

The Legend of Heroes: Trails in the Sky FAQ/Walkthrough

by black murasame63

Updated to v1.10 on Jul 29, 2014

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Legend of Heroes: Trails in the Sky
FAQ & Walkthrough
Version 1.10

By: Black Murasame63 (c)2011

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E-mail address: Suikofreak@gmail.com

I. What's New

May 26, 2011

1.10 Added maps for the final dungeon and fixed several errors.

Version History

April 30, 2011

1.00 FAQ Completed.

April 21, 2011

0.80: I'm still standing! I finished chapter 3 Walkthrough and sidequests. I made an update on the recipe list.

April 12, 2011

0.60: As I continue to pace myself slowly, I finally got chapter 2 done. I updated the shop list, the sidequests and started working on the recipe list.

April 8, 2011

0.40: I finished the Chapter 1 on the walkthrough and partially started working on chapter 2.

April 4, 2011

0.25: I finished the Prolouge on the walkthrough and partially started working on chapter 1. Added Character skills and store inventory

April 1, 2011

II. Copyright

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- Thanks to Michael Sarich for this Copyright -

III. Contact Info

Anything to suggest to improve the faq infrastructure will suffice. Also, if you found errors or want to add anything in the FAQ, please send me an email to the link below you. If I approve your suggestions, you'll be definitely be credited for the next revision. With the advent of Private Messages here at GameFAQs, feel free to drop in a message at any time.

E-mail address: Suikofreak@gmail.com

The following sites below are **allowed** to post my FAQ to their website. The two sites I mentioned are the only ones that can post my FAQ.

<p>Neoseeker (www.neoseeker.com)</p> <p>Supercheats (www.supercheats.com)</p>

Be sure when the administrator of the respective site upload my FAQ. You must let me know once you uploaded the faq. For everyone else, sorry guys. These are the only two sites that I'll allow them to post my FAQ. Also, any E-Mail that does not contain any constructive criticism whatsoever or just simply trolling, I will not bother reading it, and it will be deleted.

IV. Introduction

Hey, everyone. First off, I wanted to thank everyone who supported me during my time writing Tales of Innocence for the DS. I'm very pleased that the FAQ I wrote have recieved positive reception. You guys are the reason why I continue writing FAQs. Also, thanks to some of your replies with the formatted FAQ, I'll also continue to write up in this format. For the most part, this FAQ is heavily based on the PSP version. You can also use this as a footnote for PC version since the content is mainly the same.

V. General Overview

Legend of Heroes: Trails in the Sky is the first of the trilogy. It's originated in the PC back in 2004. Infamous with its enormous text, Western Publishers had strayed away this game for a long time. It wasn't until 2010 when XSeed announced that this series will come over in the Western shores. Anyway, the story begins ten years after the events of the Hundred Days War. With Queen's constant effort of maintaining peace throughout the land, she organized a group called the "Bracers Guild." Within the Guild, the story focuses on two young individuals who strive to become trainee Bracers. However, little do they know that one significant conspiracy is already unfolding causing the country to spiral into chaos once more.

Trails in the Sky is definitely a turned-based RPG. However, the way it is presented is quite different from your usual formula. When you get in battle, you'll be in a grid-line battlefield. Because of this, there is some strategy involved in each battle....

VI. Characters

Character Profile

Estelle Bright

She is the daughter of the legendary Bracer Cassius Bright. Because of her optimistic mindset, she'll perservere even if the odds are against her.

Estelle is one of the characters that's available for entire game for obvious reasons. For the most part, she's pretty much the jack-of-all-trades character. For starters, her orbment slots can use all the elements available. Because of this, she is very flexible in terms of customization. But as far as orbal arts combination goes, she's can put in a couple of medium level magics in one line. But, putting some of the demanding arts such as Titanic Roar, Volcanic Rave and etc. in one line could be difficult. Her crafts are pretty diverse overall.

For the most part, her crafts is servicable. She has a move that leans more on support such as Morale. She even learns a crowd killing move early on in the game. Also, she can learn a move that interrupts the foe's spell casting. Her S-Craft Barrage and Pummel are really good against a single foe. It's strongly recommended to use it against bosses. Probably her only drawback is that the specialized characters such as Olivier, Kloe or Agate will overshadow her. Other than that, she's a very good all-around character. She has a lot of tools in her disposal and has flexible orbal moveset.

