus Knuckles
(Lv.37~) (2H) Vaisravana
(Lv.34~) (2H) <Trueno's Scales>
(Lv.43~) (2H) <Vainateya's Talons>
(Lv.46~) (2H) <Huitzilopochtli's Rays>
(Lv.01~) (2H) <Cursed Weapon>

[Daggers]

(Lv.01~) (1H) Sticker
(Lv.02~) (1H) Sticker +1
(Lv.04~) (1H) Battle Knife
(Lv.05~) (1H) Battle Knife +1
(Lv.07~) (1H) Dirk
(Lv.08~) (1H) Dirk +1
(Lv.10~) (1H) Butcher Knife
(Lv.11~) (1H) Butcher Knife +1
(Lv.13~) (1H) Baldur Dagger
(Lv.14~) (1H) Baldur Dagger +1
(Lv.16~) (1H) Kris
(Lv.17~) (1H) Kris +1
(Lv.19~) (1H) Kidney Spike
(Lv.20~) (1H) Kidney Spike +1
(Lv.22~) (1H) Damasc Dagger
(Lv.23~) (1H) Damasc Dagger +1
(Lv.25~) (1H) Valiant's Dagger
(Lv.26~) (1H) Brilliant Dagger
(Lv.28~) (1H) Marauder Knife
(Lv.29~) (1H) Predator Knife
(Lv.31~) (1H) Xolotl's Canine
(Lv.34~) (1H) Yama
(Lv.37~) (1H) Dragon Fang
(Lv.40~) (1H) <Pinion Blade>
(Lv.43~) (1H) <Assassin Blade>
(Lv.01~) (1H) <Cursed Weapon>

[Hammers]

(Lv.05~) (1H) Caldia
(Lv.06~) (1H) Iron Fan

[Blowguns]

(Lv.01~) (1H) Gerges Blowgun
(Lv.08~) (1H) Stundart Blowgun
(Lv.10~) (1H) Wortdart Blowgun
(Lv.12~) (1H) Baldur Blowgun
(Lv.13~) (1H) Frogdart Blowgun
(Lv.17~) (1H) Mutedart Blowgun
(Lv.20~) (1H) Petridart Blowgun

(Lv.24~) (1H) Damasc Blowgun
(Lv.36~) (1H) Femakk's Blowgun
(Lv.44~) (1H) <Rahula>
(Lv.01~) (1H) <Cursed Weapon>

[Bows]

(Lv.01~) (1H) Shortbow
(Lv.02~) (1H) Shortbow +1
(Lv.10~) (1H) Baldur Bow
(Lv.11~) (1H) Baldur Bow +1
(Lv.22~) (1H) Damasc Bow
(Lv.23~) (1H) Damasc Bow +1

[Crossbows]

(Lv.01~) (1H) Crossbow
(Lv.02~) (1H) Crossbow +1
(Lv.05~) (2H) Stonebow
(Lv.06~) (2H) Stonebow +1
(Lv.08~) (2H) Bowgun
(Lv.09~) (2H) Bowgun +1
(Lv.11~) (1H) Baldur Crossbow
(Lv.12~) (1H) Baldur Crossbow +1
(Lv.14~) (2H) Heavy Crossbow
(Lv.15~) (2H) Heavy Crossbow +1
(Lv.17~) (2H) Arbalest
(Lv.18~) (2H) Arbalest +1
(Lv.20~) (2H) Steelbow
(Lv.21~) (2H) Steelbow +1
(Lv.23~) (1H) Damasc Crossbow
(Lv.24~) (1H) Damasc Crossbow +1
(Lv.26~) (2H) Roodbow
(Lv.27~) (2H) Al-iklil
(Lv.29~) (2H) Keening Bowgun
(Lv.30~) (2H) Daedalus Bowgun
(Lv.32~) (2H) Samak
(Lv.34~) (2H) Leilah
(Lv.36~) (2H) Shams
(Lv.38~) (2H) Khalmid
(Lv.40~) (2H) <Ysaar>
(Lv.43~) (2H) <Barad>
(Lv.46~) (2H) <Raed>
(Lv.01~) (2H) <Cursed Weapon>

[Thrown]

(Lv.05~) (1H) Tomahawk
(Lv.07~) (1H) Tomahawk +1
(Lv.10~) (1H) Javelin
(Lv.12~) (1H) Javelin +1
(Lv.16~) (1H) Woshele
(Lv.18~) (1H) Woshele +1
(Lv.26~) (1H) Francisca
(Lv.28~) (1H) Francisca +1
(Lv.31~) (1H) Pilum
(Lv.33~) (1H) Pilum +1
(Lv.21~) (1H) Bola
(Lv.23~) (1H) Bola +1
(Lv.37~) (1H) Chakram
(Lv.39~) (1H) Chakram +1
(Lv.42~) (1H) Urchin Bola
(Lv.44~) (1H) Urchin Bola +1

(Lv.03~) (1H) Lobber
(Lv.13~) (1H) Lobber +1
(Lv.23~) (1H) Lobber +2

[Shields]

(Lv.01~) Buckler
(Lv.02~) Buckler +1
(Lv.04~) Pelta
(Lv.05~) Pelta +1
(Lv.07~) Aspis
(Lv.08~) Aspis +1
(Lv.13~) Spiked Shield
(Lv.14~) Spiked Shield +1
(Lv.16~) Baldur Shield
(Lv.17~) Baldur Shield +1
(Lv.31~) Shield of the Winds
(Lv.32~) Shield of the Loam
(Lv.33~) Shield of the Storm
(Lv.34~) Shield of the Waves
(Lv.35~) Shield of the Flames
(Lv.36~) Shield of the Tundra

[Helms]

(Lv.03~) Circlet
(Lv.04~) Circlet +1
(Lv.05~) Bronze Helm
(Lv.06~) Bronze Helm +1
(Lv.10~) Baldur Helm
(Lv.11~) Baldur Helm +1
(Lv.23~) Damasc Helm
(Lv.24~) Damasc Helm +1

[Body Armor]

(Lv.01~) Leather Armor
(Lv.03~) Leather Armor +1
(Lv.04~) Chainmail
(Lv.05~) Chainmail +1
(Lv.10~) Baldur Armor
(Lv.11~) Baldur Armor +1
(Lv.14~) Brigandine
(Lv.15~) Brigandine +1
(Lv.22~) Damasc Mail
(Lv.23~) Damasc Mail +1
(Lv.25~) Wyrmscale Armor
(Lv.28~) <Reeking Armor>
(Lv.26~) Falcon Feathercoat
(Lv.26~) Nathalork Rockcoat
(Lv.26~) Viraat's Thundercoat
(Lv.26~) Whale Whiskercoat
(Lv.26~) Phoenix Flamecoat
(Lv.26~) Vikrant Icecoat
(Lv.28~) Aganista Lightcoat
(Lv.28~) <Ji'ygla's Darkcoat>
(Lv.30~) Alluring Dress
(Lv.30~) Alluring Corset

[Armguards]

(Lv.02~) Leather Gloves
(Lv.03~) Leather Gloves +1
(Lv.04~) Leather Sleeves

(Lv.05~) Leather Sleeves +1
(Lv.07~) Gauntlets
(Lv.08~) Gauntlets +1
(Lv.10~) Baldur Gauntlets
(Lv.11~) Baldur Gauntlets +1
(Lv.22~) Damasc Mitts
(Lv.23~) Damasc Mitts +1
(Lv.43~) <Daedalus Gauntlets>

[Legguards]

(Lv.01~) Linen Slops
(Lv.02~) Linen Slops +1
(Lv.03~) Leather Leggings
(Lv.04~) Leather Leggings +1
(Lv.06~) Chain Leggings
(Lv.07~) Chain Leggings +1
(Lv.20~) Cloud Shoes
(Lv.16~) Winged Boots
(Lv.25~) Sidhe Shoes
(Lv.18~) Sparkguard Boots
(Lv.13~) Greased Boots
(Lv.28~) Earthen Greaves
(Lv.31~) Watery Greaves
(Lv.34~) Hoarfrost Greaves
(Lv.37~) Shadowed Greaves
(Lv.30~) Alluring Highboots
(Lv.30~) Alluring Boots

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Fusilier

[79BD]
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The fusilier can wield all of the powerful ranged weapons that give them their name. However, their eschewal of magic and all things supernatural has left them particularly susceptible to magic attacks.

[Daggers]

(Lv.01~) (1H) Sticker
(Lv.02~) (1H) Sticker +1
(Lv.04~) (1H) Battle Knife
(Lv.05~) (1H) Battle Knife +1
(Lv.07~) (1H) Dirk
(Lv.08~) (1H) Dirk +1
(Lv.10~) (1H) Butcher Knife
(Lv.11~) (1H) Butcher Knife +1
(Lv.13~) (1H) Baldur Dagger
(Lv.14~) (1H) Baldur Dagger +1
(Lv.16~) (1H) Kris
(Lv.17~) (1H) Kris +1
(Lv.19~) (1H) Kidney Spike
(Lv.20~) (1H) Kidney Spike +1
(Lv.22~) (1H) Damasc Dagger
(Lv.23~) (1H) Damasc Dagger +1
(Lv.25~) (1H) Valiant's Dagger
(Lv.26~) (1H) Brilliant Dagger
(Lv.28~) (1H) Marauder Knife
(Lv.29~) (1H) Predator Knife
(Lv.31~) (1H) Xolotl's Canine
(Lv.34~) (1H) Yama
(Lv.37~) (1H) Dragon Fang

(Lv.40~) (1H) <Pinion Blade>
(Lv.43~) (1H) <Assassin Blade>
(Lv.01~) (1H) <Cursed Weapon>

[Crossbows]

(Lv.01~) (1H) Crossbow
(Lv.02~) (1H) Crossbow +1
(Lv.05~) (2H) Stonebow
(Lv.06~) (2H) Stonebow +1
(Lv.08~) (2H) Bowgun
(Lv.09~) (2H) Bowgun +1
(Lv.11~) (1H) Baldur Crossbow
(Lv.12~) (1H) Baldur Crossbow +1
(Lv.14~) (2H) Heavy Crossbow
(Lv.15~) (2H) Heavy Crossbow +1
(Lv.17~) (2H) Arbalest
(Lv.18~) (2H) Arbalest +1
(Lv.20~) (2H) Steelbow
(Lv.21~) (2H) Steelbow +1
(Lv.23~) (1H) Damasc Crossbow
(Lv.24~) (1H) Damasc Crossbow +1
(Lv.26~) (2H) Roodbow
(Lv.27~) (2H) Al-iklil
(Lv.29~) (2H) Keening Bowgun
(Lv.30~) (2H) Daedalus Bowgun
(Lv.32~) (2H) Samak
(Lv.34~) (2H) Leilah
(Lv.36~) (2H) Shams
(Lv.38~) (2H) Khalmid
(Lv.40~) (2H) <Ysaar>
(Lv.43~) (2H) <Barad>
(Lv.46~) (2H) <Raed>
(Lv.01~) (2H) <Cursed Weapon>

[Fusils]

(Lv.15~) (1H) Rimfire
(Lv.16~) (1H) Rimfire +1
(Lv.22~) (2H) Commander's Gun
(Lv.23~) (2H) Commander's Gun +1
(Lv.29~) (2H) Musket
(Lv.30~) (2H) Musket +1
(Lv.33~) (1H) Petronel
(Lv.37~) (2H) Banduq-i-chaqmaqi
(Lv.41~) (1H) <Snub Fusil>
(Lv.45~) (2H) <Longgun>
(Lv.01~) (2H) <Cursed Weapon>

[Shields]

(Lv.01~) Buckler
(Lv.02~) Buckler +1
(Lv.04~) Pelta
(Lv.05~) Pelta +1
(Lv.07~) Aspiss
(Lv.08~) Aspiss +1
(Lv.13~) Spiked Shield
(Lv.14~) Spiked Shield +1
(Lv.16~) Baldur Shield
(Lv.17~) Baldur Shield +1

[Helms]

(Lv.03~) Circlet
(Lv.04~) Circlet +1
(Lv.05~) Bronze Helm
(Lv.06~) Bronze Helm +1
(Lv.10~) Baldur Helm
(Lv.11~) Baldur Helm +1
(Lv.23~) Damasc Helm
(Lv.24~) Damasc Helm +1

[Body Armor]

(Lv.01~) Leather Armor
(Lv.03~) Leather Armor +1
(Lv.04~) Chainmail
(Lv.05~) Chainmail +1
(Lv.10~) Baldur Armor
(Lv.11~) Baldur Armor +1
(Lv.14~) Brigandine
(Lv.15~) Brigandine +1
(Lv.22~) Damasc Mail
(Lv.23~) Damasc Mail +1
(Lv.25~) Wyrmscale Armor
(Lv.28~) <Reeking Armor>
(Lv.26~) Falcon Feathercoat
(Lv.26~) Nathalork Rockcoat
(Lv.26~) Viraat's Thundercoat
(Lv.26~) Whale Whiskercoat
(Lv.26~) Phoenix Flamecoat
(Lv.26~) Vikrant Icecoat
(Lv.28~) Aganista Lightcoat
(Lv.28~) <Ji'ygla's Darkcoat>
(Lv.30~) Alluring Dress
(Lv.30~) Alluring Corset

[Armguards]

(Lv.02~) Leather Gloves
(Lv.03~) Leather Gloves +1
(Lv.04~) Leather Sleeves
(Lv.05~) Leather Sleeves +1
(Lv.14~) Nomad Bracers
(Lv.15~) Nomad Bracers +1
(Lv.26~) Wyrmscale Sleeves
(Lv.27~) <Musty Gauntlets>
(Lv.30~) <Ji'ygla's Bracers>
(Lv.43~) <Daedalus Gauntlets>
(Lv.46~) <Snipe Bracers>

[Legguards]

(Lv.01~) Linen Slops
(Lv.02~) Linen Slops +1
(Lv.03~) Leather Leggings
(Lv.04~) Leather Leggings +1
(Lv.06~) Chain Leggings
(Lv.07~) Chain Leggings +1
(Lv.20~) Cloud Shoes
(Lv.16~) Winged Boots
(Lv.25~) Sidhe Shoes
(Lv.18~) Sparkguard Boots
(Lv.13~) Greased Boots
(Lv.28~) Earthen Greaves
(Lv.31~) Watery Greaves

(Lv.34~) Hoarfrost Greaves
(Lv.37~) Shadowed Greaves
(Lv.30~) Alluring Highboots
(Lv.30~) Alluring Boots
(Lv.40~) <Snipe Gators>

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Beast Tamer

[E927]

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The beast tamer is able to train beasts and dragons and unleash their hidden potential.

[Fists]

(Lv.02~) (2H) Leather Caestus +1
(Lv.04~) (2H) Bronze Knuckles
(Lv.05~) (2H) Bronze Knuckles +1
(Lv.07~) (2H) Iron Claws
(Lv.08~) (2H) Iron Claws +1
(Lv.10~) (2H) Cat Bagh Nakh
(Lv.11~) (2H) Cat Bagh Nakh +1
(Lv.13~) (2H) Baldur Claws
(Lv.14~) (2H) Baldur Claws +1
(Lv.16~) (2H) Katara
(Lv.17~) (2H) Katara +1
(Lv.19~) (2H) Tiger Bagh Nakh
(Lv.20~) (2H) Tiger Bagh Nakh +1
(Lv.22~) (2H) Damasc Claws
(Lv.23~) (2H) Damasc Claws +1
(Lv.25~) (2H) Dragon Claws
(Lv.26~) (2H) Dragon Blades
(Lv.28~) (2H) Jamadhar
(Lv.29~) (2H) Vishnu's Katara
(Lv.31~) (2H) Hellhound Claws
(Lv.32~) (2H) Kerberos Claws
(Lv.34~) (2H) Daedalus Knuckles
(Lv.37~) (2H) Vaisravana
(Lv.34~) (2H) <Trueno's Scales>
(Lv.43~) (2H) <Vainateya's Talons>
(Lv.46~) (2H) <Huitzilopochtli's Rays>
(Lv.01~) (2H) <Cursed Weapon>

[Axes]

(Lv.01~) (1H) Hand Axe
(Lv.02~) (1H) Hand Axe +1
(Lv.05~) (1H) Battle Axe
(Lv.06~) (1H) Battle Axe +1
(Lv.07~) (2H) Heavy Axe
(Lv.08~) (2H) Heavy Axe +1
(Lv.10~) (2H) Baldur Axe
(Lv.11~) (2H) Baldur Axe +1
(Lv.13~) (1H) Tabar Zin
(Lv.14~) (1H) Tabar Zin +1
(Lv.16~) (1H) Chakmak
(Lv.17~) (1H) Chakmak +1
(Lv.19~) (2H) Guisarme
(Lv.20~) (2H) Guisarme +1
(Lv.22~) (2H) Damasc Axe
(Lv.23~) (2H) Damasc Axe +1
(Lv.25~) (1H) Balbriggan

(Lv.26~) (1H) Trovaon
(Lv.28~) (2H) Dragon Axe
(Lv.29~) (2H) Terre Axe
(Lv.31~) (2H) <Glamrock>
(Lv.32~) (2H) Stardust
(Lv.34~) (2H) Prox
(Lv.37~) (1H) Boreas
(Lv.40~) (2H) <Kshuparaka>
(Lv.43~) (2H) <Shaytan's Bulova>
(Lv.46~) (1H) <Rune Axe>
(Lv.01~) (2H) <Cursed Weapon>

[Hammers]

(Lv.01~) (1H) Halt Hammer
(Lv.02~) (1H) Halt Hammer +1
(Lv.05~) (1H) Caldia
(Lv.06~) (1H) Iron Fan
(Lv.06~) (1H) Morning Star
(Lv.07~) (1H) Morning Star +1
(Lv.10~) (2H) Baldur Hammer
(Lv.11~) (2H) Baldur Hammer +1
(Lv.13~) (1H) War Hammer
(Lv.14~) (1H) War Hammer +1
(Lv.16~) (2H) War Maul
(Lv.17~) (2H) War Maul +1
(Lv.19~) (1H) Spiked Flail
(Lv.20~) (1H) Spiked Flail +1
(Lv.22~) (2H) Damasc Hammer
(Lv.23~) (2H) Damasc Hammer +1
(Lv.25~) (1H) Dragon Hammer
(Lv.26~) (1H) Sanguine Hammer
(Lv.28~) (2H) Yggdrasil Gnarl
(Lv.29~) (2H) Glacies
(Lv.31~) (1H) Aqua Hammer
(Lv.32~) (1H) Vajra
(Lv.34~) (2H) <Sanscion>
(Lv.37~) (1H) Flame Flail
(Lv.40~) (2H) Euros
(Lv.43~) (2H) <Dagda's Hammer>
(Lv.46~) (2H) <Walitas>
(Lv.01~) (2H) <Cursed Weapon>

[Cudgels]

(Lv.10~) (2H) Baldur Mace
(Lv.11~) (2H) Baldur Mace +1
(Lv.21~) (2H) Damasc Mace
(Lv.22~) (2H) Damasc Mace +1
(Lv.38~) (1H) Sagara
(Lv.01~) (2H) <Cursed Weapon>

[Whips]

(Lv.09~) (2H) Bullwhip
(Lv.10~) (2H) Bullwhip +1
(Lv.15~) (2H) Spiked Laurel
(Lv.16~) (2H) Spiked Laurel +1
(Lv.20~) (2H) Clearcrack Whip
(Lv.25~) (2H) Holy Comet
(Lv.31~) (2H) <Rose Whip>
(Lv.35~) (2H) Blood Whip
(Lv.40~) (1H) <Supple Whip>

(Lv.45~) (2H) <Cat o' Nine Tails>

(Lv.01~) (2H) <Cursed Weapon>

[Blowguns]

(Lv.01~) (1H) Gerges Blowgun

(Lv.08~) (1H) Stundart Blowgun

(Lv.10~) (1H) Wortdart Blowgun

(Lv.12~) (1H) Baldur Blowgun

(Lv.13~) (1H) Frogdart Blowgun

(Lv.17~) (1H) Mutedart Blowgun

(Lv.20~) (1H) Petridart Blowgun

(Lv.24~) (1H) Damasc Blowgun

(Lv.36~) (1H) Femakk's Blowgun

(Lv.44~) (1H) <Rahula>

(Lv.01~) (1H) <Cursed Weapon>

[Bows]

(Lv.01~) (1H) Shortbow

(Lv.02~) (1H) Shortbow +1

(Lv.10~) (1H) Baldur Bow

(Lv.11~) (1H) Baldur Bow +1

(Lv.22~) (1H) Damasc Bow

(Lv.23~) (1H) Damasc Bow +1

[Thrown]

(Lv.05~) (1H) Tomahawk

(Lv.07~) (1H) Tomahawk +1

(Lv.10~) (1H) Javelin

(Lv.12~) (1H) Javelin +1

(Lv.16~) (1H) Woshele

(Lv.18~) (1H) Woshele +1

(Lv.26~) (1H) Francisca

(Lv.28~) (1H) Francisca +1

(Lv.31~) (1H) Pilum

(Lv.33~) (1H) Pilum +1

(Lv.21~) (1H) Bola

(Lv.23~) (1H) Bola +1

(Lv.37~) (1H) Chakram

(Lv.39~) (1H) Chakram +1

(Lv.42~) (1H) Urchin Bola

(Lv.44~) (1H) Urchin Bola +1

(Lv.03~) (1H) Lobber

(Lv.13~) (1H) Lobber +1

(Lv.23~) (1H) Lobber +2

[Shields]

(Lv.01~) Buckler

(Lv.02~) Buckler +1

(Lv.16~) Baldur Shield

(Lv.17~) Baldur Shield +1

(Lv.22~) Damasc Shield

(Lv.23~) Damasc Shield +1

(Lv.25~) Dragon Scale

(Lv.26~) Ancient Dragon Scale

(Lv.28~) Rozenzi Shield

(Lv.31~) Shield of the Winds

(Lv.32~) Shield of the Loam

(Lv.33~) Shield of the Storm

(Lv.34~) Shield of the Waves

(Lv.35~) Shield of the Flames

(Lv.36~) Shield of the Tundra

[Helms]

(Lv.03~) Circlet
(Lv.04~) Circlet +1
(Lv.05~) Bronze Helm
(Lv.06~) Bronze Helm +1
(Lv.10~) Baldur Helm
(Lv.11~) Baldur Helm +1
(Lv.23~) Damasc Helm
(Lv.24~) Damasc Helm +1

[Body Armor]

(Lv.01~) Leather Armor
(Lv.03~) Leather Armor +1
(Lv.04~) Chainmail
(Lv.05~) Chainmail +1
(Lv.10~) Baldur Armor
(Lv.11~) Baldur Armor +1
(Lv.14~) Brigandine
(Lv.15~) Brigandine +1
(Lv.22~) Damasc Mail
(Lv.23~) Damasc Mail +1
(Lv.25~) Wyrmscale Armor
(Lv.28~) <Reeking Armor>
(Lv.26~) Falcon Feathercoat
(Lv.26~) Nathalork Rockcoat
(Lv.26~) Viraat's Thundercoat
(Lv.26~) Whale Whiskercoat
(Lv.26~) Phoenix Flamecoat
(Lv.26~) Vikrant Icecoat
(Lv.28~) Aganista Lightcoat
(Lv.28~) <Ji'ygla's Darkcoat>
(Lv.30~) Alluring Dress
(Lv.30~) Alluring Corset

[Armguards]

(Lv.02~) Leather Gloves
(Lv.03~) Leather Gloves +1
(Lv.04~) Leather Sleeves
(Lv.05~) Leather Sleeves +1
(Lv.07~) Gauntlets
(Lv.08~) Gauntlets +1
(Lv.10~) Baldur Gauntlets
(Lv.11~) Baldur Gauntlets +1
(Lv.22~) Damasc Mitts
(Lv.23~) Damasc Mitts +1
(Lv.43~) <Daedalus Gauntlets>

[Legguards]

(Lv.01~) Linen Slops
(Lv.02~) Linen Slops +1
(Lv.03~) Leather Leggings
(Lv.04~) Leather Leggings +1
(Lv.06~) Chain Leggings
(Lv.07~) Chain Leggings +1
(Lv.20~) Cloud Shoes
(Lv.16~) Winged Boots
(Lv.25~) Sidhe Shoes
(Lv.18~) Sparkguard Boots

- (Lv.13~) Greased Boots
- (Lv.28~) Earthen Greaves
- (Lv.31~) Watery Greaves
- (Lv.34~) Hoarfrost Greaves
- (Lv.37~) Shadowed Greaves
- (Lv.30~) Alluring Highboots
- (Lv.30~) Alluring Boots

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Warlock/Witch

[C1DE]

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Part mage, part scholar, the warlock or witch learns much of their trade from ancient writings. They are able to control golems and unleash their true potential.

[Daggers]

- (Lv.01~) (1H) Sticker
- (Lv.02~) (1H) Sticker +1
- (Lv.13~) (1H) Baldur Dagger
- (Lv.14~) (1H) Baldur Dagger +1
- (Lv.22~) (1H) Damasc Dagger
- (Lv.23~) (1H) Damasc Dagger +1
- (Lv.01~) (1H) <Cursed Weapon>

[Hammers]

- (Lv.05~) (1H) Caldia

[Cudgels]

- (Lv.01~) (2H) Sibyl's Staff
- (Lv.02~) (2H) Sibyl's Staff +1
- (Lv.04~) (1H) Mage Staff
- (Lv.05~) (1H) Mage Staff +1
- (Lv.10~) (2H) Baldur Mace
- (Lv.11~) (2H) Baldur Mace +1
- (Lv.18~) (1H) Magus Staff
- (Lv.19~) (1H) Magus Staff +1
- (Lv.21~) (2H) Damasc Mace
- (Lv.22~) (2H) Damasc Mace +1
- (Lv.30~) (1H) Malitza's Staff
- (Lv.30~) (1H) Wand of Air
- (Lv.30~) (1H) Wand of Earth
- (Lv.30~) (1H) Wand of Lightning
- (Lv.30~) (1H) Wand of Water
- (Lv.30~) (1H) Wand of Fire
- (Lv.30~) (1H) Wand of Ice
- (Lv.35~) (1H) Lipul's Rod
- (Lv.41~) (2H) <Sage Staff>
- (Lv.45~) (2H) <Wiseman's Staff>
- (Lv.01~) (2H) <Cursed Weapon>

[Spellbooks]

- (Lv.15~) (1H) Biblion Anatomiae
- (Lv.15~) (1H) Biblion Teratos
- (Lv.15~) (1H) Biblion Herpetou
- (Lv.15~) (1H) Biblion Drakontos
- (Lv.15~) (1H) Biblion Sacri
- (Lv.15~) (1H) Biblion Daemonis
- (Lv.15~) (1H) Biblion Spiritus
- (Lv.15~) (1H) Biblion Thanatos

(Lv.15~) (1H) Biblion Pupparris
(Lv.45~) (2H) <Gran Grimoire>
(Lv.01~) (2H) <Cursed Weapon>

[Shields]

(Lv.01~) Buckler
(Lv.02~) Buckler +1
(Lv.16~) Baldur Shield
(Lv.17~) Baldur Shield +1

[Helms]

(Lv.03~) Circlet
(Lv.04~) Circlet +1
(Lv.15~) Wizard's Hat
(Lv.16~) Wizard's Hat +1
(Lv.25~) Holy Crown

[Body Armor]

(Lv.01~) Robe
(Lv.02~) Robe +1
(Lv.07~) Magus Robe
(Lv.08~) Magus Robe +1
(Lv.18~) Sorcerer's Robe
(Lv.19~) Sorcerer's Robe +1
(Lv.25~) Robes of the Gale
(Lv.25~) Robes of the Dust
(Lv.25~) Robes of the Storm
(Lv.25~) Robes of the Cataract
(Lv.25~) Robes of the Inferno
(Lv.25~) Robes of Black Ice
(Lv.27~) Robes of Radiance
(Lv.27~) Robes of Gloom
(Lv.30~) Alluring Dress
(Lv.30~) Alluring Corset
(Lv.44~) Garb of the Sages

[Armguards]

(Lv.02~) Leather Gloves
(Lv.03~) Leather Gloves +1
(Lv.25~) Mage's Mitts

[Legguards]

(Lv.01~) Linen Slops
(Lv.02~) Linen Slops +1
(Lv.25~) Mage Trousers
(Lv.20~) Cloud Shoes
(Lv.16~) Winged Boots
(Lv.25~) Sidhe Shoes
(Lv.18~) Sparkguard Boots
(Lv.13~) Greased Boots
(Lv.28~) Earthen Greaves
(Lv.31~) Watery Greaves
(Lv.34~) Hoarfrost Greaves
(Lv.30~) Alluring Highboots
(Lv.30~) Alluring Boots

[Air]

(Lv.01~) Grimoire Rafale	Deadshot
(Lv.09~) Grimoire Rafale II	Deadshot II
(Lv.18~) Grimoire Rafale III	Deadshot III

(Lv.27~)	Grimoire Rafale IV	Deadshot IV
(Lv.05~)	Grimoire Tourbillon	Tornado
(Lv.14~)	Grimoire Tourbillon II	Tornado II
(Lv.23~)	Grimoire Tourbillon III	Tornado III
(Lv.32~)	Grimoire Tourbillon IV	Tornado IV
(Lv.11~)	Grimoire Trombe	Whirlwind
(Lv.07~)	Grimoire Detournant	Guarding Gale
(Lv.03~)	Grimoire Hypnose	Balmy Breeze
(Lv.14~)	Grimoire Fixateur	Black Williwaw

[Earth]

(Lv.01~)	Grimoire Aiguille	Vulcan Lance
(Lv.09~)	Grimoire Aiguille II	Vulcan Lance II
(Lv.18~)	Grimoire Aiguille III	Vulcan Lance III
(Lv.27~)	Grimoire Aiguille IV	Vulcan Lance IV
(Lv.05~)	Grimoire Rocher	Cragfall
(Lv.14~)	Grimoire Rocher II	Cragfall II
(Lv.23~)	Grimoire Rocher III	Cragfall III
(Lv.32~)	Grimoire Rocher IV	Cragfall IV
(Lv.11~)	Grimoire Rempart	Protect
(Lv.07~)	Grimoire Maladresse	Blade Ward
(Lv.09~)	Grimoire Ensablant	Duststorm
(Lv.14~)	Grimoire Monolithe	Petrifog

[Lightning]

(Lv.01~)	Grimoire Foudrarc	Lightning Bow
(Lv.09~)	Grimoire Foudrarc II	Lightning Bow II
(Lv.18~)	Grimoire Foudrarc III	Lightning Bow III
(Lv.27~)	Grimoire Foudrarc IV	Lightning Bow IV
(Lv.05~)	Grimoire Scindeciel	Thunderflare
(Lv.14~)	Grimoire Scindeciel II	Thunderflare II
(Lv.23~)	Grimoire Scindeciel III	Thunderflare III
(Lv.32~)	Grimoire Scindeciel IV	Thunderflare IV
(Lv.11~)	Grimoire Electrisant	Galvanize
(Lv.07~)	Grimoire Immobilisant	Stormspark
(Lv.04~)	Grimoire Choquant	Stunbomb
(Lv.14~)	Grimoire Eclair	Stunslay

[Water]

(Lv.01~)	Grimoire Aquamasse	Aquablast
(Lv.09~)	Grimoire Aquamasse II	Aquablast II
(Lv.18~)	Grimoire Aquamasse III	Aquablast III
(Lv.27~)	Grimoire Aquamasse IV	Aquablast IV
(Lv.05~)	Grimoire Malepluie	Acid Rain
(Lv.14~)	Grimoire Malepluie II	Acid Rain II
(Lv.23~)	Grimoire Malepluie III	Acid Rain III
(Lv.32~)	Grimoire Malepluie IV	Acid Rain IV
(Lv.08~)	Grimoire Bonnepluie	Quench
(Lv.07~)	Grimoire Stagnation	Stagnate
(Lv.05~)	Grimoire Toxibrume	Poison Mist
(Lv.14~)	Grimoire Embourbant	Sludgebind

[Fire]

(Lv.01~)	Grimoire Bouledefeu	Sparksphere
(Lv.09~)	Grimoire Bouledefeu II	Sparksphere II
(Lv.18~)	Grimoire Bouledefeu III	Sparksphere III
(Lv.27~)	Grimoire Bouledefeu IV	Sparksphere IV
(Lv.05~)	Grimoire Flammes	Firestorm
(Lv.14~)	Grimoire Flammes II	Firestorm II
(Lv.23~)	Grimoire Flammes III	Firestorm III

(Lv.32~)	Grimoire	Flammes IV	Firestorm IV
(Lv.11~)	Grimoire	Enflammant	Flame Fusion
(Lv.07~)	Grimoire	Brulant	Pyroclastic Flow
(Lv.03~)	Grimoire	Calcinant	Misery
(Lv.16~)	Grimoire	Fumerolle	Brimstone

[Ice]

(Lv.01~)	Grimoire	Glace	Iceblast
(Lv.09~)	Grimoire	Glace II	Iceblast II
(Lv.18~)	Grimoire	Glace III	Iceblast III
(Lv.27~)	Grimoire	Glace IV	Iceblast IV
(Lv.05~)	Grimoire	Congelation	Avalanche
(Lv.14~)	Grimoire	Congelation II	Avalanche II
(Lv.23~)	Grimoire	Congelation III	Avalanche III
(Lv.32~)	Grimoire	Congelation IV	Avalanche IV
(Lv.11~)	Grimoire	Serenite	Icy Focus
(Lv.06~)	Grimoire	Fragilisant	Indomitable Will
(Lv.03~)	Grimoire	Engourdissant	Numbing Cold
(Lv.13~)	Grimoire	Gelant	Freezing Gust

[Divine]

(Lv.04~)	Grimoire	Radiance	Spiritsurge
(Lv.12~)	Grimoire	Radiance II	Spiritsurge II
(Lv.21~)	Grimoire	Radiance III	Spiritsurge III
(Lv.30~)	Grimoire	Radiance IV	Spiritsurge IV
(Lv.08~)	Grimoire	Punition	Judgement
(Lv.17~)	Grimoire	Punition II	Judgement II
(Lv.26~)	Grimoire	Punition III	Judgement III
(Lv.35~)	Grimoire	Punition IV	Judgement IV

[Dark]

(Lv.01~)	Grimoire	Douleur	Word of Pain
(Lv.10~)	Grimoire	Douleur II	Word of Pain II
(Lv.19~)	Grimoire	Douleur III	Word of Pain III
(Lv.28~)	Grimoire	Douleur IV	Word of Pain IV
(Lv.06~)	Grimoire	Briseciel	Meteor Strike
(Lv.15~)	Grimoire	Briseciel II	Meteor Strike II
(Lv.24~)	Grimoire	Briseciel III	Meteor Strike III
(Lv.33~)	Grimoire	Briseciel IV	Meteor Strike IV
(Lv.07~)	Grimoire	Aspirevie	Drain Heart
(Lv.11~)	Grimoire	Aspiremagie	Drain Mind
(Lv.16~)	Grimoire	Aspirenergie	Drain Power
(Lv.13~)	Grimoire	Offrande	Spellcharge
(Lv.14~)	Grimoire	Revirement	Paradigm Shift
(Lv.08~)	Grimoire	Torpeur	Torpor
(Lv.12~)	Grimoire	Petrifiant	Petriburst
(Lv.01~)	Grimoire	Paralyisie	Paralytic Wave
(Lv.04~)	Grimoire	Toxigaz	Poison Cloud
(Lv.23~)	Grimoire	Miasme	Deadly Poison
(Lv.02~)	Grimoire	Sommeil	Sleep
(Lv.03~)	Grimoire	Tentation	Charm
(Lv.34~)	Grimoire	Arret	Dominate
(Lv.20~)	Grimoire	Menottes	Shackle
(Lv.17~)	Grimoire	Entrave	Fixate
(Lv.09~)	Grimoire	Gravite	Gravity Flux
(Lv.21~)	Grimoire	Epouvante	Deadscream
(Lv.22~)	Grimoire	Damnes	Dead Man's Ivy

[Draconic]

(Lv.25~)	Grimoire	Tempete	Tempest
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(Lv.45~)	Grimoire Tempete II	Tempest II
(Lv.25~)	Grimoire Distorsion	Gaia Strike
(Lv.45~)	Grimoire Distorsion II	Gaia Strike II
(Lv.25~)	Grimoire Ouragan	Vortex
(Lv.45~)	Grimoire Ouragan II	Vortex II
(Lv.25~)	Grimoire Inondation	Deluge
(Lv.45~)	Grimoire Inondation II	Deluge II
(Lv.25~)	Grimoire Fournaise	Annihilation
(Lv.45~)	Grimoire Fournaise II	Annihilation II
(Lv.25~)	Grimoire Glaciation	Iceover
(Lv.45~)	Grimoire Glaciation II	Iceover II
(Lv.25~)	Grimoire Stellaire	Starfall
(Lv.45~)	Grimoire Stellaire II	Starfall II
(Lv.25~)	Grimoire Supplices	Diablo's Spite
(Lv.45~)	Grimoire Supplices II	Diablo's Spite II
(Lv.17~)	Grimoire Decelement	Detect
(Lv.20~)	Grimoire Grandsaut	Springboard
(Lv.30~)	Grimoire Transfert	Teleport
(Lv.16~)	Grimoire Vivification	Gift of Restoration
(Lv.18~)	Grimoire Revigoration	Gift of Renewal
(Lv.22~)	Grimoire Insensibilite	Nullify Strike
(Lv.24~)	Grimoire Immunité	Negate Spell
(Lv.10~)	Grimoire Prestesse	Dodge Blades
(Lv.12~)	Grimoire Oeildaigle	Ballistics
(Lv.14~)	Grimoire Vifesprit	Enlighten
(Lv.13~)	Grimoire Antimagie	Phantom Shell
(Lv.21~)	Grimoire Sanctuaire	Holy Shield
(Lv.28~)	Grimoire Dondevie	Sacrifice

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Necromancer

[5036]

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A dark magic-user who commands the dead. Their powerful magical attacks are a thing to fear.

