

The Legend of Heroes III: Song of the Ocean Equipment & Collectibles List

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The Legend of Heroes III: Song of the Ocean

Equipment and Collectibles List
Version 1.1
Written by RandleHeart

Revisions

Version 1.1 03/17/2015
-Added Energy location.
-Minor layout change for readability.

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-Guide completed and submitted.

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Frequently Asked Question S01

Q: What are the three games in this trilogy?
A: The Legend of Heroes: A Tear of Vermillion
The Legend of Heroes II: Prophecy of the Moonlight Witch
The Legend of Heroes III: Song of the Ocean

Q: Do I need to play the two other games to understand this game?
A: No. However I recommend you to do so for full enjoyment and experience.
Each game have several characters reappearing on another. Learning what
happened to this character and whatnot is something to look forward to.

Q: What order should I play them?

A: For gameplay ~ Moonlight Witch -> Vermillion -> Song of the Ocean
For flow of events ~ Vermillion -> Song of the Ocean -> Moonlight Witch
For date of release ~ Vermillion -> Moonlight Witch -> Song of the Ocean

I recommend the first. The second is for chronological order. The third is self-explanatory. No matter which you choose is up to you but I really do recommend that you lastly play Song of the Ocean.

Q: Where can I find the special scenario?

A: Examine any Tuning Fork you can find in various locations in Weltluna.

Q: How does the special scenario work?

A: You are set in an alternate dimension which looks almost the same as Racos Palma. Recruit characters from its two predecessors. Beat battle instances. Repeat until completion.

Q: How can I start recruiting party members in the special scenario?

A: Once you're inside the special scenario, talk to the leftmost Oracle. You're given a choice to load a gamesave from either "Prophecy of the Moonlight Witch" or "A Tear of Vermillion". When you achieve certain requirements, characters will be available on their designated area.

For Vermillion characters, go to Baldus Church located at the north end.
For Moonlight characters, go to Amdera Castle located at the lighthouse.

For Vermillion characters, you have to beat battle instances from the middle Oracle.

For Moonlight characters, you gain two every chapter.

For Ocean characters, they're available once they've joined your party in the main game.

Q: Where I can find a gamesave of Vermillion or Moonlight?

A: Either play them or download a gamesave online. I recommend the former.

Q: How can I edit my party in the special scenario?

A: You can talk to the rightmost Oracle to edit your party.

Q: Which characters do I use to gain orbs?

A: Use the characters you've recruited and talk to the middle Oracle to gain access to battle instances. You gain an orb once you beat the boss. Drop chance is "random".

Each character gains a limited amount of orbs. You gain one orb per character per completion of an instance. More characters in your party, inactive or not, means more orbs per run.

"Any" characters can work with "any" instance as long as that character has orbs you haven't obtained. A blue message will appear when you can no longer receive orbs using that character.

The 1st instance is the best way to obtain orbs since its the fastest one you can finish.

Vermillion characters will gain you Vermillion Orbs. Likewise, Moonlight Orbs can be obtained by Moonlight characters. Ocean characters, however, have none since you obtain them from the main game.

Q: How can I climb up the second floor of Amdera Castle?

A: Bring someone Alfred knows preferably Jurio or Chris in your party.

Q: Where can I find the pet?

A: You can choose your pet when you get trapped inside the well. You can pick you heard a "Dog", a "Cat" or "Nothing (Rabbit)" when prompted. The pet will join soon after you leave for your journey.

Q: How to feed the pet?

A: Press the "Square" button to feed the pet.

Q: Which item or equipment do I feed the pet?

A: Go for any armor and the pet will buff your "MDE". Any shield for "AVO". Marbles for "ATT". The rest are useless.

Q: Should I ignore the pet?

A: Yes. It's recommended.

Q: Would it die if not fed?

A: No.

Q: How to I play a sonomemory?

A: Feed it to the pet. Don't worry. The sonomemory will return afterwards.

Q: How do I use Finishing Move?

A: Press the "Square" button to launch a finishing move. Switch which one who will use by "R1/L1" button. Finishing Move is best used after one's move or before an enemy attack. Read the combat pop-ups carefully to see who is going to move.

Q: How can I equip a Resonance Stone?

A: Go to Menu -> Equipment -> Forte/Una/McBain and press the "Right D-Pad".

Q: Does Heavy Mail make you move shorter or slower?

A: I tested and it doesn't effect neither SPD nor move distance.

Q: Is there any "graphical" change when you equip Mini Skirt?

A: Sadly, there's none.

Q: Which is the best armor in the game?

A: Leap Armor. Some may argue it's Miracle Armor however the former provides +30 AVO and buffs your AVO during battle which makes any enemy's normal attack to miss 90%. Even with Miracle Armor, late game monsters especially some enemies in the Special Scenario hit as hard as taking more than half of your maximum HP in a single physical attack. Therefore, the slogan "Prevention is better than cure" is true for this case.

Q: What is the best place to farm money?

A: Second instance of special scenario. Each pirate gives 100R and can be defeated in one turn with an AOE spell resonance. You can also try the Nephtys Shrine and go straight up to the boss which drops 350R.

Q: What is the best place to grind exp?

A: Special Scenario. The best level spots are "Battle on Ship", then "Scotia Shrine", "Idun Shrine" and lastly, "Zar Shrine". The rest give less exp.

Zar Shrine would be the best until you reach early 30s when exp will start slowing down. Past 35, the best way is to beat end-term bosses in the main story or beat "Octum" in "God of Darkness" (which takes up a lot of time and hard to kill).

Q: Help! I'm can't beat monsters in special scenario.

A: Farm "charms" in "Capital Road Monster". Use Jan to steal charms from the giant blue crab.

Q: What are element weak against another?

A: Fire is weak against Water and vice versa.
Wind is weak against Earth and vice versa.
Dark is weak against Light and vice versa.
Wood is weak against Fire.
Metal is neutral.

Q: How can I recruit Rutice?

A: Recruit and talk once to all Vermillion and Moonlight characters at Chapter 7. This excludes Ocean characters and their level. She can be found on the ramp via the underground tunnel in Cathedral, Special Scenario. I almost forgot, you can get her on your 1st playthrough and the orbs you've collected do not matter.

If you're having a problem, just disband the party and make sure you've finished the "Sealed Land" instance. Then start roaming every corner of Cathedral and Amdera Castle.

Q: Is the History section 100%?

A: Yes.

Q: Is there a New Game+?