Joshua Bright

He is Cassius Bright's adopted son. Contrast to Estelle's personality, Joshua is calm and tends to address the situation in a collective matter. However, his past remains a mystery and intends to keep it that way.

Joshua is the other protagonist whom you will be using for in the entire game. He leans more on speed over everything else. Even without Action and Cast, he can get by fairly quickly. He specializes on time elemental magic. His first line on the Orbal Quartz usually consists of two time only slot. So, you are going have to make use on the high level spells such as White Gehenna and Clock Up EX if you plan to keep him as as a magic user. Because he has more time-only slot, it can be difficult to

7. Manoria Village
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utilize some of the other orbal quartz available. So think about what support quartz is best for him for the entire duration of the game.

Interestingly, his moveset is surprisingly diverse and useful. His first move can hit the opponent twice. Also, one of the early moves available is flicker. Not only it ignores the opponent's physical defense, it has the ability to delay the opponent's turn as well. Also, he also has evil eye which delays turns to a group of foes. Having delays as his specialty can certainly make or break on the higher difficulties. His S-Craft is exceptionally useful throughout the game. He is the only character in the game where his S-Craft can hit everyone on the battlefield. However, be aware that his defenses is fairly low; it's not to a point that it's a glass cannon. He has slightly above average HP to make up for that. Also, his crafts take up a lot of CP. So, trying to invest his S-Craft is difficult when some of his regular crafts eats up CP. Overall, Joshua is definitely one of the best characters to use in any given situation.

Scherazard Harvey

Nicknamed "The Silver Streak", she is former disciple of the legendary Bracer. Though she is an intelligent person, she can drink like there's no tomorrow
Scherazard is the first character to join up with you. Her availability time pretty much occupies 25% of the game. She occupies the wind elemental quartz. It's okay early on, but she gets overshadowed by the other effective arts like Titanic Roar, Spiral Flare and etc. Her magical attack is pretty good. She can certainly deal damage. Her whip is medium range; meaning that her range is far enough to prevent her from getting hit from self destruct. Her moveset are okay to use. Her first craft can deal damage to a small group of foes. Her bind whip is useful because she has the ability to mute spell casters. Finally, her Heaven's Kiss can increase her allies speed. For the most part, she is average. She's really useful early game. But once late game comes in, she is pretty much outclassed by her other peers.

Olivier Lenheim

Coming from an Eberonian background, he travels south to play music for the citizens of Liberl. With his narcissitic personality, he tends to hit on anyone he sees.
Olivier is quite a charismatic person. His availability time is actually decent. Every time you have an option using him, he is pretty much there for the entire chapter. Anyway, he uses a orbal gun. He doesn't have to move around much to deal damage. His strongest aspect is definitely his art. First of all, it's a single line. He can cram in some of the really useful arts in one line. It also helps that his central slot is Mirage. Because Mirage is a neutral base orbal, it won't hinder him at all. This means that his orbal customization is flexible. No matter how you arrange the quartz, the arts available is very diverse. It also helps that he can dish out strong magical damage.

His crafts on the other hand also handy as well. His Quick Draw has the ability to hit the target where you wanted it. Because of his range, his Snipe Shoot can easily take out the spell casters. Finally, his Happy Trigger can cure people within range. Although it's minimal, his CP consumption is really low. He only has one S-Craft in the game and the damage is mediocre. The biggest drawback is that he has low HP, low Defense and limited movement. Ironically, Olivier has the lowest magical defense in the game considering him possessing one of the highest Magic Attack power in the game. Overall, Oliver is another effective character to use. You really can't go wrong with diverse arts as well as Utilitarian moveset. Plus with his range, he's literally unstoppable.