[Daggers]

- (Lv.01~) (1H) Sticker
- (Lv.02~) (1H) Sticker +1
- (Lv.13~) (1H) Baldur Dagger
- (Lv.14~) (1H) Baldur Dagger +1
- (Lv.22~) (1H) Damasc Dagger
- (Lv.23~) (1H) Damasc Dagger +1
- (Lv.01~) (1H) <Cursed Weapon>

[Hammers]

- (Lv.05~) (1H) Caldia

[Cudgels]

- (Lv.01~) (2H) Sibyl's Staff
- (Lv.02~) (2H) Sibyl's Staff +1
- (Lv.04~) (1H) Mage Staff
- (Lv.05~) (1H) Mage Staff +1
- (Lv.10~) (2H) Baldur Mace
- (Lv.11~) (2H) Baldur Mace +1
- (Lv.14~) (2H) Exarch's Staff
- (Lv.15~) (2H) Exarch's Staff +1
- (Lv.18~) (1H) Magus Staff
- (Lv.19~) (1H) Magus Staff +1
- (Lv.21~) (2H) Damasc Mace

(Lv.22~) (2H) Damasc Mace +1
(Lv.30~) (1H) Malitza's Staff
(Lv.30~) (1H) Wand of Air
(Lv.30~) (1H) Wand of Earth
(Lv.30~) (1H) Wand of Lightning
(Lv.30~) (1H) Wand of Water
(Lv.30~) (1H) Wand of Fire
(Lv.30~) (1H) Wand of Ice
(Lv.35~) (1H) Lipul's Rod
(Lv.41~) (2H) <Sage Staff>
(Lv.45~) (2H) <Wiseman's Staff>
(Lv.01~) (2H) <Cursed Weapon>

[Shields]

(Lv.01~) Buckler
(Lv.02~) Buckler +1
(Lv.16~) Baldur Shield
(Lv.17~) Baldur Shield +1

[Helms]

(Lv.03~) Circlet
(Lv.04~) Circlet +1
(Lv.15~) Wizard's Hat
(Lv.16~) Wizard's Hat +1
(Lv.25~) Holy Crown

[Body Armor]

(Lv.01~) Robe
(Lv.02~) Robe +1
(Lv.07~) Magus Robe
(Lv.08~) Magus Robe +1
(Lv.18~) Sorcerer's Robe
(Lv.19~) Sorcerer's Robe +1
(Lv.25~) Robes of the Gale
(Lv.25~) Robes of the Dust
(Lv.25~) Robes of the Storm
(Lv.25~) Robes of the Cataract
(Lv.25~) Robes of the Inferno
(Lv.25~) Robes of Black Ice
(Lv.27~) Robes of Radiance
(Lv.27~) Robes of Gloom
(Lv.30~) Alluring Dress
(Lv.30~) Alluring Corset
(Lv.44~) Garb of the Sages

[Armguards]

(Lv.02~) Leather Gloves
(Lv.03~) Leather Gloves +1
(Lv.25~) Mage's Mitts

[Legguards]

(Lv.01~) Linen Slops
(Lv.02~) Linen Slops +1
(Lv.25~) Mage Trousers
(Lv.20~) Cloud Shoes
(Lv.16~) Winged Boots
(Lv.25~) Sidhe Shoes
(Lv.18~) Sparkguard Boots
(Lv.13~) Greased Boots
(Lv.28~) Earthen Greaves

(Lv.31~) Watery Greaves
(Lv.34~) Hoarfrost Greaves
(Lv.30~) Alluring Highboots
(Lv.30~) Alluring Boots

[Air]

(Lv.02~)	Grimoire Rafale	Deadshot
(Lv.11~)	Grimoire Rafale II	Deadshot II
(Lv.20~)	Grimoire Rafale III	Deadshot III
(Lv.29~)	Grimoire Rafale IV	Deadshot IV
(Lv.08~)	Grimoire Tourbillon	Tornado
(Lv.17~)	Grimoire Tourbillon II	Tornado II
(Lv.26~)	Grimoire Tourbillon III	Tornado III
(Lv.35~)	Grimoire Tourbillon IV	Tornado IV
(Lv.13~)	Grimoire Trombe	Whirlwind
(Lv.09~)	Grimoire Detournant	Guarding Gale
(Lv.05~)	Grimoire Hypnose	Balmy Breeze
(Lv.16~)	Grimoire Fixateur	Black Williwaw

[Earth]

(Lv.02~)	Grimoire Aiguille	Vulcan Lance
(Lv.11~)	Grimoire Aiguille II	Vulcan Lance II
(Lv.20~)	Grimoire Aiguille III	Vulcan Lance III
(Lv.29~)	Grimoire Aiguille IV	Vulcan Lance IV
(Lv.08~)	Grimoire Rocher	Cragfall
(Lv.17~)	Grimoire Rocher II	Cragfall II
(Lv.26~)	Grimoire Rocher III	Cragfall III
(Lv.35~)	Grimoire Rocher IV	Cragfall IV
(Lv.13~)	Grimoire Rempart	Protect
(Lv.09~)	Grimoire Maladresse	Blade Ward
(Lv.11~)	Grimoire Ensablant	Duststorm
(Lv.16~)	Grimoire Monolithe	Petrifog

[Lightning]

(Lv.02~)	Grimoire Foudrarc	Lightning Bow
(Lv.11~)	Grimoire Foudrarc II	Lightning Bow II
(Lv.20~)	Grimoire Foudrarc III	Lightning Bow III
(Lv.29~)	Grimoire Foudrarc IV	Lightning Bow IV
(Lv.08~)	Grimoire Scindeciel	Thunderflare
(Lv.17~)	Grimoire Scindeciel II	Thunderflare II
(Lv.26~)	Grimoire Scindeciel III	Thunderflare III
(Lv.35~)	Grimoire Scindeciel IV	Thunderflare IV
(Lv.13~)	Grimoire Electrissant	Galvanize
(Lv.09~)	Grimoire Immobilisant	Stormspark
(Lv.06~)	Grimoire Choquant	Stunbomb
(Lv.16~)	Grimoire Eclair	Stunslay

[Water]

(Lv.02~)	Grimoire Aquamasse	Aquablast
(Lv.11~)	Grimoire Aquamasse II	Aquablast II
(Lv.20~)	Grimoire Aquamasse III	Aquablast III
(Lv.29~)	Grimoire Aquamasse IV	Aquablast IV
(Lv.08~)	Grimoire Malepluie	Acid Rain
(Lv.17~)	Grimoire Malepluie II	Acid Rain II
(Lv.26~)	Grimoire Malepluie III	Acid Rain III
(Lv.35~)	Grimoire Malepluie IV	Acid Rain IV
(Lv.10~)	Grimoire Bonnepluie	Quench
(Lv.09~)	Grimoire Stagnation	Stagnate
(Lv.07~)	Grimoire Toxibrume	Poison Mist
(Lv.16~)	Grimoire Embourbant	Sludgebind

[Fire]

(Lv.02~)	Grimoire	Bouledefeu	Sparksphere
(Lv.11~)	Grimoire	Bouledefeu II	Sparksphere II
(Lv.20~)	Grimoire	Bouledefeu III	Sparksphere III
(Lv.29~)	Grimoire	Bouledefeu IV	Sparksphere IV
(Lv.08~)	Grimoire	Flammes	Firestorm
(Lv.17~)	Grimoire	Flammes II	Firestorm II
(Lv.26~)	Grimoire	Flammes III	Firestorm III
(Lv.35~)	Grimoire	Flammes IV	Firestorm IV
(Lv.13~)	Grimoire	Enflammant	Flame Fusion
(Lv.09~)	Grimoire	Brulant	Pyroclastic Flow
(Lv.05~)	Grimoire	Calcinant	Misery
(Lv.18~)	Grimoire	Fumerolle	Brimstone

[Ice]

(Lv.02~)	Grimoire	Glace	Iceblast
(Lv.11~)	Grimoire	Glace II	Iceblast II
(Lv.20~)	Grimoire	Glace III	Iceblast III
(Lv.29~)	Grimoire	Glace IV	Iceblast IV
(Lv.08~)	Grimoire	Congelation	Avalanche
(Lv.17~)	Grimoire	Congelation II	Avalanche II
(Lv.26~)	Grimoire	Congelation III	Avalanche III
(Lv.35~)	Grimoire	Congelation IV	Avalanche IV
(Lv.13~)	Grimoire	Serenite	Icy Focus
(Lv.08~)	Grimoire	Fragilisant	Indomitable Will
(Lv.05~)	Grimoire	Engourdissant	Numbing Cold
(Lv.15~)	Grimoire	Gelant	Freezing Gust

[Dark]

(Lv.03~)	Grimoire	Douleur	Word of Pain
(Lv.12~)	Grimoire	Douleur II	Word of Pain II
(Lv.21~)	Grimoire	Douleur III	Word of Pain III
(Lv.30~)	Grimoire	Douleur IV	Word of Pain IV
(Lv.08~)	Grimoire	Briseciel	Meteor Strike
(Lv.17~)	Grimoire	Briseciel II	Meteor Strike II
(Lv.26~)	Grimoire	Briseciel III	Meteor Strike III
(Lv.35~)	Grimoire	Briseciel IV	Meteor Strike IV
(Lv.09~)	Grimoire	Aspirevie	Drain Heart
(Lv.13~)	Grimoire	Aspiremagie	Drain Mind
(Lv.18~)	Grimoire	Aspirenergie	Drain Power
(Lv.15~)	Grimoire	Offrande	Spellcharge
(Lv.16~)	Grimoire	Revirement	Paradigm Shift
(Lv.11~)	Grimoire	Torpeur	Torpor
(Lv.14~)	Grimoire	Petrifiant	Petriburst
(Lv.02~)	Grimoire	Paralyisie	Paralytic Wave
(Lv.06~)	Grimoire	Toxigaz	Poison Cloud
(Lv.25~)	Grimoire	Miasme	Deadly Poison
(Lv.04~)	Grimoire	Sommeil	Sleep
(Lv.05~)	Grimoire	Tentation	Charm
(Lv.36~)	Grimoire	Arret	Dominate
(Lv.22~)	Grimoire	Menottes	Shackle
(Lv.19~)	Grimoire	Entrave	Fixate
(Lv.11~)	Grimoire	Gravite	Gravity Flux
(Lv.23~)	Grimoire	Epouvante	Deadscream
(Lv.24~)	Grimoire	Damnes	Dead Man's Ivy

[Necromancy]

(Lv.13~)	Grimoire	Mortvivant	Living Corpse
(Lv.05~)	Grimoire	Cendres	Banish

(Lv.12~)	Grimoire Malediction	Curse
(Lv.22~)	Grimoire Malediction II	Curse II
(Lv.32~)	Grimoire Malediction III	Curse III
(Lv.20~)	Grimoire Ensorcelant	Tainted Love
(Lv.30~)	Grimoire Tourments	Phantom Pain
(Lv.07~)	Grimoire Metaponction	Life Force
(Lv.17~)	Grimoire Sangnoir	Putrify
(Lv.27~)	Grimoire Sangnoir II	Putrify II
(Lv.08~)	Grimoire Debilitation	Brainrot
(Lv.06~)	Grimoire Sombrailes	Black Plume
(Lv.10~)	Grimoire Necrotransfert	Styx Shift

=====

Lich

[9E4B]

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A mage possessing a ring of the dead, as well as a great deal of magical power.

[Daggers]

(Lv.01~) (1H) Sticker
 (Lv.02~) (1H) Sticker +1
 (Lv.13~) (1H) Baldur Dagger
 (Lv.14~) (1H) Baldur Dagger +1
 (Lv.22~) (1H) Damasc Dagger
 (Lv.23~) (1H) Damasc Dagger +1
 (Lv.01~) (1H) <Cursed Weapon>

[Hammers]

(Lv.05~) (1H) Caldia

[Cudgels]

(Lv.01~) (2H) Sibyl's Staff
 (Lv.02~) (2H) Sibyl's Staff +1
 (Lv.04~) (1H) Mage Staff
 (Lv.05~) (1H) Mage Staff +1
 (Lv.10~) (2H) Baldur Mace
 (Lv.11~) (2H) Baldur Mace +1
 (Lv.14~) (2H) Exarch's Staff
 (Lv.15~) (2H) Exarch's Staff +1
 (Lv.18~) (1H) Magus Staff
 (Lv.19~) (1H) Magus Staff +1
 (Lv.21~) (2H) Damasc Mace
 (Lv.22~) (2H) Damasc Mace +1
 (Lv.30~) (1H) Malitza's Staff
 (Lv.30~) (1H) Wand of Air
 (Lv.30~) (1H) Wand of Earth
 (Lv.30~) (1H) Wand of Lightning
 (Lv.30~) (1H) Wand of Water
 (Lv.30~) (1H) Wand of Fire
 (Lv.30~) (1H) Wand of Ice
 (Lv.35~) (1H) Lipul's Rod
 (Lv.41~) (2H) <Sage Staff>
 (Lv.45~) (2H) <Wiseman's Staff>
 (Lv.01~) (2H) <Cursed Weapon>

[Spellbooks]

(Lv.15~) (1H) Biblion Anatomiae
 (Lv.15~) (1H) Biblion Teratos
 (Lv.15~) (1H) Biblion Herpetou

(Lv.15~) (1H) Biblion Drakontos
(Lv.15~) (1H) Biblion Sacri
(Lv.15~) (1H) Biblion Daemonis
(Lv.15~) (1H) Biblion Spiritus
(Lv.15~) (1H) Biblion Thanatos
(Lv.15~) (1H) Biblion Pupparris
(Lv.45~) (2H) <Gran Grimoire>
(Lv.01~) (2H) <Cursed Weapon>

[Shields]

(Lv.01~) Buckler
(Lv.02~) Buckler +1
(Lv.16~) Baldur Shield
(Lv.17~) Baldur Shield +1

[Helms]

(Lv.03~) Circlet
(Lv.04~) Circlet +1
(Lv.15~) Wizard's Hat
(Lv.16~) Wizard's Hat +1
(Lv.25~) Holy Crown

[Body Armor]

(Lv.01~) Robe
(Lv.02~) Robe +1
(Lv.07~) Magus Robe
(Lv.08~) Magus Robe +1
(Lv.18~) Sorcerer's Robe
(Lv.19~) Sorcerer's Robe +1
(Lv.25~) Robes of the Gale
(Lv.25~) Robes of the Dust
(Lv.25~) Robes of the Storm
(Lv.25~) Robes of the Cataract
(Lv.25~) Robes of the Inferno
(Lv.25~) Robes of Black Ice
(Lv.27~) Robes of Radiance
(Lv.27~) Robes of Gloom
(Lv.30~) Alluring Dress
(Lv.30~) Alluring Corset
(Lv.44~) Garb of the Sages

[Armguards]

(Lv.02~) Leather Gloves
(Lv.03~) Leather Gloves +1
(Lv.25~) Mage's Mitts

[Legguards]

(Lv.01~) Linen Slops
(Lv.02~) Linen Slops +1
(Lv.25~) Mage Trousers
(Lv.20~) Cloud Shoes
(Lv.16~) Winged Boots
(Lv.25~) Sidhe Shoes
(Lv.18~) Sparkguard Boots
(Lv.13~) Greased Boots
(Lv.28~) Earthen Greaves
(Lv.31~) Watery Greaves
(Lv.34~) Hoarfrost Greaves
(Lv.30~) Alluring Highboots
(Lv.30~) Alluring Boots

[Air]

(Lv.01~)	Grimoire Rafale	Deadshot
(Lv.08~)	Grimoire Rafale II	Deadshot II
(Lv.17~)	Grimoire Rafale III	Deadshot III
(Lv.26~)	Grimoire Rafale IV	Deadshot IV
(Lv.04~)	Grimoire Tourbillon	Tornado
(Lv.13~)	Grimoire Tourbillon II	Tornado II
(Lv.22~)	Grimoire Tourbillon III	Tornado III
(Lv.31~)	Grimoire Tourbillon IV	Tornado IV
(Lv.25~)	Grimoire Onde	Aeroflux
(Lv.37~)	Grimoire Onde II	Aeroflux II
(Lv.10~)	Grimoire Trombe	Whirlwind
(Lv.06~)	Grimoire Detournant	Guarding Gale
(Lv.02~)	Grimoire Hypnose	Balmy Breeze
(Lv.13~)	Grimoire Fixateur	Black Williwaw

[Earth]

(Lv.01~)	Grimoire Aiguille	Vulcan Lance
(Lv.08~)	Grimoire Aiguille II	Vulcan Lance II
(Lv.17~)	Grimoire Aiguille III	Vulcan Lance III
(Lv.26~)	Grimoire Aiguille IV	Vulcan Lance IV
(Lv.04~)	Grimoire Rocher	Cragfall
(Lv.13~)	Grimoire Rocher II	Cragfall II
(Lv.22~)	Grimoire Rocher III	Cragfall III
(Lv.31~)	Grimoire Rocher IV	Cragfall IV
(Lv.25~)	Grimoire Seisme	Earthquake
(Lv.37~)	Grimoire Seisme II	Earthquake II
(Lv.10~)	Grimoire Rempart	Protect
(Lv.06~)	Grimoire Maladresse	Blade Ward
(Lv.08~)	Grimoire Ensablant	Duststorm
(Lv.13~)	Grimoire Monolithe	Petrifog

[Lightning]

(Lv.01~)	Grimoire Foudrarc	Lightning Bow
(Lv.08~)	Grimoire Foudrarc II	Lightning Bow II
(Lv.17~)	Grimoire Foudrarc III	Lightning Bow III
(Lv.26~)	Grimoire Foudrarc IV	Lightning Bow IV
(Lv.04~)	Grimoire Scindeciel	Thunderflare
(Lv.13~)	Grimoire Scindeciel II	Thunderflare II
(Lv.22~)	Grimoire Scindeciel III	Thunderflare III
(Lv.31~)	Grimoire Scindeciel IV	Thunderflare IV
(Lv.25~)	Grimoire Eclat	Thunderburst
(Lv.37~)	Grimoire Eclat II	Thunderburst II
(Lv.10~)	Grimoire Electrisant	Galvanize
(Lv.06~)	Grimoire Immobilisant	Stormspark
(Lv.03~)	Grimoire Choquant	Stunbomb
(Lv.13~)	Grimoire Eclair	Stunslay

[Water]

(Lv.01~)	Grimoire Aquamasse	Aquablast
(Lv.08~)	Grimoire Aquamasse II	Aquablast II
(Lv.17~)	Grimoire Aquamasse III	Aquablast III
(Lv.26~)	Grimoire Aquamasse IV	Aquablast IV
(Lv.04~)	Grimoire Malepluie	Acid Rain
(Lv.13~)	Grimoire Malepluie II	Acid Rain II
(Lv.22~)	Grimoire Malepluie III	Acid Rain III
(Lv.31~)	Grimoire Malepluie IV	Acid Rain IV
(Lv.25~)	Grimoire Vaporisateur	Dread Vapor
(Lv.37~)	Grimoire Vaporisateur II	Dread Vapor II

(Lv.07~)	Grimoire	Bonnepluie	Quench
(Lv.06~)	Grimoire	Stagnation	Stagnate
(Lv.04~)	Grimoire	Toxibrume	Poison Mist
(Lv.13~)	Grimoire	Embourbant	Sludgebind

[Fire]

(Lv.01~)	Grimoire	Bouledefeu	Sparksphere
(Lv.08~)	Grimoire	Bouledefeu II	Sparksphere II
(Lv.17~)	Grimoire	Bouledefeu III	Sparksphere III
(Lv.26~)	Grimoire	Bouledefeu IV	Sparksphere IV
(Lv.04~)	Grimoire	Flammes	Firestorm
(Lv.13~)	Grimoire	Flammes II	Firestorm II
(Lv.22~)	Grimoire	Flammes III	Firestorm III
(Lv.31~)	Grimoire	Flammes IV	Firestorm IV
(Lv.25~)	Grimoire	Calcination	Supernova
(Lv.37~)	Grimoire	Calcination II	Supernova II
(Lv.10~)	Grimoire	Enflammant	Flame Fusion
(Lv.06~)	Grimoire	Brulant	Pyroclastic Flow
(Lv.02~)	Grimoire	Calcinant	Misery
(Lv.15~)	Grimoire	Fumerolle	Brimstone

[Ice]

(Lv.01~)	Grimoire	Glace	Iceblast
(Lv.08~)	Grimoire	Glace II	Iceblast II
(Lv.17~)	Grimoire	Glace III	Iceblast III
(Lv.26~)	Grimoire	Glace IV	Iceblast IV
(Lv.04~)	Grimoire	Congelation	Avalanche
(Lv.13~)	Grimoire	Congelation II	Avalanche II
(Lv.22~)	Grimoire	Congelation III	Avalanche III
(Lv.31~)	Grimoire	Congelation IV	Avalanche IV
(Lv.25~)	Grimoire	Grandfroid	Ice Requiem
(Lv.37~)	Grimoire	Grandfroid II	Ice Requiem II
(Lv.10~)	Grimoire	Serenite	Icy Focus
(Lv.05~)	Grimoire	Fragilisant	Indomitable Will
(Lv.02~)	Grimoire	Engourdissant	Numbing Cold
(Lv.12~)	Grimoire	Gelant	Freezing Gust

[Dark]

(Lv.01~)	Grimoire	Douleur	Word of Pain
(Lv.09~)	Grimoire	Douleur II	Word of Pain II
(Lv.18~)	Grimoire	Douleur III	Word of Pain III
(Lv.27~)	Grimoire	Douleur IV	Word of Pain IV
(Lv.05~)	Grimoire	Briseciel	Meteor Strike
(Lv.14~)	Grimoire	Briseciel II	Meteor Strike II
(Lv.23~)	Grimoire	Briseciel III	Meteor Strike III
(Lv.32~)	Grimoire	Briseciel IV	Meteor Strike IV
(Lv.25~)	Grimoire	Abimes	Abyss
(Lv.37~)	Grimoire	Abimes II	Abyss II
(Lv.06~)	Grimoire	Aspirevie	Drain Heart
(Lv.10~)	Grimoire	Aspiremagie	Drain Mind
(Lv.15~)	Grimoire	Aspirenergie	Drain Power
(Lv.12~)	Grimoire	Offrande	Spellcharge
(Lv.13~)	Grimoire	Revirement	Paradigm Shift
(Lv.07~)	Grimoire	Torpeur	Torpor
(Lv.11~)	Grimoire	Petrifiant	Petriburst
(Lv.01~)	Grimoire	Paralyisie	Paralytic Wave
(Lv.03~)	Grimoire	Toxigaz	Poison Cloud
(Lv.22~)	Grimoire	Miasme	Deadly Poison
(Lv.01~)	Grimoire	Sommeil	Sleep
(Lv.02~)	Grimoire	Tentation	Charm

(Lv.33~)	Grimoire Arret	Dominate
(Lv.19~)	Grimoire Menottes	Shackle
(Lv.16~)	Grimoire Entrave	Fixate
(Lv.08~)	Grimoire Gravite	Gravity Flux
(Lv.20~)	Grimoire Epouvante	Deadscream
(Lv.21~)	Grimoire Damnes	Dead Man's Ivy

[Draconic]

(Lv.22~)	Grimoire Tempete	Tempest
(Lv.40~)	Grimoire Tempete II	Tempest II
(Lv.22~)	Grimoire Distorsion	Gaia Strike
(Lv.40~)	Grimoire Distorsion II	Gaia Strike II
(Lv.22~)	Grimoire Ouragan	Vortex
(Lv.40~)	Grimoire Ouragan II	Vortex II
(Lv.22~)	Grimoire Inondation	Deluge
(Lv.40~)	Grimoire Inondation II	Deluge II
(Lv.22~)	Grimoire Fournaise	Annihilation
(Lv.40~)	Grimoire Fournaise II	Annihilation II
(Lv.22~)	Grimoire Glaciation	Iceover
(Lv.40~)	Grimoire Glaciation II	Iceover II
(Lv.22~)	Grimoire Stellaire	Starfall
(Lv.40~)	Grimoire Stellaire II	Starfall II
(Lv.22~)	Grimoire Supplices	Diablo's Spite
(Lv.40~)	Grimoire Supplices II	Diablo's Spite II
(Lv.17~)	Grimoire Grandsaut	Springboard
(Lv.26~)	Grimoire Transfert	Teleport
(Lv.22~)	Grimoire Immunité	Negate Spell
(Lv.11~)	Grimoire Antimagie	Phantom Shell

[Necromancy]

(Lv.12~)	Grimoire Mortvivant	Living Corpse
(Lv.04~)	Grimoire Cendres	Banish
(Lv.11~)	Grimoire Malediction	Curse
(Lv.21~)	Grimoire Malediction II	Curse II
(Lv.31~)	Grimoire Malediction III	Curse III
(Lv.19~)	Grimoire Ensorcelant	Tainted Love
(Lv.29~)	Grimoire Tourments	Phantom Pain
(Lv.06~)	Grimoire Metaponction	Life Force
(Lv.16~)	Grimoire Sangnoir	Putrify
(Lv.26~)	Grimoire Sangnoir II	Putrify II
(Lv.07~)	Grimoire Debilitation	Brainrot
(Lv.05~)	Grimoire Sombrailes	Black Plume
(Lv.09~)	Grimoire Necrotransfert	Styx Shift

Divine Knight

[CF59]

A mage-knight reincarnated through the use of an ensanguined rood, returning with powerful magics at their disposal.

[Swords (1H)]

(Lv.01~)	(1H) Short Sword
(Lv.02~)	(1H) Short Sword +1
(Lv.03~)	(1H) Gladius
(Lv.04~)	(1H) Gladius +1
(Lv.06~)	(1H) Rapier
(Lv.07~)	(1H) Rapier +1
(Lv.08~)	(1H) Shamshir
(Lv.09~)	(1H) Shamshir +1

(Lv.11~) (1H) Baldur Sword
(Lv.12~) (1H) Bladur Sword +1
(Lv.13~) (1H) Cutlass
(Lv.14~) (1H) Cutlass +1
(Lv.16~) (1H) Khora
(Lv.17~) (1H) Khora +1
(Lv.18~) (1H) Damasc Sword
(Lv.19~) (1H) Damasc Sword +1
(Lv.21~) (1H) Walloon Sword
(Lv.22~) (1H) Lightning Sword
(Lv.22~) (1H) {Lombardia}
(Lv.23~) (1H) Ice Blade
(Lv.24~) (1H) Isberg
(Lv.26~) (1H) Kukri
(Lv.27~) (1H) Fandango
(Lv.34~) (1H) <Nifrit Sword>
(Lv.32~) (1H) Kumbhira
(Lv.34~) (1H) <Odiferous Waster>
(Lv.20~) (1H) <Ambicion>
(Lv.30~) (1H) {Brynhildr}
(Lv.42~) (1H) Daedalus Blade
(Lv.44~) (1H) <Oracion>
(Lv.46~) (1H) <Fafnir's Heart>
(Lv.48~) (1H) <Leksar's Beloved>
(Lv.01~) (1H) <Cursed Weapon>

[Hammers]

(Lv.05~) (1H) Caldia

[Bows]

(Lv.01~) (1H) Shortbow
(Lv.02~) (1H) Shortbow +1
(Lv.10~) (1H) Baldur Bow
(Lv.11~) (1H) Baldur Bow +1
(Lv.22~) (1H) Damasc Bow
(Lv.23~) (1H) Damasc Bow +1

[Crossbows]

(Lv.01~) (1H) Crossbow
(Lv.02~) (1H) Crossbow +1
(Lv.11~) (1H) Baldur Crossbow
(Lv.12~) (1H) Baldur Crossbow +1
(Lv.23~) (1H) Damasc Crossbow
(Lv.24~) (1H) Damasc Crossbow +1

[Thrown]

(Lv.03~) (1H) Lobber

[Shields]

(Lv.01~) Buckler
(Lv.02~) Buckler +1
(Lv.04~) Pelta
(Lv.05~) Pelta +1
(Lv.07~) Aspisp
(Lv.08~) Aspisp +1
(Lv.10~) Tower Shield
(Lv.11~) Tower Shield +1
(Lv.13~) Spiked Shield
(Lv.14~) Spiked Shield +1
(Lv.16~) Baldur Shield

(Lv.17~) Baldur Shield +1
(Lv.19~) Heater Shield
(Lv.20~) Heater Shield +1
(Lv.22~) Damasc Shield
(Lv.23~) Damasc Shield +1
(Lv.25~) Dragon Scale
(Lv.26~) Ancient Dragon Scale
(Lv.28~) Rozenzi Shield
(Lv.31~) Shield of the Winds
(Lv.32~) Shield of the Loam
(Lv.33~) Shield of the Storm
(Lv.34~) Shield of the Waves
(Lv.35~) Shield of the Flames
(Lv.36~) Shield of the Tundra
(Lv.38~) Shield of Sages
(Lv.44~) Aegis
(Lv.46~) Medusa Shield

[Helms]

(Lv.05~) Bronze Helm
(Lv.06~) Bronze Helm +1
(Lv.10~) Baldur Helm
(Lv.11~) Baldur Helm +1
(Lv.23~) Damasc Helm
(Lv.24~) Damasc Helm +1
(Lv.26~) Wyrmscale Helm
(Lv.28~) <Glistening Helm>
(Lv.31~) <Ogre Helm>
(Lv.41~) <Fruede Helm>

[Body Armor]

(Lv.01~) Leather Armor
(Lv.03~) Leather Armor +1
(Lv.04~) Chainmail
(Lv.05~) Chainmail +1
(Lv.10~) Baldur Armor
(Lv.11~) Baldur Armor +1
(Lv.14~) Brigandine
(Lv.15~) Brigandine +1
(Lv.22~) Damasc Mail
(Lv.23~) Damasc Mail +1
(Lv.25~) Wyrmscale Armor
(Lv.28~) <Reeking Armor>
(Lv.28~) Falcon Mail
(Lv.30~) Nathalork Mail
(Lv.30~) Alluring Dress
(Lv.30~) Alluring Corset
(Lv.32~) Viraat's Mail
(Lv.34~) Ur-Whale Mail
(Lv.36~) Phoenix Mail
(Lv.38~) Vikrant Mail
(Lv.40~) Titania Mail
(Lv.46~) <Ogre Armor>

[Armguards]

(Lv.02~) Leather Gloves
(Lv.03~) Leather Gloves +1
(Lv.04~) Leather Sleeves
(Lv.05~) Leather Sleeves +1
(Lv.07~) Gauntlets

(Lv.08~) Gauntlets +1
(Lv.10~) Baldur Gauntlets
(Lv.11~) Baldur Gauntlets +1
(Lv.18~) Overguards
(Lv.19~) Overguards +1
(Lv.22~) Damasc Mitts
(Lv.23~) Damasc Mitts +1
(Lv.26~) Wyrmscale Sleeves
(Lv.27~) <Musty Gauntlets>
(Lv.30~) <Ji'ygla's Bracers>
(Lv.33~) Lightning Gauntlets
(Lv.37~) Fire Gauntlets
(Lv.40~) <Luminant Gauntlets>
(Lv.43~) <Daedalus Gauntlets>

[Legguards]

(Lv.01~) Linen Slops
(Lv.02~) Linen Slops +1
(Lv.03~) Leather Leggings
(Lv.04~) Leather Leggings +1
(Lv.06~) Chain Leggings
(Lv.07~) Chain Leggings +1
(Lv.11~) Baldur Leggings
(Lv.12~) Baldur Leggings +1
(Lv.20~) Damasc Leggings
(Lv.21~) Damasc Leggings +1
(Lv.20~) Cloud Shoes
(Lv.16~) Winged Boots
(Lv.25~) Sidhe Shoes
(Lv.18~) Sparkguard Boots
(Lv.13~) Greased Boots
(Lv.28~) Earthen Greaves
(Lv.31~) Watery Greaves
(Lv.34~) Hoarfrost Greaves
(Lv.30~) Alluring Highboots
(Lv.30~) Alluring Boots

[Divine]

(Lv.03~) Grimoire Radiance	Spiritsurge
(Lv.11~) Grimoire Radiance II	Spiritsurge II
(Lv.20~) Grimoire Radiance III	Spiritsurge III
(Lv.29~) Grimoire Radiance IV	Spiritsurge IV
(Lv.07~) Grimoire Punition	Judgement
(Lv.16~) Grimoire Punition II	Judgement II
(Lv.25~) Grimoire Punition III	Judgement III
(Lv.34~) Grimoire Punition IV	Judgement IV
(Lv.01~) Grimoire Exorcisme	Exorcism
(Lv.16~) Grimoire Exorcisme II	Exorcism II

[Draconic]

(Lv.24~) Grimoire Stellaire	Starfall
(Lv.44~) Grimoire Stellaire II	Starfall II
(Lv.15~) Grimoire Vivification	Gift of Restoration
(Lv.20~) Grimoire Insensibilite	Nullify Strike
(Lv.11~) Grimoire Prestesse	Dodge Blades
(Lv.13~) Grimoire Oeildaigle	Ballistics
(Lv.15~) Grimoire Vifesprit	Enlighten
(Lv.14~) Grimoire Antimagie	Phantom Shell
(Lv.18~) Grimoire Sanctuaire	Holy Shield
(Lv.25~) Grimoire Dondevie	Sacrifice

Title given by the Order of Philaha to those it deems worthy of carrying on the mantle of Valerian rule. Their power is largely a factor of their past achievements.

[Fists]

(Lv.02~) (2H) Leather Caestus +1
(Lv.04~) (2H) Bronze Knuckles
(Lv.05~) (2H) Bronze Knuckles +1
(Lv.07~) (2H) Iron Claws
(Lv.08~) (2H) Iron Claws +1
(Lv.10~) (2H) Cat Bagh Nakh
(Lv.11~) (2H) Cat Bagh Nakh +1
(Lv.13~) (2H) Baldur Claws
(Lv.14~) (2H) Baldur Claws +1
(Lv.16~) (2H) Katara
(Lv.17~) (2H) Katara +1
(Lv.19~) (2H) Tiger Bagh Nakh
(Lv.20~) (2H) Tiger Bagh Nakh +1
(Lv.22~) (2H) Damasc Claws
(Lv.23~) (2H) Damasc Claws +1
(Lv.25~) (2H) Dragon Claws
(Lv.26~) (2H) Dragon Blades
(Lv.28~) (2H) Jamadhar
(Lv.29~) (2H) Vishnu's Katara
(Lv.31~) (2H) Hellhound Claws
(Lv.32~) (2H) Kerberos Claws
(Lv.34~) (2H) Daedalus Knuckles
(Lv.37~) (2H) Vaisravana
(Lv.34~) (2H) <Trueno's Scales>
(Lv.43~) (2H) <Vainateya's Talons>
(Lv.46~) (2H) <Huitzilopochtli's Rays>
(Lv.01~) (2H) <Cursed Weapon>

[Daggers]

(Lv.01~) (1H) Sticker
(Lv.02~) (1H) Sticker +1
(Lv.04~) (1H) Battle Knife
(Lv.05~) (1H) Battle Knife +1
(Lv.07~) (1H) Dirk
(Lv.08~) (1H) Dirk +1
(Lv.10~) (1H) Butcher Knife
(Lv.11~) (1H) Butcher Knife +1
(Lv.13~) (1H) Baldur Dagger
(Lv.14~) (1H) Baldur Dagger +1
(Lv.16~) (1H) Kris
(Lv.17~) (1H) Kris +1
(Lv.19~) (1H) Kidney Spike
(Lv.20~) (1H) Kidney Spike +1
(Lv.22~) (1H) Damasc Dagger
(Lv.23~) (1H) Damasc Dagger +1
(Lv.25~) (1H) Valiant's Dagger
(Lv.26~) (1H) Brilliant Dagger
(Lv.28~) (1H) Marauder Knife
(Lv.29~) (1H) Predator Knife
(Lv.31~) (1H) Xolotl's Canine

(Lv.34~) (1H) Yama
(Lv.37~) (1H) Dragon Fang
(Lv.40~) (1H) <Pinion Blade>
(Lv.43~) (1H) <Assassin Blade>
(Lv.01~) (1H) <Cursed Weapon>

[Swords (1H)]

(Lv.01~) (1H) Short Sword
(Lv.02~) (1H) Short Sword +1
(Lv.03~) (1H) Gladius
(Lv.04~) (1H) Gladius +1
(Lv.06~) (1H) Rapier
(Lv.07~) (1H) Rapier +1
(Lv.08~) (1H) Shamshir
(Lv.09~) (1H) Shamshir +1
(Lv.11~) (1H) Baldur Sword
(Lv.12~) (1H) Bladur Sword +1
(Lv.13~) (1H) Cutlass
(Lv.14~) (1H) Cutlass +1
(Lv.16~) (1H) Khora
(Lv.17~) (1H) Khora +1
(Lv.18~) (1H) Damasc Sword
(Lv.19~) (1H) Damasc Sword +1
(Lv.21~) (1H) Walloon Sword
(Lv.22~) (1H) Lightning Sword
(Lv.22~) (1H) {Lombardia}
(Lv.23~) (1H) Ice Blade
(Lv.24~) (1H) Isberg
(Lv.26~) (1H) Kukri
(Lv.27~) (1H) Fandango
(Lv.34~) (1H) <Nifrit Sword>
(Lv.32~) (1H) Kumbhira
(Lv.34~) (1H) <Odiferous Waster>
(Lv.20~) (1H) <Ambicion>
(Lv.30~) (1H) {Brynhildir}
(Lv.42~) (1H) Daedalus Blade
(Lv.44~) (1H) <Oracion>
(Lv.46~) (1H) <Fafnir's Heart>
(Lv.48~) (1H) <Leksar's Beloved>
(Lv.01~) (1H) <Cursed Weapon>

[Swords (2H)]

(Lv.01~) (2H) Broadsword
(Lv.02~) (2H) Broadsword +1
(Lv.04~) (2H) Viking Sword
(Lv.05~) (2H) Viking Sword +1
(Lv.07~) (2H) Zweihander
(Lv.08~) (2H) Zweihander +1
(Lv.10~) (2H) Baldur Blade
(Lv.11~) (2H) Baldur Blade +1
(Lv.13~) (2H) Bastard Sword
(Lv.14~) (2H) Bastard Sword +1
(Lv.16~) (2H) Claymore
(Lv.17~) (2H) Claymore +1
(Lv.19~) (2H) Falx
(Lv.20~) (2H) Falx +1
(Lv.22~) (2H) Damasc Blade
(Lv.23~) (2H) Damasc Blade +1
(Lv.21~) (2H) Desert Blade
(Lv.26~) (2H) Gaia Blade

(Lv.28~) (2H) The Headsman
(Lv.29~) (2H) The Dark Headsman
(Lv.31~) (2H) Rhomphaia
(Lv.32~) (2H) Grasshewer Blade
(Lv.34~) (2H) Notos
(Lv.36~) (2H) <Ogre Blade>
(Lv.34~) (2H) <Balmung>
(Lv.40~) (2H) <Ishana>
(Lv.43~) (2H) <Durandal>
(Lv.46~) (2H) <Moon Blade>
(Lv.01~) (2H) <Cursed Weapon>

[Axes]

(Lv.01~) (1H) Hand Axe
(Lv.02~) (1H) Hand Axe +1
(Lv.05~) (1H) Battle Axe
(Lv.06~) (1H) Battle Axe +1
(Lv.07~) (2H) Heavy Axe
(Lv.08~) (2H) Heavy Axe +1
(Lv.10~) (2H) Baldur Axe
(Lv.11~) (2H) Baldur Axe +1
(Lv.13~) (1H) Tabar Zin
(Lv.14~) (1H) Tabar Zin +1
(Lv.16~) (1H) Chakmak
(Lv.17~) (1H) Chakmak +1
(Lv.19~) (2H) Guisarme
(Lv.20~) (2H) Guisarme +1
(Lv.22~) (2H) Damasc Axe
(Lv.23~) (2H) Damasc Axe +1
(Lv.25~) (1H) Balbriggan
(Lv.26~) (1H) Trovaon
(Lv.28~) (2H) Dragon Axe
(Lv.29~) (2H) Terre Axe
(Lv.31~) (2H) <Glamrock>
(Lv.32~) (2H) Stardust
(Lv.34~) (2H) Prox
(Lv.37~) (1H) Boreas
(Lv.40~) (2H) <Kshuparaka>
(Lv.43~) (2H) <Shaytan's Bulova>
(Lv.46~) (1H) <Rune Axe>
(Lv.01~) (2H) <Cursed Weapon>

[Spears]

(Lv.01~) (2H) Bronze Spear
(Lv.02~) (2H) Bronze Spear +1
(Lv.05~) (2H) Xyston
(Lv.06~) (2H) Xyston +1
(Lv.07~) (2H) Voulge
(Lv.08~) (2H) Voulge +1
(Lv.10~) (2H) Baldur Spear
(Lv.11~) (2H) Baldur Spear +1
(Lv.13~) (2H) Scorpion
(Lv.14~) (2H) Scorpion +1
(Lv.16~) (2H) Trident
(Lv.17~) (2H) Trident +1
(Lv.19~) (2H) Bardiche
(Lv.20~) (2H) Bardiche +1
(Lv.22~) (2H) Damasc Spear
(Lv.23~) (2H) Damasc Spear +1
(Lv.25~) (2H) Poleaxe

(Lv.26~) (2H) Hache
(Lv.28~) (2H) Culnrikolnne
(Lv.29~) (2H) Holy Lance
(Lv.31~) (2H) <Volcaetus>
(Lv.32~) (2H) Ignis
(Lv.34~) (2H) Zephyros
(Lv.37~) (2H) Bentisca
(Lv.40~) (2H) <Tlaloc's Bolt>
(Lv.43~) (2H) <Pavana>
(Lv.46~) (2H) <Dark Spear>
(Lv.01~) (2H) <Cursed Weapon>