A: Yes. Everything is retained except the Resonance Stones.

Weapon Compendium S02

====Swords====

Bamboo Sword	ATT +5	Shop
Defense Sword	ATT +8	Shop
Bandit Sword	ATT +12	Shop
Steel Sword	ATT +18	Shop
Sailor Sword	ATT +22	Shop
Soldier Sword	ATT +28	Shop
Warrior Sword	ATT +34	Shop
Severing Sword	ATT +41	Shop
Slender Sword	ATT +48	Shop
Sworder Sword	ATT +56	Shop
Snake Sword	ATT +66	Shop
Broadsword	ATT +74	Shop
Knight Sword	ATT +84	Shop
Moon Sword	ATT +96	Shop
Veteran Sword	ATT +108	Shop
Stardust Sword	ATT +114	Shop
Resona Blade	ATT +120,	East of Ancient Ruins
Wooden Sword	ATT +12, MP Steal	Ryutom Island Shop
Blueknight Sword	ATT +114	"Esil" Grabadel Inn
Freeze Sword	ATT +24, May inflict Freeze	Ezna Road Hidden Cave
Flame Sword	ATT +50, Fire-based attack	Lava Cave
Cure Sword	ATT +18, HP Steal	1st mineshaft, Quarry
Knock Sword	ATT +14, Pushes enemy farther	Forest Road
Double Edge	ATT +36, Return damage to user	Tical Road hidden path
Collbrande	ATT +105, Fire-based attack	Esfin Armory

Euphoria	ATT +105, HP Steal	Esfin Armory
Metal Sword	ATT +108, MDE +10	PlanetosII Armory
Esperancer	ATT +150, MDE +70	"Mitchell" Leone Cabin

==Gloves==

Thin Glove	ATT +5	Shop
Leather Glove	ATT +8	Shop
Thick Glove	ATT +12, DEF +1	Shop
Rivet Glove	ATT +16, DEF +1	Shop
Iron Glove	ATT +21, DEF +2	Shop
Wolf's Glove	ATT +27, DEF +2	Shop
Shadow Glove	ATT +33, DEF +3	Shop
Fighter Glove	ATT +40, DEF +3	Shop
Tiger Glove	ATT +48, DEF +4	Shop
Roaring Glove	ATT +56, DEF +4	Shop
Victor Glove	ATT +66, DEF +5	Shop
Bear Glove	ATT +75, DEF +6	Shop
Wire Glove	ATT +86, DEF +7	Shop
Champ Glove	ATT +97, DEF +8	Shop
Dragon Glove	ATT +110, DEF +9	Shop
Black Glove	ATT +117, DEF +10	"Esil" Grabadel Inn
Baseball Glove	ATT +12, DEF +10	Ryutom Island Shop
Confu Knuckle	ATT +28, May inflict Confuse	The Swamp chest
Thunder Glove	ATT +30, Light-based attack	Levanpasso hidden path
Leash Knuckle	ATT +18, MP Steal	Arbencottle hidden
Knock Knuckle	ATT +98, DEF +5, Knock-back	Rect Island chest

==Daggers==

Throw Dagger	ATT +5	Shop
Needle Dagger	ATT +8	Shop
Skylark Dagger	ATT +12, DEF +1	Shop
Shot Dagger	ATT +16, DEF +1	Shop
Swallow Dagger	ATT +21, DEF +2	Shop
Flash Dagger	ATT +27, DEF +2	Shop
Shadow Dagger	ATT +33, DEF +3	Shop
Condor Dagger	ATT +40, DEF +3	Shop
Hurricane Dagger	ATT +48, DEF +4	Shop
Crescent Dagger	ATT +56, DEF +5	Shop
Chase Dagger	ATT +66, DEF +5	Shop
Eagle Dagger	ATT +74, DEF +6	Shop
Blast Dagger	ATT +84, DEF +7	Shop
Beat Dagger	ATT +96, DEF +7	Shop
Shout Dagger	ATT +108, DEF +8	Shop

==Hammers==

Take Hammer	ATT +4	Shop
Light Hammer	ATT +8	Shop
Thorn Hammer	ATT +12, DEF +1	Shop
Beetle Hammer	ATT +16, DEF +1	Shop
Long Hammer	ATT +21, DEF +2	Shop
Nail Hammer	ATT +27, DEF +2	Shop
Middle Hammer	ATT +33, DEF +3	Shop
Shark Hammer	ATT +40, DEF +3	Shop
Flail Hammer	ATT +48, DEF +4	Shop
Heavy Hammer	ATT +56, DEF +5	Shop
Break Hammer	ATT +66, DEF +6	Shop
Orca Hammer	ATT +75, DEF +7	Shop

War Hammer	ATT +86, DEF +8	Shop
Hyper Hammer	ATT +98, DEF +9	Shop
Whale Hammer	ATT +111, DEF +10	Shop

==Bows==

Target Bow	ATT +5	Shop
Citrus Bow	ATT +8	Shop
Rancher Bow	ATT +12	Shop
Twister Bow	ATT +16, DEF +1	Shop
Maple Bow	ATT +21, DEF +1	Shop
Hunter Bow	ATT +27, DEF +2	Shop
Blizzard Bow	ATT +33, DEF +2	Shop
Yew Bow	ATT +40, DEF +3	Shop
Sniper Bow	ATT +48, DEF +3	Shop
Thunder Bow	ATT +56, DEF +4	Shop
Holly Bow	ATT +66, DEF +5	Shop
Armor Bow	ATT +75, DEF +6	Shop
Cross Bow	ATT +86, DEF +7	Shop
Fairy Bow	ATT +98, DEF +8	Shop
Ash Bow	ATT +111, DEF +9	Shop
Magnolia Catapult	ATT +114, DEF +12	"Librarian" Grabadel
Sleep Bow	ATT +43, May inflict Sleep	Grass Barrier
Air Bow	ATT +14, Wind-based attack	Monsoon Road Hidden
Angelic Bow	ATT +109, DEF +8, May inflict Sleep	Esfin Armory
Meridienne Bow	ATT +109, DEF +8	Esfin Armory
Metal Bow	ATT +108, MDE +10	PlanetosII Armory