Agate Crosner

A young, burly Bracer who wields a broad sword. He tends to view young bracers very negatively.
Besides Estelle and Joshua, Agate is the most recurring character in the game. However, it's quite sporadic. You are only going to use him in certain segments per chapter. Anyway, this man is a total brute. His attack power certainly shows his character. His dominant trait is definitely his craft. He is the only character who can raise his CP with the cost of his HP. This is useful for many situations. For example, if he is a few points short for max CP, he can obtain it in his turn and use it as his S-Break. He has some attacks such as Draguna Edge and Flame Edge to deal damage against a group of foes. It also helps that Draguna Edge has a much wider line compared to the other character's line attack. He also has Sprial Edge which inflicts delay to a single foe. But his S-Craft is exceptionally useful. Regardless if it's a single attack (Beat Down) or a group attack (Final Break) the damage will be devastating. However his raw power does come with a price. He has one the worst magical defense in the game not to mention that his arts are very limited due to having multiple branches on his orbal quartz. So, you are pretty much going to use his Orbal Slots for raising his parameters. Overall, you going to use Agate as your frontline attacker. With Wild Rage, you are going to use his S-Craft frequently.

Kloe Rinz

A second year student in Jenis Academy. She is a very sweet young woman who have a mutual understanding with her pet Gryfalcon, Sieg.
Kloe's availability time is limited. She's only available for a couple of chapters. Not to worry though, she is very useful regardless. She specializes on healing magic. As you notice that Water element dominates her moveset. Also, she does possess a single line orbal slot. But, her customization is somewhat limited because three of her orbal slots are Water only. So adding some offensive arts can be proved quite difficult. Her craft is minimal at best. She only has two regular crafts and one S-craft at her disposal. She has Impose which debuffs the foe's STR and DEF and Encroach which interrupts the person's spell casting time. But compared to the other characters, her Encroach needs to hit up close to be effective. Finally, her Radiant Plash has the largest healing range out of everyone. It's already great on its own considering the amount of HP it restores; it also revives allies as well. If you use it at 200 EP, not only it does more recovery, it gives out free Defense buff. Overall, despite of Kloe's restrictive movesets, her usefulness certainly lies with her healing powers. Also, being the highest EP as well as high magic attack power, she can be the magical powerhouse of the group.

Tita Russell

The granddaughter of a prominent Orbal Scientist, she is a young individual who loved machinery.
Tita's availability time is actually sporadic during the entire duration of the game. You are going have to work extra hard if you want to make Tita decent. First of all, her Orbal Slots splits into three lines. Only the first slot is enough to make 1 high level magic. It's acutally decent because her central slot is Space elemental, she can barely chuck in one high level magic such as Titanic Roar or White Gehenna. Everything else, use her slot for increasing her parameters. Her biggest strength is that all of her moves emphasize on group enemies. She can attack a small swarm of enemies with her cannon alone. Her crafts also utilize some group attacks such as Smoke Cannon. She can deal damage while blinding her enemy at the same time. Her Vital Cannon can heal up a group of people within range. Finally, her Cannon Impulse can deal damage against enemies. It's useful if she uses it as a Sepith Bonus turn. Other than that, she has a hard time keeping up with everyone else. She has low physical defense and HP. This can be tricky if she is frequently open against attacks. Overall, she is an interesting character to use. But her disadvantages from the get go could be a liability to the team. So, if you plan to use her as her main, give lots of defense buff to strengthen her defenses.

Zane Vathek

Reigning from Calvard Republic in the east, he plans to participate the tournament in Grancel.
Zane is definitely late game material. You'll only see him a few times in one chapter and stays with you on the next one. For being a late game person, he has several crafts already learned for you. So you don't have to worry about that. Anyway, he is a tank. He can soak up any devastating attacks and still live. It's all thanks to his High physical and HP. Also, his magical defense is average; so he can take any magical attacks as well. Because of this, he can use Taunt more effectively than Estelle and Joshua. Surprisingly, his attack power actually rivals Agate. His S-Crafts, Disable and Aural Blast all do severe damage against his foes. He is the only character to buff both STR and DEF using Distend. With STR and DEF raised by 30% he can dish out significant damage. His other support such as composure can heal 800 HP while removing status effects while Smite is his only physical craft attack. Fortunately, it can inflict confuse. His biggest drawback is his orbal slot and his speed. Seriously, don't even bother making him a magic person because his orbal slots split into FOUR lines. He's stuck using basic magic attacks. You are going to

use his slots for increasing his parameters and nothing more. Also, because of his slow speed, he's not going to get his turn often. This can be an issue when he tries to build up his CP. Use any Gladiator accessories to alleviate that. Overall, despite his late availability time, Zane is definitely not one to be mess with. With really useful crafts at his disposal, you can make him a powerhouse to the group. With defenses and high HP as his primary trait, he can certainly be a damage sponge.