[Hammers]

(Lv.01~) (1H) Halt Hammer
(Lv.02~) (1H) Halt Hammer +1
(Lv.06~) (1H) Iron Fan
(Lv.06~) (1H) Morning Star
(Lv.07~) (1H) Morning Star +1
(Lv.10~) (2H) Baldur Hammer
(Lv.11~) (2H) Baldur Hammer +1
(Lv.13~) (1H) War Hammer
(Lv.14~) (1H) War Hammer +1
(Lv.16~) (2H) War Maul
(Lv.17~) (2H) War Maul +1
(Lv.19~) (1H) Spiked Flail
(Lv.20~) (1H) Spiked Flail +1
(Lv.22~) (2H) Damasc Hammer
(Lv.23~) (2H) Damasc Hammer +1
(Lv.25~) (1H) Dragon Hammer
(Lv.26~) (1H) Sanguine Hammer
(Lv.28~) (2H) Yggdrasil Gnarl
(Lv.29~) (2H) Glacies
(Lv.31~) (1H) Aqua Hammer
(Lv.32~) (1H) Vajra
(Lv.34~) (2H) <Sanscion>
(Lv.37~) (1H) Flame Flail
(Lv.40~) (2H) Euros
(Lv.43~) (2H) <Dagda's Hammer>
(Lv.46~) (2H) <Walitas>
(Lv.01~) (2H) <Cursed Weapon>

[Katana (1H)]

(Lv.01~) (1H) Hisyu
(Lv.02~) (1H) Superior Hisyu
(Lv.04~) (1H) Wakizashi
(Lv.05~) (1H) Superior Wakizashi
(Lv.07~) (1H) Jitte
(Lv.08~) (1H) Superior Jitte
(Lv.10~) (1H) Spiritblade
(Lv.11~) (1H) Superior Spiritblade
(Lv.13~) (1H) Ninja Sword
(Lv.14~) (1H) Superior Ninja Sword
(Lv.16~) (1H) Moon Sickle
(Lv.17~) (1H) Superior Moon Sickle
(Lv.19~) (1H) Sai
(Lv.20~) (1H) Superior Sai
(Lv.22~) (1H) Muso Blade
(Lv.23~) (1H) Superior Muso Blade
(Lv.25~) (1H) Tigerblade
(Lv.26~) (1H) Superior Tigerblade

(Lv.28~) (1H) Ghostblade
(Lv.29~) (1H) Superior Ghostblade
(Lv.31~) (1H) Brahma
(Lv.32~) (1H) Superior Brahma
(Lv.34~) (1H) The Awakener
(Lv.37~) (1H) Thunderfire
(Lv.40~) (1H) <Golok>
(Lv.43~) (1H) <Bakasura>
(Lv.46~) (1H) <Shimmer Sword>
(Lv.01~) (1H) <Cursed Weapon>

[Katana (2H)]

(Lv.01~) (2H) Tachi
(Lv.02~) (2H) Superior Tachi
(Lv.04~) (2H) Siege Sword
(Lv.05~) (2H) Sawblade
(Lv.07~) (2H) Nodachi
(Lv.08~) (2H) Superior Nodachi
(Lv.10~) (2H) Mageblade
(Lv.11~) (2H) Superior Mageblade
(Lv.13~) (2H) Cane Blade
(Lv.14~) (2H) Superior Cane Blade
(Lv.16~) (2H) Dechevalier
(Lv.17~) (2H) Superior Dechevalier
(Lv.19~) (2H) Blacksteel Blade
(Lv.20~) (2H) Laquersteel Blade
(Lv.22~) (2H) Helm Halver
(Lv.23~) (2H) Superior Helm Halver
(Lv.25~) (2H) Oakblade
(Lv.26~) (2H) Nene Bane
(Lv.28~) (2H) Whispertouch Blade
(Lv.29~) (2H) Firefly
(Lv.31~) (2H) Macuahuitl
(Lv.32~) (2H) Bringer of Light
(Lv.34~) (2H) Asura
(Lv.37~) (2H) Crescent Sword
(Lv.40~) (2H) <Beadbound Blade>
(Lv.43~) (2H) <Ogresbane>
(Lv.46~) (2H) <Sweepblade>
(Lv.01~) (2H) <Cursed Weapon>

[Cudgels]

(Lv.01~) (2H) Sibyl's Staff
(Lv.02~) (2H) Sibyl's Staff +1
(Lv.04~) (1H) Mage Staff
(Lv.05~) (1H) Mage Staff +1
(Lv.10~) (2H) Baldur Mace
(Lv.11~) (2H) Baldur Mace +1
(Lv.14~) (2H) Exarch's Staff
(Lv.15~) (2H) Exarch's Staff +1
(Lv.18~) (1H) Magus Staff
(Lv.19~) (1H) Magus Staff +1
(Lv.21~) (2H) Damasc Mace
(Lv.22~) (2H) Damasc Mace +1
(Lv.25~) (1H) Staff of Restoration
(Lv.26~) (1H) Staff of Purification
(Lv.30~) (1H) Malitza's Staff
(Lv.30~) (1H) Wand of Air
(Lv.30~) (1H) Wand of Earth
(Lv.30~) (1H) Wand of Lightning

(Lv.30~) (1H) Wand of Water
(Lv.30~) (1H) Wand of Fire
(Lv.30~) (1H) Wand of Ice
(Lv.35~) (1H) Lipul's Rod
(Lv.38~) (1H) Sagara
(Lv.41~) (2H) <Sage Staff>
(Lv.45~) (2H) <Wiseman's Staff>
(Lv.01~) (2H) <Cursed Weapon>

[Whips]

(Lv.09~) (2H) Bullwhip
(Lv.10~) (2H) Bullwhip +1
(Lv.15~) (2H) Spiked Laurel
(Lv.16~) (2H) Spiked Laurel +1
(Lv.20~) (2H) Clearcrack Whip
(Lv.25~) (2H) Holy Comet
(Lv.35~) (2H) Blood Whip
(Lv.40~) (1H) <Supple Whip>
(Lv.45~) (2H) <Cat o' Nine Tails>
(Lv.01~) (2H) <Cursed Weapon>

[Spellbooks]

(Lv.15~) (1H) Biblion Anatomiae
(Lv.15~) (1H) Biblion Teratos
(Lv.15~) (1H) Biblion Herpetou
(Lv.15~) (1H) Biblion Drakontos
(Lv.15~) (1H) Biblion Sacri
(Lv.15~) (1H) Biblion Daemonis
(Lv.15~) (1H) Biblion Spiritus
(Lv.15~) (1H) Biblion Thanatos
(Lv.15~) (1H) Biblion Pupparris
(Lv.45~) (2H) <Gran Grimoire>
(Lv.01~) (2H) <Cursed Weapon>

[Blowguns]

(Lv.01~) (1H) Gerges Blowgun
(Lv.08~) (1H) Stundart Blowgun
(Lv.10~) (1H) Wortdart Blowgun
(Lv.12~) (1H) Baldur Blowgun
(Lv.13~) (1H) Frogdart Blowgun
(Lv.17~) (1H) Mutedart Blowgun
(Lv.20~) (1H) Petridart Blowgun
(Lv.24~) (1H) Damasc Blowgun
(Lv.36~) (1H) Femakk's Blowgun
(Lv.44~) (1H) <Rahula>
(Lv.01~) (1H) <Cursed Weapon>

[Bows]

(Lv.01~) (1H) Shortbow
(Lv.02~) (1H) Shortbow +1
(Lv.04~) (2H) Great Bow
(Lv.05~) (2H) Great Bow +1
(Lv.07~) (2H) Longbow
(Lv.08~) (2H) Longbow +1
(Lv.10~) (1H) Baldur Bow
(Lv.11~) (1H) Baldur Bow +1
(Lv.14~) (2H) Composite Bow
(Lv.15~) (2H) Composite Bow +1
(Lv.18~) (2H) Seige Bow
(Lv.19~) (2H) Seige Bow +1

(Lv.22~) (1H) Damasc Bow
(Lv.23~) (1H) Damasc Bow +1
(Lv.24~) (2H) Crescente
(Lv.25~) (2H) Cupido Bow
(Lv.26~) (2H) Permafrost Bow
(Lv.27~) (2H) Ixquimilli's Bow
(Lv.29~) (2H) Tempest Bow
(Lv.30~) (2H) Garuda Bow
(Lv.32~) (2H) Thunder Bow
(Lv.33~) (2H) Indra's Bow
(Lv.35~) (2H) Brimstone Bow
(Lv.38~) (2H) Sirocco Bow
(Lv.41~) (2H) <Ji'ygla's Bow>
(Lv.44~) (2H) <Pajra>
(Lv.47~) (2H) <Centeotl's Rib>
(Lv.01~) (2H) <Cursed Weapon>

[Crossbows]

(Lv.01~) (1H) Crossbow
(Lv.02~) (1H) Crossbow +1
(Lv.05~) (2H) Stonebow
(Lv.06~) (2H) Stonebow +1
(Lv.08~) (2H) Bowgun
(Lv.09~) (2H) Bowgun +1
(Lv.11~) (1H) Baldur Crossbow
(Lv.12~) (1H) Baldur Crossbow +1
(Lv.14~) (2H) Heavy Crossbow
(Lv.15~) (2H) Heavy Crossbow +1
(Lv.17~) (2H) Arbalest
(Lv.18~) (2H) Arbalest +1
(Lv.20~) (2H) Steelbow
(Lv.21~) (2H) Steelbow +1
(Lv.23~) (1H) Damasc Crossbow
(Lv.24~) (1H) Damasc Crossbow +1
(Lv.26~) (2H) Roodbow
(Lv.27~) (2H) Al-iklil
(Lv.29~) (2H) Keening Bowgun
(Lv.30~) (2H) Daedalus Bowgun
(Lv.32~) (2H) Samak
(Lv.34~) (2H) Leilah
(Lv.36~) (2H) Shams
(Lv.38~) (2H) Khalmid
(Lv.40~) (2H) <Ysaar>
(Lv.43~) (2H) <Barad>
(Lv.46~) (2H) <Raed>
(Lv.01~) (2H) <Cursed Weapon>

[Thrown]

(Lv.05~) (1H) Tomahawk
(Lv.07~) (1H) Tomahawk +1
(Lv.10~) (1H) Javelin
(Lv.12~) (1H) Javelin +1
(Lv.16~) (1H) Woshele
(Lv.18~) (1H) Woshele +1
(Lv.26~) (1H) Francisca
(Lv.28~) (1H) Francisca +1
(Lv.31~) (1H) Pilum
(Lv.33~) (1H) Pilum +1
(Lv.21~) (1H) Bola
(Lv.23~) (1H) Bola +1

(Lv.37~) (1H) Chakram
(Lv.39~) (1H) Chakram +1
(Lv.42~) (1H) Urchin Bola
(Lv.44~) (1H) Urchin Bola +1
(Lv.03~) (1H) Lobber
(Lv.13~) (1H) Lobber +1
(Lv.23~) (1H) Lobber +2

[Shields]

(Lv.01~) Buckler
(Lv.02~) Buckler +1
(Lv.04~) Pelta
(Lv.05~) Pelta +1
(Lv.07~) Aspis
(Lv.08~) Aspis +1
(Lv.10~) Tower Shield
(Lv.11~) Tower Shield +1
(Lv.13~) Spiked Shield
(Lv.14~) Spiked Shield +1
(Lv.16~) Baldur Shield
(Lv.17~) Baldur Shield +1
(Lv.19~) Heater Shield
(Lv.20~) Heater Shield +1
(Lv.22~) Damasc Shield
(Lv.23~) Damasc Shield +1
(Lv.25~) Dragon Scale
(Lv.26~) Ancient Dragon Scale
(Lv.28~) Rozenzi Shield
(Lv.29~) Dread Shield
(Lv.31~) Shield of the Winds
(Lv.32~) Shield of the Loam
(Lv.33~) Shield of the Storm
(Lv.34~) Shield of the Waves
(Lv.35~) Shield of the Flames
(Lv.36~) Shield of the Tundra
(Lv.38~) Shield of Sages
(Lv.44~) Aegis
(Lv.46~) Medusa Shield

[Helms]

(Lv.05~) Bronze Helm
(Lv.06~) Bronze Helm +1
(Lv.10~) Baldur Helm
(Lv.11~) Baldur Helm +1
(Lv.23~) Damasc Helm
(Lv.24~) Damasc Helm +1
(Lv.26~) Wyrmscale Helm
(Lv.28~) <Glistening Helm>
(Lv.31~) <Ogre Helm>
(Lv.41~) <Fruede Helm>

[Body Armor]

(Lv.01~) Leather Armor
(Lv.03~) Leather Armor +1
(Lv.04~) Chainmail
(Lv.05~) Chainmail +1
(Lv.10~) Baldur Armor
(Lv.11~) Baldur Armor +1
(Lv.14~) Brigandine
(Lv.15~) Brigandine +1

(Lv.22~) Damasc Mail
(Lv.23~) Damasc Mail +1
(Lv.25~) Wyrmscale Armor
(Lv.28~) <Reeking Armor>
(Lv.28~) Falcon Mail
(Lv.30~) Nathalork Mail
(Lv.30~) Alluring Corset
(Lv.32~) Viraat's Mail
(Lv.34~) Ur-Whale Mail
(Lv.36~) Phoenix Mail
(Lv.38~) Vikrant Mail
(Lv.40~) Titania Mail
(Lv.46~) <Ogre Armor>

[Armguards]

(Lv.02~) Leather Gloves
(Lv.03~) Leather Gloves +1
(Lv.04~) Leather Sleeves
(Lv.05~) Leather Sleeves +1
(Lv.07~) Gauntlets
(Lv.08~) Gauntlets +1
(Lv.10~) Baldur Gauntlets
(Lv.11~) Baldur Gauntlets +1
(Lv.18~) Overguards
(Lv.19~) Overguards +1
(Lv.22~) Damasc Mitts
(Lv.23~) Damasc Mitts +1
(Lv.26~) Wyrmscale Sleeves
(Lv.27~) <Musty Gauntlets>
(Lv.33~) Lightning Gauntlets
(Lv.37~) Fire Gauntlets
(Lv.40~) <Luminant Gauntlets>
(Lv.43~) <Daedalus Gauntlets>

[Legguards]

(Lv.01~) Linen Slops
(Lv.02~) Linen Slops +1
(Lv.03~) Leather Leggings
(Lv.04~) Leather Leggings +1
(Lv.06~) Chain Leggings
(Lv.07~) Chain Leggings +1
(Lv.11~) Baldur Leggings
(Lv.12~) Baldur Leggings +1
(Lv.20~) Damasc Leggings
(Lv.21~) Damasc Leggings +1
(Lv.20~) Cloud Shoes
(Lv.16~) Winged Boots
(Lv.25~) Sidhe Shoes
(Lv.18~) Sparkguard Boots
(Lv.13~) Greased Boots
(Lv.28~) Earthen Greaves
(Lv.31~) Watery Greaves
(Lv.34~) Hoarfrost Greaves
(Lv.30~) Alluring Boots

[Air]

(Lv.03~) Grimoire Rafale	Deadshot
(Lv.10~) Grimoire Rafale II	Deadshot II
(Lv.19~) Grimoire Rafale III	Deadshot III
(Lv.28~) Grimoire Rafale IV	Deadshot IV

(Lv.06~)	Grimoire	Tourbillon	Tornado
(Lv.15~)	Grimoire	Tourbillon II	Tornado II
(Lv.24~)	Grimoire	Tourbillon III	Tornado III
(Lv.33~)	Grimoire	Tourbillon IV	Tornado IV
(Lv.22~)	Grimoire	Sylphide	Sylphide
(Lv.40~)	Grimoire	Sylphide II	Sylphide II
(Lv.27~)	Grimoire	Onde	Aeroflux
(Lv.39~)	Grimoire	Onde II	Aeroflux II
(Lv.03~)	Grimoire	Infuvent	Instill Air
(Lv.05~)	Grimoire	Antivent	Aeroguard
(Lv.12~)	Grimoire	Trombe	Whirlwind
(Lv.08~)	Grimoire	Detournant	Guarding Gale
(Lv.04~)	Grimoire	Hypnose	Balmy Breeze
(Lv.15~)	Grimoire	Fixateur	Black Williwaw

[Earth]

(Lv.03~)	Grimoire	Aiguille	Vulcan Lance
(Lv.10~)	Grimoire	Aiguille II	Vulcan Lance II
(Lv.19~)	Grimoire	Aiguille III	Vulcan Lance III
(Lv.28~)	Grimoire	Aiguille IV	Vulcan Lance IV
(Lv.06~)	Grimoire	Rocher	Cragfall
(Lv.15~)	Grimoire	Rocher II	Cragfall II
(Lv.24~)	Grimoire	Rocher III	Cragfall III
(Lv.33~)	Grimoire	Rocher IV	Cragfall IV
(Lv.22~)	Grimoire	Orestiad	Gnome
(Lv.40~)	Grimoire	Orestiad II	Gnome II
(Lv.27~)	Grimoire	Seisme	Earthquake
(Lv.39~)	Grimoire	Seisme II	Earthquake II
(Lv.03~)	Grimoire	Infuterre	Instill Earth
(Lv.05~)	Grimoire	Antiterre	Petroguard
(Lv.12~)	Grimoire	Rempart	Protect
(Lv.08~)	Grimoire	Maladresse	Blade Ward
(Lv.10~)	Grimoire	Ensablant	Duststorm
(Lv.15~)	Grimoire	Monolithe	Petrifog

[Lightning]

(Lv.03~)	Grimoire	Foudrarc	Lightning Bow
(Lv.10~)	Grimoire	Foudrarc II	Lightning Bow II
(Lv.19~)	Grimoire	Foudrarc III	Lightning Bow III
(Lv.28~)	Grimoire	Foudrarc IV	Lightning Bow IV
(Lv.06~)	Grimoire	Scindeciel	Thunderflare
(Lv.15~)	Grimoire	Scindeciel II	Thunderflare II
(Lv.24~)	Grimoire	Scindeciel III	Thunderflare III
(Lv.33~)	Grimoire	Scindeciel IV	Thunderflare IV
(Lv.22~)	Grimoire	Tonnerre	Thunderbird
(Lv.40~)	Grimoire	Tonnerre II	Thunderbird II
(Lv.27~)	Grimoire	Eclat	Thunderburst
(Lv.39~)	Grimoire	Eclat II	Thunderburst II
(Lv.03~)	Grimoire	Infufoudre	Instill Lightning
(Lv.05~)	Grimoire	Antifoudre	Electriguard
(Lv.12~)	Grimoire	Electrisant	Galvanize
(Lv.08~)	Grimoire	Immobilisant	Stormspark
(Lv.05~)	Grimoire	Choquant	Stunbomb
(Lv.15~)	Grimoire	Eclair	Stunslay

[Water]

(Lv.03~)	Grimoire	Aquamasse	Aquablast
(Lv.10~)	Grimoire	Aquamasse II	Aquablast II
(Lv.19~)	Grimoire	Aquamasse III	Aquablast III
(Lv.28~)	Grimoire	Aquamasse IV	Aquablast IV

(Lv.06~)	Grimoire Malepluie	Acid Rain
(Lv.15~)	Grimoire Malepluie II	Acid Rain II
(Lv.24~)	Grimoire Malepluie III	Acid Rain III
(Lv.33~)	Grimoire Malepluie IV	Acid Rain IV
(Lv.22~)	Grimoire Naiade	Undine
(Lv.40~)	Grimoire Naiade II	Undine II
(Lv.27~)	Grimoire Vaporisateur	Dread Vapor
(Lv.39~)	Grimoire Vaporisateur II	Dread Vapor II
(Lv.03~)	Grimoire Infueau	Instill Water
(Lv.05~)	Grimoire Antieau	Aquaguard
(Lv.09~)	Grimoire Bonnepluie	Quench
(Lv.08~)	Grimoire Stagnation	Stagnate
(Lv.06~)	Grimoire Toxibrume	Poison Mist
(Lv.15~)	Grimoire Embourbant	Sludgebind

[Fire]

(Lv.03~)	Grimoire Bouledefeu	Sparksphere
(Lv.10~)	Grimoire Bouledefeu II	Sparksphere II
(Lv.19~)	Grimoire Bouledefeu III	Sparksphere III
(Lv.28~)	Grimoire Bouledefeu IV	Sparksphere IV
(Lv.06~)	Grimoire Flammes	Firestorm
(Lv.15~)	Grimoire Flammes II	Firestorm II
(Lv.24~)	Grimoire Flammes III	Firestorm III
(Lv.33~)	Grimoire Flammes IV	Firestorm IV
(Lv.22~)	Grimoire Salamandre	Salamander
(Lv.40~)	Grimoire Salamandre II	Salamander II
(Lv.27~)	Grimoire Calcination	Supernova
(Lv.39~)	Grimoire Calcination II	Supernova II
(Lv.03~)	Grimoire Infufeu	Instill Fire
(Lv.05~)	Grimoire Antifeu	Pyroguard
(Lv.12~)	Grimoire Enflammant	Flame Fusion
(Lv.08~)	Grimoire Brulant	Pyroclastic Flow
(Lv.04~)	Grimoire Calcinant	Misery
(Lv.17~)	Grimoire Fumerolle	Brimstone

[Ice]

(Lv.03~)	Grimoire Glace	Iceblast
(Lv.10~)	Grimoire Glace II	Iceblast II
(Lv.19~)	Grimoire Glace III	Iceblast III
(Lv.28~)	Grimoire Glace IV	Iceblast IV
(Lv.06~)	Grimoire Congelation	Avalanche
(Lv.15~)	Grimoire Congelation II	Avalanche II
(Lv.24~)	Grimoire Congelation III	Avalanche III
(Lv.33~)	Grimoire Congelation IV	Avalanche IV
(Lv.22~)	Grimoire Wendigo	Wendigo
(Lv.40~)	Grimoire Wendigo II	Wendigo II
(Lv.27~)	Grimoire Grandfroid	Ice Requiem
(Lv.39~)	Grimoire Grandfroid II	Ice Requiem II
(Lv.03~)	Grimoire Infuglace	Instill Ice
(Lv.05~)	Grimoire Antiglace	Frostguard
(Lv.12~)	Grimoire Serenite	Icy Focus
(Lv.07~)	Grimoire Fragilisant	Indomitable Will
(Lv.04~)	Grimoire Engourdissant	Numbing Cold
(Lv.14~)	Grimoire Gelant	Freezing Gust

[Divine]

(Lv.03~)	Grimoire Radiance	Spiritsurge
(Lv.11~)	Grimoire Radiance II	Spiritsurge II
(Lv.20~)	Grimoire Radiance III	Spiritsurge III
(Lv.29~)	Grimoire Radiance IV	Spiritsurge IV

(Lv.09~)	Grimoire Puniton	Judgement
(Lv.18~)	Grimoire Puniton II	Judgement II
(Lv.27~)	Grimoire Puniton III	Judgement III
(Lv.36~)	Grimoire Puniton IV	Judgement IV
(Lv.27~)	Grimoire Lumina	Wisplight
(Lv.45~)	Grimoire Lumina II	Wisplight II
(Lv.30~)	Grimoire Chatiment	Heavenly Judge
(Lv.42~)	Grimoire Chatiment II	Heavenly Judge II
(Lv.03~)	Grimoire Exorcisme	Exorcism
(Lv.18~)	Grimoire Exorcisme II	Exorcism II
(Lv.06~)	Grimoire Infulumiere	Instill Light
(Lv.08~)	Grimoire Antilumiere	Lightguard
(Lv.06~)	Grimoire Scellant	Silent Light
(Lv.11~)	Grimoire Celerite	Boon of Swiftness
(Lv.22~)	Grimoire Annulation	Dispel
(Lv.04~)	Grimoire Reveil	Awaken
(Lv.31~)	Grimoire Reveil II	Awaken II
(Lv.03~)	Grimoire Vivacite	Innervate
(Lv.09~)	Grimoire Volubilite	Singing Light
(Lv.08~)	Grimoire Defigeant	Awaken Stone
(Lv.28~)	Grimoire Fluidite	Liberate
(Lv.10~)	Grimoire Purete	Cleanse
(Lv.25~)	Grimoire Purete II	Cleanse II
(Lv.16~)	Grimoire Mobilite	Unburden
(Lv.36~)	Grimoire Benediction	Decurse
(Lv.15~)	Grimoire Bravoure	Hearten
(Lv.21~)	Grimoire Purgation	Ease
(Lv.03~)	Grimoire Vitalite	Heal
(Lv.12~)	Grimoire Vitalite II	Heal II
(Lv.22~)	Grimoire Vitalite III	Heal III
(Lv.32~)	Grimoire Vitalite IV	Heal IV
(Lv.10~)	Grimoire Soins	Major Heal
(Lv.24~)	Grimoire Soins II	Major Heal II
(Lv.38~)	Grimoire Soins III	Major Heal III
(Lv.15~)	Grimoire Resurrection	Resurrect
(Lv.36~)	Grimoire Resurrection II	Resurrect II

[Dark]

(Lv.03~)	Grimoire Douleur	Word of Pain
(Lv.11~)	Grimoire Douleur II	Word of Pain II
(Lv.20~)	Grimoire Douleur III	Word of Pain III
(Lv.29~)	Grimoire Douleur IV	Word of Pain IV
(Lv.07~)	Grimoire Briseciel	Meteor Strike
(Lv.16~)	Grimoire Briseciel II	Meteor Strike II
(Lv.25~)	Grimoire Briseciel III	Meteor Strike III
(Lv.34~)	Grimoire Briseciel IV	Meteor Strike IV
(Lv.24~)	Grimoire Fenrir	Hellhound
(Lv.42~)	Grimoire Fenrir II	Hellhound II
(Lv.27~)	Grimoire Abimes	Abyss
(Lv.39~)	Grimoire Abimes II	Abyss II
(Lv.08~)	Grimoire Aspirevie	Drain Heart
(Lv.12~)	Grimoire Aspiremagie	Drain Mind
(Lv.17~)	Grimoire Aspirenergie	Drain Power
(Lv.04~)	Grimoire Infutenebres	Instill Shadow
(Lv.07~)	Grimoire Antitenebres	Shadow Guard
(Lv.14~)	Grimoire Offrande	Spellcharge
(Lv.15~)	Grimoire Revirement	Paradigm Shift
(Lv.09~)	Grimoire Torpeur	Torpor
(Lv.13~)	Grimoire Petrifiant	Petriburst
(Lv.03~)	Grimoire Paralysie	Paralytic Wave

(Lv.05~)	Grimoire Toxigaz	Poison Cloud
(Lv.24~)	Grimoire Miasme	Deadly Poison
(Lv.03~)	Grimoire Sommeil	Sleep
(Lv.04~)	Grimoire Tentation	Charm
(Lv.35~)	Grimoire Arret	Dominate
(Lv.21~)	Grimoire Menottes	Shackle
(Lv.18~)	Grimoire Entrave	Fixate
(Lv.10~)	Grimoire Gravite	Gravity Flux
(Lv.22~)	Grimoire Epouvante	Deadscream
(Lv.23~)	Grimoire Damnes	Dead Man's Ivy

[Draconic]

(Lv.24~)	Grimoire Tempete	Tempest
(Lv.42~)	Grimoire Tempete II	Tempest II
(Lv.24~)	Grimoire Distorsion	Gaia Strike
(Lv.42~)	Grimoire Distorsion II	Gaia Strike II
(Lv.24~)	Grimoire Ouragan	Vortex
(Lv.42~)	Grimoire Ouragan II	Vortex II
(Lv.24~)	Grimoire Inondation	Deluge
(Lv.42~)	Grimoire Inondation II	Deluge II
(Lv.24~)	Grimoire Fournaise	Annihilation
(Lv.42~)	Grimoire Fournaise II	Annihilation II
(Lv.24~)	Grimoire Glaciation	Iceover
(Lv.42~)	Grimoire Glaciation II	Iceover II
(Lv.24~)	Grimoire Stellaire	Starfall
(Lv.42~)	Grimoire Stellaire II	Starfall II
(Lv.24~)	Grimoire Supplices	Diablo's Spite
(Lv.42~)	Grimoire Supplices II	Diablo's Spite II
(Lv.18~)	Grimoire Decelement	Detect
(Lv.19~)	Grimoire Grandsaut	Springboard
(Lv.28~)	Grimoire Transfert	Teleport
(Lv.17~)	Grimoire Vivification	Gift of Restoration
(Lv.20~)	Grimoire Revigoration	Gift of Renewal
(Lv.22~)	Grimoire Insensibilite	Nullify Strike
(Lv.24~)	Grimoire Immunité	Negate Spell
(Lv.12~)	Grimoire Prestesse	Dodge Blades
(Lv.14~)	Grimoire Oeildaigle	Ballistics
(Lv.15~)	Grimoire Vifesprit	Enlighten
(Lv.13~)	Grimoire Antimagie	Phantom Shell
(Lv.20~)	Grimoire Sanctuaire	Holy Shield
(Lv.27~)	Grimoire Dondevie	Sacrifice

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Ranger

[581E]

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A wandering warrior adept in the use of a wide range of martial skills. Particularly good at taking out specific targets, rangers perform well in all manner of situations.

[Fists]

(Lv.02~)	(2H) Leather Caestus +1
(Lv.04~)	(2H) Bronze Knuckles
(Lv.05~)	(2H) Bronze Knuckles +1
(Lv.07~)	(2H) Iron Claws
(Lv.08~)	(2H) Iron Claws +1
(Lv.10~)	(2H) Cat Bagh Nakh
(Lv.11~)	(2H) Cat Bagh Nakh +1
(Lv.13~)	(2H) Baldur Claws
(Lv.14~)	(2H) Baldur Claws +1

(Lv.16~) (2H) Katara
(Lv.17~) (2H) Katara +1
(Lv.19~) (2H) Tiger Bagh Nakh
(Lv.20~) (2H) Tiger Bagh Nakh +1
(Lv.22~) (2H) Damasc Claws
(Lv.23~) (2H) Damasc Claws +1
(Lv.25~) (2H) Dragon Claws
(Lv.26~) (2H) Dragon Blades
(Lv.28~) (2H) Jamadhar
(Lv.29~) (2H) Vishnu's Katara
(Lv.31~) (2H) Hellhound Claws
(Lv.32~) (2H) Kerberos Claws
(Lv.34~) (2H) Daedalus Knuckles
(Lv.37~) (2H) Vaisravana
(Lv.34~) (2H) <Trueno's Scales>
(Lv.43~) (2H) <Vainateya's Talons>
(Lv.46~) (2H) <Huitzilopochtli's Rays>
(Lv.01~) (2H) <Cursed Weapon>

[Daggers]

(Lv.01~) (1H) Sticker
(Lv.02~) (1H) Sticker +1
(Lv.04~) (1H) Battle Knife
(Lv.05~) (1H) Battle Knife +1
(Lv.07~) (1H) Dirk
(Lv.08~) (1H) Dirk +1
(Lv.10~) (1H) Butcher Knife
(Lv.11~) (1H) Butcher Knife +1
(Lv.13~) (1H) Baldur Dagger
(Lv.14~) (1H) Baldur Dagger +1
(Lv.16~) (1H) Kris
(Lv.17~) (1H) Kris +1
(Lv.19~) (1H) Kidney Spike
(Lv.20~) (1H) Kidney Spike +1
(Lv.22~) (1H) Damasc Dagger
(Lv.23~) (1H) Damasc Dagger +1
(Lv.25~) (1H) Valiant's Dagger
(Lv.26~) (1H) Brilliant Dagger
(Lv.28~) (1H) Marauder Knife
(Lv.29~) (1H) Predator Knife
(Lv.31~) (1H) Xolotl's Canine
(Lv.34~) (1H) Yama
(Lv.37~) (1H) Dragon Fang
(Lv.40~) (1H) <Pinion Blade>
(Lv.43~) (1H) <Assassin Blade>
(Lv.01~) (1H) <Cursed Weapon>

[Swords (1H)]

(Lv.01~) (1H) Short Sword
(Lv.02~) (1H) Short Sword +1
(Lv.03~) (1H) Gladius
(Lv.04~) (1H) Gladius +1
(Lv.06~) (1H) Rapier
(Lv.07~) (1H) Rapier +1
(Lv.08~) (1H) Shamshir
(Lv.09~) (1H) Shamshir +1
(Lv.11~) (1H) Baldur Sword
(Lv.12~) (1H) Bladur Sword +1
(Lv.13~) (1H) Cutlass
(Lv.14~) (1H) Cutlass +1

(Lv.16~) (1H) Khora
(Lv.17~) (1H) Khora +1
(Lv.18~) (1H) Damasc Sword
(Lv.19~) (1H) Damasc Sword +1
(Lv.21~) (1H) Walloon Sword
(Lv.22~) (1H) Lightning Sword
(Lv.22~) (1H) {Lombardia}
(Lv.23~) (1H) Ice Blade
(Lv.24~) (1H) Isberg
(Lv.26~) (1H) Kukri
(Lv.27~) (1H) Fandango
(Lv.34~) (1H) <Nifrit Sword>
(Lv.32~) (1H) Kumbhira
(Lv.34~) (1H) <Odiferous Waster>
(Lv.20~) (1H) <Ambicion>
(Lv.30~) (1H) {Brynhildr}
(Lv.42~) (1H) Daedalus Blade
(Lv.44~) (1H) <Oracion>
(Lv.46~) (1H) <Fafnir's Heart>
(Lv.48~) (1H) <Leksar's Beloved>
(Lv.01~) (1H) <Cursed Weapon>

[Axes]

(Lv.01~) (1H) Hand Axe
(Lv.02~) (1H) Hand Axe +1
(Lv.05~) (1H) Battle Axe
(Lv.06~) (1H) Battle Axe +1
(Lv.07~) (2H) Heavy Axe
(Lv.08~) (2H) Heavy Axe +1
(Lv.10~) (2H) Baldur Axe
(Lv.11~) (2H) Baldur Axe +1
(Lv.13~) (1H) Tabar Zin
(Lv.14~) (1H) Tabar Zin +1
(Lv.16~) (1H) Chakmak
(Lv.17~) (1H) Chakmak +1
(Lv.19~) (2H) Guisarme
(Lv.20~) (2H) Guisarme +1
(Lv.22~) (2H) Damasc Axe
(Lv.23~) (2H) Damasc Axe +1
(Lv.25~) (1H) Balbriggan
(Lv.26~) (1H) Trovaon
(Lv.28~) (2H) Dragon Axe
(Lv.29~) (2H) Terre Axe
(Lv.31~) (2H) <Glamrock>
(Lv.32~) (2H) Stardust
(Lv.34~) (2H) Prox
(Lv.37~) (1H) Boreas
(Lv.40~) (2H) <Kshuparaka>
(Lv.43~) (2H) <Shaytan's Bulova>
(Lv.46~) (1H) <Rune Axe>
(Lv.01~) (2H) <Cursed Weapon>

[Bows]

(Lv.01~) (1H) Shortbow
(Lv.02~) (1H) Shortbow +1
(Lv.04~) (2H) Great Bow
(Lv.05~) (2H) Great Bow +1
(Lv.07~) (2H) Longbow
(Lv.08~) (2H) Longbow +1
(Lv.10~) (1H) Baldur Bow

(Lv.11~) (1H) Baldur Bow +1
(Lv.14~) (2H) Composite Bow
(Lv.15~) (2H) Composite Bow +1
(Lv.18~) (2H) Seige Bow
(Lv.19~) (2H) Seige Bow +1
(Lv.22~) (1H) Damasc Bow
(Lv.23~) (1H) Damasc Bow +1
(Lv.24~) (2H) Crescente
(Lv.25~) (2H) Cupido Bow
(Lv.26~) (2H) Permafrost Bow
(Lv.27~) (2H) Ixquimilli's Bow
(Lv.29~) (2H) Tempest Bow
(Lv.30~) (2H) Garuda Bow
(Lv.32~) (2H) Thunder Bow
(Lv.33~) (2H) Indra's Bow
(Lv.35~) (2H) Brimstone Bow
(Lv.38~) (2H) Sirocco Bow
(Lv.41~) (2H) <Ji'ygla's Bow>
(Lv.44~) (2H) <Pajra>
(Lv.47~) (2H) <Centeotl's Rib>
(Lv.01~) (2H) <Cursed Weapon>

[Crossbows]

(Lv.01~) (1H) Crossbow
(Lv.02~) (1H) Crossbow +1
(Lv.05~) (2H) Stonebow
(Lv.06~) (2H) Stonebow +1
(Lv.08~) (2H) Bowgun
(Lv.09~) (2H) Bowgun +1
(Lv.11~) (1H) Baldur Crossbow
(Lv.12~) (1H) Baldur Crossbow +1
(Lv.14~) (2H) Heavy Crossbow
(Lv.15~) (2H) Heavy Crossbow +1
(Lv.17~) (2H) Arbalest
(Lv.18~) (2H) Arbalest +1
(Lv.20~) (2H) Steelbow
(Lv.21~) (2H) Steelbow +1
(Lv.23~) (1H) Damasc Crossbow
(Lv.24~) (1H) Damasc Crossbow +1
(Lv.26~) (2H) Roodbow
(Lv.27~) (2H) Al-iklil
(Lv.29~) (2H) Keening Bowgun
(Lv.30~) (2H) Daedalus Bowgun
(Lv.32~) (2H) Samak
(Lv.34~) (2H) Leilah
(Lv.36~) (2H) Shams
(Lv.38~) (2H) Khalmid
(Lv.40~) (2H) <Ysaar>
(Lv.43~) (2H) <Barad>
(Lv.46~) (2H) <Raed>
(Lv.01~) (2H) <Cursed Weapon>

[Fusils]

(Lv.22~) (2H) Commander's Gun
(Lv.23~) (2H) Commander's Gun +1
(Lv.29~) (2H) Musket
(Lv.30~) (2H) Musket +1
(Lv.37~) (2H) Banduq-i-chaqmaqi
(Lv.45~) (2H) <Longgun>
(Lv.01~) (2H) <Cursed Weapon>

[Thrown]

(Lv.05~) (1H) Tomahawk
(Lv.07~) (1H) Tomahawk +1
(Lv.10~) (1H) Javelin
(Lv.12~) (1H) Javelin +1
(Lv.16~) (1H) Woshele
(Lv.18~) (1H) Woshele +1
(Lv.26~) (1H) Francisca
(Lv.28~) (1H) Francisca +1
(Lv.31~) (1H) Pilum
(Lv.33~) (1H) Pilum +1
(Lv.21~) (1H) Bola
(Lv.23~) (1H) Bola +1
(Lv.37~) (1H) Chakram
(Lv.39~) (1H) Chakram +1
(Lv.42~) (1H) Urchin Bola
(Lv.44~) (1H) Urchin Bola +1
(Lv.03~) (1H) Lobber
(Lv.13~) (1H) Lobber +1
(Lv.23~) (1H) Lobber +2

[Shields]

(Lv.01~) Buckler
(Lv.02~) Buckler +1
(Lv.04~) Pelta
(Lv.05~) Pelta +1
(Lv.07~) Aspis
(Lv.08~) Aspis +1
(Lv.13~) Spiked Shield
(Lv.14~) Spiked Shield +1
(Lv.16~) Baldur Shield
(Lv.17~) Baldur Shield +1
(Lv.31~) Shield of the Winds
(Lv.32~) Shield of the Loam
(Lv.33~) Shield of the Storm
(Lv.34~) Shield of the Waves
(Lv.35~) Shield of the Flames
(Lv.36~) Shield of the Tundra

[Helms]

(Lv.03~) Circlet
(Lv.04~) Circlet +1
(Lv.05~) Bronze Helm
(Lv.06~) Bronze Helm +1
(Lv.10~) Baldur Helm
(Lv.11~) Baldur Helm +1
(Lv.23~) Damasc Helm
(Lv.24~) Damasc Helm +1

[Body Armor]

(Lv.01~) Leather Armor
(Lv.03~) Leather Armor +1
(Lv.04~) Chainmail
(Lv.05~) Chainmail +1
(Lv.10~) Baldur Armor
(Lv.11~) Baldur Armor +1
(Lv.14~) Brigandine
(Lv.15~) Brigandine +1
(Lv.22~) Damasc Mail

- (Lv.23~) Damasc Mail +1
- (Lv.25~) Wyrmscale Armor
- (Lv.28~) <Reeking Armor>
- (Lv.26~) Falcon Feathercoat
- (Lv.26~) Nathalork Rockcoat
- (Lv.26~) Viraat's Thundercoat
- (Lv.26~) Whale Whiskercoat
- (Lv.26~) Phoenix Flamecoat
- (Lv.26~) Vikrant Icecoat
- (Lv.28~) Aganista Lightcoat
- (Lv.28~) <Ji'ygla's Darkcoat>
- (Lv.30~) Alluring Corset

[Armguards]

- (Lv.02~) Leather Gloves
- (Lv.03~) Leather Gloves +1
- (Lv.04~) Leather Sleeves
- (Lv.05~) Leather Sleeves +1
- (Lv.14~) Nomad Bracers
- (Lv.15~) Nomad Bracers +1
- (Lv.26~) Wyrmscale Sleeves
- (Lv.27~) <Musty Gauntlets>
- (Lv.30~) <Ji'ygla's Bracers>
- (Lv.43~) <Daedalus Gauntlets>
- (Lv.46~) <Snipe Bracers>

[Legguards]

- (Lv.01~) Linen Slops
- (Lv.02~) Linen Slops +1
- (Lv.03~) Leather Leggings
- (Lv.04~) Leather Leggings +1
- (Lv.06~) Chain Leggings
- (Lv.07~) Chain Leggings +1
- (Lv.20~) Cloud Shoes
- (Lv.16~) Winged Boots
- (Lv.25~) Sidhe Shoes
- (Lv.18~) Sparkguard Boots
- (Lv.13~) Greased Boots
- (Lv.28~) Earthen Greaves
- (Lv.31~) Watery Greaves
- (Lv.34~) Hoarfrost Greaves
- (Lv.37~) Shadowed Greaves
- (Lv.30~) Alluring Boots
- (Lv.40~) <Snipe Gators>

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 Priest

[643F]
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A venerated cleric well-versed in matters of the spirit. Noted for their ability to use offensive divine magic.