==Spears==

Short Spear	ATT +5	Shop
Fork Spear	ATT +8, DEF +1	Shop
Long Spear	ATT +12, DEF +1	Shop
Soldier Spear	ATT +16, DEF +2	Shop
Serpent Spear	ATT +21, DEF +2	Shop
Horseman Spear	ATT +27, DEF +3	Shop
Trifurcate Spear	ATT +33, DEF +3	Shop
Flash Spear	ATT +40, DEF +4	Shop
Intercept Spear	ATT +48, DEF +5	Shop
Blue Dragon Spear	ATT +56, DEF +5	Shop
Pierce Spear	ATT +66, DEF +6	Shop
Charge Spear	ATT +75, DEF +6	Shop
Phoenix Spear	ATT +86, DEF +7	Shop
Lightning Spear	ATT +98, DEF +8	Shop
Maiden Spear	ATT +111, DEF +9	Shop

==Boomerangs==

Basic Boomerang	ATT +12	Shop
Wood Saucer	ATT +30	Shop
Boomerang	ATT +48	Shop
High Boomerang	ATT +56	Shop
Chakrum	ATT +84	Shop
High Chakrum	ATT +96	Shop
High Galer	ATT +108	Shop
Spin Saucer	ATT +120	Shop
Jaeger	ATT +108, MP Steal	Esfin Armory
Metal Saucer	ATT +108, MDE +10	PlanetosII Armory

==Rods==

Wooden Staff	ATT +12	Shop
Iron Staff	ATT +30	Shop
Hazel Rod	ATT +48	Shop
Mulberry Rod	ATT +56	Shop
Rose Bay Rod	ATT +84	Shop
Fir Rod	ATT +96	Shop
Elm Rod	ATT +108	Shop
Ash Rod	ATT +120	Shop
Rankle Staff	ATT +108, MP Steal	Esfin Armory

==Whips==

Leather Belt	ATT +8	Shop
Chain Belt	ATT +15	Shop
Rupture Rod	ATT +21	Shop
Glory Ribbon	ATT +44	Shop
Queen Bute	ATT +86	Shop
Whip Esprit	ATT +114	Shop

==Axe==

Hand Axe	ATT +16	Shop
Battle Axe	ATT +38 2-Handed	Shop
Valditz	ATT +34	Shop
Celtis	ATT +42	Shop
Halberd	ATT +67 2-Handed	Shop
Great Axe	ATT +79 2-Handed	Shop
Kaiser Axe	ATT +97	Shop
Crescent Axe	ATT +129 2-Handed	Shop

Shield Compendium S03

==Shields==

Artist Shield	DEF +1	Shop
Canvas Shield	DEF +2	Shop
Small Shield	DEF +3	Shop
Rattan Shield	DEF +4	Shop
Circle Shield	DEF +6	Shop
Pirate Shield	DEF +8	Shop
Warrior Shield	DEF +10	Shop
Medium Shield	DEF +12	Shop
Kite Shield	DEF +13	Shop
Sworder Shield	DEF +15	Shop
Large Shield	DEF +16	Shop
Iron Shield	DEF +18	Shop
Knight Shield	DEF +20	Shop
Charge Shield	DEF +22	Shop
Shield of Blocking	DEF +24	Shop
Guard Shield	DEF +26	Water Cloister
Fan	HIT +5	Ryutomi Island Shop

Armor Compendium S04

==Armors==

Artist Clothes	DEF +2	Shop
Fur Coat	DEF +4	Shop
Leather Armor	DEF +7	Shop
Suede Armor	DEF +10	Shop
Leather Cuirass	DEF +13	Shop
River Armor	DEF +17	Shop
Warrior Armor	DEF +21	Shop
Chest Guard	DEF +25	Shop
Ring Armor	DEF +30	Shop
Sworder Armor	DEF +36	Shop
Chain Shroud	DEF +43	Shop
Sheet Armor	DEF +50	Shop
Knight Armor	DEF +57	Shop
Warrior Fur	DEF +65	Shop
Soldier Armor	DEF +72	Shop
Miracle Armor	DEF +80, MDE +5	Grabadel Cstl Basement
Heavy Mail	DEF +25	Casino Trade
Mini Skirt	HIT +10, AVO +20	Casino Trade
Mirage Mail	DEF +10, AVO +10	Casino Trade
Earth Armor	DEF +12, Resist Earth Spells	Shmarkasta chest
Water Armor	DEF +16, Resist Water Spells	Ezna Road Hidden Cave
Fire Armor	DEF +40, Resist Fire Spells	Pucasas West Basement
Air Armor	DEF +28, Resist Wind Spells	Grass Barrier chest
Leap Armor	DEF +39, AVO +30, AVO Buff	Esfín Weapon Shop
Norm Armor	DEF +67, Resist Earth Spells	Esfín Weapon Shop
Ciena Armor	DEF +67, Resist Water Spells	Esfín Weapon Shop
Pura Armor	DEF +67, Resist Fire Spells	Esfín Weapon Shop
Genie Armor	DEF +67, Resist Wind Spells	Esfín Weapon Shop

Accessory Compendium S05

==Accessories==

Fighting Band	ATT +2, DEF +2	Bozerl Hidden Shop
Red Bandana	ATT +6, DEF +2	Oasis Trade Shop
Horn Helmet	ATT +10, DEF +2	Cleda Trade Shop
Block Coat	DEF +4	Bozerl Hidden Shop
Flip Cape	DEF +8	Oasis Trade Shop
Guard Jacket	DEF +12	Cleda Trade Shop
Cobalt Ring	MDE +6	Bozerl Hidden Shop
Whitie Ring	MDE +12	Oasis Trade Shop
Silver Ring	MDE +22	Cleda Trade Shop
Dotted Ribbon	MAT +6	Bozerl Hidden Shop
Hair Pin	MAT +12	Oasis Trade Shop
Pointed Hat	MAT +18	Cleda Trade Shop
Jolly Key Ring	HIT +5	Bozerl Hidden Shop
Happy Key Ring	HIT +10	Oasis Trade Shop
Lucky Key Ring	HIT +15	Cleda Trade Shop
Magnet Necklace	Recover HP after each turn	Spoon-Set sidequest
Call Bell	Lure the monsters toward you	Levanpasso hidden path
Noise Bell	Drive the monsters away	Ezna Road Hidden Cave
Resurrect Ring	Revive user once and breaks	Various chests
Economy Ring	Spell cost -1/4 MP	Dogarna Cave Path
Energy Ring	Spell cost -1/4 MP	Grass Barrier chest
Chanting Tiara	Speed up spell casting time	Grass Barrier chest
Bless Ring	Healing Spell and Item Potency Up	Badel Cave
Rish Doll	ATT +5, DEF -5	Ryutomi Island Shop

Memory Coin	Increase Drop Rate	Ryutomi Island Shop
Blazing Claw	Resistance to Fire Spells	"Esil" Grabadel Inn
Rabbit Ears	N/A	Casino Trade Shop
Purifying Charm	Prevent Poison	Cleda Trade Shop
Stimulant Charm	Prevent Sleep	Cleda Trade Shop

Orb of Ocean S06

Note: Entries marked with * can only be obtained in NG+.