VII. Gameplay

Gameplay Infrastructure

Controls

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

X: Confirm
O: Cancel
Hold O: Speed up dialogue
Triangle: Shortcut Menu
Square: Not Used

L: Rotate camera
R: Rotate Camera

Start: Menu
Select: Local Map

-----
|Shops|
-----

Weapon:           Sells Weapons and Armors
Item:             Sell Items and Accessories
Guild:           Gives you sidequests
Bar:             Sells Food Items
Orbal Factory    Sells Quartz and Modify slots
```

Battle Commands

```
-----
|Primary Commands|
-----

X: Confirm
O: Cancel
Hold O: Speed up dialogue
Triangle: Shortcut Menu
Square: Enemy Info

L: Rotate camera
R: Rotate Camera

Start: Menu
Select: Local Map

-----
|Status Effects|
-----

Poison: Gradually takes away health
Knock-Out: Ally is incapacitated
Sleep: Cannot act until the ally is attacked
Seal: Cannot attack, use crafts and S-Crafts
Stone: Cannot act in battle; KO if attacked
Freeze: Cannot act in battle; health is gradually taken away
Faint: Cannot act in one turn
Mute: Ally cannot use arts
Confuse: Ally will attack other allies or foes
Blind: DEX and AGL down
```

VIII. Battle System

In Trails in the Sky, the battle system is similar to SRPGs. You are in a gridline battlefield fighting enemies. However, the pacing is still Turn-based at heart. So, there's no need to place your movement towards your enemy and fight.

Turn Order (Bonus Icons)

If you look at your left, it indicates the order of the turns in battle. Occasionally, you'll see a bonus icon right next to the ally or the enemy. These bonus icons will give you or your opponent an edge during that turn. Also, you can bypass the turn order by using S-Break. The following below are 6 possible bonus icons.

Name	Effect
Heal HP	Recovers 10% or 50% of HP
Charge EP	Recovers 10% or 50% of EP
CP UP	Recovers 10% or 50% of CP
STR UP	Increases Physical or Magic attack by 10% or 50%
Critical	All Attack, Magic or Recovery effects increases 1.5X
Sepith UP	Steals Sepith from Target

Craft and S-Break

CP (Craft Points)

All characters possess CP. From the beginning of the battle, you start out with zero CP. The only way to gain CP is to successfully attack or receive damage from your opponent. Once you have gotten a sufficient amount of CP, you can use those to use your Craft or even S-Craft at your disposal. For all of the CP you have accumulated in that particular battle, you can save those for later.

Craft

It's the character's special moves. They can be learned as they gain levels. All craft abilities take up CP.

S-Craft

Think of it as this game's equivalent of Limit Break. Anytime you reach 100 CP, you can unleash their powerful attack. But, there's a much more effective use for it...

S-Break

As stated earlier, you can use S-Break for cutting the next person's turn. But, you have to accumulate a minimum of 100 CP to use it. When you do accumulate 100 CP, the orb on the HUD will glow red. Anyway, during someone's turn, you can toggle left or right and press "X". However, it's preferable if you use the shortcut command by pressing triangle and press the directional buttons on the d-pad. Once you activate S-Break, you will unleash your S-Craft anywhere on the battlefield. This can be useful for killing off those pesky enemies with "Self-Destruct" ability. Finally, if you have 200 CP, you can dish out even more damage.

Orbal Quartz

Sepith

Each enemies drop sepith after you defeat them. You can save those up for Quartz or even sell it for money.

Quartz

Since sepith comes in various forms, you can use those to make Quartz. For the most part, each of the quartz can increase your parameters. Also, each time you equip a quartz, you gain arts. However, there's a specific way on how to gain more arts.

Slots and lines

At the start of the game, there will be some slot closures and it's up to you to open those slots. To unlock those slots, you must have the adequate amount of Sepiths. Please note that the slots have a specific trait. For example, if you look at Joshua's slots, there are some slot that's Time Elemental only. Obviously, you can only equip Time-Elemental quartz on that slot.

For all playable characters, they each have a central slot. Whatever quartz is in the central slot, they will govern the elemental values. There are some characters who have only possess a single line while some have various lines that branches out. The lines will add the overall elemental values equipped on each end. For those who only has a single line can add more elemental values. With that, you'll have access to higher level arts.

^1|A: Central Slot