[Hammers]

- (Lv.05~) (1H) Caldia

[Cudgels]

- (Lv.01~) (2H) Sibyl's Staff
- (Lv.02~) (2H) Sibyl's Staff +1
- (Lv.14~) (2H) Exarch's Staff
- (Lv.15~) (2H) Exarch's Staff +1

(Lv.25~) (1H) Staff of Restoration
(Lv.26~) (1H) Staff of Purification
(Lv.35~) (1H) Lipul's Rod
(Lv.41~) (2H) <Sage Staff>
(Lv.45~) (2H) <Wiseman's Staff>
(Lv.01~) (2H) <Cursed Weapon>

[Shields]

(Lv.01~) Buckler
(Lv.02~) Buckler +1
(Lv.16~) Baldur Shield
(Lv.17~) Baldur Shield +1

[Helms]

(Lv.03~) Circlet
(Lv.04~) Circlet +1
(Lv.15~) Wizard's Hat
(Lv.16~) Wizard's Hat +1
(Lv.25~) Holy Crown

[Body Armor]

(Lv.01~) Robe
(Lv.02~) Robe +1
(Lv.07~) Magus Robe
(Lv.08~) Magus Robe +1
(Lv.18~) Sorcerer's Robe
(Lv.19~) Sorcerer's Robe +1
(Lv.25~) Robes of the Gale
(Lv.25~) Robes of the Dust
(Lv.25~) Robes of the Storm
(Lv.25~) Robes of the Cataract
(Lv.25~) Robes of the Inferno
(Lv.25~) Robes of Black Ice
(Lv.27~) Robes of Radiance
(Lv.27~) Robes of Gloom
(Lv.30~) Alluring Dress
(Lv.44~) Garb of the Sages

[Armguards]

(Lv.02~) Leather Gloves
(Lv.03~) Leather Gloves +1
(Lv.24~) Arkhiatros Mitts

[Legguards]

(Lv.01~) Linen Slops
(Lv.02~) Linen Slops +1
(Lv.24~) Arkhiatros Trousers
(Lv.20~) Cloud Shoes
(Lv.16~) Winged Boots
(Lv.25~) Sidhe Shoes
(Lv.18~) Sparkguard Boots
(Lv.13~) Greased Boots
(Lv.28~) Earthen Greaves
(Lv.31~) Watery Greaves
(Lv.34~) Hoarfrost Greaves
(Lv.30~) Alluring Highboots

[Divine]

(Lv.06~) Grimoire Radiance Spiritsurge
(Lv.15~) Grimoire Radiance II Spiritsurge II

(Lv.24~)	Grimoire Radiance III	Spiritsurge III
(Lv.33~)	Grimoire Radiance IV	Spiritsurge IV
(Lv.09~)	Grimoire Punition	Judgement
(Lv.18~)	Grimoire Punition II	Judgement II
(Lv.27~)	Grimoire Punition III	Judgement III
(Lv.36~)	Grimoire Punition IV	Judgement IV
(Lv.03~)	Grimoire Exorcisme	Exorcism
(Lv.18~)	Grimoire Exorcisme II	Exorcism II
(Lv.04~)	Grimoire Scellant	Silent Light
(Lv.09~)	Grimoire Celerite	Boon of Swiftmess
(Lv.20~)	Grimoire Annulation	Dispel
(Lv.02~)	Grimoire Reveil	Awaken
(Lv.29~)	Grimoire Reveil II	Awaken II
(Lv.01~)	Grimoire Vivacite	Innervate
(Lv.07~)	Grimoire Volubilite	Singing Light
(Lv.06~)	Grimoire Defigeant	Awaken Stone
(Lv.26~)	Grimoire Fluidite	Liberate
(Lv.08~)	Grimoire Purete	Cleanse
(Lv.23~)	Grimoire Purete II	Cleanse II
(Lv.14~)	Grimoire Mobilite	Unburden
(Lv.34~)	Grimoire Benediction	Decurse
(Lv.13~)	Grimoire Bravoure	Hearten
(Lv.19~)	Grimoire Purgation	Ease
(Lv.01~)	Grimoire Vitalite	Heal
(Lv.10~)	Grimoire Vitalite II	Heal II
(Lv.20~)	Grimoire Vitalite III	Heal III
(Lv.30~)	Grimoire Vitalite IV	Heal IV
(Lv.08~)	Grimoire Soins	Major Heal
(Lv.22~)	Grimoire Soins II	Major Heal II
(Lv.36~)	Grimoire Soins III	Major Heal III
(Lv.13~)	Grimoire Resurrection	Resurrect
(Lv.34~)	Grimoire Resurrection II	Resurrect II

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Princess

[F3E2]

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Only one deemed to be the rightful heir to the Valerian Kingdom may become princess. The Princess serves as a mage-knight on the front lines to fight for peace in her kingdom.

[Daggers]

(Lv.01~) (1H) Sticker
 (Lv.02~) (1H) Sticker +1
 (Lv.13~) (1H) Baldur Dagger
 (Lv.14~) (1H) Baldur Dagger +1
 (Lv.22~) (1H) Damasc Dagger
 (Lv.23~) (1H) Damasc Dagger +1
 (Lv.01~) (1H) <Cursed Weapon>

[Swords (1H)]

(Lv.01~) (1H) Short Sword
 (Lv.02~) (1H) Short Sword +1
 (Lv.03~) (1H) Gladius
 (Lv.04~) (1H) Gladius +1
 (Lv.06~) (1H) Rapier
 (Lv.07~) (1H) Rapier +1
 (Lv.08~) (1H) Shamshir
 (Lv.09~) (1H) Shamshir +1
 (Lv.11~) (1H) Baldur Sword

(Lv.12~) (1H) Bladur Sword +1
(Lv.13~) (1H) Cutlass
(Lv.14~) (1H) Cutlass +1
(Lv.16~) (1H) Khora
(Lv.17~) (1H) Khora +1
(Lv.18~) (1H) Damasc Sword
(Lv.19~) (1H) Damasc Sword +1
(Lv.20~) (1H) <Ambicion>
(Lv.30~) (1H) {Brynhildr}
(Lv.01~) (1H) <Cursed Weapon>

[Axes]

(Lv.01~) (1H) Hand Axe
(Lv.02~) (1H) Hand Axe +1
(Lv.05~) (1H) Battle Axe
(Lv.06~) (1H) Battle Axe +1
(Lv.13~) (1H) Tabar Zin
(Lv.14~) (1H) Tabar Zin +1
(Lv.16~) (1H) Chakmak
(Lv.17~) (1H) Chakmak +1
(Lv.25~) (1H) Balbriggan
(Lv.26~) (1H) Trovaon
(Lv.37~) (1H) Boreas
(Lv.46~) (1H) <Rune Axe>

[Hammers]

(Lv.05~) (1H) Caldia

[Cudgels]

(Lv.01~) (2H) Sibyl's Staff
(Lv.02~) (2H) Sibyl's Staff +1
(Lv.04~) (1H) Mage Staff
(Lv.05~) (1H) Mage Staff +1
(Lv.10~) (2H) Baldur Mace
(Lv.11~) (2H) Baldur Mace +1
(Lv.14~) (2H) Exarch's Staff
(Lv.15~) (2H) Exarch's Staff +1
(Lv.18~) (1H) Magus Staff
(Lv.19~) (1H) Magus Staff +1
(Lv.21~) (2H) Damasc Mace
(Lv.22~) (2H) Damasc Mace +1
(Lv.25~) (1H) Staff of Restoration
(Lv.26~) (1H) Staff of Purification
(Lv.30~) (1H) Malitza's Staff
(Lv.30~) (1H) Wand of Air
(Lv.30~) (1H) Wand of Earth
(Lv.30~) (1H) Wand of Lightning
(Lv.30~) (1H) Wand of Water
(Lv.30~) (1H) Wand of Fire
(Lv.30~) (1H) Wand of Ice
(Lv.35~) (1H) Lipul's Rod
(Lv.38~) (1H) Sagara
(Lv.41~) (2H) <Sage Staff>
(Lv.45~) (2H) <Wiseman's Staff>
(Lv.01~) (2H) <Cursed Weapon>

[Whips]

(Lv.09~) (2H) Bullwhip
(Lv.10~) (2H) Bullwhip +1
(Lv.15~) (2H) Spiked Laurel

(Lv.16~) (2H) Spiked Laurel +1
(Lv.20~) (2H) Clearcrack Whip
(Lv.25~) (2H) Holy Comet
(Lv.31~) (2H) <Rose Whip>
(Lv.35~) (2H) Blood Whip
(Lv.40~) (1H) <Supple Whip>
(Lv.45~) (2H) <Cat o' Nine Tails>
(Lv.01~) (2H) <Cursed Weapon>

[Thrown]

(Lv.16~) (1H) Woshele
(Lv.18~) (1H) Woshele +1
(Lv.21~) (1H) Bola
(Lv.23~) (1H) Bola +1
(Lv.42~) (1H) Urchin Bola
(Lv.44~) (1H) Urchin Bola +1
(Lv.03~) (1H) Lobber
(Lv.13~) (1H) Lobber +1
(Lv.23~) (1H) Lobber +2

[Shields]

(Lv.01~) Buckler
(Lv.02~) Buckler +1
(Lv.16~) Baldur Shield
(Lv.17~) Baldur Shield +1

[Helms]

(Lv.03~) Circlet
(Lv.04~) Circlet +1
(Lv.10~) Baldur Helm
(Lv.11~) Baldur Helm +1
(Lv.15~) Wizard's Hat
(Lv.16~) Wizard's Hat +1
(Lv.23~) Damasc Helm
(Lv.24~) Damasc Helm +1
(Lv.25~) Holy Crown
(Lv.41~) <Fruede Helm>

[Body Armor]

(Lv.01~) Leather Armor
(Lv.03~) Leather Armor +1
(Lv.04~) Chainmail
(Lv.05~) Chainmail +1
(Lv.10~) Baldur Armor
(Lv.11~) Baldur Armor +1
(Lv.14~) Brigandine
(Lv.15~) Brigandine +1
(Lv.22~) Damasc Mail
(Lv.23~) Damasc Mail +1
(Lv.25~) Wyrmscale Armor
(Lv.28~) <Reeking Armor>
(Lv.26~) Falcon Feathercoat
(Lv.26~) Nathalork Rockcoat
(Lv.26~) Viraat's Thundercoat
(Lv.26~) Whale Whiskercoat
(Lv.26~) Phoenix Flamecoat
(Lv.26~) Vikrant Icecoat
(Lv.28~) Aganista Lightcoat
(Lv.28~) <Ji'ygla's Darkcoat>
(Lv.30~) Alluring Dress

[Armguards]

(Lv.02~) Leather Gloves
(Lv.03~) Leather Gloves +1
(Lv.04~) Leather Sleeves
(Lv.05~) Leather Sleeves +1
(Lv.10~) Baldur Gauntlets
(Lv.11~) Baldur Gauntlets +1
(Lv.22~) Damasc Mitts
(Lv.23~) Damasc Mitts +1
(Lv.24~) Arkhiatros Mitts
(Lv.40~) <Luminant Gauntlets>
(Lv.43~) <Daedalus Gauntlets>

[Legguards]

(Lv.01~) Linen Slops
(Lv.02~) Linen Slops +1
(Lv.03~) Leather Leggings
(Lv.04~) Leather Leggings +1
(Lv.06~) Chain Leggings
(Lv.07~) Chain Leggings +1
(Lv.20~) Cloud Shoes
(Lv.16~) Winged Boots
(Lv.25~) Sidhe Shoes
(Lv.18~) Sparkguard Boots
(Lv.13~) Greased Boots
(Lv.28~) Earthen Greaves
(Lv.31~) Watery Greaves
(Lv.34~) Hoarfrost Greaves
(Lv.37~) Shadowed Greaves
(Lv.30~) Alluring Highboots

[Air]

(Lv.10~)	Grimoire Tourbillon	Tornado
(Lv.19~)	Grimoire Tourbillon II	Tornado II
(Lv.28~)	Grimoire Tourbillon III	Tornado III
(Lv.37~)	Grimoire Tourbillon IV	Tornado IV
(Lv.27~)	Grimoire Onde	Aeroflux
(Lv.39~)	Grimoire Onde II	Aeroflux II

[Earth]

(Lv.10~)	Grimoire Rocher	Cragfall
(Lv.19~)	Grimoire Rocher II	Cragfall II
(Lv.28~)	Grimoire Rocher III	Cragfall III
(Lv.37~)	Grimoire Rocher IV	Cragfall IV
(Lv.27~)	Grimoire Seisme	Earthquake
(Lv.39~)	Grimoire Seisme II	Earthquake II

[Lightning]

(Lv.10~)	Grimoire Scindeciel	Thunderflare
(Lv.19~)	Grimoire Scindeciel II	Thunderflare II
(Lv.28~)	Grimoire Scindeciel III	Thunderflare III
(Lv.37~)	Grimoire Scindeciel IV	Thunderflare IV
(Lv.27~)	Grimoire Eclat	Thunderburst
(Lv.39~)	Grimoire Eclat II	Thunderburst II

[Water]

(Lv.10~)	Grimoire Malepluie	Acid Rain
(Lv.19~)	Grimoire Malepluie II	Acid Rain II
(Lv.28~)	Grimoire Malepluie III	Acid Rain III

(Lv.37~) Grimoire Malepluie IV Acid Rain IV
(Lv.27~) Grimoire Vaporisateur Dread Vapor
(Lv.39~) Grimoire Vaporisateur II Dread Vapor II

[Fire]

(Lv.10~) Grimoire Flammes Firestorm
(Lv.19~) Grimoire Flammes II Firestorm II
(Lv.28~) Grimoire Flammes III Firestorm III
(Lv.37~) Grimoire Flammes IV Firestorm IV
(Lv.27~) Grimoire Calcination Supernova
(Lv.39~) Grimoire Calcination II Supernova II

[Ice]

(Lv.10~) Grimoire Congelation Avalanche
(Lv.19~) Grimoire Congelation II Avalanche II
(Lv.28~) Grimoire Congelation III Avalanche III
(Lv.37~) Grimoire Congelation IV Avalanche IV
(Lv.27~) Grimoire Grandfroid Ice Requiem
(Lv.39~) Grimoire Grandfroid II Ice Requiem II

[Divine]

(Lv.13~) Grimoire Punition Judgement
(Lv.22~) Grimoire Punition II Judgement II
(Lv.31~) Grimoire Punition III Judgement III
(Lv.40~) Grimoire Punition IV Judgement IV
(Lv.29~) Grimoire Chatiment Heavenly Judge
(Lv.41~) Grimoire Chatiment II Heavenly Judge II
(Lv.05~) Grimoire Scellant Silent Light
(Lv.10~) Grimoire Celerite Boon of Swiftess
(Lv.21~) Grimoire Annulation Dispel
(Lv.03~) Grimoire Reveil Awaken
(Lv.30~) Grimoire Reveil II Awaken II
(Lv.01~) Grimoire Vivacite Innervate
(Lv.08~) Grimoire Volubilite Singing Light
(Lv.07~) Grimoire Defigeant Awaken Stone
(Lv.27~) Grimoire Fluidite Liberate
(Lv.09~) Grimoire Purete Cleanse
(Lv.24~) Grimoire Purete II Cleanse II
(Lv.15~) Grimoire Mobilite Unburden
(Lv.35~) Grimoire Benediction Decurse
(Lv.14~) Grimoire Bravoure Hearten
(Lv.20~) Grimoire Purgation Ease
(Lv.01~) Grimoire Vitalite Heal
(Lv.12~) Grimoire Vitalite II Heal II
(Lv.22~) Grimoire Vitalite III Heal III
(Lv.32~) Grimoire Vitalite IV Heal IV

[Draconic]

(Lv.27~) Grimoire Tempete Tempest
(Lv.48~) Grimoire Tempete II Tempest II
(Lv.27~) Grimoire Distorsion Gaia Strike
(Lv.48~) Grimoire Distorsion II Gaia Strike II
(Lv.27~) Grimoire Ouragan Vortex
(Lv.48~) Grimoire Ouragan II Vortex II
(Lv.27~) Grimoire Inondation Deluge
(Lv.48~) Grimoire Inondation II Deluge II
(Lv.27~) Grimoire Fournaise Annihilation
(Lv.48~) Grimoire Fournaise II Annihilation II
(Lv.27~) Grimoire Glaciation Iceover
(Lv.48~) Grimoire Glaciation II Iceover II

(Lv.27~)	Grimoire Stellaire	Starfall
(Lv.48~)	Grimoire Stellaire II	Starfall II
(Lv.27~)	Grimoire Supplices	Diablo's Spite
(Lv.48~)	Grimoire Supplices II	Diablo's Spite II
(Lv.15~)	Grimoire Vivification	Gift of Restoration
(Lv.13~)	Grimoire Vifesprit	Enlighten
(Lv.12~)	Grimoire Antimagie	Phantom Shell
(Lv.22~)	Grimoire Sanctuaire	Holy Shield

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Dark Priest

[85EC]

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An evil priest who uses the power gained through their devotions to wield elemental and dark magic. Named both for their appearance and their nature.

[Hammers]

(Lv.05~) (1H) Caldia

[Cudgels]

(Lv.01~) (2H) Sibyl's Staff
(Lv.02~) (2H) Sibyl's Staff +1
(Lv.04~) (1H) Mage Staff
(Lv.05~) (1H) Mage Staff +1
(Lv.14~) (2H) Exarch's Staff
(Lv.15~) (2H) Exarch's Staff +1
(Lv.18~) (1H) Magus Staff
(Lv.19~) (1H) Magus Staff +1
(Lv.30~) (1H) Malitza's Staff
(Lv.30~) (1H) Wand of Air
(Lv.30~) (1H) Wand of Earth
(Lv.30~) (1H) Wand of Lightning
(Lv.30~) (1H) Wand of Water
(Lv.30~) (1H) Wand of Fire
(Lv.30~) (1H) Wand of Ice
(Lv.35~) (1H) Lipul's Rod
(Lv.41~) (2H) <Sage Staff>
(Lv.45~) (2H) <Wiseman's Staff>
(Lv.01~) (2H) <Cursed Weapon>

[Spellbooks]

(Lv.15~) (1H) Biblion Anatomiae
(Lv.15~) (1H) Biblion Teratos
(Lv.15~) (1H) Biblion Herpetou
(Lv.15~) (1H) Biblion Drakontos
(Lv.15~) (1H) Biblion Sacri
(Lv.15~) (1H) Biblion Daemonis
(Lv.15~) (1H) Biblion Spiritus
(Lv.15~) (1H) Biblion Thanatos
(Lv.15~) (1H) Biblion Pupparris
(Lv.45~) (2H) <Gran Grimoire>
(Lv.01~) (2H) <Cursed Weapon>

[Shields]

(Lv.01~) Buckler
(Lv.02~) Buckler +1
(Lv.16~) Baldur Shield
(Lv.17~) Baldur Shield +1

[Helms]

(Lv.03~) Circlet
(Lv.04~) Circlet +1
(Lv.15~) Wizard's Hat
(Lv.16~) Wizard's Hat +1
(Lv.25~) Holy Crown

[Body Armor]

(Lv.01~) Robe
(Lv.02~) Robe +1
(Lv.07~) Magus Robe
(Lv.08~) Magus Robe +1
(Lv.18~) Sorcerer's Robe
(Lv.19~) Sorcerer's Robe +1
(Lv.25~) Robes of the Gale
(Lv.25~) Robes of the Dust
(Lv.25~) Robes of the Storm
(Lv.25~) Robes of the Cataract
(Lv.25~) Robes of the Inferno
(Lv.25~) Robes of Black Ice
(Lv.27~) Robes of Radiance
(Lv.27~) Robes of Gloom
(Lv.30~) Alluring Dress
(Lv.44~) Garb of the Sages

[Armguards]

(Lv.02~) Leather Gloves
(Lv.03~) Leather Gloves +1
(Lv.25~) Mage's Mitts

[Legguards]

(Lv.01~) Linen Slops
(Lv.02~) Linen Slops +1
(Lv.25~) Mage Trousers
(Lv.20~) Cloud Shoes
(Lv.16~) Winged Boots
(Lv.25~) Sidhe Shoes
(Lv.18~) Sparkguard Boots
(Lv.13~) Greased Boots
(Lv.28~) Earthen Greaves
(Lv.31~) Watery Greaves
(Lv.34~) Hoarfrost Greaves
(Lv.30~) Alluring Highboots

[Air]

(Lv.09~)	Grimoire Tourbillon	Tornado
(Lv.18~)	Grimoire Tourbillon II	Tornado II
(Lv.27~)	Grimoire Tourbillon III	Tornado III
(Lv.36~)	Grimoire Tourbillon IV	Tornado IV
(Lv.28~)	Grimoire Onde	Aeroflux
(Lv.40~)	Grimoire Onde II	Aeroflux II
(Lv.14~)	Grimoire Trombe	Whirlwind

[Earth]

(Lv.09~)	Grimoire Rocher	Cragfall
(Lv.18~)	Grimoire Rocher II	Cragfall II
(Lv.27~)	Grimoire Rocher III	Cragfall III
(Lv.36~)	Grimoire Rocher IV	Cragfall IV
(Lv.28~)	Grimoire Seisme	Earthquake
(Lv.40~)	Grimoire Seisme II	Earthquake II
(Lv.14~)	Grimoire Rempart	Protect

[Lightning]

(Lv.09~)	Grimoire	Scindeciel	Thunderflare
(Lv.18~)	Grimoire	Scindeciel II	Thunderflare II
(Lv.27~)	Grimoire	Scindeciel III	Thunderflare III
(Lv.36~)	Grimoire	Scindeciel IV	Thunderflare IV
(Lv.28~)	Grimoire	Eclat	Thunderburst
(Lv.40~)	Grimoire	Eclat II	Thunderburst II
(Lv.14~)	Grimoire	Electrisant	Galvanize

[Water]

(Lv.09~)	Grimoire	Malepluie	Acid Rain
(Lv.18~)	Grimoire	Malepluie II	Acid Rain II
(Lv.27~)	Grimoire	Malepluie III	Acid Rain III
(Lv.36~)	Grimoire	Malepluie IV	Acid Rain IV
(Lv.28~)	Grimoire	Vaporisateur	Dread Vapor
(Lv.40~)	Grimoire	Vaporisateur II	Dread Vapor II
(Lv.11~)	Grimoire	Bonnepluie	Quench

[Fire]

(Lv.09~)	Grimoire	Flammes	Firestorm
(Lv.18~)	Grimoire	Flammes II	Firestorm II
(Lv.27~)	Grimoire	Flammes III	Firestorm III
(Lv.36~)	Grimoire	Flammes IV	Firestorm IV
(Lv.28~)	Grimoire	Calcination	Supernova
(Lv.40~)	Grimoire	Calcination II	Supernova II
(Lv.14~)	Grimoire	Enflammant	Flame Fusion

[Ice]

(Lv.09~)	Grimoire	Congelation	Avalanche
(Lv.18~)	Grimoire	Congelation II	Avalanche II
(Lv.27~)	Grimoire	Congelation III	Avalanche III
(Lv.36~)	Grimoire	Congelation IV	Avalanche IV
(Lv.28~)	Grimoire	Grandfroid	Ice Requiem
(Lv.40~)	Grimoire	Grandfroid II	Ice Requiem II
(Lv.14~)	Grimoire	Serenite	Icy Focus

[Dark]

(Lv.10~)	Grimoire	Briseciel	Meteor Strike
(Lv.19~)	Grimoire	Briseciel II	Meteor Strike II
(Lv.28~)	Grimoire	Briseciel III	Meteor Strike III
(Lv.37~)	Grimoire	Briseciel IV	Meteor Strike IV
(Lv.28~)	Grimoire	Abimes	Abyss
(Lv.40~)	Grimoire	Abimes II	Abyss II
(Lv.09~)	Grimoire	Aspirevie	Drain Heart
(Lv.13~)	Grimoire	Aspiremagie	Drain Mind
(Lv.18~)	Grimoire	Aspirenergie	Drain Power
(Lv.15~)	Grimoire	Offrande	Spellcharge
(Lv.11~)	Grimoire	Torpeur	Torpor
(Lv.02~)	Grimoire	Paralysie	Paralytic Wave
(Lv.06~)	Grimoire	Toxigaz	Poison Cloud
(Lv.04~)	Grimoire	Sommeil	Sleep
(Lv.05~)	Grimoire	Tentation	Charm
(Lv.11~)	Grimoire	Gravite	Gravity Flux

[Swords (1H)]

(Lv.01~) (1H) Short Sword
(Lv.02~) (1H) Short Sword +1
(Lv.03~) (1H) Gladius
(Lv.04~) (1H) Gladius +1
(Lv.06~) (1H) Rapier
(Lv.07~) (1H) Rapier +1
(Lv.08~) (1H) Shamshir
(Lv.09~) (1H) Shamshir +1
(Lv.11~) (1H) Baldur Sword
(Lv.12~) (1H) Bladur Sword +1
(Lv.13~) (1H) Cutlass
(Lv.14~) (1H) Cutlass +1
(Lv.16~) (1H) Khora
(Lv.17~) (1H) Khora +1
(Lv.18~) (1H) Damasc Sword
(Lv.19~) (1H) Damasc Sword +1
(Lv.21~) (1H) Walloon Sword
(Lv.22~) (1H) Lightning Sword
(Lv.22~) (1H) {Lombardia}
(Lv.23~) (1H) Ice Blade
(Lv.24~) (1H) Isberg
(Lv.26~) (1H) Kukri
(Lv.27~) (1H) Fandango
(Lv.34~) (1H) <Nifrit Sword>
(Lv.32~) (1H) Kumbhira
(Lv.34~) (1H) <Odiferous Waster>
(Lv.20~) (1H) <Ambicion>
(Lv.30~) (1H) {Brynhildir}
(Lv.42~) (1H) Daedalus Blade
(Lv.44~) (1H) <Oracion>
(Lv.46~) (1H) <Fafnir's Heart>
(Lv.48~) (1H) <Leksar's Beloved>
(Lv.01~) (1H) <Cursed Weapon>

[Swords (2H)]

(Lv.01~) (2H) Broadsword
(Lv.02~) (2H) Broadsword +1
(Lv.04~) (2H) Viking Sword
(Lv.05~) (2H) Viking Sword +1
(Lv.07~) (2H) Zweihander
(Lv.08~) (2H) Zweihander +1
(Lv.10~) (2H) Baldur Blade
(Lv.11~) (2H) Baldur Blade +1
(Lv.13~) (2H) Bastard Sword
(Lv.14~) (2H) Bastard Sword +1
(Lv.16~) (2H) Claymore
(Lv.17~) (2H) Claymore +1
(Lv.19~) (2H) Falx
(Lv.20~) (2H) Falx +1
(Lv.22~) (2H) Damasc Blade
(Lv.23~) (2H) Damasc Blade +1
(Lv.21~) (2H) Desert Blade
(Lv.26~) (2H) Gaia Blade
(Lv.28~) (2H) The Headsman
(Lv.29~) (2H) The Dark Headsman
(Lv.31~) (2H) Rhomphaia
(Lv.32~) (2H) Grasshewer Blade

(Lv.34~) (2H) Notos
(Lv.36~) (2H) <Ogre Blade>
(Lv.34~) (2H) <Balmung>
(Lv.40~) (2H) <Ishana>
(Lv.43~) (2H) <Durandal>
(Lv.46~) (2H) <Moon Blade>
(Lv.01~) (2H) <Cursed Weapon>

[Axes]

(Lv.01~) (1H) Hand Axe
(Lv.02~) (1H) Hand Axe +1
(Lv.05~) (1H) Battle Axe
(Lv.06~) (1H) Battle Axe +1
(Lv.13~) (1H) Tabar Zin
(Lv.14~) (1H) Tabar Zin +1
(Lv.16~) (1H) Chakmak
(Lv.17~) (1H) Chakmak +1
(Lv.25~) (1H) Balbriggan
(Lv.26~) (1H) Trovaon
(Lv.37~) (1H) Boreas
(Lv.46~) (1H) <Rune Axe>

[Spears]

(Lv.01~) (2H) Bronze Spear
(Lv.02~) (2H) Bronze Spear +1
(Lv.05~) (2H) Xyston
(Lv.06~) (2H) Xyston +1
(Lv.07~) (2H) Voulge
(Lv.08~) (2H) Voulge +1
(Lv.10~) (2H) Baldur Spear
(Lv.11~) (2H) Baldur Spear +1
(Lv.13~) (2H) Scorpion
(Lv.14~) (2H) Scorpion +1
(Lv.16~) (2H) Trident
(Lv.17~) (2H) Trident +1
(Lv.19~) (2H) Bardiche
(Lv.20~) (2H) Bardiche +1
(Lv.22~) (2H) Damasc Spear
(Lv.23~) (2H) Damasc Spear +1
(Lv.25~) (2H) Poleaxe
(Lv.26~) (2H) Hache
(Lv.28~) (2H) Culnrikolnne
(Lv.29~) (2H) Holy Lance
(Lv.31~) (2H) <Volcaetus>
(Lv.32~) (2H) Ignis
(Lv.34~) (2H) Zephyros
(Lv.37~) (2H) Bentisca
(Lv.40~) (2H) <Tlaloc's Bolt>
(Lv.43~) (2H) <Pavana>
(Lv.46~) (2H) <Dark Spear>
(Lv.01~) (2H) <Cursed Weapon>

[Hammers]

(Lv.01~) (1H) Halt Hammer
(Lv.02~) (1H) Halt Hammer +1
(Lv.06~) (1H) Iron Fan
(Lv.06~) (1H) Morning Star
(Lv.07~) (1H) Morning Star +1
(Lv.10~) (2H) Baldur Hammer
(Lv.11~) (2H) Baldur Hammer +1

(Lv.13~) (1H) War Hammer
(Lv.14~) (1H) War Hammer +1
(Lv.16~) (2H) War Maul
(Lv.17~) (2H) War Maul +1
(Lv.19~) (1H) Spiked Flail
(Lv.20~) (1H) Spiked Flail +1
(Lv.22~) (2H) Damasc Hammer
(Lv.23~) (2H) Damasc Hammer +1
(Lv.25~) (1H) Dragon Hammer
(Lv.26~) (1H) Sanguine Hammer
(Lv.28~) (2H) Yggdrasil Gnarl
(Lv.29~) (2H) Glacies
(Lv.31~) (1H) Aqua Hammer
(Lv.32~) (1H) Vajra
(Lv.34~) (2H) <Sanscion>
(Lv.37~) (1H) Flame Flail
(Lv.40~) (2H) Euros
(Lv.43~) (2H) <Dagda's Hammer>
(Lv.46~) (2H) <Walitas>
(Lv.01~) (2H) <Cursed Weapon>

[Cudgels]

(Lv.10~) (2H) Baldur Mace
(Lv.11~) (2H) Baldur Mace +1
(Lv.21~) (2H) Damasc Mace
(Lv.22~) (2H) Damasc Mace +1
(Lv.38~) (1H) Sagara
(Lv.01~) (2H) <Cursed Weapon>

[Crossbows]

(Lv.01~) (1H) Crossbow
(Lv.02~) (1H) Crossbow +1
(Lv.11~) (1H) Baldur Crossbow
(Lv.12~) (1H) Baldur Crossbow +1
(Lv.23~) (1H) Damasc Crossbow
(Lv.24~) (1H) Damasc Crossbow +1

[Thrown]

(Lv.03~) (1H) Lobber

[Shields]

(Lv.01~) Buckler
(Lv.02~) Buckler +1
(Lv.04~) Pelta
(Lv.05~) Pelta +1
(Lv.07~) Aspis
(Lv.08~) Aspis +1
(Lv.10~) Tower Shield
(Lv.11~) Tower Shield +1
(Lv.13~) Spiked Shield
(Lv.14~) Spiked Shield +1
(Lv.16~) Baldur Shield
(Lv.17~) Baldur Shield +1
(Lv.19~) Heater Shield
(Lv.20~) Heater Shield +1
(Lv.22~) Damasc Shield
(Lv.23~) Damasc Shield +1
(Lv.25~) Dragon Scale
(Lv.26~) Ancient Dragon Scale
(Lv.28~) Rozenzi Shield

(Lv.31~) Shield of the Winds
(Lv.32~) Shield of the Loam
(Lv.33~) Shield of the Storm
(Lv.34~) Shield of the Waves
(Lv.35~) Shield of the Flames
(Lv.36~) Shield of the Tundra
(Lv.38~) Shield of Sages
(Lv.44~) Aegis
(Lv.46~) Medusa Shield

[Helms]

(Lv.05~) Bronze Helm
(Lv.06~) Bronze Helm +1
(Lv.10~) Baldur Helm
(Lv.11~) Baldur Helm +1
(Lv.23~) Damasc Helm
(Lv.24~) Damasc Helm +1
(Lv.26~) Wyrmscale Helm
(Lv.28~) <Glistening Helm>
(Lv.31~) <Ogre Helm>
(Lv.41~) <Fruede Helm>

[Body Armor]

(Lv.01~) Leather Armor
(Lv.03~) Leather Armor +1
(Lv.04~) Chainmail
(Lv.05~) Chainmail +1
(Lv.10~) Baldur Armor
(Lv.11~) Baldur Armor +1
(Lv.14~) Brigandine
(Lv.15~) Brigandine +1
(Lv.22~) Damasc Mail
(Lv.23~) Damasc Mail +1
(Lv.25~) Wyrmscale Armor
(Lv.28~) <Reeking Armor>
(Lv.28~) Falcon Mail
(Lv.30~) Nathalork Mail
(Lv.32~) Viraat's Mail
(Lv.34~) Ur-Whale Mail
(Lv.36~) Phoenix Mail
(Lv.38~) Vikrant Mail
(Lv.40~) Titania Mail
(Lv.46~) <Ogre Armor>

[Armguards]

(Lv.02~) Leather Gloves
(Lv.03~) Leather Gloves +1
(Lv.04~) Leather Sleeves
(Lv.05~) Leather Sleeves +1
(Lv.07~) Gauntlets
(Lv.08~) Gauntlets +1
(Lv.10~) Baldur Gauntlets
(Lv.11~) Baldur Gauntlets +1
(Lv.18~) Overguards
(Lv.19~) Overguards +1
(Lv.22~) Damasc Mitts
(Lv.23~) Damasc Mitts +1
(Lv.26~) Wyrmscale Sleeves
(Lv.27~) <Musty Gauntlets>
(Lv.33~) Lightning Gauntlets

- (Lv.37~) Fire Gauntlets
- (Lv.40~) <Luminant Gauntlets>
- (Lv.43~) <Daedalus Gauntlets>

[Legguards]

- (Lv.01~) Linen Slops
- (Lv.02~) Linen Slops +1
- (Lv.03~) Leather Leggings
- (Lv.04~) Leather Leggings +1
- (Lv.06~) Chain Leggings
- (Lv.07~) Chain Leggings +1
- (Lv.11~) Baldur Leggings
- (Lv.12~) Baldur Leggings +1
- (Lv.20~) Damasc Leggings
- (Lv.21~) Damasc Leggings +1
- (Lv.20~) Cloud Shoes
- (Lv.16~) Winged Boots
- (Lv.25~) Sidhe Shoes
- (Lv.18~) Sparkguard Boots
- (Lv.13~) Greased Boots
- (Lv.28~) Earthen Greaves
- (Lv.31~) Watery Greaves
- (Lv.34~) Hoarfrost Greaves

[Divine]

- | | | |
|----------|-----------------------|---------------|
| (Lv.05~) | Grimoire Reveil | Awaken |
| (Lv.02~) | Grimoire Vivacite | Innervate |
| (Lv.10~) | Grimoire Volubilite | Singing Light |
| (Lv.09~) | Grimoire Defigeant | Awaken Stone |
| (Lv.11~) | Grimoire Purete | Cleanse |
| (Lv.17~) | Grimoire Mobilite | Unburden |
| (Lv.16~) | Grimoire Bravoure | Hearten |
| (Lv.01~) | Grimoire Vitalite | Heal |
| (Lv.12~) | Grimoire Vitalite II | Heal II |
| (Lv.22~) | Grimoire Vitalite III | Heal III |
| (Lv.32~) | Grimoire Vitalite IV | Heal IV |

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Astromancer

[0E4C]

A master magus who draws upon the power of the stars to work their magic.
Also a skilled diviner.