- Orb of Ocean 1 : Southeast of Cabin, Water Gate Cabin, Cranka
- Orb of Ocean 2 : Northwest of Opera House (Hidden), Pinzel
- Orb of Ocean 3 : Storage basement, Fargot
- Orb of Ocean 4 : Chest at the bottom of well, Racos Palma, Special Scenario
- Orb of Ocean 5 : Follow the east path on the 2nd area in Garlito Way
- Orb of Ocean 6 : Chest at the bottom of well, Racos Palma, Special Scenario
- Orb of Ocean 7 : North of Brassle Road right after leaving Pucasas
- Orb of Ocean 8 : West of the "Quagmire" chest across the large mud pool
in Mud Cave
- Orb of Ocean 9 : Chest at the bottom of well, Racos Palma, Special Scenario
- Orb of Ocean 10 : East of bridge, Sunbarl Road (Pinzel-Fargot)
- Orb of Ocean 11 : Chest at the bottom of well, Racos Palma, Special Scenario
- Orb of Ocean 12 : Inside the basement library in Grabadel
- Orb of Ocean 13 : Corridor with the Mind Eye's plaque, Water Cloister
- Orb of Ocean 14 : Same chest containing Orb of Ocean 1
- Orb of Ocean 15 : Second hidden path directly south of Viento, one of 6 chests
in Arbencottle Road
- Orb of Ocean 16 : Chest at the bottom of well, Racos Palma, Special Scenario
- Orb of Ocean 17 : Same chest containing Orb of Ocean 3
- Orb of Ocean 18 : Northeast, 1st area, Derligent Road (road before Grabadel)
- Orb of Ocean 19* : New chest at the riverbank, Ruth Road (Racos Palma-Cranka)
- Orb of Ocean 20* : Chest inside a cove, Ruth Road (Racos Palma-Cranka)
- Orb of Ocean 21 : Inside the well or cave in Racos Palma, Special Scenario
- Orb of Ocean 22 : East of the stairs, Aquaharp Cave
- Orb of Ocean 23 : Southwest of the tuning fork, Shmarkasta (Bozerl-Quarry)
- Orb of Ocean 24 : Southeast of The Swamp 1st area
- Orb of Ocean 25 : Same chest containing Orb of Ocean 24
- Orb of Ocean 26 : North of the village chief's house, Shulf
- Orb of Ocean 27 : Northeast corner of the prison where Aria was held, Pucasas
- Orb of Ocean 28 : East side of the Calendar Room, Grabadel
- Orb of Ocean 29 : Northwest corner of the roof, Ryutom Island
- Orb of Ocean 30* : Same chest containing Orb of Ocean 32
- Orb of Ocean 31 : Near a cactus along the west wall, 2nd area, Yellow Sand Way
(Oasis-Selbart)
- Orb of Ocean 32 : Middle of the road before Ened, Yellow Sand Way (Oasis-Ened)
- Orb of Ocean 33 : Below Planetos II after defeating the Three Assassins
- Orb of Ocean 34 : Chest at northwest of the last tuning fork, Heaven Cloister
- Orb of Ocean 35* : Chest with Cure Bottle L, 2nd area, Neverdawn Land
- Orb of Ocean 36 : Go up the ledge, west of stone marker, Monsoon Road
- Orb of Ocean 37 : Same area as Orb of Ocean 75.
- Orb of Ocean 38 : West from where you fight five wooden soldiers between
Ekyul Waterway and Giraffe Wind Cave
- Orb of Ocean 39 : Same chest as Orb of Ocean 38
- Orb of Ocean 40 : Chest at northwest of the last tuning fork, Heaven Cloister
- Orb of Ocean 41 : West of puzzle stone, above the eyes, Glysis Cave
- Orb of Ocean 42 : Chest at northwest of the last tuning fork, Heaven Cloister
- Orb of Ocean 43 : 1st area Lake Wyolina Road coming from Edel
- Orb of Ocean 44 : Same chest as Orb of Ocean 43

Orb of Ocean 45 : Behind the window in Sinori's house, southeast of Pucasas

Orb of Ocean 46 : Northeast of the fireflies' nest, Fossil Forest

Orb of Ocean 47 : 2nd area, Neverdawn Land

Orb of Ocean 48* : Chest with Restore Snuff, 2nd area, Neverdawn Land

Orb of Ocean 49 : One of the five chest in the area (along west) before Esfin

Orb of Ocean 50 : Top-right corner of Ancient Ruins

Orb of Ocean 51 : Same chest you got Resona Stone, Ancient Ruins

Orb of Ocean 52 : Behind the soldiers' house in Gezal

Orb of Ocean 53 : Same chest as Orb of Ocean 33

Orb of Ocean 54 : Southeast corner of the floor where a large pool of water is located, Castle Basement, Grabadel

Orb of Ocean 55 : Top-leftmost corner of Ekyul Waterway

Orb of Ocean 56 : Behind Rozet's Workshop

Orb of Ocean 57 : West of the newly wed couple, East Side, Grim Bridge

Orb of Ocean 58 : Behind the northeast corner of the Factory, Cleda

Orb of Ocean 59* : Same chest as Orb of Ocean 85

Orb of Ocean 60* : Same chest as Orb of Ocean 58

Orb of Ocean 61 : Northeast of the healing spot, Undersea Cave

Orb of Ocean 62* : New chest northeast of weapon/item shop in Grabadel

Orb of Ocean 63* : New chest southwest corner of Grabadel Castle

Orb of Ocean 64* : Same chest as Orb of Ocean 54

Orb of Ocean 65 : Behind the city hall of Kavaro

Orb of Ocean 66 : Left of the globe, outside the Oracle Room, Esfin

Orb of Ocean 67 : On the 2nd floor of Water Cloister (with invisible enemies), once the path splits north and east, choose the east path. This path leads to an orb and Stardust Sword.