Let's refer the diagram above as an example. As you can see, Estelle's central slot contains EP Cut 1. Its elemental Value is Time x1, Space x2 and Mirage x1. They will add the overall value on both ends. For line 1, it's all the slots from left central line while the right central line is all of line 2. So, carefully placing all of the quartz' elemental values, you gain more arts. So keep on looking at the Bracer's Guide for more info on arts.

Bracers Guild

This is practically the bulk of the game. All quests start out in the guild. By doing those quests, you are rewarded with money, items and etc. Also, BP (Bracer Points) will be added on your overall tally. The more BP you have, the higher your rank will be. Finally, if you have made the right decisions during the dialogue or you have been proactive towards certain missions, you can gain extra BP. This will be extra useful especially if you are going for the perfect score...

Misc

Cooking

Even though Estelle is not the best cook out there, she can still pull off those dishes in a pinch. To obtain those dishes, you must first eat the food to gain the recipe. Once you have the recipe, be sure to have the right ingredients and cook it. For the most part, it recovers HP, EP or CP with some temporary increase in parameters. So, don't neglect it!

IX. Tips and Tricks

Like all the other games out there, here are some tricks of the trade for you to survive this game.

1) *Multiple saves is a must*

For the completionist people out there, this is mandatory. There's a bunch of hidden quests waiting to be uncovered. Even the most minor implication during your major quest could screw you over for the rest of the game. So, every time you are about attempt something significant, make sure you make another save file before moving on.

2) *Relax and decide your next move*

I know what you did there. You have done something that cost you extra BP and chances are your last save is over 5 hours long. Regardless your outcome, there's always an option: either go back to your last save file and work from there or you decide to move on. If you decided to do the latter, there's always New Game+. You can always make up the lost BP from the last playthrough.

3) *Take the time to explore around*

If you decide to get BP honestly, I suggest you look around and talk to NPC before the next major mission. Many of the hidden items and quest all happen within the small time frame. Also, Rushing through the game can work against you for the same reason.

4) *The Bracer Notebook is your bible*

Seriously, the contents inside his really comprehensive. It has all the notes you need such as your quest progress, Arts and quartz elemental values. It even has most of the basic stuff covered in the manual. If there's something you want to know, it's likely inside the Bracer's Notebook. Don't be afraid to look up something once in a while.

X. Walkthrough

NOTE: All directions given during this walkthrough is always facing NORTH.

Prologue: Rolent Guild Test

City of Rolent

- **Treasures:**
 - 500 Mira
 - Bracer's Notebook

After what Cassius has to say, head out and go to Elize Highway. At the crossroads, head east and you'll soon enter the City of Rolent. Once you are inside the city, head over to Rinon's General Store on your left. After what the store owner has to say, it's time for you to go to the Bracer's Guild. It's across from the general store. Talk to Scherazard and you'll come across some background info for you to learn about their universe. After that conversation is over, talk to Aina and she will give you the **Bracer's Notebook**. Then head over to the bulletin board and select your first mission. After that, you go to Melders Orbal Factory to synthesize your quartz and slots. Once you have every thing set up, it's time to embark your first mission.

Rolent Sewers

- **Treasures:**
 - Tear Balm x3
 - Monster Guide
 - Reviving Balm
 - Small Box x2
 - Liberl News I (After Training: Retrieval Event)
 - Recipe Book (After Training: Retrieval Event)
 - Maple Cookie (After Training: Retrieval Event)
 - Carnelia: Chapter 1 (After Training: Retrieval Event)

To your right, there's a recovery point. There will be several mandatory battles ahead; this is all for the sake of the battle tutorial. After you defeat the monster during the Craft tutorial, head east and grab **Reviving Balm** at the end of the path. Towards the bridge, you will have to fight a group of enemies in overwhelming numbers. It's a pretty easy fight. So, once you beat those monsters, grab the treasures which contains **Small Boxes**. Get out of the sewers and report your quest to Aina. Your results should look like this...