[Daggers]

- (Lv.01~) (1H) Sticker
- (Lv.02~) (1H) Sticker +1
- (Lv.13~) (1H) Baldur Dagger
- (Lv.14~) (1H) Baldur Dagger +1
- (Lv.22~) (1H) Damasc Dagger
- (Lv.23~) (1H) Damasc Dagger +1

[Cudgels]

- (Lv.01~) (2H) Sibyl's Staff
- (Lv.02~) (2H) Sibyl's Staff +1
- (Lv.04~) (1H) Mage Staff
- (Lv.05~) (1H) Mage Staff +1
- (Lv.14~) (2H) Exarch's Staff
- (Lv.15~) (2H) Exarch's Staff +1
- (Lv.18~) (1H) Magus Staff

(Lv.19~) (1H) Magus Staff +1
(Lv.25~) (1H) Staff of Restoration
(Lv.26~) (1H) Staff of Purification
(Lv.30~) (1H) Malitza's Staff
(Lv.30~) (1H) Wand of Air
(Lv.30~) (1H) Wand of Earth
(Lv.30~) (1H) Wand of Lightning
(Lv.30~) (1H) Wand of Water
(Lv.30~) (1H) Wand of Fire
(Lv.30~) (1H) Wand of Ice
(Lv.35~) (1H) Lipul's Rod
(Lv.41~) (2H) <Sage Staff>
(Lv.45~) (2H) <Wiseman's Staff>
(Lv.01~) (2H) <Cursed Weapon>

[Spellbooks]

(Lv.15~) (1H) Biblion Anatomiae
(Lv.15~) (1H) Biblion Teratos
(Lv.15~) (1H) Biblion Herpetou
(Lv.15~) (1H) Biblion Drakontos
(Lv.15~) (1H) Biblion Sacri
(Lv.15~) (1H) Biblion Daemonis
(Lv.15~) (1H) Biblion Spiritus
(Lv.15~) (1H) Biblion Thanatos
(Lv.15~) (1H) Biblion Pupparris
(Lv.45~) (2H) <Gran Grimoire>
(Lv.01~) (2H) <Cursed Weapon>

[Shields]

(Lv.01~) Buckler
(Lv.02~) Buckler +1
(Lv.16~) Baldur Shield
(Lv.17~) Baldur Shield +1

[Helms]

(Lv.03~) Circlet
(Lv.04~) Circlet +1
(Lv.15~) Wizard's Hat
(Lv.16~) Wizard's Hat +1
(Lv.25~) Holy Crown

[Body Armor]

(Lv.01~) Robe
(Lv.02~) Robe +1
(Lv.07~) Magus Robe
(Lv.08~) Magus Robe +1
(Lv.18~) Sorcerer's Robe
(Lv.19~) Sorcerer's Robe +1
(Lv.25~) Robes of the Gale
(Lv.25~) Robes of the Dust
(Lv.25~) Robes of the Storm
(Lv.25~) Robes of the Cataract
(Lv.25~) Robes of the Inferno
(Lv.25~) Robes of Black Ice
(Lv.27~) Robes of Radiance
(Lv.27~) Robes of Gloom
(Lv.44~) Garb of the Sages

[Armguards]

(Lv.02~) Leather Gloves

(Lv.03~) Leather Gloves +1
(Lv.25~) Mage's Mitts

[Legguards]

(Lv.01~) Linen Slops
(Lv.02~) Linen Slops +1

[Air]

(Lv.01~)	Grimoire Rafale	Deadshot
(Lv.09~)	Grimoire Rafale II	Deadshot II
(Lv.18~)	Grimoire Rafale III	Deadshot III
(Lv.27~)	Grimoire Rafale IV	Deadshot IV
(Lv.05~)	Grimoire Tourbillon	Tornado
(Lv.14~)	Grimoire Tourbillon II	Tornado II
(Lv.23~)	Grimoire Tourbillon III	Tornado III
(Lv.32~)	Grimoire Tourbillon IV	Tornado IV
(Lv.26~)	Grimoire Onde	Aeroflux
(Lv.38~)	Grimoire Onde II	Aeroflux II

[Earth]

(Lv.01~)	Grimoire Aiguille	Vulcan Lance
(Lv.09~)	Grimoire Aiguille II	Vulcan Lance II
(Lv.18~)	Grimoire Aiguille III	Vulcan Lance III
(Lv.27~)	Grimoire Aiguille IV	Vulcan Lance IV
(Lv.05~)	Grimoire Rocher	Cragfall
(Lv.14~)	Grimoire Rocher II	Cragfall II
(Lv.23~)	Grimoire Rocher III	Cragfall III
(Lv.32~)	Grimoire Rocher IV	Cragfall IV
(Lv.26~)	Grimoire Seisme	Earthquake
(Lv.38~)	Grimoire Seisme II	Earthquake II

[Lightning]

(Lv.01~)	Grimoire Foudrarc	Lightning Bow
(Lv.09~)	Grimoire Foudrarc II	Lightning Bow II
(Lv.18~)	Grimoire Foudrarc III	Lightning Bow III
(Lv.27~)	Grimoire Foudrarc IV	Lightning Bow IV
(Lv.05~)	Grimoire Scindeciel	Thunderflare
(Lv.14~)	Grimoire Scindeciel II	Thunderflare II
(Lv.23~)	Grimoire Scindeciel III	Thunderflare III
(Lv.32~)	Grimoire Scindeciel IV	Thunderflare IV
(Lv.26~)	Grimoire Eclat	Thunderburst
(Lv.38~)	Grimoire Eclat II	Thunderburst II

[Water]

(Lv.01~)	Grimoire Aquamasse	Aquablast
(Lv.09~)	Grimoire Aquamasse II	Aquablast II
(Lv.18~)	Grimoire Aquamasse III	Aquablast III
(Lv.27~)	Grimoire Aquamasse IV	Aquablast IV
(Lv.05~)	Grimoire Malepluie	Acid Rain
(Lv.14~)	Grimoire Malepluie II	Acid Rain II
(Lv.23~)	Grimoire Malepluie III	Acid Rain III
(Lv.32~)	Grimoire Malepluie IV	Acid Rain IV
(Lv.26~)	Grimoire Vaporisateur	Dread Vapor
(Lv.38~)	Grimoire Vaporisateur II	Dread Vapor II

[Fire]

(Lv.01~)	Grimoire Bouledefeu	Sparksphere
(Lv.09~)	Grimoire Bouledefeu II	Sparksphere II
(Lv.18~)	Grimoire Bouledefeu III	Sparksphere III
(Lv.27~)	Grimoire Bouledefeu IV	Sparksphere IV

(Lv.05~)	Grimoire	Flammes	Firestorm
(Lv.14~)	Grimoire	Flammes II	Firestorm II
(Lv.23~)	Grimoire	Flammes III	Firestorm III
(Lv.32~)	Grimoire	Flammes IV	Firestorm IV
(Lv.26~)	Grimoire	Calcination	Supernova
(Lv.38~)	Grimoire	Calcination II	Supernova II

[Ice]

(Lv.01~)	Grimoire	Glace	Iceblast
(Lv.09~)	Grimoire	Glace II	Iceblast II
(Lv.18~)	Grimoire	Glace III	Iceblast III
(Lv.27~)	Grimoire	Glace IV	Iceblast IV
(Lv.05~)	Grimoire	Congelation	Avalanche
(Lv.14~)	Grimoire	Congelation II	Avalanche II
(Lv.23~)	Grimoire	Congelation III	Avalanche III
(Lv.32~)	Grimoire	Congelation IV	Avalanche IV
(Lv.26~)	Grimoire	Grandfroid	Ice Requiem
(Lv.38~)	Grimoire	Grandfroid II	Ice Requiem II

[Divine]

(Lv.01~)	Grimoire	Radiance	Spiritsurge
(Lv.09~)	Grimoire	Radiance II	Spiritsurge II
(Lv.18~)	Grimoire	Radiance III	Spiritsurge III
(Lv.27~)	Grimoire	Radiance IV	Spiritsurge IV
(Lv.08~)	Grimoire	Punition	Judgement
(Lv.17~)	Grimoire	Punition II	Judgement II
(Lv.26~)	Grimoire	Punition III	Judgement III
(Lv.35~)	Grimoire	Punition IV	Judgement IV
(Lv.28~)	Grimoire	Chatiment	Heavenly Judge
(Lv.40~)	Grimoire	Chatiment II	Heavenly Judge II

[Dark]

(Lv.01~)	Grimoire	Douleur	Word of Pain
(Lv.09~)	Grimoire	Douleur II	Word of Pain II
(Lv.18~)	Grimoire	Douleur III	Word of Pain III
(Lv.27~)	Grimoire	Douleur IV	Word of Pain IV
(Lv.06~)	Grimoire	Briseciel	Meteor Strike
(Lv.15~)	Grimoire	Briseciel II	Meteor Strike II
(Lv.24~)	Grimoire	Briseciel III	Meteor Strike III
(Lv.33~)	Grimoire	Briseciel IV	Meteor Strike IV
(Lv.26~)	Grimoire	Abimes	Abyss
(Lv.38~)	Grimoire	Abimes II	Abyss II
(Lv.07~)	Grimoire	Aspirevie	Drain Heart
(Lv.11~)	Grimoire	Aspiremagie	Drain Mind
(Lv.16~)	Grimoire	Aspirenergie	Drain Power
(Lv.13~)	Grimoire	Offrande	Spellcharge
(Lv.14~)	Grimoire	Revirement	Paradigm Shift
(Lv.08~)	Grimoire	Torpeur	Torpor
(Lv.12~)	Grimoire	Petrifiant	Petriburst
(Lv.01~)	Grimoire	Paralysie	Paralytic Wave
(Lv.04~)	Grimoire	Toxigaz	Poison Cloud
(Lv.23~)	Grimoire	Miasme	Deadly Poison
(Lv.02~)	Grimoire	Sommeil	Sleep
(Lv.03~)	Grimoire	Tentation	Charm
(Lv.34~)	Grimoire	Arret	Dominate
(Lv.20~)	Grimoire	Menottes	Shackle
(Lv.17~)	Grimoire	Entrave	Fixate
(Lv.09~)	Grimoire	Gravite	Gravity Flux
(Lv.21~)	Grimoire	Epouvante	Deadscream
(Lv.22~)	Grimoire	Damnes	Dead Man's Ivy

[Draconic]

(Lv.23~)	Grimoire Tempete	Tempest
(Lv.43~)	Grimoire Tempete II	Tempest II
(Lv.23~)	Grimoire Distorsion	Gaia Strike
(Lv.43~)	Grimoire Distorsion II	Gaia Strike II
(Lv.23~)	Grimoire Ouragan	Vortex
(Lv.43~)	Grimoire Ouragan II	Vortex II
(Lv.23~)	Grimoire Inondation	Deluge
(Lv.43~)	Grimoire Inondation II	Deluge II
(Lv.23~)	Grimoire Fournaise	Annihilation
(Lv.43~)	Grimoire Fournaise II	Annihilation II
(Lv.23~)	Grimoire Glaciation	Iceover
(Lv.43~)	Grimoire Glaciation II	Iceover II
(Lv.23~)	Grimoire Stellaire	Starfall
(Lv.43~)	Grimoire Stellaire II	Starfall II
(Lv.23~)	Grimoire Supplices	Diablo's Spite
(Lv.43~)	Grimoire Supplices II	Diablo's Spite II
(Lv.16~)	Grimoire Decelement	Detect
(Lv.18~)	Grimoire Grandsaut	Springboard
(Lv.27~)	Grimoire Transfert	Teleport

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Vartan

[7412]
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A winged warrior with a light step on the battlefield. Excellent at both
melee and ranged attacks.

[Fists]

(Lv.02~)	(2H)	Leather Caestus +1
(Lv.04~)	(2H)	Bronze Knuckles
(Lv.05~)	(2H)	Bronze Knuckles +1
(Lv.07~)	(2H)	Iron Claws
(Lv.08~)	(2H)	Iron Claws +1
(Lv.10~)	(2H)	Cat Bagh Nakh
(Lv.11~)	(2H)	Cat Bagh Nakh +1
(Lv.13~)	(2H)	Baldur Claws
(Lv.14~)	(2H)	Baldur Claws +1
(Lv.16~)	(2H)	Katara
(Lv.17~)	(2H)	Katara +1
(Lv.19~)	(2H)	Tiger Bagh Nakh
(Lv.20~)	(2H)	Tiger Bagh Nakh +1
(Lv.22~)	(2H)	Damasc Claws
(Lv.23~)	(2H)	Damasc Claws +1
(Lv.25~)	(2H)	Dragon Claws
(Lv.26~)	(2H)	Dragon Blades
(Lv.28~)	(2H)	Jamadhar
(Lv.29~)	(2H)	Vishnu's Katara
(Lv.31~)	(2H)	Hellhound Claws
(Lv.32~)	(2H)	Kerberos Claws
(Lv.34~)	(2H)	Daedalus Knuckles
(Lv.37~)	(2H)	Vaisravana
(Lv.34~)	(2H)	<Trueno's Scales>
(Lv.43~)	(2H)	<Vainateya's Talons>
(Lv.46~)	(2H)	<Huitzilopochtli's Rays>
(Lv.01~)	(2H)	<Cursed Weapon>

[Daggers]

(Lv.01~)	(1H)	Sticker
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(Lv.02~) (1H) Sticker +1
(Lv.04~) (1H) Battle Knife
(Lv.05~) (1H) Battle Knife +1
(Lv.07~) (1H) Dirk
(Lv.08~) (1H) Dirk +1
(Lv.10~) (1H) Butcher Knife
(Lv.11~) (1H) Butcher Knife +1
(Lv.13~) (1H) Baldur Dagger
(Lv.14~) (1H) Baldur Dagger +1
(Lv.16~) (1H) Kris
(Lv.17~) (1H) Kris +1
(Lv.19~) (1H) Kidney Spike
(Lv.20~) (1H) Kidney Spike +1
(Lv.22~) (1H) Damasc Dagger
(Lv.23~) (1H) Damasc Dagger +1
(Lv.25~) (1H) Valiant's Dagger
(Lv.26~) (1H) Brilliant Dagger
(Lv.28~) (1H) Marauder Knife
(Lv.29~) (1H) Predator Knife
(Lv.31~) (1H) Xolotl's Canine
(Lv.34~) (1H) Yama
(Lv.37~) (1H) Dragon Fang
(Lv.40~) (1H) <Pinion Blade>
(Lv.43~) (1H) <Assassin Blade>
(Lv.01~) (1H) <Cursed Weapon>

[Axes]

(Lv.01~) (1H) Hand Axe
(Lv.02~) (1H) Hand Axe +1
(Lv.05~) (1H) Battle Axe
(Lv.06~) (1H) Battle Axe +1
(Lv.13~) (1H) Tabar Zin
(Lv.14~) (1H) Tabar Zin +1
(Lv.16~) (1H) Chakmak
(Lv.17~) (1H) Chakmak +1
(Lv.25~) (1H) Balbriggan
(Lv.26~) (1H) Trovaon
(Lv.37~) (1H) Boreas
(Lv.46~) (1H) <Rune Axe>

[Hammers]

(Lv.01~) (1H) Halt Hammer
(Lv.02~) (1H) Halt Hammer +1
(Lv.06~) (1H) Iron Fan
(Lv.06~) (1H) Morning Star
(Lv.07~) (1H) Morning Star +1
(Lv.10~) (2H) Baldur Hammer
(Lv.11~) (2H) Baldur Hammer +1
(Lv.13~) (1H) War Hammer
(Lv.14~) (1H) War Hammer +1
(Lv.16~) (2H) War Maul
(Lv.17~) (2H) War Maul +1
(Lv.19~) (1H) Spiked Flail
(Lv.20~) (1H) Spiked Flail +1
(Lv.22~) (2H) Damasc Hammer
(Lv.23~) (2H) Damasc Hammer +1
(Lv.25~) (1H) Dragon Hammer
(Lv.26~) (1H) Sanguine Hammer
(Lv.28~) (2H) Yggdrasil Gnarl
(Lv.29~) (2H) Glacies

(Lv.31~) (1H) Aqua Hammer
(Lv.32~) (1H) Vajra
(Lv.34~) (2H) <Sanscion>
(Lv.37~) (1H) Flame Flail
(Lv.40~) (2H) Euros
(Lv.43~) (2H) <Dagda's Hammer>
(Lv.46~) (2H) <Walitas>
(Lv.01~) (2H) <Cursed Weapon>

[Cudgels]

(Lv.10~) (2H) Baldur Mace
(Lv.11~) (2H) Baldur Mace +1
(Lv.21~) (2H) Damasc Mace
(Lv.22~) (2H) Damasc Mace +1
(Lv.38~) (1H) Sagara
(Lv.01~) (2H) <Cursed Weapon>

[Bows]

(Lv.01~) (1H) Shortbow
(Lv.02~) (1H) Shortbow +1
(Lv.10~) (1H) Baldur Bow
(Lv.11~) (1H) Baldur Bow +1
(Lv.22~) (1H) Damasc Bow
(Lv.23~) (1H) Damasc Bow +1

[Crossbows]

(Lv.01~) (1H) Crossbow
(Lv.02~) (1H) Crossbow +1
(Lv.05~) (2H) Stonebow
(Lv.06~) (2H) Stonebow +1
(Lv.08~) (2H) Bowgun
(Lv.09~) (2H) Bowgun +1
(Lv.11~) (1H) Baldur Crossbow
(Lv.12~) (1H) Baldur Crossbow +1
(Lv.14~) (2H) Heavy Crossbow
(Lv.15~) (2H) Heavy Crossbow +1
(Lv.17~) (2H) Arbalest
(Lv.18~) (2H) Arbalest +1
(Lv.20~) (2H) Steelbow
(Lv.21~) (2H) Steelbow +1
(Lv.23~) (1H) Damasc Crossbow
(Lv.24~) (1H) Damasc Crossbow +1
(Lv.26~) (2H) Roodbow
(Lv.27~) (2H) Al-iklil
(Lv.29~) (2H) Keening Bowgun
(Lv.30~) (2H) Daedalus Bowgun
(Lv.32~) (2H) Samak
(Lv.34~) (2H) Leilah
(Lv.36~) (2H) Shams
(Lv.38~) (2H) Khalmid
(Lv.40~) (2H) <Ysaar>
(Lv.43~) (2H) <Barad>
(Lv.46~) (2H) <Raed>
(Lv.01~) (2H) <Cursed Weapon>

[Thrown]

(Lv.05~) (1H) Tomahawk
(Lv.07~) (1H) Tomahawk +1
(Lv.10~) (1H) Javelin
(Lv.12~) (1H) Javelin +1

(Lv.16~) (1H) Woshele
(Lv.18~) (1H) Woshele +1
(Lv.26~) (1H) Francisca
(Lv.28~) (1H) Francisca +1
(Lv.31~) (1H) Pilum
(Lv.33~) (1H) Pilum +1
(Lv.21~) (1H) Bola
(Lv.23~) (1H) Bola +1
(Lv.37~) (1H) Chakram
(Lv.39~) (1H) Chakram +1
(Lv.42~) (1H) Urchin Bola
(Lv.44~) (1H) Urchin Bola +1

[Shields]

(Lv.01~) Buckler
(Lv.02~) Buckler +1
(Lv.04~) Pelta
(Lv.05~) Pelta +1
(Lv.07~) Aspis
(Lv.08~) Aspis +1
(Lv.13~) Spiked Shield
(Lv.14~) Spiked Shield +1
(Lv.16~) Baldur Shield
(Lv.17~) Baldur Shield +1
(Lv.31~) Shield of the Winds
(Lv.32~) Shield of the Loam
(Lv.33~) Shield of the Storm
(Lv.34~) Shield of the Waves
(Lv.35~) Shield of the Flames
(Lv.36~) Shield of the Tundra

[Helms]

(Lv.03~) Circlet
(Lv.04~) Circlet +1
(Lv.05~) Bronze Helm
(Lv.06~) Bronze Helm +1
(Lv.10~) Baldur Helm
(Lv.11~) Baldur Helm +1
(Lv.23~) Damasc Helm
(Lv.24~) Damasc Helm +1

[Body Armor]

(Lv.01~) Leather Armor
(Lv.03~) Leather Armor +1
(Lv.04~) Chainmail
(Lv.05~) Chainmail +1
(Lv.10~) Baldur Armor
(Lv.11~) Baldur Armor +1
(Lv.14~) Brigandine
(Lv.15~) Brigandine +1
(Lv.22~) Damasc Mail
(Lv.23~) Damasc Mail +1
(Lv.25~) Wyrmscale Armor
(Lv.28~) <Reeking Armor>
(Lv.26~) Falcon Feathercoat
(Lv.26~) Nathalork Rockcoat
(Lv.26~) Viraat's Thundercoat
(Lv.26~) Whale Whiskercoat
(Lv.26~) Phoenix Flamecoat
(Lv.26~) Vikrant Icecoat

(Lv.28~) Aganista Lightcoat
(Lv.28~) <Ji'ygla's Darkcoat>

[Armguards]

(Lv.02~) Leather Gloves
(Lv.03~) Leather Gloves +1
(Lv.04~) Leather Sleeves
(Lv.05~) Leather Sleeves +1
(Lv.07~) Gauntlets
(Lv.08~) Gauntlets +1
(Lv.10~) Baldur Gauntlets
(Lv.11~) Baldur Gauntlets +1
(Lv.22~) Damasc Mitts
(Lv.23~) Damasc Mitts +1
(Lv.26~) Wyrmscale Sleeves
(Lv.27~) <Musty Gauntlets>
(Lv.30~) <Ji'ygla's Bracers>
(Lv.33~) Lightning Gauntlets
(Lv.37~) Fire Gauntlets
(Lv.40~) <Luminant Gauntlets>
(Lv.43~) <Daedalus Gauntlets>

[Legguards]

(Lv.01~) Linen Slops
(Lv.02~) Linen Slops +1
(Lv.03~) Leather Leggings
(Lv.04~) Leather Leggings +1
(Lv.06~) Chain Leggings
(Lv.07~) Chain Leggings +1
(Lv.20~) Cloud Shoes
(Lv.16~) Winged Boots
(Lv.25~) Sidhe Shoes
(Lv.18~) Sparkguard Boots
(Lv.13~) Greased Boots
(Lv.28~) Earthen Greaves
(Lv.31~) Watery Greaves
(Lv.34~) Hoarfrost Greaves
(Lv.37~) Shadowed Greaves

[Air]

(Lv.03~) Grimoire Rafale	Deadshot
(Lv.12~) Grimoire Rafale II	Deadshot II
(Lv.21~) Grimoire Rafale III	Deadshot III
(Lv.30~) Grimoire Rafale IV	Deadshot IV

[Earth]

(Lv.03~) Grimoire Aiguille	Vulcan Lance
(Lv.12~) Grimoire Aiguille II	Vulcan Lance II
(Lv.21~) Grimoire Aiguille III	Vulcan Lance III
(Lv.30~) Grimoire Aiguille IV	Vulcan Lance IV

[Lightning]

(Lv.03~) Grimoire Foudrarc	Lightning Bow
(Lv.12~) Grimoire Foudrarc II	Lightning Bow II
(Lv.21~) Grimoire Foudrarc III	Lightning Bow III
(Lv.30~) Grimoire Foudrarc IV	Lightning Bow IV

[Water]

(Lv.03~) Grimoire Aquamasse	Aquablast
(Lv.12~) Grimoire Aquamasse II	Aquablast II

(Lv.21~) Grimoire Aquamasse III Aquablast III
(Lv.30~) Grimoire Aquamasse IV Aquablast IV

[Fire]

(Lv.03~) Grimoire Bouledefeu Sparksphere
(Lv.12~) Grimoire Bouledefeu II Sparksphere II
(Lv.21~) Grimoire Bouledefeu III Sparksphere III
(Lv.30~) Grimoire Bouledefeu IV Sparksphere IV

[Ice]

(Lv.03~) Grimoire Glace Iceblast
(Lv.12~) Grimoire Glace II Iceblast II
(Lv.21~) Grimoire Glace III Iceblast III
(Lv.30~) Grimoire Glace IV Iceblast IV

[Divine]

(Lv.05~) Grimoire Radiance Spiritsurge
(Lv.14~) Grimoire Radiance II Spiritsurge II
(Lv.23~) Grimoire Radiance III Spiritsurge III
(Lv.32~) Grimoire Radiance IV Spiritsurge IV

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White Knight

[61F0]

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Only knights commander are granted the title of White Knight. In both defense and offense they are far superior to common knights.

[Fists]

(Lv.02~) (2H) Leather Caestus +1
(Lv.04~) (2H) Bronze Knuckles
(Lv.05~) (2H) Bronze Knuckles +1
(Lv.07~) (2H) Iron Claws
(Lv.08~) (2H) Iron Claws +1
(Lv.10~) (2H) Cat Bagh Nakh
(Lv.11~) (2H) Cat Bagh Nakh +1
(Lv.13~) (2H) Baldur Claws
(Lv.14~) (2H) Baldur Claws +1
(Lv.16~) (2H) Katara
(Lv.17~) (2H) Katara +1
(Lv.19~) (2H) Tiger Bagh Nakh
(Lv.20~) (2H) Tiger Bagh Nakh+1
(Lv.22~) (2H) Damasc Claws
(Lv.23~) (2H) Damasc Claws +1
(Lv.25~) (2H) Dragon Claws
(Lv.26~) (2H) Dragon Blades
(Lv.28~) (2H) Jamadhar
(Lv.29~) (2H) Vishnu's Katara
(Lv.31~) (2H) Hellhound Claws
(Lv.32~) (2H) Kerberos Claws
(Lv.34~) (2H) Daedalus Knuckles
(Lv.37~) (2H) Vaisravana
(Lv.34~) (2H) <Trueno's Scales>
(Lv.43~) (2H) <Vainateya's Talons>
(Lv.46~) (2H) <Huitzilopochtli's Rays>
(Lv.01~) (2H) <Cursed Weapon>

[Swords (1H)]

(Lv.01~) (1H) Short Sword
(Lv.02~) (1H) Short Sword +1

(Lv.03~) (1H) Gladius
(Lv.04~) (1H) Gladius +1
(Lv.06~) (1H) Rapier
(Lv.07~) (1H) Rapier +1
(Lv.08~) (1H) Shamshir
(Lv.09~) (1H) Shamshir +1
(Lv.11~) (1H) Baldur Sword
(Lv.12~) (1H) Bladur Sword +1
(Lv.13~) (1H) Cutlass
(Lv.14~) (1H) Cutlass +1
(Lv.16~) (1H) Khora
(Lv.17~) (1H) Khora +1
(Lv.18~) (1H) Damasc Sword
(Lv.19~) (1H) Damasc Sword +1
(Lv.21~) (1H) Walloon Sword
(Lv.22~) (1H) Lightning Sword
(Lv.22~) (1H) {Lombardia}
(Lv.23~) (1H) Ice Blade
(Lv.24~) (1H) Isberg
(Lv.26~) (1H) Kukri
(Lv.27~) (1H) Fandango
(Lv.34~) (1H) <Nifrit Sword>
(Lv.32~) (1H) Kumbhira
(Lv.34~) (1H) <Odiferous Waster>
(Lv.20~) (1H) <Ambicion>
(Lv.30~) (1H) {Brynhildr}
(Lv.42~) (1H) Daedalus Blade
(Lv.44~) (1H) <Oracion>
(Lv.46~) (1H) <Fafnir's Heart>
(Lv.48~) (1H) <Leksar's Beloved>
(Lv.01~) (1H) <Cursed Weapon>

[Swords (2H)]

(Lv.01~) (2H) Broadsword
(Lv.02~) (2H) Broadsword +1
(Lv.04~) (2H) Viking Sword
(Lv.05~) (2H) Viking Sword +1
(Lv.07~) (2H) Zweihander
(Lv.08~) (2H) Zweihander +1
(Lv.10~) (2H) Baldur Blade
(Lv.11~) (2H) Baldur Blade +1
(Lv.13~) (2H) Bastard Sword
(Lv.14~) (2H) Bastard Sword +1
(Lv.16~) (2H) Claymore
(Lv.17~) (2H) Claymore +1
(Lv.19~) (2H) Falx
(Lv.20~) (2H) Falx +1
(Lv.22~) (2H) Damasc Blade
(Lv.23~) (2H) Damasc Blade +1
(Lv.21~) (2H) Desert Blade
(Lv.26~) (2H) Gaia Blade
(Lv.28~) (2H) The Headsman
(Lv.29~) (2H) The Dark Headsman
(Lv.31~) (2H) Rhomphaia
(Lv.32~) (2H) Grasshewer Blade
(Lv.34~) (2H) Notos
(Lv.36~) (2H) <Ogre Blade>
(Lv.34~) (2H) <Balmung>
(Lv.40~) (2H) <Ishana>
(Lv.43~) (2H) <Durandal>

(Lv.46~) (2H) <Moon Blade>
(Lv.01~) (2H) <Cursed Weapon>

[Axes]

(Lv.01~) (1H) Hand Axe
(Lv.02~) (1H) Hand Axe +1
(Lv.05~) (1H) Battle Axe
(Lv.06~) (1H) Battle Axe +1
(Lv.13~) (1H) Tabar Zin
(Lv.14~) (1H) Tabar Zin +1
(Lv.16~) (1H) Chakmak
(Lv.17~) (1H) Chakmak +1
(Lv.25~) (1H) Balbriggan
(Lv.26~) (1H) Trovaon
(Lv.37~) (1H) Boreas
(Lv.46~) (1H) <Rune Axe>

[Spears]

(Lv.01~) (2H) Bronze Spear
(Lv.02~) (2H) Bronze Spear +1
(Lv.05~) (2H) Xyston
(Lv.06~) (2H) Xyston +1
(Lv.07~) (2H) Voulge
(Lv.08~) (2H) Voulge +1
(Lv.10~) (2H) Baldur Spear
(Lv.11~) (2H) Baldur Spear +1
(Lv.13~) (2H) Scorpion
(Lv.14~) (2H) Scorpion +1
(Lv.16~) (2H) Trident
(Lv.17~) (2H) Trident +1
(Lv.19~) (2H) Bardiche
(Lv.20~) (2H) Bardiche +1
(Lv.22~) (2H) Damasc Spear
(Lv.23~) (2H) Damasc Spear +1
(Lv.25~) (2H) Poleaxe
(Lv.26~) (2H) Hache
(Lv.28~) (2H) Culnrikolnne
(Lv.29~) (2H) Holy Lance
(Lv.31~) (2H) <Volcaetus>
(Lv.32~) (2H) Ignis
(Lv.34~) (2H) Zephyros
(Lv.37~) (2H) Bentsisca
(Lv.40~) (2H) <Tlaloc's Bolt>
(Lv.43~) (2H) <Pavana>
(Lv.46~) (2H) <Dark Spear>
(Lv.01~) (2H) <Cursed Weapon>

[Hammers]

(Lv.01~) (1H) Halt Hammer
(Lv.02~) (1H) Halt Hammer +1
(Lv.06~) (1H) Iron Fan
(Lv.06~) (1H) Morning Star
(Lv.07~) (1H) Morning Star +1
(Lv.10~) (2H) Baldur Hammer
(Lv.11~) (2H) Baldur Hammer +1
(Lv.13~) (1H) War Hammer
(Lv.14~) (1H) War Hammer +1
(Lv.16~) (2H) War Maul
(Lv.17~) (2H) War Maul +1
(Lv.19~) (1H) Spiked Flail

(Lv.20~) (1H) Spiked Flail +1
(Lv.22~) (2H) Damasc Hammer
(Lv.23~) (2H) Damasc Hammer +1
(Lv.25~) (1H) Dragon Hammer
(Lv.26~) (1H) Sanguine Hammer
(Lv.28~) (2H) Yggdrasil Gnarl
(Lv.29~) (2H) Glacies
(Lv.31~) (1H) Aqua Hammer
(Lv.32~) (1H) Vajra
(Lv.34~) (2H) <Sanscion>
(Lv.37~) (1H) Flame Flail
(Lv.40~) (2H) Euros
(Lv.43~) (2H) <Dagda's Hammer>
(Lv.46~) (2H) <Walitas>
(Lv.01~) (2H) <Cursed Weapon>

[Cudgels]

(Lv.10~) (2H) Baldur Mace
(Lv.11~) (2H) Baldur Mace +1
(Lv.21~) (2H) Damasc Mace
(Lv.22~) (2H) Damasc Mace +1
(Lv.38~) (1H) Sagara
(Lv.01~) (2H) <Cursed Weapon>

[Crossbows]

(Lv.01~) (1H) Crossbow
(Lv.02~) (1H) Crossbow +1
(Lv.11~) (1H) Baldur Crossbow
(Lv.12~) (1H) Baldur Crossbow +1
(Lv.23~) (1H) Damasc Crossbow
(Lv.24~) (1H) Damasc Crossbow +1

[Thrown]

(Lv.03~) (1H) Lobber

[Shields]

(Lv.01~) Buckler
(Lv.02~) Buckler +1
(Lv.04~) Pelta
(Lv.05~) Pelta +1
(Lv.07~) Aspisp
(Lv.08~) Aspisp +1
(Lv.10~) Tower Shield
(Lv.11~) Tower Shield +1
(Lv.13~) Spiked Shield
(Lv.14~) Spiked Shield +1
(Lv.16~) Baldur Shield
(Lv.17~) Baldur Shield +1
(Lv.19~) Heater Shield
(Lv.20~) Heater Shield +1
(Lv.22~) Damasc Shield
(Lv.23~) Damasc Shield +1
(Lv.25~) Dragon Scale
(Lv.26~) Ancient Dragon Scale
(Lv.28~) Rozenzi Shield
(Lv.31~) Shield of the Winds
(Lv.32~) Shield of the Loam
(Lv.33~) Shield of the Storm
(Lv.34~) Shield of the Waves
(Lv.35~) Shield of the Flames

(Lv.36~) Shield of the Tundra
(Lv.38~) Shield of Sages
(Lv.44~) Aegis
(Lv.46~) Medusa Shield

[Helms]

(Lv.05~) Bronze Helm
(Lv.06~) Bronze Helm +1
(Lv.10~) Baldur Helm
(Lv.11~) Baldur Helm +1
(Lv.23~) Damasc Helm
(Lv.24~) Damasc Helm +1
(Lv.26~) Wyrmscale Helm
(Lv.28~) <Glistening Helm>
(Lv.31~) <Ogre Helm>
(Lv.41~) <Fruede Helm>

[Body Armor]

(Lv.01~) Leather Armor
(Lv.03~) Leather Armor +1
(Lv.04~) Chainmail
(Lv.05~) Chainmail +1
(Lv.10~) Baldur Armor
(Lv.11~) Baldur Armor +1
(Lv.14~) Brigandine
(Lv.15~) Brigandine +1
(Lv.22~) Damasc Mail
(Lv.23~) Damasc Mail +1
(Lv.25~) Wyrmscale Armor
(Lv.28~) <Reeking Armor>
(Lv.28~) Falcon Mail
(Lv.30~) Nathalork Mail
(Lv.30~) Alluring Corset
(Lv.32~) Viraat's Mail
(Lv.34~) Ur-Whale Mail
(Lv.36~) Phoenix Mail
(Lv.38~) Vikrant Mail
(Lv.40~) Titania Mail
(Lv.46~) <Ogre Armor>

[Armguards]

(Lv.02~) Leather Gloves
(Lv.03~) Leather Gloves +1
(Lv.04~) Leather Sleeves
(Lv.05~) Leather Sleeves +1
(Lv.07~) Gauntlets
(Lv.08~) Gauntlets +1
(Lv.10~) Baldur Gauntlets
(Lv.11~) Baldur Gauntlets +1
(Lv.18~) Overguards
(Lv.19~) Overguards +1
(Lv.22~) Damasc Mitts
(Lv.23~) Damasc Mitts +1
(Lv.26~) Wyrmscale Sleeves
(Lv.27~) <Musty Gauntlets>
(Lv.33~) Lightning Gauntlets
(Lv.37~) Fire Gauntlets
(Lv.40~) <Luminant Gauntlets>
(Lv.43~) <Daedalus Gauntlets>

[Legguards]

- (Lv.01~) Linen Slops
- (Lv.02~) Linen Slops +1
- (Lv.03~) Leather Leggings
- (Lv.04~) Leather Leggings +1
- (Lv.06~) Chain Leggings
- (Lv.07~) Chain Leggings +1
- (Lv.11~) Baldur Leggings
- (Lv.12~) Baldur Leggings +1
- (Lv.20~) Damasc Leggings
- (Lv.21~) Damasc Leggings +1
- (Lv.20~) Cloud Shoes
- (Lv.16~) Winged Boots
- (Lv.25~) Sidhe Shoes
- (Lv.18~) Sparkguard Boots
- (Lv.13~) Greased Boots
- (Lv.28~) Earthen Greaves
- (Lv.31~) Watery Greaves
- (Lv.34~) Hoarfrost Greaves
- (Lv.30~) Alluring Boots

[Divine]

- | | | |
|----------|-----------------------|---------------|
| (Lv.06~) | Grimoire Reveil | Awaken |
| (Lv.02~) | Grimoire Vivacite | Innervate |
| (Lv.11~) | Grimoire Volubilite | Singing Light |
| (Lv.10~) | Grimoire Defigeant | Awaken Stone |
| (Lv.12~) | Grimoire Purete | Cleanse |
| (Lv.17~) | Grimoire Bravoure | Hearten |
| (Lv.01~) | Grimoire Vitalite | Heal |
| (Lv.13~) | Grimoire Vitalite II | Heal II |
| (Lv.23~) | Grimoire Vitalite III | Heal III |
| (Lv.33~) | Grimoire Vitalite IV | Heal IV |

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Shaman

[60AF]

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An oracle serving the many gods of Valeria, shamans are adept at wielding elemental magic.