Orb of Ocean 68* : New chest eastern wall of North Wall, Grabadel

Orb of Ocean 69* : Same chest as Orb of Ocean 13

Orb of Ocean 70 : Roof on the left side of Globe Theater

Orb of Ocean 71 : North of Pucasas' entrance

Orb of Ocean 72* : Same chest containing Orb of Ocean 65

Orb of Ocean 73 : Same chest as Orb of Ocean 45

Orb of Ocean 74 : Chest inside the embassy located at the top-left corner of Envorin

Orb of Ocean 75 : Found beside the tuning fork in Ezna Road. Destroy the brick wall on the north side of the mountain just before you enter Mooth. Once inside, head west for a hidden path. South of the three chest is another breakable wall.

Orb of Ocean 76* : Same chest containing Orb of Ocean 74

Orb of Ocean 77* : Same chest containing Orb of Ocean 74

Orb of Ocean 78* : New chest inside the leftmost room, The Banquet

Orb of Ocean 79* : Same chest as Orb of Ocean 80

Orb of Ocean 80 : Lower-left corner of the casino, Ryutom Island

Orb of Ocean 81 : Docking Area, Ryutom Island

Orb of Ocean 82* : New chest left of reception, Ryutom Island

Orb of Ocean 83 : Same chest as Orb of Ocean 33

Orb of Ocean 84 : North from where you fight Necross at the top of Giraffe Lighthouse

Orb of Ocean 85 : East of item shop, outside the building, Cleda

Orb of Ocean 86 : East of the globe, Oracle Room, Esfin

Orb of Ocean 87* : Same chest as Orb of Ocean 86

Orb of Ocean 88* : Same chest as Orb of Ocean 86

Orb of Ocean 89 : Southwest of Leone's Cabin

Orb of Ocean 90 : South of Pucasas' entrance, northwest of a staircase leading to Mud Cave and being guarded by a soldier

Orb of Ocean 91 : Hidden path east of the chest with Call Bell, Levanpasso, road area before Envorin. Hug the south wall while heading east to find it.

Orb of Ocean 92 : West of Leone's Room, Esfin

Orb of Ocean 93 : Hug the north wall while going east in the 3rd area of

Varenke Road (before the entrance of Pucasas)

Orb of Ocean 94 : Chest at the 2nd floor of Kavaro Inn located at southwest
Orb of Ocean 95 : Left backstage, northwest corner, 1F Globe Theater
Orb of Ocean 96 : Same chest as Orb of Ocean 89
Orb of Ocean 97 : West of the weapon shop in Selbart
Orb of Ocean 98 : North of the 2nd pillar, behind a door, Lava Cave
Orb of Ocean 99 : Pig-nose area located at the northeast part of Ryutom Island
Orb of Ocean 100: Same chest as Orb of Ocean 97
Orb of Ocean 101: Same chest as Orb of Ocean 98
Orb of Ocean 102: Before reaching the house, Old Quarry
Orb of Ocean 103:*Same chest as Orb of Ocean 102
Orb of Ocean 104: Same chest as Orb of Ocean 8
Orb of Ocean 105: The room to the left yours, Hotel, Ryutom Island
Orb of Ocean 106: Northwest corner, 2F Globe Theater

==Ocean Album==

Forte	1-8	Thomas	52-54	Revas XIV	86-88
McBain	9-13	Aida	55-60	Silver-haired girl	89
Una	14-20	Duorl	61-64	Necross	90
Jan	21	DeMille	65	Egool	91
Jan&Rick	22	Revas XIII	66	Merveel	92
Altos	23-25	Stigma	67-69	Palman2	93
Aria	26-28	Balthazar	70	Meritos	94-95
Slade	29-32	Rauzen	71	Leone	96
Mitchell	33-35	Zenon	72-73	Argus	97-98
Rachel	36-40	Pensola	74-77	Kachua	99-101
Shao	41-42	Ramon	78-79	Rupthya	102-103
Palman	43-45	Rish	80-82	Naresa	104
Avin	46-48	Rouca	83	Diva Wendy	105-106
Mile	49-51	Bureger	84-85		

Vermillion Orb S07

Moonlight (Cathedral)

Characters: Capital Highway Monster - Martie
Battle on Ship - Conrad
Scotia Shrine - Douglas and Lucias
Idun Shrine - Rael and Eleanor
Nepthys Shrine - Archem and Muse
Zar Shrine - Gawaine
Silver-Haired Wizard - Mile Silver Hair
After they helped you in Kavaros - Avin and Mile
After meeting him in Shulf - Mitchell
After recruiting all characters - Rutice (Check the FAQ section)

==Vermillion Album==

Avin	1-7	Lucias	59-62	Avarice	93-94
Young Avin	8-10	Archem	63-66	Rouca	95-98
Eimelle	11-16	Conrad	67-69	Rouca2	99-102
Young Eimelle	17-19	Rael	70-73	Jimmy	103-105
Mile	20-24	Eleanor	74-75	Rita	106-109
Young Mile	25-26	Mitchell	76-78	Reithol	110
Silver Mile1	27-31	Ollesia	79-81	Diren	111-112
Silver Mile2	32-34	Young Ollesia	82-83	Bellias	113
Rutice	35-39	Madram	84-85	Borgeid	114-115
Shannon	40-45	Thomas	86-87	Baster	116-117

Gawaine	46-48*	Lemuras	88	Fatima	118-119
Muse	49-52	Esperius	89-90	Miligan XVI	120
Martie	53-54	Croir	91	Karamus	121-122
Douglas	55-58	Dinerken	92		

*There's no Vermillion Orb 47 and there's only 121 spaces despite the last orb's number is 122.

Moonlight Orb S08

Moonlight (Amdera Castle)

Characters: Prologue - Jurio and Chris
Chapter 1 - Alf and Lodi
Chapter 2 - Goose and Shirla
Chapter 3 - Alfred and Morrison
Chapter 4 - Badatt and Stella
Chapter 5 - Roule and Filly
Chapter 6 - Joanna and Durzel

==Moonlight Album==

Jurio	1-10	Naje	55	Kandata	79-80
Chris	11-19	Joanne	56-58	Belart	81-82
Goose	19-23	Durzel	59-63	Kari	83
Shirla	23-28	Huck	64-68	Calak	84-86
Lody	28-35	Lap	69	Eneton	87-90
Filly	36-38	Magisa	70	Brit	91-92
Alfred	39-41	Kajim	71	Riz	93
Alf	42-43	Baron	72	Pasia	94
Morrison	44-46	Revas	73	Nappu	95-96
Roule	47	Isabelle	74	Denken	97-99
Badatt	48-51	Torova	75-76	Pilia	100
Stella	52-54	Woolghit	77-78	Rudolf	101

Sonomemory S09

Note: Entries marked with * can only be obtained in NG+.