```
-----  
/           Results |  
-----  
|Quest: Training: Retrieval |  
|Mira: 500                |  
|BP: 1                    |  
-----
```

So, for those who are a perfectionist, this is where the point gathering starts. So far, the current score is **1/53**. Now you have become a Bracer, head back to the general store and get **Liberl News I**. Also, you'll receive a **Recipe Book** and a **Maple Cookie** along the way. Be sure to eat the Maple Cookie in order to retrieve the recipe. After you have finished your business at the general store, head back to your house. Before you leave, be sure to head to the house next door to the Abend Bar. This is crucial because this is the one of the few times that you'll get the Carnelia: Chapter 1. So, head upstairs and talk to Rhett. He'll give you **Carnelia: Chapter 1!** Do not put this off on a later time. However, if you happen to miss it, don't fret there are other opportunities to get the novel again. Anyway, something urgent came up. Once Aina informs you about the situation and you need to head to your next destination...

Child Rescue: Malga Trail

- Treasures
 - Reviving Balm
 - White Bracelet
 - Tear Balm
 - Letter to Cassius

Go straight forward until you hit a forked path. On the forked path, go left; this will lead to Esmeldas Tower. On the other hand, you can go right. Be careful though, the enemies are fairly strong. If you do decide to go right, at least get the White Bracelet. If you go east on the split path on the second area, it'll lead to **White Bracelet**. Anyway, head back to the forked path and head left. If you take a quick detour on the right, you'll find **Tear Balm**. Once there proceed inside the tower. This will be a very short expedition. Go up one floor and a cutscene will occur. On your first selectable dialogue, choose **Run simultaneously with Joshua!** This is the correct choice for gaining extra BP. There, you'll fight a group of Flying Felines. On this battle, you need to protect those two kids. If you let one of the NPCs die, it's game over for you. Anyway, the battle is very easy. Now you have defeated those felines a cutscene will occur. Once you have seen it, report to Aina.

```
-----  
/           Results |  
-----  
|Quest: Child Rescue |  
|Mira: 1000          |  
|BP: 3 (+1)         |  
-----
```

For having the correct response, you should now have **5/53** on your overall score. Continue on to the story and your next job will occur....

Perzel Farm Monsters

At this point, you can now do the optional sidequests. If you are planning to get all the BP possible, do the available sidequests immediately because some of the missions have a very small timeframe. As a result, you can miss the mission and fail to get a perfect score. Please go to the clickable link below the new quests to find info.

Milch Road

- Treasures
 - Tear Balm x3
 - Topaz Talisman

- New Quests
 - **Find the shiny rock**
 - **Milch Road Monster**

After you receive your quest from Aina, exit west towards Milch Road. For the most part, go straight forward and go south at the crossroads. If you stray off the path a bit, you'll find treasures at the edge of the map. One notable treasure lies far north of the first area where a hidden treasure lies beneath the trees. This treasure contains an enemy encounter. This encounter contains 7 Flying Felines and 1 Lily Flower. This is quite overwhelming if you are not prepared. If you can find arts that can take on those Felines such as Aerial you should lower down the numbers quite a bit. But, if you feel really overwhelmed, you can wait until a later time to take on those enemies. As your reward for killing them, you'll be rewarded with **Topaz Talisman**.

Perzel Farm

- Treasures
 - None

At the farm, talk to Tio inside the Cow Stable. After your conversation with Tio, head inside the house and talk to her parents. Once it's nightfall, it's time to survey the farmland. Be sure to examine the cabbage patch, the cow stable and the greenhouse. You should have a small conversation each time you examine the given areas. After the Greenhouse, a monster should appear. You need to sneak behind it and not get caught; otherwise you will lose precious BP if you fail to catch it the first time. There, a boss battle shall commence.

Boss: **Giant Crop Muncher** and Crop Muncher x2

There are three targets. The two Crop Munchers will mainly attack your allies if they are within the vicinity; otherwise, they'll do play dead. The Giant Crop Muncher on the other hand will start casting Air-Strike from afar. She'll also eat the crops to recover HP and do some Eye Poking to blind your ally. This battle should be fairly simple. Use your S-Break to bypass their turns and use long range arts against the Giant Crop Muncher. Once you defeat it, go after the smaller targets and you should survive the battle with ease.

Once the battle is over, head back to the guild and report to Aina.