[Hammers]

- (Lv.05~) (1H) Caldia

[Cudgels]

- (Lv.01~) (2H) Sibyl's Staff
- (Lv.02~) (2H) Sibyl's Staff +1
- (Lv.04~) (1H) Mage Staff
- (Lv.05~) (1H) Mage Staff +1
- (Lv.14~) (2H) Exarch's Staff
- (Lv.15~) (2H) Exarch's Staff +1
- (Lv.18~) (1H) Magus Staff
- (Lv.19~) (1H) Magus Staff +1
- (Lv.25~) (1H) Staff of Restoration
- (Lv.26~) (1H) Staff of Purification
- (Lv.30~) (1H) Malitza's Staff
- (Lv.30~) (1H) Wand of Air
- (Lv.30~) (1H) Wand of Earth
- (Lv.30~) (1H) Wand of Lightning
- (Lv.30~) (1H) Wand of Water
- (Lv.30~) (1H) Wand of Fire

(Lv.30~) (1H) Wand of Ice
(Lv.35~) (1H) Lipul's Rod
(Lv.41~) (2H) <Sage Staff>
(Lv.45~) (2H) <Wiseman's Staff>
(Lv.01~) (2H) <Cursed Weapon>

[Spellbooks]

(Lv.15~) (1H) Biblion Anatomiae
(Lv.15~) (1H) Biblion Teratos
(Lv.15~) (1H) Biblion Herpetou
(Lv.15~) (1H) Biblion Drakontos
(Lv.15~) (1H) Biblion Sacri
(Lv.15~) (1H) Biblion Daemonis
(Lv.15~) (1H) Biblion Spiritus
(Lv.15~) (1H) Biblion Thanatos
(Lv.15~) (1H) Biblion Pupparris
(Lv.45~) (2H) <Gran Grimoire>
(Lv.01~) (2H) <Cursed Weapon>

[Shields]

(Lv.01~) Buckler
(Lv.02~) Buckler +1
(Lv.16~) Baldur Shield
(Lv.17~) Baldur Shield +1

[Helms]

(Lv.03~) Circlet
(Lv.04~) Circlet +1
(Lv.15~) Wizard's Hat
(Lv.16~) Wizard's Hat +1
(Lv.25~) Holy Crown

[Body Armor]

(Lv.01~) Robe
(Lv.02~) Robe +1
(Lv.07~) Magus Robe
(Lv.08~) Magus Robe +1
(Lv.18~) Sorcerer's Robe
(Lv.19~) Sorcerer's Robe +1
(Lv.25~) Robes of the Gale
(Lv.25~) Robes of the Dust
(Lv.25~) Robes of the Storm
(Lv.25~) Robes of the Cataract
(Lv.25~) Robes of the Inferno
(Lv.25~) Robes of Black Ice
(Lv.27~) Robes of Radiance
(Lv.27~) Robes of Gloom
(Lv.30~) Alluring Dress
(Lv.44~) Garb of the Sages

[Armguards]

(Lv.02~) Leather Gloves
(Lv.03~) Leather Gloves +1
(Lv.25~) Mage's Mitts

[Legguards]

(Lv.01~) Linen Slops
(Lv.02~) Linen Slops +1
(Lv.25~) Mage Trousers
(Lv.20~) Cloud Shoes

(Lv.16~) Winged Boots
(Lv.25~) Sidhe Shoes
(Lv.18~) Sparkguard Boots
(Lv.13~) Greased Boots
(Lv.28~) Earthen Greaves
(Lv.31~) Watery Greaves
(Lv.34~) Hoarfrost Greaves
(Lv.30~) Alluring Highboots

[Air]

(Lv.01~) Grimoire Rafale	Deadshot
(Lv.09~) Grimoire Rafale II	Deadshot II
(Lv.18~) Grimoire Rafale III	Deadshot III
(Lv.27~) Grimoire Rafale IV	Deadshot IV
(Lv.05~) Grimoire Tourbillon	Tornado
(Lv.14~) Grimoire Tourbillon II	Tornado II
(Lv.23~) Grimoire Tourbillon III	Tornado III
(Lv.32~) Grimoire Tourbillon IV	Tornado IV
(Lv.22~) Grimoire Sylphide	Sylphide
(Lv.40~) Grimoire Sylphide II	Sylphide II
(Lv.26~) Grimoire Onde	Aeroflux
(Lv.38~) Grimoire Onde II	Aeroflux II
(Lv.08~) Grimoire Infuvent	Instill Air
(Lv.05~) Grimoire Antivent	Aeroguard
(Lv.10~) Grimoire Trombe	Whirlwind
(Lv.07~) Grimoire Detournant	Guarding Gale
(Lv.05~) Grimoire Hypnose	Balmy Breeze
(Lv.16~) Grimoire Fixateur	Black Williwaw

[Earth]

(Lv.01~) Grimoire Aiguille	Vulcan Lance
(Lv.09~) Grimoire Aiguille II	Vulcan Lance II
(Lv.18~) Grimoire Aiguille III	Vulcan Lance III
(Lv.27~) Grimoire Aiguille IV	Vulcan Lance IV
(Lv.05~) Grimoire Rocher	Cragfall
(Lv.14~) Grimoire Rocher II	Cragfall II
(Lv.23~) Grimoire Rocher III	Cragfall III
(Lv.32~) Grimoire Rocher IV	Cragfall IV
(Lv.22~) Grimoire Orestiad	Gnome
(Lv.40~) Grimoire Orestiad II	Gnome II
(Lv.26~) Grimoire Seisme	Earthquake
(Lv.38~) Grimoire Seisme II	Earthquake II
(Lv.08~) Grimoire Infuterre	Instill Earth
(Lv.05~) Grimoire Antiterre	Petroguard
(Lv.10~) Grimoire Rempart	Protect
(Lv.07~) Grimoire Maladresse	Blade Ward
(Lv.11~) Grimoire Ensablant	Duststorm
(Lv.16~) Grimoire Monolithe	Petrifog

[Lightning]

(Lv.01~) Grimoire Foudrarc	Lightning Bow
(Lv.09~) Grimoire Foudrarc II	Lightning Bow II
(Lv.18~) Grimoire Foudrarc III	Lightning Bow III
(Lv.27~) Grimoire Foudrarc IV	Lightning Bow IV
(Lv.05~) Grimoire Scindeciel	Thunderflare
(Lv.14~) Grimoire Scindeciel II	Thunderflare II
(Lv.23~) Grimoire Scindeciel III	Thunderflare III
(Lv.32~) Grimoire Scindeciel IV	Thunderflare IV
(Lv.22~) Grimoire Tonnerre	Thunderbird
(Lv.40~) Grimoire Tonnerre II	Thunderbird II

(Lv.26~)	Grimoire Eclat	Thunderburst
(Lv.38~)	Grimoire Eclat II	Thunderburst II
(Lv.08~)	Grimoire Infufoudre	Instill Lightning
(Lv.05~)	Grimoire Antifoudre	Electrigoard
(Lv.10~)	Grimoire Electrisant	Galvanize
(Lv.07~)	Grimoire Immobilisant	Stormspark
(Lv.06~)	Grimoire Choquant	Stunbomb
(Lv.16~)	Grimoire Eclair	Stunslay

[Water]

(Lv.01~)	Grimoire Aquamasse	Aquablast
(Lv.09~)	Grimoire Aquamasse II	Aquablast II
(Lv.18~)	Grimoire Aquamasse III	Aquablast III
(Lv.27~)	Grimoire Aquamasse IV	Aquablast IV
(Lv.05~)	Grimoire Malepluie	Acid Rain
(Lv.14~)	Grimoire Malepluie II	Acid Rain II
(Lv.23~)	Grimoire Malepluie III	Acid Rain III
(Lv.32~)	Grimoire Malepluie IV	Acid Rain IV
(Lv.22~)	Grimoire Naiade	Undine
(Lv.40~)	Grimoire Naiade II	Undine II
(Lv.26~)	Grimoire Vaporisateur	Dread Vapor
(Lv.38~)	Grimoire Vaporisateur II	Dread Vapor II
(Lv.08~)	Grimoire Infueau	Instill Water
(Lv.05~)	Grimoire Antieau	Aquaguard
(Lv.08~)	Grimoire Bonnepluie	Quench
(Lv.07~)	Grimoire Stagnation	Stagnate
(Lv.05~)	Grimoire Toxibrume	Poison Mist
(Lv.16~)	Grimoire Embourbant	Sludgebind

[Fire]

(Lv.01~)	Grimoire Bouledefeu	Sparksphere
(Lv.09~)	Grimoire Bouledefeu II	Sparksphere II
(Lv.18~)	Grimoire Bouledefeu III	Sparksphere III
(Lv.27~)	Grimoire Bouledefeu IV	Sparksphere IV
(Lv.05~)	Grimoire Flammes	Firestorm
(Lv.14~)	Grimoire Flammes II	Firestorm II
(Lv.23~)	Grimoire Flammes III	Firestorm III
(Lv.32~)	Grimoire Flammes IV	Firestorm IV
(Lv.22~)	Grimoire Salamandre	Salamander
(Lv.40~)	Grimoire Salamandre II	Salamander II
(Lv.26~)	Grimoire Calcination	Supernova
(Lv.38~)	Grimoire Calcination II	Supernova II
(Lv.08~)	Grimoire Infufeu	Instill Fire
(Lv.05~)	Grimoire Antifeu	Pyroguard
(Lv.10~)	Grimoire Enflammant	Flame Fusion
(Lv.07~)	Grimoire Brulant	Pyroclastic Flow
(Lv.05~)	Grimoire Calcinant	Misery
(Lv.18~)	Grimoire Fumerolle	Brimstone

[Ice]

(Lv.01~)	Grimoire Glace	Iceblast
(Lv.09~)	Grimoire Glace II	Iceblast II
(Lv.18~)	Grimoire Glace III	Iceblast III
(Lv.27~)	Grimoire Glace IV	Iceblast IV
(Lv.05~)	Grimoire Congelation	Avalanche
(Lv.14~)	Grimoire Congelation II	Avalanche II
(Lv.23~)	Grimoire Congelation III	Avalanche III
(Lv.32~)	Grimoire Congelation IV	Avalanche IV
(Lv.22~)	Grimoire Wendigo	Wendigo
(Lv.40~)	Grimoire Wendigo II	Wendigo II

(Lv.26~)	Grimoire Grandfroid	Ice Requiem
(Lv.38~)	Grimoire Grandfroid II	Ice Requiem II
(Lv.08~)	Grimoire Infuglace	Instill Ice
(Lv.05~)	Grimoire Antiglance	Frostguard
(Lv.10~)	Grimoire Serenite	Icy Focus
(Lv.06~)	Grimoire Fragilisant	Indomitable Will
(Lv.05~)	Grimoire Engourdissant	Numbing Cold
(Lv.15~)	Grimoire Gelant	Freezing Gust

[Draconic]

(Lv.24~)	Grimoire Tempete	Tempest
(Lv.44~)	Grimoire Tempete II	Tempest II
(Lv.24~)	Grimoire Distorsion	Gaia Strike
(Lv.44~)	Grimoire Distorsion II	Gaia Strike II
(Lv.24~)	Grimoire Ouragan	Vortex
(Lv.44~)	Grimoire Ouragan II	Vortex II
(Lv.24~)	Grimoire Inondation	Deluge
(Lv.44~)	Grimoire Inondation II	Deluge II
(Lv.24~)	Grimoire Fournaise	Annihilation
(Lv.44~)	Grimoire Fournaise II	Annihilation II
(Lv.24~)	Grimoire Glaciation	Iceover
(Lv.44~)	Grimoire Glaciation II	Iceover II
(Lv.24~)	Grimoire Stellaire	Starfall
(Lv.44~)	Grimoire Stellaire II	Starfall II
(Lv.24~)	Grimoire Supplices	Diablo's Spite
(Lv.44~)	Grimoire Supplices II	Diablo's Spite II

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Wicce

[86BF]

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Don't you dare make the mistake of calling me a witch!

[Daggers]

(Lv.01~)	(1H) Sticker
(Lv.02~)	(1H) Sticker +1
(Lv.13~)	(1H) Baldur Dagger
(Lv.14~)	(1H) Baldur Dagger +1
(Lv.22~)	(1H) Damasc Dagger
(Lv.23~)	(1H) Damasc Dagger +1

[Hammers]

(Lv.05~)	(1H) Caldia
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[Cudgels]

(Lv.01~)	(2H) Sibyl's Staff
(Lv.02~)	(2H) Sibyl's Staff +1
(Lv.04~)	(1H) Mage Staff
(Lv.05~)	(1H) Mage Staff +1
(Lv.14~)	(2H) Exarch's Staff
(Lv.15~)	(2H) Exarch's Staff +1
(Lv.18~)	(1H) Magus Staff
(Lv.19~)	(1H) Magus Staff +1
(Lv.25~)	(1H) Staff of Restoration
(Lv.26~)	(1H) Staff of Purification
(Lv.30~)	(1H) Malitza's Staff
(Lv.30~)	(1H) Wand of Air
(Lv.30~)	(1H) Wand of Earth
(Lv.30~)	(1H) Wand of Lightning
(Lv.30~)	(1H) Wand of Water

(Lv.30~) (1H) Wand of Fire
(Lv.30~) (1H) Wand of Ice
(Lv.35~) (1H) Lipul's Rod
(Lv.41~) (2H) <Sage Staff>
(Lv.45~) (2H) <Wiseman's Staff>
(Lv.01~) (2H) <Cursed Weapon>

[Whips]

(Lv.09~) (2H) Bullwhip
(Lv.10~) (2H) Bullwhip +1
(Lv.15~) (2H) Spiked Laurel
(Lv.16~) (2H) Spiked Laurel +1
(Lv.20~) (2H) Clearcrack Whip
(Lv.25~) (2H) Holy Comet
(Lv.31~) (2H) <Rose Whip>
(Lv.35~) (2H) Blood Whip
(Lv.40~) (1H) <Supple Whip>
(Lv.45~) (2H) <Cat o' Nine Tails>
(Lv.01~) (2H) <Cursed Weapon>

[Spellbooks]

(Lv.15~) (1H) Biblion Anatomiae
(Lv.15~) (1H) Biblion Teratos
(Lv.15~) (1H) Biblion Herpetou
(Lv.15~) (1H) Biblion Drakontos
(Lv.15~) (1H) Biblion Sacri
(Lv.15~) (1H) Biblion Daemonis
(Lv.15~) (1H) Biblion Spiritus
(Lv.15~) (1H) Biblion Thanatos
(Lv.15~) (1H) Biblion Pupparris
(Lv.45~) (2H) <Gran Grimoire>
(Lv.01~) (2H) <Cursed Weapon>

[Shields]

(Lv.01~) Buckler
(Lv.02~) Buckler +1
(Lv.16~) Baldur Shield
(Lv.17~) Baldur Shield +1

[Helms]

(Lv.03~) Circlet
(Lv.04~) Circlet +1
(Lv.15~) Wizard's Hat
(Lv.16~) Wizard's Hat +1
(Lv.25~) Holy Crown

[Body Armor]

(Lv.01~) Robe
(Lv.02~) Robe +1
(Lv.07~) Magus Robe
(Lv.08~) Magus Robe +1
(Lv.18~) Sorcerer's Robe
(Lv.19~) Sorcerer's Robe +1
(Lv.25~) Robes of the Gale
(Lv.25~) Robes of the Dust
(Lv.25~) Robes of the Storm
(Lv.25~) Robes of the Cataract
(Lv.25~) Robes of the Inferno
(Lv.25~) Robes of Black Ice
(Lv.27~) Robes of Radiance

(Lv.27~) Robes of Gloom
(Lv.30~) Alluring Dress
(Lv.44~) Garb of the Sages

[Armguards]

(Lv.02~) Leather Gloves
(Lv.03~) Leather Gloves +1
(Lv.25~) Mage's Mitts

[Legguards]

(Lv.01~) Linen Slops
(Lv.02~) Linen Slops +1
(Lv.25~) Mage Trousers
(Lv.20~) Cloud Shoes
(Lv.16~) Winged Boots
(Lv.25~) Sidhe Shoes
(Lv.18~) Sparkguard Boots
(Lv.13~) Greased Boots
(Lv.28~) Earthen Greaves
(Lv.31~) Watery Greaves
(Lv.34~) Hoarfrost Greaves
(Lv.30~) Alluring Highboots

[Air]

(Lv.01~)	Grimoire Rafale	Deadshot
(Lv.10~)	Grimoire Rafale II	Deadshot II
(Lv.19~)	Grimoire Rafale III	Deadshot III
(Lv.28~)	Grimoire Rafale IV	Deadshot IV
(Lv.06~)	Grimoire Tourbillon	Tornado
(Lv.15~)	Grimoire Tourbillon II	Tornado II
(Lv.24~)	Grimoire Tourbillon III	Tornado III
(Lv.33~)	Grimoire Tourbillon IV	Tornado IV
(Lv.27~)	Grimoire Onde	Aeroflux
(Lv.40~)	Grimoire Onde II	Aeroflux II
(Lv.12~)	Grimoire Trombe	Whirlwind
(Lv.08~)	Grimoire Detournant	Guarding Gale
(Lv.04~)	Grimoire Hypnose	Balmy Breeze
(Lv.15~)	Grimoire Fixateur	Black Williwaw

[Earth]

(Lv.01~)	Grimoire Aiguille	Vulcan Lance
(Lv.10~)	Grimoire Aiguille II	Vulcan Lance II
(Lv.19~)	Grimoire Aiguille III	Vulcan Lance III
(Lv.28~)	Grimoire Aiguille IV	Vulcan Lance IV
(Lv.06~)	Grimoire Rocher	Cragfall
(Lv.15~)	Grimoire Rocher II	Cragfall II
(Lv.24~)	Grimoire Rocher III	Cragfall III
(Lv.33~)	Grimoire Rocher IV	Cragfall IV
(Lv.27~)	Grimoire Seisme	Earthquake
(Lv.40~)	Grimoire Seisme II	Earthquake II
(Lv.12~)	Grimoire Rempart	Protect
(Lv.08~)	Grimoire Maladresse	Blade Ward
(Lv.10~)	Grimoire Ensablant	Duststorm
(Lv.15~)	Grimoire Monolithe	Petrifog

[Lightning]

(Lv.01~)	Grimoire Foudrarc	Lightning Bow
(Lv.10~)	Grimoire Foudrarc II	Lightning Bow II
(Lv.19~)	Grimoire Foudrarc III	Lightning Bow III
(Lv.28~)	Grimoire Foudrarc IV	Lightning Bow IV

(Lv.06~)	Grimoire	Scindeciel	Thunderflare
(Lv.15~)	Grimoire	Scindeciel II	Thunderflare II
(Lv.24~)	Grimoire	Scindeciel III	Thunderflare III
(Lv.33~)	Grimoire	Scindeciel IV	Thunderflare IV
(Lv.27~)	Grimoire	Eclat	Thunderburst
(Lv.40~)	Grimoire	Eclat II	Thunderburst II
(Lv.12~)	Grimoire	Electrisant	Galvanize
(Lv.08~)	Grimoire	Immobilisant	Stormspark
(Lv.05~)	Grimoire	Choquant	Stunbomb
(Lv.15~)	Grimoire	Eclair	Stunslay

[Water]

(Lv.01~)	Grimoire	Aquamasse	Aquablast
(Lv.10~)	Grimoire	Aquamasse II	Aquablast II
(Lv.19~)	Grimoire	Aquamasse III	Aquablast III
(Lv.28~)	Grimoire	Aquamasse IV	Aquablast IV
(Lv.06~)	Grimoire	Malepluie	Acid Rain
(Lv.15~)	Grimoire	Malepluie II	Acid Rain II
(Lv.24~)	Grimoire	Malepluie III	Acid Rain III
(Lv.33~)	Grimoire	Malepluie IV	Acid Rain IV
(Lv.27~)	Grimoire	Vaporisateur	Dread Vapor
(Lv.40~)	Grimoire	Vaporisateur II	Dread Vapor II
(Lv.09~)	Grimoire	Bonnepluie	Quench
(Lv.08~)	Grimoire	Stagnation	Stagnate
(Lv.06~)	Grimoire	Toxibrume	Poison Mist
(Lv.15~)	Grimoire	Embourbant	Sludgebind

[Fire]

(Lv.01~)	Grimoire	Bouledefeu	Sparksphere
(Lv.10~)	Grimoire	Bouledefeu II	Sparksphere II
(Lv.19~)	Grimoire	Bouledefeu III	Sparksphere III
(Lv.28~)	Grimoire	Bouledefeu IV	Sparksphere IV
(Lv.06~)	Grimoire	Flammes	Firestorm
(Lv.15~)	Grimoire	Flammes II	Firestorm II
(Lv.24~)	Grimoire	Flammes III	Firestorm III
(Lv.33~)	Grimoire	Flammes IV	Firestorm IV
(Lv.27~)	Grimoire	Calcination	Supernova
(Lv.40~)	Grimoire	Calcination II	Supernova II
(Lv.12~)	Grimoire	Enflammant	Flame Fusion
(Lv.08~)	Grimoire	Brulant	Pyroclastic Flow
(Lv.04~)	Grimoire	Calcinant	Misery
(Lv.17~)	Grimoire	Fumerolle	Brimstone

[Ice]

(Lv.01~)	Grimoire	Glace	Iceblast
(Lv.10~)	Grimoire	Glace II	Iceblast II
(Lv.19~)	Grimoire	Glace III	Iceblast III
(Lv.28~)	Grimoire	Glace IV	Iceblast IV
(Lv.06~)	Grimoire	Congelation	Avalanche
(Lv.15~)	Grimoire	Congelation II	Avalanche II
(Lv.24~)	Grimoire	Congelation III	Avalanche III
(Lv.33~)	Grimoire	Congelation IV	Avalanche IV
(Lv.27~)	Grimoire	Grandfroid	Ice Requiem
(Lv.40~)	Grimoire	Grandfroid II	Ice Requiem II
(Lv.12~)	Grimoire	Serenite	Icy Focus
(Lv.07~)	Grimoire	Fragilisant	Indomitable Will
(Lv.04~)	Grimoire	Engourdissant	Numbing Cold
(Lv.14~)	Grimoire	Gelant	Freezing Gust

[Dark]

(Lv.02~)	Grimoire Douleur	Word of Pain
(Lv.11~)	Grimoire Douleur II	Word of Pain II
(Lv.20~)	Grimoire Douleur III	Word of Pain III
(Lv.29~)	Grimoire Douleur IV	Word of Pain IV
(Lv.07~)	Grimoire Briseciel	Meteor Strike
(Lv.16~)	Grimoire Briseciel II	Meteor Strike II
(Lv.25~)	Grimoire Briseciel III	Meteor Strike III
(Lv.34~)	Grimoire Briseciel IV	Meteor Strike IV
(Lv.27~)	Grimoire Abimes	Abyss
(Lv.39~)	Grimoire Abimes II	Abyss II
(Lv.08~)	Grimoire Aspirevie	Drain Heart
(Lv.12~)	Grimoire Aspiremagie	Drain Mind
(Lv.17~)	Grimoire Aspirenergie	Drain Power
(Lv.14~)	Grimoire Offrande	Spellcharge
(Lv.15~)	Grimoire Revirement	Paradigm Shift
(Lv.09~)	Grimoire Torpeur	Torpor
(Lv.13~)	Grimoire Petrifiant	Petriburst
(Lv.01~)	Grimoire Paralysie	Paralytic Wave
(Lv.05~)	Grimoire Toxigaz	Poison Cloud
(Lv.24~)	Grimoire Miasme	Deadly Poison
(Lv.03~)	Grimoire Sommeil	Sleep
(Lv.04~)	Grimoire Tentation	Charm
(Lv.35~)	Grimoire Arret	Dominate
(Lv.21~)	Grimoire Menottes	Shackle
(Lv.18~)	Grimoire Entrave	Fixate
(Lv.10~)	Grimoire Gravite	Gravity Flux
(Lv.22~)	Grimoire Epouvante	Deadscream
(Lv.23~)	Grimoire Damnes	Dead Man's Ivy

[Draconic]

(Lv.19~)	Grimoire Grandsaut	Springboard
(Lv.28~)	Grimoire Transfert	Teleport
(Lv.21~)	Grimoire Insensibilite	Nullify Strike
(Lv.23~)	Grimoire Immunité	Negate Spell

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Songstress

[659C]
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A traveling minstrel and singer of renown, the songstress uses special songs and dances to encourage allies and dishearten enemies.

[Daggers]

(Lv.01~)	(1H) Sticker
(Lv.02~)	(1H) Sticker +1
(Lv.04~)	(1H) Battle Knife
(Lv.05~)	(1H) Battle Knife +1
(Lv.07~)	(1H) Dirk
(Lv.08~)	(1H) Dirk +1
(Lv.10~)	(1H) Butcher Knife
(Lv.11~)	(1H) Butcher Knife +1
(Lv.13~)	(1H) Baldur Dagger
(Lv.14~)	(1H) Baldur Dagger +1
(Lv.16~)	(1H) Kris
(Lv.17~)	(1H) Kris +1
(Lv.19~)	(1H) Kidney Spike
(Lv.20~)	(1H) Kidney Spike +1
(Lv.22~)	(1H) Damasc Dagger
(Lv.23~)	(1H) Damasc Dagger +1
(Lv.25~)	(1H) Valiant's Dagger

(Lv.26~) (1H) Brilliant Dagger
(Lv.28~) (1H) Marauder Knife
(Lv.29~) (1H) Predator Knife
(Lv.31~) (1H) Xolotl's Canine
(Lv.34~) (1H) Yama
(Lv.37~) (1H) Dragon Fang
(Lv.40~) (1H) <Pinion Blade>
(Lv.43~) (1H) <Assassin Blade>
(Lv.01~) (1H) <Cursed Weapon>

[Hammers]

(Lv.05~) (1H) Caldia

[Cudgels]

(Lv.01~) (2H) Sibyl's Staff
(Lv.02~) (2H) Sibyl's Staff +1
(Lv.04~) (1H) Mage Staff
(Lv.05~) (1H) Mage Staff +1
(Lv.14~) (2H) Exarch's Staff
(Lv.15~) (2H) Exarch's Staff +1
(Lv.18~) (1H) Magus Staff
(Lv.19~) (1H) Magus Staff +1
(Lv.25~) (1H) Staff of Restoration
(Lv.26~) (1H) Staff of Purification
(Lv.30~) (1H) Malitza's Staff
(Lv.30~) (1H) Wand of Air
(Lv.30~) (1H) Wand of Earth
(Lv.30~) (1H) Wand of Lightning
(Lv.30~) (1H) Wand of Water
(Lv.30~) (1H) Wand of Fire
(Lv.30~) (1H) Wand of Ice
(Lv.35~) (1H) Lipul's Rod
(Lv.41~) (2H) <Sage Staff>
(Lv.45~) (2H) <Wiseman's Staff>
(Lv.01~) (2H) <Cursed Weapon>

[Whips]

(Lv.09~) (2H) Bullwhip
(Lv.10~) (2H) Bullwhip +1
(Lv.15~) (2H) Spiked Laurel
(Lv.16~) (2H) Spiked Laurel +1
(Lv.20~) (2H) Clearcrack Whip
(Lv.25~) (2H) Holy Comet
(Lv.31~) (2H) <Rose Whip>
(Lv.35~) (2H) Blood Whip
(Lv.40~) (1H) <Supple Whip>
(Lv.45~) (2H) <Cat o' Nine Tails>
(Lv.01~) (2H) <Cursed Weapon>

[Instruments]

(Lv.08~) (1H) Pandeiro
(Lv.09~) (1H) Pandeiro +1
(Lv.16~) (2H) Bolon
(Lv.17~) (2H) Bolon +1
(Lv.24~) (2H) Cavaquinho
(Lv.25~) (2H) Cavaquinho +1
(Lv.28~) (2H) Gerza's Atabaque
(Lv.32~) (2H) Rabana's Kemenche
(Lv.36~) (2H) Rabana's Tanbur
(Lv.40~) (2H) <Livela's Harp>

(Lv.01~) (2H) <Cursed Weapon>

[Thrown]

(Lv.03~) (1H) Lobber

[Shields]

(Lv.01~) Buckler

(Lv.02~) Buckler +1

(Lv.04~) Pelta

(Lv.05~) Pelta +1

(Lv.07~) Aspiss

(Lv.08~) Aspiss +1

(Lv.13~) Spiked Shield

(Lv.14~) Spiked Shield +1

(Lv.16~) Baldur Shield

(Lv.17~) Baldur Shield +1

[Helms]

(Lv.03~) Circlet

(Lv.04~) Circlet +1

(Lv.05~) Bronze Helm

(Lv.06~) Bronze Helm +1

(Lv.10~) Baldur Helm

(Lv.11~) Baldur Helm +1

(Lv.15~) Wizard's Hat

(Lv.16~) Wizard's Hat +1

(Lv.25~) Holy Crown

[Body Armor]

(Lv.01~) Leather Armor

(Lv.03~) Leather Armor +1

(Lv.04~) Chainmail

(Lv.05~) Chainmail +1

(Lv.10~) Baldur Armor

(Lv.11~) Baldur Armor +1

(Lv.14~) Brigandine

(Lv.15~) Brigandine +1

(Lv.22~) Damasc Mail

(Lv.23~) Damasc Mail +1

(Lv.25~) Wyrmscale Armor

(Lv.28~) <Reeking Armor>

(Lv.26~) Falcon Feathercoat

(Lv.26~) Nathalork Rockcoat

(Lv.26~) Viraat's Thundercoat

(Lv.26~) Whale Whiskercoat

(Lv.26~) Phoenix Flamecoat

(Lv.26~) Vikrant Icecoat

(Lv.28~) Aganista Lightcoat

(Lv.28~) <Ji'ygla's Darkcoat>

(Lv.30~) Alluring Dress

[Armguards]

(Lv.02~) Leather Gloves

(Lv.03~) Leather Gloves +1

(Lv.40~) <Luminant Gauntlets>

(Lv.43~) <Daedalus Gauntlets>

[Legguards]

(Lv.01~) Linen Slops

(Lv.02~) Linen Slops +1

(Lv.03~) Leather Leggings
(Lv.04~) Leather Leggings +1
(Lv.06~) Chain Leggings
(Lv.07~) Chain Leggings +1
(Lv.20~) Cloud Shoes
(Lv.16~) Winged Boots
(Lv.25~) Sidhe Shoes
(Lv.18~) Sparkguard Boots
(Lv.13~) Greased Boots
(Lv.28~) Earthen Greaves
(Lv.31~) Watery Greaves
(Lv.34~) Hoarfrost Greaves
(Lv.30~) Alluring Highboots

[Song]

(Lv.01~) Devil's Score	Ardent Conga
(Lv.07~) Cursed Score	Weakening Joropo
(Lv.14~) Raucous Score	Taunting Mambo
(Lv.21~) Limpid Score	Stirring Folclore
(Lv.28~) Resonant Score	Somber Chacarera
(Lv.35~) Glorious Score	Escalating Sanat
(Lv.42~) Rapturous Score	Poised Arabesque

=====

Buccaneer

[7951]

=====

A pirate plying the Obero Sea, only those unaffiliated with any groups or orders are called by the name buccaneer.

[Fists]

(Lv.02~) (2H) Leather Caestus +1
(Lv.04~) (2H) Bronze Knuckles
(Lv.05~) (2H) Bronze Knuckles +1
(Lv.07~) (2H) Iron Claws
(Lv.08~) (2H) Iron Claws +1
(Lv.10~) (2H) Cat Bagh Nakh
(Lv.11~) (2H) Cat Bagh Nakh +1
(Lv.13~) (2H) Baldur Claws
(Lv.14~) (2H) Baldur Claws +1
(Lv.16~) (2H) Katara
(Lv.17~) (2H) Katara +1
(Lv.19~) (2H) Tiger Bagh Nakh
(Lv.20~) (2H) Tiger Bagh Nakh +1
(Lv.22~) (2H) Damasc Claws
(Lv.23~) (2H) Damasc Claws +1
(Lv.25~) (2H) Dragon Claws
(Lv.26~) (2H) Dragon Blades
(Lv.28~) (2H) Jamadhar
(Lv.29~) (2H) Vishnu's Katara
(Lv.31~) (2H) Hellhound Claws
(Lv.32~) (2H) Kerberos Claws
(Lv.34~) (2H) Daedalus Knuckles
(Lv.37~) (2H) Vaisravana
(Lv.34~) (2H) <Trueno's Scales>
(Lv.43~) (2H) <Vainateya's Talons>
(Lv.46~) (2H) <Huitzilopochtli's Rays>
(Lv.01~) (2H) <Cursed Weapon>

[Daggers]

(Lv.01~) (1H) Sticker
(Lv.02~) (1H) Sticker +1
(Lv.04~) (1H) Battle Knife
(Lv.05~) (1H) Battle Knife +1
(Lv.07~) (1H) Dirk
(Lv.08~) (1H) Dirk +1
(Lv.10~) (1H) Butcher Knife
(Lv.11~) (1H) Butcher Knife +1
(Lv.13~) (1H) Baldur Dagger
(Lv.14~) (1H) Baldur Dagger +1
(Lv.16~) (1H) Kris
(Lv.17~) (1H) Kris +1
(Lv.19~) (1H) Kidney Spike
(Lv.20~) (1H) Kidney Spike +1
(Lv.22~) (1H) Damasc Dagger
(Lv.23~) (1H) Damasc Dagger +1
(Lv.25~) (1H) Valiant's Dagger
(Lv.26~) (1H) Brilliant Dagger
(Lv.28~) (1H) Marauder Knife
(Lv.29~) (1H) Predator Knife
(Lv.31~) (1H) Xolotl's Canine
(Lv.34~) (1H) Yama
(Lv.37~) (1H) Dragon Fang
(Lv.40~) (1H) <Pinion Blade>
(Lv.43~) (1H) <Assassin Blade>
(Lv.01~) (1H) <Cursed Weapon>

[Swords (1H)]

(Lv.01~) (1H) Short Sword
(Lv.02~) (1H) Short Sword +1
(Lv.03~) (1H) Gladius
(Lv.04~) (1H) Gladius +1
(Lv.06~) (1H) Rapier
(Lv.07~) (1H) Rapier +1
(Lv.08~) (1H) Shamshir
(Lv.09~) (1H) Shamshir +1
(Lv.11~) (1H) Baldur Sword
(Lv.12~) (1H) Bladur Sword +1
(Lv.13~) (1H) Cutlass
(Lv.14~) (1H) Cutlass +1
(Lv.16~) (1H) Khora
(Lv.17~) (1H) Khora +1
(Lv.18~) (1H) Damasc Sword
(Lv.19~) (1H) Damasc Sword +1
(Lv.21~) (1H) Walloon Sword
(Lv.22~) (1H) Lightning Sword
(Lv.22~) (1H) {Lombardia}
(Lv.23~) (1H) Ice Blade
(Lv.24~) (1H) Isberg
(Lv.26~) (1H) Kukri
(Lv.27~) (1H) Fandango
(Lv.34~) (1H) <Nifrit Sword>
(Lv.32~) (1H) Kumbhira
(Lv.34~) (1H) <Odiferous Waster>
(Lv.20~) (1H) <Ambicion>
(Lv.30~) (1H) {Brynhildir}
(Lv.42~) (1H) Daedalus Blade
(Lv.44~) (1H) <Oracion>
(Lv.46~) (1H) <Fafnir's Heart>
(Lv.48~) (1H) <Leksar's Beloved>

(Lv.01~) (1H) <Cursed Weapon>

[Swords (2H)]

(Lv.01~) (2H) Broadsword
(Lv.02~) (2H) Broadsword +1
(Lv.04~) (2H) Viking Sword
(Lv.05~) (2H) Viking Sword +1
(Lv.07~) (2H) Zweihander
(Lv.08~) (2H) Zweihander +1
(Lv.10~) (2H) Baldur Blade
(Lv.11~) (2H) Baldur Blade +1
(Lv.13~) (2H) Bastard Sword
(Lv.14~) (2H) Bastard Sword +1
(Lv.16~) (2H) Claymore
(Lv.17~) (2H) Claymore +1
(Lv.19~) (2H) Falx
(Lv.20~) (2H) Falx +1
(Lv.22~) (2H) Damasc Blade
(Lv.23~) (2H) Damasc Blade +1
(Lv.21~) (2H) Desert Blade
(Lv.26~) (2H) Gaia Blade
(Lv.28~) (2H) The Headsman
(Lv.29~) (2H) The Dark Headsman
(Lv.31~) (2H) Rhomphaia
(Lv.32~) (2H) Grasshewer Blade
(Lv.34~) (2H) Notos
(Lv.36~) (2H) <Ogre Blade>
(Lv.34~) (2H) <Balmung>
(Lv.40~) (2H) <Ishana>
(Lv.43~) (2H) <Durandal>
(Lv.46~) (2H) <Moon Blade>
(Lv.01~) (2H) <Cursed Weapon>

[Axes]

(Lv.01~) (1H) Hand Axe
(Lv.02~) (1H) Hand Axe +1
(Lv.05~) (1H) Battle Axe
(Lv.06~) (1H) Battle Axe +1
(Lv.07~) (2H) Heavy Axe
(Lv.08~) (2H) Heavy Axe +1
(Lv.10~) (2H) Baldur Axe
(Lv.11~) (2H) Baldur Axe +1
(Lv.13~) (1H) Tabar Zin
(Lv.14~) (1H) Tabar Zin +1
(Lv.16~) (1H) Chakmak
(Lv.17~) (1H) Chakmak +1
(Lv.19~) (2H) Guisarme
(Lv.20~) (2H) Guisarme +1
(Lv.22~) (2H) Damasc Axe
(Lv.23~) (2H) Damasc Axe +1
(Lv.25~) (1H) Balbriggan
(Lv.26~) (1H) Trovaon
(Lv.28~) (2H) Dragon Axe
(Lv.29~) (2H) Terre Axe
(Lv.31~) (2H) <Glamrock>
(Lv.32~) (2H) Stardust
(Lv.34~) (2H) Prox
(Lv.37~) (1H) Boreas
(Lv.40~) (2H) <Kshuparaka>
(Lv.43~) (2H) <Shaytan's Bulova>

(Lv.46~) (1H) <Rune Axe>
(Lv.01~) (2H) <Cursed Weapon>

[Whips]

(Lv.09~) (2H) Bullwhip
(Lv.10~) (2H) Bullwhip +1
(Lv.15~) (2H) Spiked Laurel
(Lv.16~) (2H) Spiked Laurel +1
(Lv.20~) (2H) Clearcrack Whip
(Lv.25~) (2H) Holy Comet
(Lv.35~) (2H) Blood Whip
(Lv.40~) (1H) <Supple Whip>
(Lv.45~) (2H) <Cat o' Nine Tails>
(Lv.01~) (2H) <Cursed Weapon>

[Crossbows]

(Lv.01~) (1H) Crossbow
(Lv.02~) (1H) Crossbow +1
(Lv.11~) (1H) Baldur Crossbow
(Lv.12~) (1H) Baldur Crossbow +1
(Lv.23~) (1H) Damasc Crossbow
(Lv.24~) (1H) Damasc Crossbow +1

[Fusils]

(Lv.15~) (1H) Rimfire
(Lv.16~) (1H) Rimfire +1
(Lv.33~) (1H) Petronel
(Lv.41~) (1H) <Snub Fusil>

[Thrown]

(Lv.05~) (1H) Tomahawk
(Lv.07~) (1H) Tomahawk +1
(Lv.10~) (1H) Javelin
(Lv.12~) (1H) Javelin +1
(Lv.16~) (1H) Woshele
(Lv.18~) (1H) Woshele +1
(Lv.26~) (1H) Francisca
(Lv.28~) (1H) Francisca +1
(Lv.31~) (1H) Pilum
(Lv.33~) (1H) Pilum +1
(Lv.21~) (1H) Bola
(Lv.23~) (1H) Bola +1
(Lv.37~) (1H) Chakram
(Lv.39~) (1H) Chakram +1
(Lv.42~) (1H) Urchin Bola
(Lv.44~) (1H) Urchin Bola +1

[Shields]

(Lv.01~) Buckler
(Lv.02~) Buckler +1
(Lv.04~) Pelta
(Lv.05~) Pelta +1
(Lv.07~) Aspis
(Lv.08~) Aspis +1
(Lv.13~) Spiked Shield
(Lv.14~) Spiked Shield +1
(Lv.16~) Baldur Shield
(Lv.17~) Baldur Shield +1
(Lv.31~) Shield of the Winds
(Lv.32~) Shield of the Loam

- (Lv.33~) Shield of the Storm
- (Lv.34~) Shield of the Waves
- (Lv.35~) Shield of the Flames
- (Lv.36~) Shield of the Tundra

[Helms]

- (Lv.05~) Bronze Helm
- (Lv.06~) Bronze Helm +1
- (Lv.10~) Baldur Helm
- (Lv.11~) Baldur Helm +1
- (Lv.23~) Damasc Helm
- (Lv.24~) Damasc Helm +1
- (Lv.26~) Wyrmscale Helm
- (Lv.28~) <Glistening Helm>
- (Lv.31~) <Ogre Helm>
- (Lv.36~) <Skull Mask>
- (Lv.41~) <Fruede Helm>

[Body Armor]

- (Lv.01~) Leather Armor
- (Lv.03~) Leather Armor +1
- (Lv.04~) Chainmail
- (Lv.05~) Chainmail +1
- (Lv.10~) Baldur Armor
- (Lv.11~) Baldur Armor +1
- (Lv.14~) Brigandine
- (Lv.15~) Brigandine +1
- (Lv.22~) Damasc Mail
- (Lv.23~) Damasc Mail +1
- (Lv.25~) Wyrmscale Armor
- (Lv.28~) <Reeking Armor>
- (Lv.26~) Falcon Feathercoat
- (Lv.26~) Nathalork Rockcoat
- (Lv.26~) Viraat's Thundercoat
- (Lv.26~) Whale Whiskercoat
- (Lv.26~) Phoenix Flamecoat
- (Lv.26~) Vikrant Icecoat
- (Lv.28~) Aganista Lightcoat
- (Lv.28~) <Ji'ygla's Darkcoat>

[Armguards]

- (Lv.02~) Leather Gloves
- (Lv.03~) Leather Gloves +1
- (Lv.04~) Leather Sleeves
- (Lv.05~) Leather Sleeves +1
- (Lv.07~) Gauntlets
- (Lv.08~) Gauntlets +1
- (Lv.10~) Baldur Gauntlets
- (Lv.11~) Baldur Gauntlets +1
- (Lv.22~) Damasc Mitts
- (Lv.23~) Damasc Mitts +1
- (Lv.26~) Wyrmscale Sleeves
- (Lv.27~) <Musty Gauntlets>
- (Lv.30~) <Ji'ygla's Bracers>
- (Lv.33~) Lightning Gauntlets
- (Lv.37~) Fire Gauntlets
- (Lv.40~) <Luminant Gauntlets>
- (Lv.43~) <Daedalus Gauntlets>

[Legguards]

(Lv.01~) Linen Slops
(Lv.02~) Linen Slops +1
(Lv.03~) Leather Leggings
(Lv.04~) Leather Leggings +1
(Lv.06~) Chain Leggings
(Lv.07~) Chain Leggings +1
(Lv.20~) Cloud Shoes
(Lv.16~) Winged Boots
(Lv.25~) Sidhe Shoes
(Lv.18~) Sparkguard Boots
(Lv.13~) Greased Boots
(Lv.28~) Earthen Greaves
(Lv.31~) Watery Greaves
(Lv.34~) Hoarfrost Greaves
(Lv.37~) Shadowed Greaves

=====
Knight Commander

[8CB1]
=====

A high-ranking knight of Lodis. Typically given command of 500 to 2000 troops, the Dark Knights of Loslorien prefer to attack in smaller numbers (30 to 100) of highly trained elites.