- Sonomemory 1 : Chest on the basement floor of Amdera Castle, Special Scenario
- Sonomemory 2 : Same chest as Sonomemory 1
- Sonomemory 3* : Randomly found by the pet in Special Scenario
- Sonomemory 4 : Chest on the 2nd floor of Amdera Castle, Special Scenario
- Sonomemory 5 : Same chest as Sonomemory 4
- Sonomemory 6 : Southwest of Leone's Cabin
- Sonomemory 7 : Chest on the lower-left corner of a room, 3rd screen from the Love plaque
- Sonomemory 8 : Chest near the staircase in 1F Amdera Castle, Special Scenario
- Sonomemory 9* : Same chest as Orb of Ocean 26
- Sonomemory 10* : New chest on the 2nd floor of Amdera Castle, Special Scenario. Available once you've reached the tuning fork in Rozet's Workshop
- Sonomemory 11* : New chest west of Avin, Cathedral, Special Scenario. Available once you've reach the tuning fork in Aroma Road
- Sonomemory 12 : Chest in the underground area of Cathedral, Special Scenario
- Sonomemory 13* : Randomly found by the pet in Special Scenario
- Sonomemory 14 : Chest in "Idun Shrine" instance, Special Scenario

Sonometry 15 : Chest in "Battle on Ship" instance, Special Scenario
Sonometry 16*: Same chest as Orb of Ocean 70
Sonometry 17 : Drop by/Steal from "Silver Mile" in "Sealed Land" instance,
Special Scenario
Sonometry 18 : Chest in "Scotia Shrine" instance, Special Scenario
Sonometry 19 : Chest in "Zar Shrine" instance, Special Scenario
Sonometry 20 : Drop by/Steal from "Octum" in "God of Darkness" instance,
Special Scenario
Sonometry 21*: After you obtain the Resonance Stone of Fire, check the tuning
for in Yellow Sand Way (Grim Bridge-Oasis), then look inside
the well in Racos Palma, Special Scenario
Sonometry 22*: New chest near McBain, Racos Palma Lighthouse
Sonometry 23 : Drop by/Steal from Nue (boss) in The Swamp
Sonometry 24 : Same chest as the Resonance Stone of "March"
Sonometry 25*: New chest before Underground Ruins, Lava Cave
Sonometry 26*: New chest at the riverbank, Ruth Road (Racos Palma-Cranka)
Sonometry 27*: Same chest as Orb of Ocean 56
Sonometry 28*: New chest in the middle of Wyolina Road (Lake Wyolina-Kavaro)
Sonometry 29*: Same chest as Orb of Ocean 2
Sonometry 30 : Drop by Karnikos I & II (Boss) in Pucasas
Sonometry 31*: Same chest where you obtain Resona Blade, north of healing
circle, east of Ancient Ruins

Doll Knight SOA

Note: If you miss Doll Knight 1-9, you can buy them at the casino in Ryutom
Island for 50R each.

Doll Knight 1: Cranka Item Shop
Doll Knight 2: Perform a musical score inside the pub in Fargot.
Doll Knight 3: Trim Item Shop
Doll Knight 4: Give Lebis a Cure Bottle M inside the tavern in Kantus
Doll Knight 5: Hilltop Tavern Item Shop
Doll Knight 6: Talk to Guest and buy it for 30G inside the inn in Checkpoint
between Borazone Road and (before) Dogarna
Doll Knight 7: Hidden path east of the item shop in Dogarna. Stand directly
under the ceiling of the city wall then head south.
Doll Knight 8: Mooth Item Shop
Doll Knight 9: Ryutom Island Item Shop
Doll Knight 10: After beating the sailors in the casino, talk to Argus inside
his room in the hotel, Ryutom Island
Doll Knight 11: Polka Item Shop
Doll Knight 12: Play a song for Munny Member inside the cabin in Wyolina Lake
Doll Knight 13: Talk to Grandma Koon due southwest of Kavaro City Hall
Doll Knight 14: Marcha Item Shop
Doll Knight 15: Exchange a Marble to the Desert Trade inside the tavern in
Ekyul right after talking to Taby and after Rachel told
everyone she's making a new Bang Bang
Doll Knight 16: Talk to Balcus the Fisherman before moving the keg north of
his house
Doll Knight 17: Grim Bridge West Side Item Shop
Doll Knight 18: Talk to the Jeweler after Fred joined your party in Oasis
Doll Knight 19: Ened Item Shop
Doll Knight 20: Talk to Kiska in his house in Gezalg after meeting him at the
city walls
Doll Knight 21: Cleda Item Shop
Doll Knight 22: Pucasas Item Shop

"Fred" SOB

- "Fred" Book 1: Inside the well in Racos Palma
"Fred" Book 2: Talk to Pivin outside the inn in Pinzel. Go inside the inn and talk to Parge. Head just outside the tavern in Fargot and talk to Anca. Return to Pinzel and talk to Parge.
"Fred" Book 3: Talk to Anessa inside the room on the lower-left corner of the mansion in Viento rescuing Una in Aquaharp Cave
"Fred" Book 4: Talk to Excy, the maid, outside Ms. Rupthya's room in Bozerl
"Fred" Book 5: Talk to Matia inside her house to the left of the city entrance
"Fred" Book 6: Talk to Marine in Edel after beating the wooden soldier
"Fred" Book 7: Talk to the Data Manager inside the library of Kavaro City Hall
"Fred" Book 8: Go to Taby and give her Bang Bang after you've obtained it in Giraffe Wind Cave
"Fred" Book 9: Talk to Fin outside the tavern in Ened before the Dark Sun is unleashed in Selbart
"Fred" Book 10: Talk to Yajji, blue-haired guy, after saving them from wooden soldiers, Checkpoint (Pucasas-Grabadel)
"Fred" Book 11: Talk to the Librarian in Grabadel
"Fred" Book 12: Chest north of the 1st abandoned building, Rect Island