```
-----  
/           Results |  
-----  
|Quest: Perzel Farm Monsters |  
|Mira: 1000                |  
-----
```

If you have done the two sidequests along with this mission, you should have **13/53**. So, on to the next quest.

Mayor Klaus' Request

City of Rolent

- New Quests
 - Mushroom Hunt
 - Orbrment Replacement
 - Medical Necessities
 - Soldier Training

After your assignment is given, head to the mayor's house. Once you hear what the mayor has to say, he'll give you a referral so you can enter the mine. Getting to Malga mine is quite easy. Keep going forward until you hit the crossroad. Head right and go straight up.

Malga Mine

- Treasures
 - Tear Balm x2
 - Elevator Key
 - Septium Crystal

Facing north, head left and pull the lever and ride the cart. It'll lead you to the next floor. However, you need a key for the elevator. So, you need to backtrack and pull the level, so you can talk to Miner Miles. He'll then give you the **Elevator Key**. Then, go back to the elevator and proceed to the next floor. On the second floor, head south. You should see a recovery panel. Keep going south until you see Mine chief Gaton at the end of the path. He'll give you the **Septium Crystal**. Once he gives you the crystal, you'll have to fight against the killer crabs. For the next several fights, you'll have Gaton in your party. On the bright side, he'll give you two Tear Balms. You'll need to rescue the workers on this floor. So, from your current position, move east and fight 3 killer crabs. Do the same on the western and northwestern path on the floor and exterminate those crabs. By then, you should rescue 5 Miners total and head back to the first floor. After the events of the mines occur, head back to the mayor's house and talk to Mayor Klaus. After that's over report it to Aina.

```
-----  
/      Results      |  
-----  
|Quest: Mayor Klaus' Request|  
|Mira: 1500          |  
|BP: 4               |  
-----
```

If you have done the four sidequests along with this mission, you should now have **32/53**. So, on to the next quest.

The Liberl News

The Liberl News: City of Rolent

- New Quests
 - Lost Kitten
 - Elize Highway Monster

After you are assigned with a new mission head over to the Rolent Hotel and speak to Verne, the Hotel Receptionist. Once you hear what he has to say, head over to Ambend Bar and speak to the reporter. After what Nial has to say, he'll join your party. You need to pick up his assistant Dorothy in Melders Orbal Factory. Unlike all the other NPCs, Dorothy has the ability to blind enemies with her camera. So, you might find her useful in battle. From there, it's time for you to go to the Esmeldas Tower.

Esmeldas Tower

- Treasures
 - Tear Balm x2
 - Knitted Shoes
 - Tin Staff
 - Potluck in a Shell

Facing north, go straight forward. This will continue until the 3rd floor. On the 3rd floor, move right then go forward. Before you take the stairs, head left and grab a **Tear Balm**. On the fourth floor, go straight. You should see a red treasure chests nearby. That box contains, **Knitted Shoes**. Once you are in the center circular platform, there are two split paths: Once going east while the other goes south. Two paths both lead to the 5th floor; but one of them leads to a treasure while the other leads to the plot.

If you decide to go south, it leads to the treasure. Open that treasure and you'll fight monster inside. You will fight 3 Monster Trappers. These guys are quite dangerous due to the fact they have "Self Destruct" as their last resort. Also, they will will use Air Strike to counter against your long range attack. If you manage to defeat them, you'll get a **Tin Staff** as your reward. Now go back to the circular platform and proceed to your main quest. On the 5th floor, you'll find **Potluck in a Shell** along the path. Now you are on the top floor, a cutscene will occur. Once you have seen the event, talk to everyone on the top floor and then talk to Joshua when you are done. From there, Nial and Dorothy will leave your party. As for you, you need report your quest to Aina.