[Daggers]

(Lv.01~) (1H) Sticker
(Lv.02~) (1H) Sticker +1
(Lv.04~) (1H) Battle Knife
(Lv.05~) (1H) Battle Knife +1
(Lv.07~) (1H) Dirk
(Lv.08~) (1H) Dirk +1
(Lv.10~) (1H) Butcher Knife
(Lv.11~) (1H) Butcher Knife +1
(Lv.13~) (1H) Baldur Dagger
(Lv.14~) (1H) Baldur Dagger +1
(Lv.16~) (1H) Kris
(Lv.17~) (1H) Kris +1
(Lv.19~) (1H) Kidney Spike
(Lv.20~) (1H) Kidney Spike +1
(Lv.22~) (1H) Damasc Dagger
(Lv.23~) (1H) Damasc Dagger +1
(Lv.25~) (1H) Valiant's Dagger
(Lv.26~) (1H) Brilliant Dagger
(Lv.28~) (1H) Marauder Knife
(Lv.29~) (1H) Predator Knife
(Lv.31~) (1H) Xolotl's Canine
(Lv.34~) (1H) Yama
(Lv.37~) (1H) Dragon Fang
(Lv.40~) (1H) <Pinion Blade>
(Lv.43~) (1H) <Assassin Blade>
(Lv.01~) (1H) <Cursed Weapon>

[Swords (1H)]

(Lv.01~) (1H) Short Sword
(Lv.02~) (1H) Short Sword +1
(Lv.03~) (1H) Gladius
(Lv.04~) (1H) Gladius +1
(Lv.06~) (1H) Rapier
(Lv.07~) (1H) Rapier +1
(Lv.08~) (1H) Shamshir

(Lv.09~) (1H) Shamshir +1
(Lv.11~) (1H) Baldur Sword
(Lv.12~) (1H) Bladur Sword +1
(Lv.13~) (1H) Cutlass
(Lv.14~) (1H) Cutlass +1
(Lv.16~) (1H) Khora
(Lv.17~) (1H) Khora +1
(Lv.18~) (1H) Damasc Sword
(Lv.19~) (1H) Damasc Sword +1
(Lv.21~) (1H) Walloon Sword
(Lv.22~) (1H) Lightning Sword
(Lv.22~) (1H) {Lombardia}
(Lv.23~) (1H) Ice Blade
(Lv.24~) (1H) Isberg
(Lv.26~) (1H) Kukri
(Lv.27~) (1H) Fandango
(Lv.34~) (1H) <Nifrit Sword>
(Lv.32~) (1H) Kumbhira
(Lv.34~) (1H) <Odiferous Waster>
(Lv.20~) (1H) <Ambicion>
(Lv.30~) (1H) {Brynhildir}
(Lv.42~) (1H) Daedalus Blade
(Lv.44~) (1H) <Oracion>
(Lv.46~) (1H) <Fafnir's Heart>
(Lv.48~) (1H) <Leksar's Beloved>
(Lv.01~) (1H) <Cursed Weapon>

[Swords (2H)]

(Lv.01~) (2H) Broadsword
(Lv.02~) (2H) Broadsword +1
(Lv.04~) (2H) Viking Sword
(Lv.05~) (2H) Viking Sword +1
(Lv.07~) (2H) Zweihander
(Lv.08~) (2H) Zweihander +1
(Lv.10~) (2H) Baldur Blade
(Lv.11~) (2H) Baldur Blade +1
(Lv.13~) (2H) Bastard Sword
(Lv.14~) (2H) Bastard Sword +1
(Lv.16~) (2H) Claymore
(Lv.17~) (2H) Claymore +1
(Lv.19~) (2H) Falx
(Lv.20~) (2H) Falx +1
(Lv.22~) (2H) Damasc Blade
(Lv.23~) (2H) Damasc Blade +1
(Lv.21~) (2H) Desert Blade
(Lv.26~) (2H) Gaia Blade
(Lv.28~) (2H) The Headsman
(Lv.29~) (2H) The Dark Headsman
(Lv.31~) (2H) Rhomphaia
(Lv.32~) (2H) Grasshewer Blade
(Lv.34~) (2H) Notos
(Lv.36~) (2H) <Ogre Blade>
(Lv.34~) (2H) <Balmung>
(Lv.40~) (2H) <Ishana>
(Lv.43~) (2H) <Durandal>
(Lv.46~) (2H) <Moon Blade>
(Lv.01~) (2H) <Cursed Weapon>

[Hammers]

(Lv.05~) (1H) Caldia

[Whips]

(Lv.09~) (2H) Bullwhip
(Lv.10~) (2H) Bullwhip +1
(Lv.15~) (2H) Spiked Laurel
(Lv.16~) (2H) Spiked Laurel +1
(Lv.20~) (2H) Clearcrack Whip
(Lv.25~) (2H) Holy Comet
(Lv.31~) (2H) <Rose Whip>
(Lv.35~) (2H) Blood Whip
(Lv.40~) (1H) <Supple Whip>
(Lv.45~) (2H) <Cat o' Nine Tails>
(Lv.01~) (2H) <Cursed Weapon>

[Crossbows]

(Lv.01~) (1H) Crossbow
(Lv.02~) (1H) Crossbow +1
(Lv.05~) (2H) Stonebow
(Lv.06~) (2H) Stonebow +1
(Lv.08~) (2H) Bowgun
(Lv.09~) (2H) Bowgun +1
(Lv.11~) (1H) Baldur Crossbow
(Lv.12~) (1H) Baldur Crossbow +1
(Lv.14~) (2H) Heavy Crossbow
(Lv.15~) (2H) Heavy Crossbow +1
(Lv.17~) (2H) Arbalest
(Lv.18~) (2H) Arbalest +1
(Lv.20~) (2H) Steelbow
(Lv.21~) (2H) Steelbow +1
(Lv.23~) (1H) Damasc Crossbow
(Lv.24~) (1H) Damasc Crossbow +1
(Lv.26~) (2H) Roodbow
(Lv.27~) (2H) Al-iklil
(Lv.29~) (2H) Keening Bowgun
(Lv.30~) (2H) Daedalus Bowgun
(Lv.32~) (2H) Samak
(Lv.34~) (2H) Leilah
(Lv.36~) (2H) Shams
(Lv.38~) (2H) Khalmid
(Lv.40~) (2H) <Ysaar>
(Lv.43~) (2H) <Barad>
(Lv.46~) (2H) <Raed>
(Lv.01~) (2H) <Cursed Weapon>

[Thrown]

(Lv.05~) (1H) Tomahawk
(Lv.07~) (1H) Tomahawk +1
(Lv.10~) (1H) Javelin
(Lv.12~) (1H) Javelin +1
(Lv.16~) (1H) Woshele
(Lv.18~) (1H) Woshele +1
(Lv.26~) (1H) Francisca
(Lv.28~) (1H) Francisca +1
(Lv.31~) (1H) Pilum
(Lv.33~) (1H) Pilum +1
(Lv.21~) (1H) Bola
(Lv.23~) (1H) Bola +1
(Lv.37~) (1H) Chakram
(Lv.39~) (1H) Chakram +1
(Lv.42~) (1H) Urchin Bola

(Lv.44~) (1H) Urchin Bola +1

[Shields]

(Lv.01~) Buckler
(Lv.02~) Buckler +1
(Lv.04~) Pelta
(Lv.05~) Pelta +1
(Lv.07~) Aspis
(Lv.08~) Aspis +1
(Lv.10~) Tower Shield
(Lv.11~) Tower Shield +1
(Lv.13~) Spiked Shield
(Lv.14~) Spiked Shield +1
(Lv.16~) Baldur Shield
(Lv.17~) Baldur Shield +1
(Lv.19~) Heater Shield
(Lv.20~) Heater Shield +1
(Lv.22~) Damasc Shield
(Lv.23~) Damasc Shield +1
(Lv.25~) Dragon Scale
(Lv.26~) Ancient Dragon Scale
(Lv.28~) Rozenzi Shield
(Lv.29~) Dread Shield
(Lv.31~) Shield of the Winds
(Lv.32~) Shield of the Loam
(Lv.33~) Shield of the Storm
(Lv.34~) Shield of the Waves
(Lv.35~) Shield of the Flames
(Lv.36~) Shield of the Tundra
(Lv.40~) <Ogre Shield>
(Lv.44~) Aegis
(Lv.46~) Medusa Shield

[Helms]

(Lv.05~) Bronze Helm
(Lv.06~) Bronze Helm +1
(Lv.10~) Baldur Helm
(Lv.11~) Baldur Helm +1
(Lv.23~) Damasc Helm
(Lv.24~) Damasc Helm +1
(Lv.26~) Wyrmscale Helm
(Lv.28~) <Glistening Helm>
(Lv.31~) <Ogre Helm>
(Lv.36~) <Skull Mask>

[Body Armor]

(Lv.01~) Leather Armor
(Lv.03~) Leather Armor +1
(Lv.04~) Chainmail
(Lv.05~) Chainmail +1
(Lv.10~) Baldur Armor
(Lv.11~) Baldur Armor +1
(Lv.14~) Brigandine
(Lv.15~) Brigandine +1
(Lv.22~) Damasc Mail
(Lv.23~) Damasc Mail +1
(Lv.25~) Wyrmscale Armor
(Lv.28~) <Reeking Armor>
(Lv.28~) Falcon Mail
(Lv.30~) Nathalork Mail

(Lv.30~) Alluring Dress
(Lv.32~) Viraat's Mail
(Lv.34~) Ur-Whale Mail
(Lv.36~) Phoenix Mail
(Lv.38~) Vikrant Mail
(Lv.42~) <Thanatos Armor>
(Lv.46~) <Ogre Armor>

[Armguards]

(Lv.02~) Leather Gloves
(Lv.03~) Leather Gloves +1
(Lv.04~) Leather Sleeves
(Lv.05~) Leather Sleeves +1
(Lv.07~) Gauntlets
(Lv.08~) Gauntlets +1
(Lv.10~) Baldur Gauntlets
(Lv.11~) Baldur Gauntlets +1
(Lv.18~) Overguards
(Lv.19~) Overguards +1
(Lv.22~) Damasc Mitts
(Lv.23~) Damasc Mitts +1
(Lv.26~) Wyrmscale Sleeves
(Lv.27~) <Musty Gauntlets>
(Lv.30~) <Ji'ygla's Bracers>
(Lv.33~) Lightning Gauntlets
(Lv.37~) Fire Gauntlets
(Lv.43~) <Daedalus Gauntlets>

[Legguards]

(Lv.01~) Linen Slops
(Lv.02~) Linen Slops +1
(Lv.03~) Leather Leggings
(Lv.04~) Leather Leggings +1
(Lv.06~) Chain Leggings
(Lv.07~) Chain Leggings +1
(Lv.11~) Baldur Leggings
(Lv.12~) Baldur Leggings +1
(Lv.20~) Damasc Leggings
(Lv.21~) Damasc Leggings +1
(Lv.20~) Cloud Shoes
(Lv.16~) Winged Boots
(Lv.25~) Sidhe Shoes
(Lv.18~) Sparkguard Boots
(Lv.13~) Greased Boots
(Lv.28~) Earthen Greaves
(Lv.31~) Watery Greaves
(Lv.34~) Hoarfrost Greaves
(Lv.37~) Shadowed Greaves
(Lv.30~) Alluring Highboots

[Air]

(Lv.01~) Grimoire Rafale	Deadshot
(Lv.09~) Grimoire Rafale II	Deadshot II
(Lv.18~) Grimoire Rafale III	Deadshot III
(Lv.27~) Grimoire Rafale IV	Deadshot IV
(Lv.05~) Grimoire Tourbillon	Tornado
(Lv.14~) Grimoire Tourbillon II	Tornado II
(Lv.23~) Grimoire Tourbillon III	Tornado III
(Lv.32~) Grimoire Tourbillon IV	Tornado IV

[Earth]

(Lv.01~)	Grimoire Aiguille	Vulcan Lance
(Lv.09~)	Grimoire Aiguille II	Vulcan Lance II
(Lv.18~)	Grimoire Aiguille III	Vulcan Lance III
(Lv.27~)	Grimoire Aiguille IV	Vulcan Lance IV
(Lv.05~)	Grimoire Rocher	Cragfall
(Lv.14~)	Grimoire Rocher II	Cragfall II
(Lv.23~)	Grimoire Rocher III	Cragfall III
(Lv.32~)	Grimoire Rocher IV	Cragfall IV

[Lightning]

(Lv.01~)	Grimoire Foudrarc	Lightning Bow
(Lv.09~)	Grimoire Foudrarc II	Lightning Bow II
(Lv.18~)	Grimoire Foudrarc III	Lightning Bow III
(Lv.27~)	Grimoire Foudrarc IV	Lightning Bow IV
(Lv.05~)	Grimoire Scindeciel	Thunderflare
(Lv.14~)	Grimoire Scindeciel II	Thunderflare II
(Lv.23~)	Grimoire Scindeciel III	Thunderflare III
(Lv.32~)	Grimoire Scindeciel IV	Thunderflare IV

[Water]

(Lv.01~)	Grimoire Aquamasse	Aquablast
(Lv.09~)	Grimoire Aquamasse II	Aquablast II
(Lv.18~)	Grimoire Aquamasse III	Aquablast III
(Lv.27~)	Grimoire Aquamasse IV	Aquablast IV
(Lv.05~)	Grimoire Malepluie	Acid Rain
(Lv.14~)	Grimoire Malepluie II	Acid Rain II
(Lv.23~)	Grimoire Malepluie III	Acid Rain III
(Lv.32~)	Grimoire Malepluie IV	Acid Rain IV

[Fire]

(Lv.01~)	Grimoire Bouledefeu	Sparksphere
(Lv.09~)	Grimoire Bouledefeu II	Sparksphere II
(Lv.18~)	Grimoire Bouledefeu III	Sparksphere III
(Lv.27~)	Grimoire Bouledefeu IV	Sparksphere IV
(Lv.05~)	Grimoire Flammes	Firestorm
(Lv.14~)	Grimoire Flammes II	Firestorm II
(Lv.23~)	Grimoire Flammes III	Firestorm III
(Lv.32~)	Grimoire Flammes IV	Firestorm IV

[Ice]

(Lv.01~)	Grimoire Glace	Iceblast
(Lv.09~)	Grimoire Glace II	Iceblast II
(Lv.18~)	Grimoire Glace III	Iceblast III
(Lv.27~)	Grimoire Glace IV	Iceblast IV
(Lv.05~)	Grimoire Congelation	Avalanche
(Lv.14~)	Grimoire Congelation II	Avalanche II
(Lv.23~)	Grimoire Congelation III	Avalanche III
(Lv.32~)	Grimoire Congelation IV	Avalanche IV

[Divine]

(Lv.01~)	Grimoire Radiance	Spiritsurge
(Lv.09~)	Grimoire Radiance II	Spiritsurge II
(Lv.18~)	Grimoire Radiance III	Spiritsurge III
(Lv.27~)	Grimoire Radiance IV	Spiritsurge IV
(Lv.08~)	Grimoire Puniton	Judgement
(Lv.17~)	Grimoire Puniton II	Judgement II
(Lv.26~)	Grimoire Puniton III	Judgement III
(Lv.35~)	Grimoire Puniton IV	Judgement IV
(Lv.03~)	Grimoire Vitalite	Heal

(Lv.13~)	Grimoire Vitalite II	Heal II
(Lv.23~)	Grimoire Vitalite III	Heal III
(Lv.33~)	Grimoire Vitalite IV	Heal IV

[Dark]

(Lv.03~)	Grimoire Douleur	Word of Pain
(Lv.12~)	Grimoire Douleur II	Word of Pain II
(Lv.21~)	Grimoire Douleur III	Word of Pain III
(Lv.30~)	Grimoire Douleur IV	Word of Pain IV
(Lv.08~)	Grimoire Briseciel	Meteor Strike
(Lv.17~)	Grimoire Briseciel II	Meteor Strike II
(Lv.26~)	Grimoire Briseciel III	Meteor Strike III
(Lv.35~)	Grimoire Briseciel IV	Meteor Strike IV

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Hoplite

[D960]

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A heavily armored footsoldier, typically bearing sword and shield which they use to defend their clan upon the battlefield.

[Swords (1H)]

(Lv.01~)	(1H) Short Sword
(Lv.02~)	(1H) Short Sword +1
(Lv.03~)	(1H) Gladius
(Lv.04~)	(1H) Gladius +1
(Lv.06~)	(1H) Rapier
(Lv.07~)	(1H) Rapier +1
(Lv.08~)	(1H) Shamshir
(Lv.09~)	(1H) Shamshir +1
(Lv.11~)	(1H) Baldur Sword
(Lv.12~)	(1H) Bladur Sword +1
(Lv.13~)	(1H) Cutlass
(Lv.14~)	(1H) Cutlass +1
(Lv.16~)	(1H) Khora
(Lv.17~)	(1H) Khora +1
(Lv.18~)	(1H) Damasc Sword
(Lv.19~)	(1H) Damasc Sword +1
(Lv.21~)	(1H) Walloon Sword
(Lv.22~)	(1H) Lightning Sword
(Lv.22~)	(1H) {Lombardia}
(Lv.23~)	(1H) Ice Blade
(Lv.24~)	(1H) Isberg
(Lv.26~)	(1H) Kukri
(Lv.27~)	(1H) Fandango
(Lv.34~)	(1H) <Nifrit Sword>
(Lv.32~)	(1H) Kumbhira
(Lv.34~)	(1H) <Odiferous Waster>
(Lv.20~)	(1H) <Ambicion>
(Lv.30~)	(1H) {Brynhildir}
(Lv.42~)	(1H) Daedalus Blade
(Lv.44~)	(1H) <Oracion>
(Lv.46~)	(1H) <Fafnir's Heart>
(Lv.48~)	(1H) <Leksar's Beloved>
(Lv.01~)	(1H) <Cursed Weapon>

[Axes]

(Lv.01~)	(1H) Hand Axe
(Lv.02~)	(1H) Hand Axe +1
(Lv.05~)	(1H) Battle Axe

(Lv.06~) (1H) Battle Axe +1
(Lv.13~) (1H) Tabar Zin
(Lv.14~) (1H) Tabar Zin +1
(Lv.16~) (1H) Chakmak
(Lv.17~) (1H) Chakmak +1
(Lv.25~) (1H) Balbriggan
(Lv.26~) (1H) Trovaon
(Lv.37~) (1H) Boreas
(Lv.46~) (1H) <Rune Axe>

[Spears]

(Lv.01~) (2H) Bronze Spear
(Lv.02~) (2H) Bronze Spear +1
(Lv.05~) (2H) Xyston
(Lv.06~) (2H) Xyston +1
(Lv.07~) (2H) Voulge
(Lv.08~) (2H) Voulge +1
(Lv.10~) (2H) Baldur Spear
(Lv.11~) (2H) Baldur Spear +1
(Lv.13~) (2H) Scorpion
(Lv.14~) (2H) Scorpion +1
(Lv.16~) (2H) Trident
(Lv.17~) (2H) Trident +1
(Lv.19~) (2H) Bardiche
(Lv.20~) (2H) Bardiche +1
(Lv.22~) (2H) Damasc Spear
(Lv.23~) (2H) Damasc Spear +1
(Lv.25~) (2H) Poleaxe
(Lv.26~) (2H) Hache
(Lv.28~) (2H) Culnrikolnne
(Lv.29~) (2H) Holy Lance
(Lv.31~) (2H) <Volcaetus>
(Lv.32~) (2H) Ignis
(Lv.34~) (2H) Zephyros
(Lv.37~) (2H) Bentisca
(Lv.40~) (2H) <Tlaloc's Bolt>
(Lv.43~) (2H) <Pavana>
(Lv.46~) (2H) <Dark Spear>
(Lv.01~) (2H) <Cursed Weapon>

[Hammers]

(Lv.01~) (1H) Halt Hammer
(Lv.02~) (1H) Halt Hammer +1
(Lv.05~) (1H) Caldia
(Lv.06~) (1H) Iron Fan
(Lv.06~) (1H) Morning Star
(Lv.07~) (1H) Morning Star +1
(Lv.10~) (2H) Baldur Hammer
(Lv.11~) (2H) Baldur Hammer +1
(Lv.13~) (1H) War Hammer
(Lv.14~) (1H) War Hammer +1
(Lv.16~) (2H) War Maul
(Lv.17~) (2H) War Maul +1
(Lv.19~) (1H) Spiked Flail
(Lv.20~) (1H) Spiked Flail +1
(Lv.22~) (2H) Damasc Hammer
(Lv.23~) (2H) Damasc Hammer +1
(Lv.25~) (1H) Dragon Hammer
(Lv.26~) (1H) Sanguine Hammer
(Lv.28~) (2H) Yggdrasil Gnarl

(Lv.29~) (2H) Glacies
(Lv.31~) (1H) Aqua Hammer
(Lv.32~) (1H) Vajra
(Lv.34~) (2H) <Sanscion>
(Lv.37~) (1H) Flame Flail
(Lv.40~) (2H) Euros
(Lv.43~) (2H) <Dagda's Hammer>
(Lv.46~) (2H) <Walitas>
(Lv.01~) (2H) <Cursed Weapon>

[Crossbows]

(Lv.01~) (1H) Crossbow
(Lv.02~) (1H) Crossbow +1
(Lv.11~) (1H) Baldur Crossbow
(Lv.12~) (1H) Baldur Crossbow +1
(Lv.23~) (1H) Damasc Crossbow
(Lv.24~) (1H) Damasc Crossbow +1

[Thrown]

(Lv.05~) (1H) Tomahawk
(Lv.07~) (1H) Tomahawk +1
(Lv.10~) (1H) Javelin
(Lv.12~) (1H) Javelin +1
(Lv.16~) (1H) Woshele
(Lv.18~) (1H) Woshele +1
(Lv.26~) (1H) Francisca
(Lv.28~) (1H) Francisca +1
(Lv.31~) (1H) Pilum
(Lv.33~) (1H) Pilum +1
(Lv.21~) (1H) Bola
(Lv.23~) (1H) Bola +1
(Lv.37~) (1H) Chakram
(Lv.39~) (1H) Chakram +1
(Lv.42~) (1H) Urchin Bola
(Lv.44~) (1H) Urchin Bola +1

[Shields]

(Lv.01~) Buckler
(Lv.02~) Buckler +1
(Lv.04~) Pelta
(Lv.05~) Pelta +1
(Lv.07~) Aspisp
(Lv.08~) Aspisp +1
(Lv.10~) Tower Shield
(Lv.11~) Tower Shield +1
(Lv.13~) Spiked Shield
(Lv.14~) Spiked Shield +1
(Lv.16~) Baldur Shield
(Lv.17~) Baldur Shield +1
(Lv.19~) Heater Shield
(Lv.20~) Heater Shield +1
(Lv.22~) Damasc Shield
(Lv.23~) Damasc Shield +1
(Lv.25~) Dragon Scale
(Lv.26~) Ancient Dragon Scale
(Lv.28~) Rozenzi Shield
(Lv.29~) Dread Shield
(Lv.31~) Shield of the Winds
(Lv.32~) Shield of the Loam
(Lv.33~) Shield of the Storm

(Lv.34~) Shield of the Waves
(Lv.35~) Shield of the Flames
(Lv.36~) Shield of the Tundra
(Lv.40~) <Ogre Shield>
(Lv.44~) Aegis
(Lv.46~) Medusa Shield

[Helms]

(Lv.05~) Bronze Helm
(Lv.06~) Bronze Helm +1
(Lv.10~) Baldur Helm
(Lv.11~) Baldur Helm +1
(Lv.23~) Damasc Helm
(Lv.24~) Damasc Helm +1
(Lv.26~) Wyrmscale Helm
(Lv.28~) <Glistening Helm>
(Lv.31~) <Ogre Helm>
(Lv.36~) <Skull Mask>

[Body Armor]

(Lv.01~) Leather Armor
(Lv.03~) Leather Armor +1
(Lv.04~) Chainmail
(Lv.05~) Chainmail +1
(Lv.10~) Baldur Armor
(Lv.11~) Baldur Armor +1
(Lv.14~) Brigandine
(Lv.15~) Brigandine +1
(Lv.22~) Damasc Mail
(Lv.23~) Damasc Mail +1
(Lv.25~) Wyrmscale Armor
(Lv.28~) <Reeking Armor>
(Lv.28~) Falcon Mail
(Lv.30~) Nathalork Mail
(Lv.30~) Alluring Dress
(Lv.30~) Alluring Corset
(Lv.32~) Viraat's Mail
(Lv.34~) Ur-Whale Mail
(Lv.36~) Phoenix Mail
(Lv.38~) Vikrant Mail
(Lv.42~) <Thanatos Armor>
(Lv.46~) <Ogre Armor>

[Armguards]

(Lv.02~) Leather Gloves
(Lv.03~) Leather Gloves +1
(Lv.04~) Leather Sleeves
(Lv.05~) Leather Sleeves +1
(Lv.07~) Gauntlets
(Lv.08~) Gauntlets +1
(Lv.10~) Baldur Gauntlets
(Lv.11~) Baldur Gauntlets +1
(Lv.18~) Overguards
(Lv.19~) Overguards +1
(Lv.22~) Damasc Mitts
(Lv.23~) Damasc Mitts +1
(Lv.26~) Wyrmscale Sleeves
(Lv.27~) <Musty Gauntlets>
(Lv.30~) <Ji'ygla's Bracers>
(Lv.33~) Lightning Gauntlets

- (Lv.37~) Fire Gauntlets
- (Lv.40~) <Luminant Gauntlets>
- (Lv.43~) <Daedalus Gauntlets>

[Legguards]

- (Lv.01~) Linen Slops
- (Lv.02~) Linen Slops +1
- (Lv.03~) Leather Leggings
- (Lv.04~) Leather Leggings +1
- (Lv.06~) Chain Leggings
- (Lv.07~) Chain Leggings +1
- (Lv.11~) Baldur Leggings
- (Lv.12~) Baldur Leggings +1
- (Lv.20~) Damasc Leggings
- (Lv.21~) Damasc Leggings +1
- (Lv.20~) Cloud Shoes
- (Lv.16~) Winged Boots
- (Lv.25~) Sidhe Shoes
- (Lv.18~) Sparkguard Boots
- (Lv.13~) Greased Boots
- (Lv.28~) Earthen Greaves
- (Lv.31~) Watery Greaves
- (Lv.34~) Hoarfrost Greaves
- (Lv.37~) Shadowed Greaves
- (Lv.30~) Alluring Highboots
- (Lv.30~) Alluring Boots

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Juggernaut

[09E1]

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A destroyer upon the battlefield, wielding awesome power and the speed to employ it where it's needed most.

[Fists]

- (Lv.02~) (2H) Leather Caestus +1
- (Lv.04~) (2H) Bronze Knuckles
- (Lv.05~) (2H) Bronze Knuckles +1
- (Lv.07~) (2H) Iron Claws
- (Lv.08~) (2H) Iron Claws +1
- (Lv.10~) (2H) Cat Bagh Nakh
- (Lv.11~) (2H) Cat Bagh Nakh +1
- (Lv.13~) (2H) Baldur Claws
- (Lv.14~) (2H) Baldur Claws +1
- (Lv.16~) (2H) Katara
- (Lv.17~) (2H) Katara +1
- (Lv.19~) (2H) Tiger Bagh Nakh
- (Lv.20~) (2H) Tiger Bagh Nakh +1
- (Lv.22~) (2H) Damasc Claws
- (Lv.23~) (2H) Damasc Claws +1
- (Lv.25~) (2H) Dragon Claws
- (Lv.26~) (2H) Dragon Blades
- (Lv.28~) (2H) Jamadhar
- (Lv.29~) (2H) Vishnu's Katara
- (Lv.31~) (2H) Hellhound Claws
- (Lv.32~) (2H) Kerberos Claws
- (Lv.34~) (2H) Daedalus Knuckles
- (Lv.37~) (2H) Vaisravana
- (Lv.34~) (2H) <Trueno's Scales>
- (Lv.43~) (2H) <Vainateya's Talons>

(Lv.46~) (2H) <Huitzilopochtli's Rays>

(Lv.01~) (2H) <Cursed Weapon>

[Swords (2H)]

(Lv.01~) (2H) Broadsword

(Lv.02~) (2H) Broadsword +1

(Lv.04~) (2H) Viking Sword

(Lv.05~) (2H) Viking Sword +1

(Lv.07~) (2H) Zweihander

(Lv.08~) (2H) Zweihander +1

(Lv.10~) (2H) Baldur Blade

(Lv.11~) (2H) Baldur Blade +1

(Lv.13~) (2H) Bastard Sword

(Lv.14~) (2H) Bastard Sword +1

(Lv.16~) (2H) Claymore

(Lv.17~) (2H) Claymore +1

(Lv.19~) (2H) Falx

(Lv.20~) (2H) Falx +1

(Lv.22~) (2H) Damasc Blade

(Lv.23~) (2H) Damasc Blade +1

(Lv.21~) (2H) Desert Blade

(Lv.26~) (2H) Gaia Blade

(Lv.28~) (2H) The Headsman

(Lv.29~) (2H) The Dark Headsman

(Lv.31~) (2H) Rhomphaia

(Lv.32~) (2H) Grasshewer Blade

(Lv.34~) (2H) Notos

(Lv.36~) (2H) <Ogre Blade>

(Lv.34~) (2H) <Balmung>

(Lv.40~) (2H) <Ishana>

(Lv.43~) (2H) <Durandal>

(Lv.46~) (2H) <Moon Blade>

(Lv.01~) (2H) <Cursed Weapon>

[Axes]

(Lv.01~) (1H) Hand Axe

(Lv.02~) (1H) Hand Axe +1

(Lv.05~) (1H) Battle Axe

(Lv.06~) (1H) Battle Axe +1

(Lv.07~) (2H) Heavy Axe

(Lv.08~) (2H) Heavy Axe +1

(Lv.10~) (2H) Baldur Axe

(Lv.11~) (2H) Baldur Axe +1

(Lv.13~) (1H) Tabar Zin

(Lv.14~) (1H) Tabar Zin +1

(Lv.16~) (1H) Chakmak

(Lv.17~) (1H) Chakmak +1

(Lv.19~) (2H) Guisarme

(Lv.20~) (2H) Guisarme +1

(Lv.22~) (2H) Damasc Axe

(Lv.23~) (2H) Damasc Axe +1

(Lv.25~) (1H) Balbriggan

(Lv.26~) (1H) Trovaon

(Lv.28~) (2H) Dragon Axe

(Lv.29~) (2H) Terre Axe

(Lv.31~) (2H) <Glamrock>

(Lv.32~) (2H) Stardust

(Lv.34~) (2H) Prox

(Lv.37~) (1H) Boreas

(Lv.40~) (2H) <Kshuparaka>

(Lv.43~) (2H) <Shaytan's Bulova>
(Lv.46~) (1H) <Rune Axe>
(Lv.01~) (2H) <Cursed Weapon>

[Spears]

(Lv.01~) (2H) Bronze Spear
(Lv.02~) (2H) Bronze Spear +1
(Lv.05~) (2H) Xyston
(Lv.06~) (2H) Xyston +1
(Lv.07~) (2H) Voulge
(Lv.08~) (2H) Voulge +1
(Lv.10~) (2H) Baldur Spear
(Lv.11~) (2H) Baldur Spear +1
(Lv.13~) (2H) Scorpion
(Lv.14~) (2H) Scorpion +1
(Lv.16~) (2H) Trident
(Lv.17~) (2H) Trident +1
(Lv.19~) (2H) Bardiche
(Lv.20~) (2H) Bardiche +1
(Lv.22~) (2H) Damasc Spear
(Lv.23~) (2H) Damasc Spear +1
(Lv.25~) (2H) Poleaxe
(Lv.26~) (2H) Hache
(Lv.28~) (2H) Culnrikolnne
(Lv.29~) (2H) Holy Lance
(Lv.31~) (2H) <Volcaetus>
(Lv.32~) (2H) Ignis
(Lv.34~) (2H) Zephyros
(Lv.37~) (2H) Bentisca
(Lv.40~) (2H) <Tlaloc's Bolt>
(Lv.43~) (2H) <Pavana>
(Lv.46~) (2H) <Dark Spear>
(Lv.01~) (2H) <Cursed Weapon>

[Hammers]

(Lv.01~) (1H) Halt Hammer
(Lv.02~) (1H) Halt Hammer +1
(Lv.05~) (1H) Caldia
(Lv.06~) (1H) Iron Fan
(Lv.06~) (1H) Morning Star
(Lv.07~) (1H) Morning Star +1
(Lv.10~) (2H) Baldur Hammer
(Lv.11~) (2H) Baldur Hammer +1
(Lv.13~) (1H) War Hammer
(Lv.14~) (1H) War Hammer +1
(Lv.16~) (2H) War Maul
(Lv.17~) (2H) War Maul +1
(Lv.19~) (1H) Spiked Flail
(Lv.20~) (1H) Spiked Flail +1
(Lv.22~) (2H) Damasc Hammer
(Lv.23~) (2H) Damasc Hammer +1
(Lv.25~) (1H) Dragon Hammer
(Lv.26~) (1H) Sanguine Hammer
(Lv.28~) (2H) Yggdrasil Gnarl
(Lv.29~) (2H) Glacies
(Lv.31~) (1H) Aqua Hammer
(Lv.32~) (1H) Vajra
(Lv.34~) (2H) <Sanscion>
(Lv.37~) (1H) Flame Flail
(Lv.40~) (2H) Euros

(Lv.43~) (2H) <Dagda's Hammer>
(Lv.46~) (2H) <Walitas>
(Lv.01~) (2H) <Cursed Weapon>

[Blowguns]

(Lv.01~) (1H) Gerges Blowgun
(Lv.08~) (1H) Stundart Blowgun
(Lv.10~) (1H) Wortdart Blowgun
(Lv.12~) (1H) Baldur Blowgun
(Lv.13~) (1H) Frogdart Blowgun
(Lv.17~) (1H) Mutedart Blowgun
(Lv.20~) (1H) Petridart Blowgun
(Lv.24~) (1H) Damasc Blowgun
(Lv.36~) (1H) Femakk's Blowgun
(Lv.44~) (1H) <Rahula>
(Lv.01~) (1H) <Cursed Weapon>

[Bows]

(Lv.01~) (1H) Shortbow
(Lv.02~) (1H) Shortbow +1
(Lv.10~) (1H) Baldur Bow
(Lv.11~) (1H) Baldur Bow +1
(Lv.22~) (1H) Damasc Bow
(Lv.23~) (1H) Damasc Bow +1

[Thrown]

(Lv.05~) (1H) Tomahawk
(Lv.07~) (1H) Tomahawk +1
(Lv.10~) (1H) Javelin
(Lv.12~) (1H) Javelin +1
(Lv.16~) (1H) Woshele
(Lv.18~) (1H) Woshele +1
(Lv.26~) (1H) Francisca
(Lv.28~) (1H) Francisca +1
(Lv.31~) (1H) Pilum
(Lv.33~) (1H) Pilum +1
(Lv.21~) (1H) Bola
(Lv.23~) (1H) Bola +1
(Lv.37~) (1H) Chakram
(Lv.39~) (1H) Chakram +1
(Lv.42~) (1H) Urchin Bola
(Lv.44~) (1H) Urchin Bola +1

[Shields]

(Lv.01~) Buckler
(Lv.02~) Buckler +1
(Lv.04~) Pelta
(Lv.05~) Pelta +1
(Lv.07~) Aspisp
(Lv.08~) Aspisp +1
(Lv.10~) Tower Shield
(Lv.11~) Tower Shield +1
(Lv.13~) Spiked Shield
(Lv.14~) Spiked Shield +1
(Lv.16~) Baldur Shield
(Lv.17~) Baldur Shield +1
(Lv.19~) Heater Shield
(Lv.20~) Heater Shield +1
(Lv.22~) Damasc Shield
(Lv.23~) Damasc Shield +1

(Lv.25~) Dragon Scale
(Lv.26~) Ancient Dragon Scale
(Lv.28~) Rozenzi Shield
(Lv.29~) Dread Shield
(Lv.31~) Shield of the Winds
(Lv.32~) Shield of the Loam
(Lv.33~) Shield of the Storm
(Lv.34~) Shield of the Waves
(Lv.35~) Shield of the Flames
(Lv.36~) Shield of the Tundra

[Helms]

(Lv.05~) Bronze Helm
(Lv.06~) Bronze Helm +1
(Lv.10~) Baldur Helm
(Lv.11~) Baldur Helm +1
(Lv.23~) Damasc Helm
(Lv.24~) Damasc Helm +1
(Lv.26~) Wyrmscale Helm
(Lv.28~) <Glistening Helm>
(Lv.31~) <Ogre Helm>
(Lv.36~) <Skull Mask>

[Body Armor]

(Lv.01~) Leather Armor
(Lv.03~) Leather Armor +1
(Lv.04~) Chainmail
(Lv.05~) Chainmail +1
(Lv.10~) Baldur Armor
(Lv.11~) Baldur Armor +1
(Lv.14~) Brigandine
(Lv.15~) Brigandine +1
(Lv.22~) Damasc Mail
(Lv.23~) Damasc Mail +1
(Lv.25~) Wyrmscale Armor
(Lv.28~) <Reeking Armor>
(Lv.28~) Falcon Mail
(Lv.30~) Nathalork Mail
(Lv.30~) Alluring Dress
(Lv.30~) Alluring Corset
(Lv.32~) Viraat's Mail
(Lv.34~) Ur-Whale Mail
(Lv.36~) Phoenix Mail
(Lv.38~) Vikrant Mail
(Lv.42~) <Thanatos Armor>
(Lv.46~) <Ogre Armor>

[Armguards]

(Lv.02~) Leather Gloves
(Lv.03~) Leather Gloves +1
(Lv.04~) Leather Sleeves
(Lv.05~) Leather Sleeves +1
(Lv.07~) Gauntlets
(Lv.08~) Gauntlets +1
(Lv.10~) Baldur Gauntlets
(Lv.11~) Baldur Gauntlets +1
(Lv.18~) Overguards
(Lv.19~) Overguards +1
(Lv.22~) Damasc Mitts
(Lv.23~) Damasc Mitts +1

- (Lv.26~) Wyrmscale Sleeves
- (Lv.27~) <Musty Gauntlets>
- (Lv.30~) <Ji'ygla's Bracers>
- (Lv.33~) Lightning Gauntlets
- (Lv.37~) Fire Gauntlets
- (Lv.40~) <Luminant Gauntlets>
- (Lv.43~) <Daedalus Gauntlets>

[Legguards]

- (Lv.01~) Linen Slops
- (Lv.02~) Linen Slops +1
- (Lv.03~) Leather Leggings
- (Lv.04~) Leather Leggings +1
- (Lv.06~) Chain Leggings
- (Lv.07~) Chain Leggings +1
- (Lv.11~) Baldur Leggings
- (Lv.12~) Baldur Leggings +1
- (Lv.20~) Damasc Leggings
- (Lv.21~) Damasc Leggings +1
- (Lv.20~) Cloud Shoes
- (Lv.16~) Winged Boots
- (Lv.25~) Sidhe Shoes
- (Lv.18~) Sparkguard Boots
- (Lv.13~) Greased Boots
- (Lv.28~) Earthen Greaves
- (Lv.31~) Watery Greaves
- (Lv.34~) Hoarfrost Greaves
- (Lv.37~) Shadowed Greaves
- (Lv.30~) Alluring Highboots
- (Lv.30~) Alluring Boots

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Patriarch/Matriarch

[60EF]

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Adept at magic and a capable leader on the battlefield. Wiields magic powerful enough to impress even wizards.