History SOC

- BG 59 No longer prevented prevented from doing so by the Gods, the "Blue Tribe" completes the concept of the Resonance Spell.
BG 56 The Resonance Spells see wider use, mostly in the Weltluna region. Their influence is seen worldwide, and transfer gates are built in numerous locations. A primarily magical civilization flourishes, based on the power of the Resonance Spells.
BG 47 The existence of Another World is confirmed.
BG 2 The existence of "Harmful Frequencies" is confirmed. Use of Resonance Spells is banned henceforth.
AG 1 Viola Ruhm, which was under construction, and a part of the Harmful Frequencies are used to transfer an aggregate of Harmful Frequencies to Another World. The resonance generated by part which went out of control create the grand fault known today as Gagharv. The remaining Harmful Frequencies are locked up and sealed in Selbart, in Ohstern. They are henceforth known as the "Dark Sun".
AW 0 Some members of the Blue Trive relocate to Another World to keep watch on the transferred "Harmful Frequencies". The transferred aggregate of Harmful Frequencies is named the "Otherworldly Moon".
AW 50 Reports are heard of babies being born with natural talent for wielding magic.
AW 75 Reports are heard on the effect of the Otherworldly Moon.
AW 147 The existence of a rift in space is recognized again.
AW 149 Travelers successfully reach the world of our forefathers by traveling through the rift. Thus begins our pilgrimage to the Shrines.
AW 276 Activity detected in the Harmful Frequencies contained in the Otherworldly Moon. Use of magic is confirmed to result in a direct discharge of Harmful Frequencies.
AW 464 Enlargement is seen in the now-saturated Otherworldly Moon.
AW 739 Part of the land is contaminated by the Otherworldly Moon, widening the "Neverdawn Land". The capital city is moved to Eskin.
AG 873 Grabadel is hit by a massive fire that continues to burn for ten days. The fire burns down the entire town and castle, and destroys numerous assets.

AG 890 Leone completes the "Water Melody", a recreation of the "Lost Melody". The tunes is divided into 24 phrases and each segment is engraved on a stone, so as to prevent its misuse. The stones are named the Resonance Stones.

AG 893 Grandpa Rayzen meets Leone.

AG 893 Leone gives a historical performance at the International Theater, helping Kavaro cement its reputation as the "City of Art."

AG 893 Leone visits Selbart.

AG 893 McBain meets Leone. The encounter inspires McBain to become a musician.

AG 923 The Rect Island Prison is closed off.

AW 908 Leone, adrift at sea, is rescued by the villagers from Aprout.

AW 908 Leone is appointed Court Musician for the Royal Family of Merveel.

AG 932 DeMille is elected as the new mayor of Kavaro.

AG 933 Hostile monsters appear in a quarry in Greysul. The quarry is subsequently sealed off.

AG 933 Rish Campbell visits Kavaro.

AG 933 A child gets lost in the swamp, yet manages to return to Kavaro alone.

AG 935 Rauzen's plot to overthrow the Royal Family succeeds, and he assumes power as Emperor.

AG 940 Ryutomi Island is attacked by pirates almost daily. The island becomes a private property of Rish.

AW 954 Isabelle, as well as a girl with silver hair, are born.

AW 955 Isabelle is chosen to be the next Queen. Leone and the girl with silver hair go missing.

AG 943 McBain receives a package from Shao containing the book "Water Melody" by Leone, which McBain had been long seaching for.

AG 943 Forte and Una help Grandma Shela and deliver some dye to Grandma Kapero in Cranka.

AG 943 Una plays a tunes on her piccolo on a riverside along the Ruth Road.

AG 943 McBain defeats a monster on the roof of the lighthouse, accidentally creating a hole in the terrace, which allows access to a secret room inside the lighthouse.

AG 943 Explored the bottom of a well in Racos Palma, and discovered an old key. Escaped from the cave under the well, thanks to McBain's "Rock Crash."

AG 943 Discovered a Magic Map in the chest in the secret room inside the lighthouse.

AG 943 The waterways in Cranka are contaminated by a large discharge of poisonous fluids.

AG 943 Halted the waters in the waterways of Cranka, and found the Resonance Stone of "Purification" inthe underground waterway.

AG 943 The new McBain Company begins its tour of Weltluna.

AG 943 Received the score for "Happy Traveler", written by Leone himself, from Dorso, keeper of the Water Gate, in return for a musical performance.

AG 943 The newly founded McBain Company holds its first concert in the village of Cranka.

AG 943 The McBain Company holds a concert in front of the fountain in Pinzel for some female fans of Forte's.

AG 943 Gave a performance in a tavern in Fargot.

AG 943 Passport stolen at the dock in Fargot.

AG 943 Boarded the Stomach from the port of Fargot. Held a concert on the deck of the Stomach.

AG 943 Met Shao and Rachel in Trim.

AG 943 Rescued a child in front of the Glysis Cave.

AG 943 Found the Resonance Stone of "Mind's Eye" in the Glysis Cave.

AG 943 Put up advertising posters for a concert in Trim.

AG 943 The McBain Company holds their "Open Your Mind" concert in Trim.

AG 943 Rescued a desert rat on the Forest Road.

AG 943 Ended up taking a part-time job arranged by Shao in Viento.

AG 943 Gave cookies to a desert rat in the basement of the mansion.

AG 943 Una is kidnapped by the Swiss Gang.

AG 943 Rescued Una from the Aquaharp Cave, with help from a mouse.

AG 943 Found the Resonance Stone of "Water" in the Aquaharp Cave.

AG 943 The desert rat "Rick" joins the McBain Company in Arbencottle.

AG 943 Met Shuber in Kantus.

AG 943 The Swing Gang attacks a concert organized by the Music School.

AG 943 The McBain Company performs at the concert organized by the Music School. Obtained the Resonance Stone of "Life".

AG 943 Reunited with Altos in Bozerl.

AG 943 Confronted Boss Dunk and received permission to enter the quarry.

AG 943 Obtained the Resonance Stone of "Earth" at the quarry.

AG 943 Knocked out by the Swiss Gang at the quarry. Robbed of the Resonance Stone of "Earth."

AG 943 Faced the Swing Gang at the old quarry. Obtained the Resonance Stones of "Earth" and "Lullaby."

AG 943 Rescued Viscount Egool from an attack by monsters in Levanpasso.

AG 943 Obtained the Resonance Stone of "Perseverance" from Viscount Egool.

AG 943 Found Uto, who had been reported missing, in the Cave Path.

AG 943 Received a reference letter from Viscount Egool, along with a personal letter from the Viscount to the Duke.

AG 943 Reported back to Viscount Egool. Received a small velvet bag.

AG 943 Distributed bread to the people of Envorin, and held a concert.

AG 943 Handed the small velvet bag to the Duke of Pensola.

AG 943 Received the Resonance Stone of "Technique" from Edger.

AG 943 Set off for Ryutom Island.

AG 943 The McBain Company holds a concert on the deck of the Grumble.

AG 943 Obtained the Resonance Stone of "Bind" on Ryutom Island.

AG 943 The McBain Company participates in the concert on Ryutom Island.

AG 943 Overheard a conversation between Bureger, Ramona and Rish on Ryutom Island.

AG 943 The Banquet is attacked by the pirate Ramon.

AG 943 The McBain Company boards the Black Dragon and faces Ramon.

AG 943 The Planetos II appears and drives away the pirates for good.

AG 943 Met the real Diplomat Slade in Polka.

AG 943 Saw a girl with a clear singing voice at Lake Wyolina.

AG 943 Obtained the Resonance Stone of "Target" at the Lakeside Shrine.

AG 943 Encountered Palman and his troops in the swamp.

AG 943 Chased away Nue at the Shrine of Lightning in the swamp. Obtained the Resonance Stone of "Light".

AG 943 Saw commander Zenon in Kavaro.

AG 943 Found Captain Palman, wounded, in the swamp.

AG 943 Initiated an operation to rescue Aria.

AG 943 Successfully escaped from Kavaro with Aria.

AG 943 Obtained the Resonance Stone of "March" past the Grass Barrier.

AG 943 Arrived at the hidden village of Shulf.

AG 943 Met a mysterious man looking at the fault of Gagharv.

AG 943 Heard about the Water Tribe from Oratorio, the Tribe Chief in Shulf. Obtained the Resonance Stone "Force."

AG 943 Reunited with Shao and Rachel at Rozet's Workshop.

AG 943 Jan smells Bang Bang in the underground waterway in Ekyul.

AG 943 Found Bang Bang in the Giraffe Cave.

AG 943 Rozet is kidnapped.

AG 943 A battle with Bureger and Necross at the lighthouse in Giraffe. Rescued Rozet and obtained the Resonance Stone of "Wind."

AG 943 The McBain Company performs for a newlywed couple on the Grim Bridge.

AG 943 The McBain Company holds a concert in Selbart.

AG 943 Obtained the Resonance Stone of "Fire" in the Underground Ruins beyond the Lava Cave.

AG 943 Discovered the Dark Sun in the Underground Ruins.

AG 943 Obtained the Resonance Stone of "Darkness" in the Oasis.

AG 943 Obtained the Resonance Stone of "Spirit" in the Lake Cave near the Grim Bridge.

AG 943 The Numeros Army and Zenon appear in Selbart and take away the Dark Sun and Aria.

AG 943 Caught up with the Numeros ship in Ened, but were unable to prevent the enemy from escaping. Saved by the Planetos II.

AG 943 Escaped using fake wood soldiers with Kroto's yarn.

AG 943 Found Kapuri in Cleda.

AG 943 Obtained the Resonance Stone of "Mirror" in the Mirror Cave.

AG 943 A battle with resonance wood soldiers in Cleda. obtained the Resonance Stone of "Confusion."

AG 943 A battle with Bureger. Kapuri and Pedro are broken.

AG 943 The McBain company enlists in the Numeros Army.

AG 943 Obtained the Resonance Stone of "Quagmire" in the Mud Cave.

AG 943 The Dark Sun runs amok.

AG 943 Received the Resonance Stones of "Quagmire" and "Love" from Captain Naresa.

AG 943 Witnessed the Witch's Island Phenomenon at the North Wall of Castle Grabadel.

AG 943 Aria collapses in Castle Grabadel.

AG 943 Received the Resonance Stone of "Time" from Prince Duorl.

AG 943 Traveled to Rect Island in search of a Resonance Stone.

AG 943 Obtained the Resonance Stone of "Hermit" on Rect Island.

AG 943 Learned how to travel to Another World in the Calendar Room.

AG 943 Traveled to Another World on the Planetos II.

AG 943 Met Queen Merveel of Another World.

AG 943 Passed the Ancient Ruins and reached Leone's Cabin.

AG 943 A battle with three assassins sent to eliminate Leone.

AG 943 A battle with Revas the Fourteenth, who had become a monster, in the Fossil Forest. Obtained the Resonance Stone of "Birth" from Revas the Thirteenth.

AG 943 Prince Duorl operates the barometric pressure adjustment system.

AG 943 Reunited with everyone at the Water Cloister.

AG 943 Caused the Viola Ruhm to rise at the Water Throne.

Miscellaneous Reminder SOD

1. Una playing her piccolo on the riverbank before McBain joins the party.
2. Holding a concert on Cranka before leaving via the ferry.
3. Playing a song for Dorso in Cranka before leaving via the ferry.
4. Holding a concert at the tavern in Fargot.
5. During your part-time job in Viento, go outside the house and talk to the old lady in her house south of the mansion.
6. Talking to Nor in Globe Theater after Altos rejoins your party in Kavaro.
7. Getting the Spoon Set for Mayfell in Edel. While figuring out how to get past the lightning spot, go back to Polka and talk to Diplomat Slade to receive the item then talk to Mayfell in Edel to receive a Magnet Necklace. You can also do this after talking to Ms. Meritos and DeMille, and before you go to The Swamp looking for Palman.
8. There are 5 combinations in the Grass Barrier:
 - a) Dark Blue - Dark Blue - Dark Blue (Items)
 - b) Light Blue - Light Blue - Light Blue (Items)
 - c) White - Dark Blue - White (Items)
 - c) White - Light Blue - Light Blue (Items)
 - e) White - Dark Blue - Light Blue (Story)
9. Perform for a newly wed couple in Ground Floor, East Side, Grim Bridge.

10. Read Merveel Timeline inside the Merveel Castle, Esfin.
11. Tuning Fork in Heaven Cloister. There are two narrow paths beside the first staircase in this final area.
12. According to hazyice, if you examine the wall north of Gena, you'll get some marbles. You will also get Doll Knight 1 if you examine a bookshelf in Rozet's Workshop. Both have no exclamation point (!).

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Credits CDT

Falcom, for an awesome trilogy
Silent-Sword, for the list of new orbs and sonomemories in New Game+
flamingo_fan, for listing all special scenario characters and requirements
oldguy2, for the list of pet skills
theflyingninja, for the Spoon-Set sidequest
Ceyx_7, for the History entry "AG 893" and explicitly pointing "Nor"
hazyice, for some hidden stuffs

Heroes are remembered, but legends never die.