[Daggers]

- (Lv.01~) (1H) Sticker
- (Lv.02~) (1H) Sticker +1
- (Lv.04~) (1H) Battle Knife
- (Lv.05~) (1H) Battle Knife +1
- (Lv.07~) (1H) Dirk
- (Lv.08~) (1H) Dirk +1
- (Lv.10~) (1H) Butcher Knife
- (Lv.11~) (1H) Butcher Knife +1
- (Lv.13~) (1H) Baldur Dagger
- (Lv.14~) (1H) Baldur Dagger +1
- (Lv.16~) (1H) Kris
- (Lv.17~) (1H) Kris +1
- (Lv.19~) (1H) Kidney Spike
- (Lv.20~) (1H) Kidney Spike +1
- (Lv.22~) (1H) Damasc Dagger
- (Lv.23~) (1H) Damasc Dagger +1
- (Lv.25~) (1H) Valiant's Dagger
- (Lv.26~) (1H) Brilliant Dagger
- (Lv.28~) (1H) Marauder Knife
- (Lv.29~) (1H) Predator Knife
- (Lv.31~) (1H) Xolotl's Canine

(Lv.34~) (1H) Yama
(Lv.37~) (1H) Dragon Fang
(Lv.40~) (1H) <Pinion Blade>
(Lv.43~) (1H) <Assassin Blade>
(Lv.01~) (1H) <Cursed Weapon>

[Cudgels]

(Lv.01~) (2H) Sibyl's Staff
(Lv.02~) (2H) Sibyl's Staff +1
(Lv.04~) (1H) Mage Staff
(Lv.05~) (1H) Mage Staff +1
(Lv.14~) (2H) Exarch's Staff
(Lv.15~) (2H) Exarch's Staff +1
(Lv.18~) (1H) Magus Staff
(Lv.19~) (1H) Magus Staff +1
(Lv.25~) (1H) Staff of Restoration
(Lv.26~) (1H) Staff of Purification
(Lv.30~) (1H) Malitza's Staff
(Lv.30~) (1H) Wand of Air
(Lv.30~) (1H) Wand of Earth
(Lv.30~) (1H) Wand of Lightning
(Lv.30~) (1H) Wand of Water
(Lv.30~) (1H) Wand of Fire
(Lv.30~) (1H) Wand of Ice
(Lv.35~) (1H) Lipul's Rod
(Lv.41~) (2H) <Sage Staff>
(Lv.45~) (2H) <Wiseman's Staff>
(Lv.01~) (2H) <Cursed Weapon>

[Shields]

(Lv.01~) Buckler
(Lv.02~) Buckler +1
(Lv.16~) Baldur Shield
(Lv.17~) Baldur Shield +1

[Helms]

(Lv.03~) Circlet
(Lv.04~) Circlet +1
(Lv.15~) Wizard's Hat
(Lv.16~) Wizard's Hat +1
(Lv.25~) Holy Crown

[Body Armor]

(Lv.01~) Leather Armor
(Lv.03~) Leather Armor +1
(Lv.04~) Chainmail
(Lv.05~) Chainmail +1
(Lv.10~) Baldur Armor
(Lv.11~) Baldur Armor +1
(Lv.14~) Brigandine
(Lv.15~) Brigandine +1
(Lv.22~) Damasc Mail
(Lv.23~) Damasc Mail +1
(Lv.25~) Wyrmscale Armor
(Lv.28~) <Reeking Armor>
(Lv.26~) Falcon Feathercoat
(Lv.26~) Nathalork Rockcoat
(Lv.26~) Viraat's Thundercoat
(Lv.26~) Whale Whiskercoat
(Lv.26~) Phoenix Flamecoat

(Lv.26~) Vikrant Icecoat
(Lv.28~) Aganista Lightcoat
(Lv.28~) <Ji'ygla's Darkcoat>
(Lv.30~) Alluring Dress
(Lv.30~) Alluring Corset

[Armguards]

(Lv.02~) Leather Gloves
(Lv.03~) Leather Gloves +1
(Lv.25~) Mage's Mitts

[Legguards]

(Lv.01~) Linen Slops
(Lv.02~) Linen Slops +1
(Lv.25~) Mage Trousers
(Lv.20~) Cloud Shoes
(Lv.16~) Winged Boots
(Lv.25~) Sidhe Shoes
(Lv.18~) Sparkguard Boots
(Lv.13~) Greased Boots
(Lv.28~) Earthen Greaves
(Lv.31~) Watery Greaves
(Lv.34~) Hoarfrost Greaves
(Lv.30~) Alluring Highboots
(Lv.30~) Alluring Boots

[Air]

(Lv.03~) Grimoire Rafale	Deadshot
(Lv.12~) Grimoire Rafale II	Deadshot II
(Lv.21~) Grimoire Rafale III	Deadshot III
(Lv.30~) Grimoire Rafale IV	Deadshot IV
(Lv.07~) Grimoire Tourbillon	Tornado
(Lv.16~) Grimoire Tourbillon II	Tornado II
(Lv.25~) Grimoire Tourbillon III	Tornado III
(Lv.34~) Grimoire Tourbillon IV	Tornado IV
(Lv.20~) Grimoire Sylphide	Sylphide
(Lv.38~) Grimoire Sylphide II	Sylphide II
(Lv.13~) Grimoire Trombe	Whirlwind
(Lv.09~) Grimoire Detournant	Guarding Gale
(Lv.05~) Grimoire Hypnose	Balmy Breeze
(Lv.16~) Grimoire Fixateur	Black Williwaw

[Earth]

(Lv.03~) Grimoire Aiguille	Vulcan Lance
(Lv.12~) Grimoire Aiguille II	Vulcan Lance II
(Lv.21~) Grimoire Aiguille III	Vulcan Lance III
(Lv.30~) Grimoire Aiguille IV	Vulcan Lance IV
(Lv.07~) Grimoire Rocher	Cragfall
(Lv.16~) Grimoire Rocher II	Cragfall II
(Lv.25~) Grimoire Rocher III	Cragfall III
(Lv.34~) Grimoire Rocher IV	Cragfall IV
(Lv.20~) Grimoire Orestiad	Gnome
(Lv.38~) Grimoire Orestiad II	Gnome II
(Lv.13~) Grimoire Rempart	Protect
(Lv.09~) Grimoire Maladresse	Blade Ward
(Lv.11~) Grimoire Ensablant	Duststorm
(Lv.16~) Grimoire Monolithe	Petrifog

[Lightning]

(Lv.03~) Grimoire Foudrarc	Lightning Bow
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(Lv.12~)	Grimoire Foudrarc II	Lightning Bow II
(Lv.21~)	Grimoire Foudrarc III	Lightning Bow III
(Lv.30~)	Grimoire Foudrarc IV	Lightning Bow IV
(Lv.07~)	Grimoire Scindeciel	Thunderflare
(Lv.16~)	Grimoire Scindeciel II	Thunderflare II
(Lv.25~)	Grimoire Scindeciel III	Thunderflare III
(Lv.34~)	Grimoire Scindeciel IV	Thunderflare IV
(Lv.20~)	Grimoire Tonnerre	Thunderbird
(Lv.38~)	Grimoire Tonnerre II	Thunderbird II
(Lv.13~)	Grimoire Electrisant	Galvanize
(Lv.09~)	Grimoire Immobilisant	Stormspark
(Lv.06~)	Grimoire Choquant	Stunbomb
(Lv.16~)	Grimoire Eclair	Stunslay

[Water]

(Lv.03~)	Grimoire Aquamasse	Aquablast
(Lv.12~)	Grimoire Aquamasse II	Aquablast II
(Lv.21~)	Grimoire Aquamasse III	Aquablast III
(Lv.30~)	Grimoire Aquamasse IV	Aquablast IV
(Lv.07~)	Grimoire Malepluie	Acid Rain
(Lv.16~)	Grimoire Malepluie II	Acid Rain II
(Lv.25~)	Grimoire Malepluie III	Acid Rain III
(Lv.34~)	Grimoire Malepluie IV	Acid Rain IV
(Lv.20~)	Grimoire Naiade	Undine
(Lv.38~)	Grimoire Naiade II	Undine II
(Lv.10~)	Grimoire Bonnepluie	Quench
(Lv.09~)	Grimoire Stagnation	Stagnate
(Lv.07~)	Grimoire Toxibrume	Poison Mist
(Lv.16~)	Grimoire Embourbant	Sludgebind

[Fire]

(Lv.03~)	Grimoire Bouledefeu	Sparksphere
(Lv.12~)	Grimoire Bouledefeu II	Sparksphere II
(Lv.21~)	Grimoire Bouledefeu III	Sparksphere III
(Lv.30~)	Grimoire Bouledefeu IV	Sparksphere IV
(Lv.07~)	Grimoire Flammes	Firestorm
(Lv.16~)	Grimoire Flammes II	Firestorm II
(Lv.25~)	Grimoire Flammes III	Firestorm III
(Lv.34~)	Grimoire Flammes IV	Firestorm IV
(Lv.20~)	Grimoire Salamandre	Salamander
(Lv.38~)	Grimoire Salamandre II	Salamander II
(Lv.13~)	Grimoire Enflammant	Flame Fusion
(Lv.09~)	Grimoire Brulant	Pyroclastic Flow
(Lv.05~)	Grimoire Calcinant	Misery
(Lv.18~)	Grimoire Fumerolle	Brimstone

[Ice]

(Lv.03~)	Grimoire Glace	Iceblast
(Lv.12~)	Grimoire Glace II	Iceblast II
(Lv.21~)	Grimoire Glace III	Iceblast III
(Lv.30~)	Grimoire Glace IV	Iceblast IV
(Lv.07~)	Grimoire Congelation	Avalanche
(Lv.16~)	Grimoire Congelation II	Avalanche II
(Lv.25~)	Grimoire Congelation III	Avalanche III
(Lv.34~)	Grimoire Congelation IV	Avalanche IV
(Lv.20~)	Grimoire Wendigo	Wendigo
(Lv.38~)	Grimoire Wendigo II	Wendigo II
(Lv.13~)	Grimoire Serenite	Icy Focus
(Lv.08~)	Grimoire Fragilisant	Indomitable Will
(Lv.05~)	Grimoire Engourdissant	Numbing Cold

(Lv.15~) Grimoire Gelant Freezing Gust

[Dark]

(Lv.04~) Grimoire Douleur Word of Pain
(Lv.13~) Grimoire Douleur II Word of Pain II
(Lv.22~) Grimoire Douleur III Word of Pain III
(Lv.31~) Grimoire Douleur IV Word of Pain IV
(Lv.09~) Grimoire Briseciel Meteor Strike
(Lv.18~) Grimoire Briseciel II Meteor Strike II
(Lv.27~) Grimoire Briseciel III Meteor Strike III
(Lv.36~) Grimoire Briseciel IV Meteor Strike IV
(Lv.23~) Grimoire Fenrir Hellhound
(Lv.41~) Grimoire Fenrir II Hellhound II
(Lv.09~) Grimoire Aspirevie Drain Heart
(Lv.13~) Grimoire Aspiremagie Drain Mind
(Lv.18~) Grimoire Aspirenergie Drain Power
(Lv.11~) Grimoire Torpeur Torpor
(Lv.15~) Grimoire Petrifiant Petriburst
(Lv.03~) Grimoire Paralysie Paralytic Wave
(Lv.07~) Grimoire Toxigaz Poison Cloud
(Lv.26~) Grimoire Miasme Deadly Poison
(Lv.05~) Grimoire Sommeil Sleep
(Lv.06~) Grimoire Tentation Charm
(Lv.37~) Grimoire Arret Dominate
(Lv.23~) Grimoire Menottes Shackle
(Lv.20~) Grimoire Entrave Fixate
(Lv.12~) Grimoire Gravite Gravity Flux
(Lv.24~) Grimoire Epouvante Deadscream
(Lv.25~) Grimoire Damnes Dead Man's Ivy

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Familiar

[EC3D]

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A minion of the cunning-folk able to attack and use utility spells to weaken foes and strengthen allies. Use them for defense, or as a decoy.

[Daggers]

(Lv.01~) (1H) Sticker
(Lv.02~) (1H) Sticker +1
(Lv.04~) (1H) Battle Knife
(Lv.05~) (1H) Battle Knife +1
(Lv.07~) (1H) Dirk
(Lv.08~) (1H) Dirk +1
(Lv.10~) (1H) Butcher Knife
(Lv.11~) (1H) Butcher Knife +1
(Lv.13~) (1H) Baldur Dagger
(Lv.14~) (1H) Baldur Dagger +1
(Lv.16~) (1H) Kris
(Lv.17~) (1H) Kris +1
(Lv.19~) (1H) Kidney Spike
(Lv.20~) (1H) Kidney Spike +1
(Lv.22~) (1H) Damasc Dagger
(Lv.23~) (1H) Damasc Dagger +1
(Lv.25~) (1H) Valiant's Dagger
(Lv.26~) (1H) Brilliant Dagger
(Lv.28~) (1H) Marauder Knife
(Lv.29~) (1H) Predator Knife
(Lv.31~) (1H) Xolotl's Canine
(Lv.34~) (1H) Yama

(Lv.37~) (1H) Dragon Fang
(Lv.40~) (1H) <Pinion Blade>
(Lv.43~) (1H) <Assassin Blade>
(Lv.01~) (1H) <Cursed Weapon>

[Hammers]

(Lv.05~) (1H) Caldia
(Lv.06~) (1H) Iron Fan

[Cudgels]

(Lv.01~) (2H) Sibyl's Staff
(Lv.02~) (2H) Sibyl's Staff +1
(Lv.04~) (1H) Mage Staff
(Lv.05~) (1H) Mage Staff +1
(Lv.14~) (2H) Exarch's Staff
(Lv.15~) (2H) Exarch's Staff +1
(Lv.18~) (1H) Magus Staff
(Lv.19~) (1H) Magus Staff +1
(Lv.25~) (1H) Staff of Restoration
(Lv.26~) (1H) Staff of Purification
(Lv.30~) (1H) Malitza's Staff
(Lv.30~) (1H) Wand of Air
(Lv.30~) (1H) Wand of Earth
(Lv.30~) (1H) Wand of Lightning
(Lv.30~) (1H) Wand of Water
(Lv.30~) (1H) Wand of Fire
(Lv.30~) (1H) Wand of Ice
(Lv.35~) (1H) Lipul's Rod
(Lv.41~) (2H) <Sage Staff>
(Lv.45~) (2H) <Wiseman's Staff>
(Lv.01~) (2H) <Cursed Weapon>

[Spellbooks]

(Lv.15~) (1H) Biblion Anatomiae
(Lv.15~) (1H) Biblion Teratos
(Lv.15~) (1H) Biblion Herpetou
(Lv.15~) (1H) Biblion Drakontos
(Lv.15~) (1H) Biblion Sacri
(Lv.15~) (1H) Biblion Daemonis
(Lv.15~) (1H) Biblion Spiritus
(Lv.15~) (1H) Biblion Thanatos
(Lv.15~) (1H) Biblion Pupparris
(Lv.45~) (2H) <Gran Grimoire>
(Lv.01~) (2H) <Cursed Weapon>

[Blowguns]

(Lv.01~) (1H) Gerges Blowgun
(Lv.08~) (1H) Stundart Blowgun
(Lv.10~) (1H) Wortdart Blowgun
(Lv.12~) (1H) Baldur Blowgun
(Lv.13~) (1H) Frogdart Blowgun
(Lv.17~) (1H) Mutedart Blowgun
(Lv.20~) (1H) Petridart Blowgun
(Lv.24~) (1H) Damasc Blowgun
(Lv.36~) (1H) Femakk's Blowgun
(Lv.44~) (1H) <Rahula>
(Lv.01~) (1H) <Cursed Weapon>

[Bows]

(Lv.01~) (1H) Shortbow

(Lv.02~) (1H) Shortbow +1
(Lv.10~) (1H) Baldur Bow
(Lv.11~) (1H) Baldur Bow +1
(Lv.22~) (1H) Damasc Bow
(Lv.23~) (1H) Damasc Bow +1

[Thrown]

(Lv.03~) (1H) Lobber
(Lv.13~) (1H) Lobber +1
(Lv.23~) (1H) Lobber +2

[Shields]

(Lv.01~) Buckler
(Lv.02~) Buckler +1
(Lv.16~) Baldur Shield
(Lv.17~) Baldur Shield +1

[Helms]

(Lv.03~) Circlet
(Lv.04~) Circlet +1
(Lv.15~) Wizard's Hat
(Lv.16~) Wizard's Hat +1
(Lv.25~) Holy Crown

[Body Armor]

(Lv.01~) Leather Armor
(Lv.03~) Leather Armor +1
(Lv.04~) Chainmail
(Lv.05~) Chainmail +1
(Lv.10~) Baldur Armor
(Lv.11~) Baldur Armor +1
(Lv.14~) Brigandine
(Lv.15~) Brigandine +1
(Lv.22~) Damasc Mail
(Lv.23~) Damasc Mail +1
(Lv.25~) Wyrmscale Armor
(Lv.28~) <Reeking Armor>
(Lv.26~) Falcon Feathercoat
(Lv.26~) Nathalork Rockcoat
(Lv.26~) Viraat's Thundercoat
(Lv.26~) Whale Whiskercoat
(Lv.26~) Phoenix Flamecoat
(Lv.26~) Vikrant Icecoat
(Lv.28~) Aganista Lightcoat
(Lv.28~) <Ji'ygla's Darkcoat>
(Lv.30~) Alluring Dress

[Armguards]

(Lv.02~) Leather Gloves
(Lv.03~) Leather Gloves +1
(Lv.24~) Arkhiatros Mitts

[Legguards]

(Lv.01~) Linen Slops
(Lv.02~) Linen Slops +1
(Lv.03~) Leather Leggings
(Lv.04~) Leather Leggings +1
(Lv.06~) Chain Leggings
(Lv.07~) Chain Leggings +1
(Lv.20~) Cloud Shoes

(Lv.16~) Winged Boots
(Lv.25~) Sidhe Shoes
(Lv.18~) Sparkguard Boots
(Lv.13~) Greased Boots
(Lv.28~) Earthen Greaves
(Lv.31~) Watery Greaves
(Lv.34~) Hoarfrost Greaves
(Lv.30~) Alluring Highboots

[Air]

(Lv.02~) Grimoire Rafale	Deadshot
(Lv.11~) Grimoire Rafale II	Deadshot II
(Lv.20~) Grimoire Rafale III	Deadshot III
(Lv.29~) Grimoire Rafale IV	Deadshot IV
(Lv.02~) Grimoire Infuvent	Instill Air
(Lv.04~) Grimoire Antivent	Aeroguard
(Lv.11~) Grimoire Trombe	Whirlwind
(Lv.07~) Grimoire Detournant	Guarding Gale
(Lv.05~) Grimoire Hypnose	Balmy Breeze
(Lv.16~) Grimoire Fixateur	Black Williwaw

[Earth]

(Lv.02~) Grimoire Aiguille	Vulcan Lance
(Lv.11~) Grimoire Aiguille II	Vulcan Lance II
(Lv.20~) Grimoire Aiguille III	Vulcan Lance III
(Lv.29~) Grimoire Aiguille IV	Vulcan Lance IV
(Lv.02~) Grimoire Infuterre	Instill Earth
(Lv.04~) Grimoire Antiterre	Petroguard
(Lv.11~) Grimoire Rempart	Protect
(Lv.07~) Grimoire Maladresse	Blade Ward
(Lv.11~) Grimoire Ensablant	Duststorm
(Lv.16~) Grimoire Monolithe	Petrifog

[Lightning]

(Lv.02~) Grimoire Foudrarc	Lightning Bow
(Lv.11~) Grimoire Foudrarc II	Lightning Bow II
(Lv.20~) Grimoire Foudrarc III	Lightning Bow III
(Lv.29~) Grimoire Foudrarc IV	Lightning Bow IV
(Lv.02~) Grimoire Infufoudre	Instill Lightning
(Lv.04~) Grimoire Antifoudre	Electrigoard
(Lv.11~) Grimoire Electrisant	Galvanize
(Lv.07~) Grimoire Immobilisant	Stormspark
(Lv.06~) Grimoire Choquant	Stunbomb
(Lv.16~) Grimoire Eclair	Stunslay

[Water]

(Lv.02~) Grimoire Aquamasse	Aquablast
(Lv.11~) Grimoire Aquamasse II	Aquablast II
(Lv.20~) Grimoire Aquamasse III	Aquablast III
(Lv.29~) Grimoire Aquamasse IV	Aquablast IV
(Lv.02~) Grimoire Infueau	Instill Water
(Lv.04~) Grimoire Antieau	Aquaguard
(Lv.08~) Grimoire Bonnepluie	Quench
(Lv.07~) Grimoire Stagnation	Stagnate
(Lv.07~) Grimoire Toxibrume	Poison Mist
(Lv.16~) Grimoire Embourbant	Sludgebind

[Fire]

(Lv.02~) Grimoire Bouledefeu	Sparksphere
(Lv.11~) Grimoire Bouledefeu II	Sparksphere II

(Lv.20~)	Grimoire	Bouledefeu III	Sparksphere III
(Lv.29~)	Grimoire	Bouledefeu IV	Sparksphere IV
(Lv.02~)	Grimoire	Infufeu	Instill Fire
(Lv.04~)	Grimoire	Antifeu	Pyroguard
(Lv.11~)	Grimoire	Enflammant	Flame Fusion
(Lv.07~)	Grimoire	Brulant	Pyroclastic Flow
(Lv.05~)	Grimoire	Calcinant	Misery
(Lv.18~)	Grimoire	Fumerolle	Brimstone

[Ice]

(Lv.02~)	Grimoire	Glace	Iceblast
(Lv.11~)	Grimoire	Glace II	Iceblast II
(Lv.20~)	Grimoire	Glace III	Iceblast III
(Lv.29~)	Grimoire	Glace IV	Iceblast IV
(Lv.02~)	Grimoire	Infuglace	Instill Ice
(Lv.04~)	Grimoire	Antiglance	Frostguard
(Lv.11~)	Grimoire	Serenite	Icy Focus
(Lv.06~)	Grimoire	Fragilisant	Indomitable Will
(Lv.05~)	Grimoire	Engourdissant	Numbing Cold
(Lv.15~)	Grimoire	Gelant	Freezing Gust

[Divine]

(Lv.05~)	Grimoire	Radiance	Spiritsurge
(Lv.14~)	Grimoire	Radiance II	Spiritsurge II
(Lv.23~)	Grimoire	Radiance III	Spiritsurge III
(Lv.32~)	Grimoire	Radiance IV	Spiritsurge IV
(Lv.06~)	Grimoire	Scellant	Silent Light
(Lv.11~)	Grimoire	Celerite	Boon of Swiftmess
(Lv.04~)	Grimoire	Vitalite	Heal
(Lv.14~)	Grimoire	Vitalite II	Heal II
(Lv.24~)	Grimoire	Vitalite III	Heal III
(Lv.34~)	Grimoire	Vitalite IV	Heal IV

[Dark]

(Lv.03~)	Grimoire	Douleur	Word of Pain
(Lv.12~)	Grimoire	Douleur II	Word of Pain II
(Lv.21~)	Grimoire	Douleur III	Word of Pain III
(Lv.30~)	Grimoire	Douleur IV	Word of Pain IV
(Lv.15~)	Grimoire	Offrande	Spellcharge
(Lv.02~)	Grimoire	Paralyisie	Paralytic Wave
(Lv.06~)	Grimoire	Toxigaz	Poison Cloud
(Lv.04~)	Grimoire	Sommeil	Sleep
(Lv.05~)	Grimoire	Tentation	Charm
(Lv.11~)	Grimoire	Gravite	Gravity Flux

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Cyclops

[F86C]

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An aggressive, violent giant, yet possessed of intellect enough to wield magic.

[Air]

(Lv.01~)	Grimoire	Rafale	Deadshot
(Lv.10~)	Grimoire	Rafale II	Deadshot II
(Lv.19~)	Grimoire	Rafale III	Deadshot III
(Lv.28~)	Grimoire	Rafale IV	Deadshot IV
(Lv.06~)	Grimoire	Tourbillon	Tornado
(Lv.15~)	Grimoire	Tourbillon II	Tornado II
(Lv.24~)	Grimoire	Tourbillon III	Tornado III

(Lv.33~) Grimoire Tourbillon IV Tornado IV

[Earth]

(Lv.01~) Grimoire Aiguille Vulcan Lance
(Lv.10~) Grimoire Aiguille II Vulcan Lance II
(Lv.19~) Grimoire Aiguille III Vulcan Lance III
(Lv.28~) Grimoire Aiguille IV Vulcan Lance IV
(Lv.06~) Grimoire Rocher Cragfall
(Lv.15~) Grimoire Rocher II Cragfall II
(Lv.24~) Grimoire Rocher III Cragfall III
(Lv.33~) Grimoire Rocher IV Cragfall IV

[Lightning]

(Lv.01~) Grimoire Foudrarc Lightning Bow
(Lv.10~) Grimoire Foudrarc II Lightning Bow II
(Lv.19~) Grimoire Foudrarc III Lightning Bow III
(Lv.28~) Grimoire Foudrarc IV Lightning Bow IV
(Lv.06~) Grimoire Scindeciel Thunderflare
(Lv.15~) Grimoire Scindeciel II Thunderflare II
(Lv.24~) Grimoire Scindeciel III Thunderflare III
(Lv.33~) Grimoire Scindeciel IV Thunderflare IV

[Water]

(Lv.01~) Grimoire Aquamasse Aquablast
(Lv.10~) Grimoire Aquamasse II Aquablast II
(Lv.19~) Grimoire Aquamasse III Aquablast III
(Lv.28~) Grimoire Aquamasse IV Aquablast IV
(Lv.06~) Grimoire Malepluie Acid Rain
(Lv.15~) Grimoire Malepluie II Acid Rain II
(Lv.24~) Grimoire Malepluie III Acid Rain III
(Lv.33~) Grimoire Malepluie IV Acid Rain IV

[Fire]

(Lv.01~) Grimoire Bouledefeu Sparksphere
(Lv.10~) Grimoire Bouledefeu II Sparksphere II
(Lv.19~) Grimoire Bouledefeu III Sparksphere III
(Lv.28~) Grimoire Bouledefeu IV Sparksphere IV
(Lv.06~) Grimoire Flammes Firestorm
(Lv.15~) Grimoire Flammes II Firestorm II
(Lv.24~) Grimoire Flammes III Firestorm III
(Lv.33~) Grimoire Flammes IV Firestorm IV
(Lv.22~) Grimoire Salamandre Salamander
(Lv.40~) Grimoire Salamandre II Salamander II

[Ice]

(Lv.01~) Grimoire Glace Iceblast
(Lv.10~) Grimoire Glace II Iceblast II
(Lv.19~) Grimoire Glace III Iceblast III
(Lv.28~) Grimoire Glace IV Iceblast IV
(Lv.06~) Grimoire Congelation Avalanche
(Lv.15~) Grimoire Congelation II Avalanche II
(Lv.24~) Grimoire Congelation III Avalanche III
(Lv.33~) Grimoire Congelation IV Avalanche IV
(Lv.22~) Grimoire Wendigo Wendigo
(Lv.40~) Grimoire Wendigo II Wendigo II

[Dark]

(Lv.01~) Grimoire Douleur Word of Pain
(Lv.09~) Grimoire Douleur II Word of Pain II
(Lv.18~) Grimoire Douleur III Word of Pain III

(Lv.27~)	Grimoire Douleur IV	Word of Pain IV
(Lv.06~)	Grimoire Briseciel	Meteor Strike
(Lv.15~)	Grimoire Briseciel II	Meteor Strike II
(Lv.24~)	Grimoire Briseciel III	Meteor Strike III
(Lv.33~)	Grimoire Briseciel IV	Meteor Strike IV
(Lv.23~)	Grimoire Fenrir	Hellhound
(Lv.41~)	Grimoire Fenrir II	Hellhound II
(Lv.26~)	Grimoire Abimes	Abyss
(Lv.38~)	Grimoire Abimes II	Abyss II
(Lv.07~)	Grimoire Aspirevie	Drain Heart
(Lv.11~)	Grimoire Aspiremagie	Drain Mind
(Lv.16~)	Grimoire Aspirenergie	Drain Power
(Lv.05~)	Grimoire Infutenebres	Instill Shadow
(Lv.07~)	Grimoire Antitenebres	Shadow Guard
(Lv.13~)	Grimoire Offrande	Spellcharge
(Lv.14~)	Grimoire Revirement	Paradigm Shift
(Lv.08~)	Grimoire Torpeur	Torpor
(Lv.12~)	Grimoire Petrifiant	Petriburst
(Lv.01~)	Grimoire Paralysie	Paralytic Wave
(Lv.04~)	Grimoire Toxigaz	Poison Cloud
(Lv.23~)	Grimoire Miasme	Deadly Poison
(Lv.02~)	Grimoire Sommeil	Sleep
(Lv.03~)	Grimoire Tentation	Charm
(Lv.34~)	Grimoire Arret	Dominate
(Lv.20~)	Grimoire Menottes	Shackle
(Lv.17~)	Grimoire Entrave	Fixate
(Lv.09~)	Grimoire Gravite	Gravity Flux
(Lv.21~)	Grimoire Epouvante	Deadscream
(Lv.22~)	Grimoire Damnes	Dead Man's Ivy

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C l o s i n g & C r e d i t s

[50C9]
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Whew! That was a lot of stuff wasn't it? Thanks for dropping by to have a look! A lot of work went into putting it all together, but I couldn't possibly have done it without the help of other players. I would like to thank the people who paved the way long before me, and provided me with almost all the knowledge I needed to embark on this project:

First and foremost, Col_Mobius for his "Equipment Guide" and loot spreadsheets:

www.gamefaqs.com/psp/999440-tactics-ogre-let-us-cling-together/faqs/62495
www.gamefaqs.com/boards/999440-tactics-ogre-let-us-cling-together/59010574

These sources became the skeletal framework for this guide, and they were my primary references for double-checking much of the data I collected independently.

Maltherion for her "Crafting Guide":

www.gamefaqs.com/psp/999440-tactics-ogre-let-us-cling-together/faqs/62110

Like Col_Mobius's work, her efforts provided me with a starting point for crafting information. During the prototyping stages of the the guide, I referenced the crafting guide heavily for some of the nontrivial items like Ancient Bone and Skyiron. Also, the formatting style I chose for many of the lists was inspired by her guide. Together, the work that these two did became the main motivators for me to bring all the known information about items

under one roof.

Salah al Din for a great general "FAQ/Walkthrough":

www.gamefaqs.com/psp/999440-tactics-ogre-let-us-cling-together/faqs/62013

I used his guide a few times to relearn the game after many years of absence. It also helped me find some of the less-traveled side quests, and his Hanging Gardens flow chart was referenced numerous times to unlock the various hidden paths. Also, the section header style and the use of sub-tables of contents was also heavily inspired by his walkthrough designs.

cloud_8f8f for his general "FAQ/Walkthrough":

www.gamefaqs.com/psp/999440-tactics-ogre-let-us-cling-together/faqs/64586

By chance, I noticed that he listed the level requirements for the second tier of Apocrypha spells to drop, and I went out to verify it. Once I finally investigated loot tables in detail, I realized that this was an important clue as to how the game shifts the level requirements of enemy loot tables.

Last Cetra for his "100% Completion Guide":

www.gamefaqs.com/psp/999440-tactics-ogre-let-us-cling-together/faqs/61441

I often used the section on where to find Deneb's shop as a quick reference and eventually added a slightly revised version to this guide.

MegatenYosi for his "Character Recruitment FAQ":

www.gamefaqs.com/psp/999440-tactics-ogre-let-us-cling-together/faqs/62135

Many recruitment processes for characters coincided with story battles or side quests, and thus I needed to know how to get to them to document their loot tables.

Humble_Novice for his "Steal Guide" spreadsheets:

www.gamefaqs.com/boards/999440-tactics-ogre-let-us-cling-together/59503395

It was useful to find the sources for some of the items that could not be obtained through loot tables, shops, crafting, or quest rewards. Without a doubt, his work will become my primary reference whenever I start working on the "Stealing" section.

Cyril for her "Coda Guide":

www.gamefaqs.com/psp/999440-tactics-ogre-let-us-cling-together/faqs/63915

I had forgotten all the little details needed to make it to the end of Episode IV, but she documented everything I needed to know to get back up to speed. Her guide was also an important secondary source for detailed information about getting Lancelot's loot bag to drop during the final battle of Episode IV.

coineineagh for his critical post-release feedback and suggestions. He is also the author of the "Skill FAQ," "Skill Improvement FAQ," and "Scavenging/Recruitment FAQ":

www.gamefaqs.com/psp/999440-tactics-ogre-let-us-cling-together/faqs/66863

www.gamefaqs.com/psp/999440-tactics-ogre-let-us-cling-together/faqs/66864
www.gamefaqs.com/psp/999440-tactics-ogre-let-us-cling-together/faqs/67152

Although there's not a whole lot of overlap between our guides, his experience in publishing content and active forum participation, in a time where many of the game's FAQ authors have long moved on, was very much appreciated.

Finally, the GameFAQs forums and its participants for all the little bits of information that made its way into this guide:

www.gamefaqs.com/boards/999440-tactics-ogre-let-us-cling-together

Notice that pretty much all of my sources came from GameFAQs contributors! It turned out that I didn't have to source many other web sites for the information used in this guide. Heck, all the important Google searches I made about the game returned me to some old threads on the GameFAQs forums. Together, you guys were virtually my only necessary source of information!

Unrelated to the actual game material, I'd like to thank the PPSSPP emulator, which helped facilitate this project immensely. Save states, cheats, and fast-forward probably cut down my time literally by years.

So what's to come next? Obviously there's still one task left undone, which is the "Stealing" section. However, I might also consider trying to document all of the buried treasure as well. It depends on how feasible it is to tackle such a task. Beyond that, I'm sure tons of mistakes will need to be corrected. I worked on this almost completely in private because all the information was already out there, so I did not have an extra set of eyes to look everything over. I'm even finding mistakes up to the first submission, but it has to come out sooner or later! Send me a message on the GameFAQs forums to report any mistakes you find.

This concludes the Tactics Ogre (PSP) Comprehensive Item Guide. Thanks again for dropping by and I hope that I assisted you in the hunt for items!

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A b o u t

[406E]
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This guide was written in C++ as a part of an innocent "for fun" project in December 2014, but it got out of control. The intent was to practice some very basic programming skills that I recently learned, but as I continued with it, I began to demand more and more accurate and complete information. Having realized that the available information out there was still scattered, unclear, or incomplete, I figured that finding and verifying everything myself was the best course of action. And so began my nightmarish journey of collecting all the loot data from all the enemies I could find, before finally relaunching the project with a massive wealth of raw data. In short, this little winter project became a very long summer project.

During this time, I felt that this document could be worthy of publication once it was in a reasonably complete form. Slowly but surely, the data-collecting phase finally ended. With over 5900 screenshots of loot data at hand, I was able to move forward. The result of all that work is this monstrosity. It was a long, but very educational ride. Everything about this document was generated by the program. Even this text was passed through a primitive word-wrapping function that I wrote. It was a joy watching it all come together, and I envision the day where I complete all the goals I set for it!

Initial Release v0.90 (August 31st, 2015)

- All items with their stats and descriptions done.
- Shop, Crafting, Quest Rewards, and Loot Tables sections done.

This is the conclusion to an effort to consolidate information on items into a single document. Although I didn't plan to have it completed by the initial release, most items should list at least one source where they can be found.

Some interesting statistics:

Total number of items: 1200
Total number of battles: 435
Total number of loot-carrying units: 2906
Total number of items dropped: 9123
Sum of quantities of dropped items: 29272

First Update v0.91 (September 5th, 2015)

- Added an explanation for battle name notation.
- Added a sub-table of contents to most sections.
- Added notes to loot tables (important for specifying Cursed Weapon types).
- Moved the "Stealing" section to before the loot tables.
- Corrected grammar & spelling errors, and did some minor reformatting.

This update adds an important feature that was cut before the initial release due to space constraints. Most of sections in the table of contents now lead to another table of contents, which allows you to jump directly to specific items, shops, recipes, or battles. This will reduce the need to scroll or search through redundant names. It will also give you a clear overview of the section contents. Now navigating to specific items or loot tables won't be so cumbersome. I've also re-added notes to loot tables, as I forgot to include them in the first release.

Second Update v0.92 (September 10th, 2015)

- Slightly adjusted "Loot Tables" section in Table of Contents for clarity.
- Added notes on max number of "effects" usable per battle from equipment.
- Added & updated contributor information in the "Closing & Credits" section.
- Edited & clarified some explanations in the "Introduction" section.
- Changed some chapter numbers to Roman numerals for consistency.

The second update documents the total number of "charges" allowed per battle for equipment that have an "effect." Effects often function identically to spells and abilities that exist in the game. Consumable items also have effects, but are assumed to have only a single use since they are consumed. Equipment with an effect will appear in the character's inventory during battle, and can be used like a normal consumable item. Most effects from equipment do not consume the item, but have a limited number of uses (or charges) per battle. The number of charges will be listed under the "Note" section of the item. Some special types of equipment are consumed upon use. Those will also be noted accordingly.

Third Update v0.93 (September 23rd, 2015)

- Added a section that lists items sorted by class compatibility.

- Added some additional information regarding Heavenly General encounters.
- Made some minor edits and fixes.

A new major addition to this third update is a section that sorts all items by class compatibility. This list displays their level requirements as well as hand requirements for weapons. Even though all the necessary information is within the "Inventory" section, trying to figure out what items a specific class can use is completely impractical. This update should fix that problem. It was yet another feature (and the last major one) that was cut prior to the initial release, but I've reformatted the layout to be more space efficient. This list should greatly help players who want a clear overview of the items each class can use. I think the most important part of this section is that the list includes all the usable arcana for the class. Spell names were also added alongside the arcana names.

Fourth Update v0.94 (November 25th, 2015)

- Updated the layout of most sections.
- Added battlefield descriptions to the loot tables.
- Added incantations to all arcana in the inventory.
- Changed notation of Unique & Unsellable items.
- Marked items of interest in the loot tables.
- Moved notes on item charges to the effect name.
- Moved notes on Cursed Weapon types to the new loot tables.
- Moved some information from the "Introduction" to its appropriate section.
- Added / updated information in "Introduction" section.
- Fixed various errors.

This is a cosmetic update for most of the sections in the guide, primarily focused on improving the "Inventory" and "Loot Tables" sections. The previous layouts were basically comma-separated lists of information, and were meant to be temporary fixtures until I decided on something more appropriate (loot tables actually look like tables now!). The cost of organizing the data into something that's easier to read is file size. This was inevitable, due to the minimalistic layout of the previous versions, but I think it's a necessary change. These new designs are not final by any means; more adjustments will come as necessary.

Other additions to this update are of the "fluffy" nature, bringing some flavor to the guide. Just like item and class descriptions, battlefield descriptions were added to each battle in the "Loot Tables" section. The drawback here is that descriptions tend to appear redundantly, due to the reuse of many battlefields throughout the game. However, the bits of lore from The Hanging Gardens makes this addition worthwhile. Also, the text that units can randomly call out before casting a spell (incantations) have been added to the "Arcana" sub-section of the inventory.

At this point, I think I finally have *all* the features I cut from the initial release back, both major and minor. These last additions were the least important to restore, but they are nice to have, and don't have a tremendous impact on the file size overall.

One new feature for this update is that I marked items of interest in the loot tables. In the spirit of changing the layout to improve readability at a glance, marking interesting items will make them that much easier to spot. This was inspired by Col_Mobius' loot spreadsheets, which focused only on the interesting end-game items. Although the sheer bulk of this guide won't allow for the same elegance and simplicity, you will at least be able to navigate the tables more comfortably.

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