```
-----  
/      Results      |  
-----  
|Quest: The Liberl News  |  
-----
```



```
|Mira: 2000 |
|BP: 4      |
|-----|
```

If you have done the two sidequests along with this mission, you should now have **42/53**. So, on to the next quest.

Mistwald

City of Rolent

- Treasures
 - Servais Leaf
- New Quests
 - **None**

After you have learned that something is up at the Mayor's house, it's time for you to investigate on what's happening. You can examine all the other miscellaneous objects. But the following list below is the important places to examine.

- Examine the safe inside the mayor's office
- Examine the railings on the mayor's balcony
- Talk to the maid and the mayor's wife in their respective rooms
- Head to the attic and pick up the **Servais Leaf**
- Head downstairs and examine the front door

If you have done the following above, it's time to answer some questions from Scherazard herself. For all the questions choose the following....

- **The Septium in the Safe**
- **There were group of 3 or 4**
- **From the terrace on the 2nd floor**
- **A traveler who visited recently**

If you have chose the correct answer, Scherazard will be pleased about your investigation. Once your investigation is complete, Scherazard will join your group. She'll tell you to go to the Rolent Hotel and speak to the receptionist. After that, head to the Rolent Landing Port and talk to the receptionist as well. Once you hear what the perverted receptionist has to say, present the Servais Leaf. There, you'll go to your next destination, Mistwald.

Mistwald

- Treasures
 - Tear Balm
 - Bear Claw x3
 - Recommendation (After Mistwald)

Mistwald is south of Rolent. At the crossroad at the Elize Highway, head east. At this point, you can still do **Elize Highway Monster** and **Medical Necessities**. Anyway, at Mistwald, there's no map for you to use. Facing north, and go straight forward. At the second area, there are three log bridges. On the leftmost side, it leads to a Bear Claw while the center and the rightmost bridge leads to an intersection. At the intersection, there are two paths: One going north and the other east. The one that goes north leads to a dead end. The path you want to go is east. Be sure to choose the second option, **F-fine! But I'm not happy about this!** There, it'll lead to the boss.

Boss: **Josette** and Sky bandit x3

These guys might give you a hard time if you are not prepared. First off Josette's peons come in a moderately sized group. Each of them inflicts poison when they attack your allies. Josette on the other hand has several moves up her sleeves. One she attacks from afar using her gun. She even uses Petrify Break as her arte do deal damage to nearby allies with a chance of Petrification. Finally, she does tear to heal herself when she is at critical health. It's important to have some crowd control. By now, you should have Estelle's Hurricane. Also, use crowd control arts such as Aerial or Hell Gate to kill off her peons very quickly. As for Josette, use long range arts against her. When you have enough CP overwhelm her with S-Break.

Now you have defeated her, you have recovered the Septium Crystal. After giving it back to the Mayor, present your report to Aina and she'll give you a **Recommendation** as your reward. From there, just kickback and engage yourself with the lengthy dialogue.

```
|-----|
| /      Results |
|-----|
|Quest: Mayoral Theft |
|Mira: 2000           |
|BP: 6 (+5)          |
|-----|
```

This concludes the Prologue. If you have been keeping track on your quests and BP, you should now have **53/53**! If you have a perfect score, don't be complacent because we are just getting started! From now on, this is where hidden snags will start appearing throughout the game causing you to lose out your perfect score. Anyway, let's start chapter I.

Chapter I: Crossing the Verte Bridge

City of Rolent

- New Quests
 - **Letter Carrier**

Now, you are up and ready, it's time to go to the Bose Region. Before you do anything else, you must go to the Rolent Guild and check the bulletin board. You have one more mission to carry out for this guild. Anyway, take care any last minute preparation in this region because once you cross the border, you'll never return.

Verte Bridge

- Treasures
 - Gate Pass
 - Carnelia: Chapter 2

When you are at the checkpoint, talk to Sergeant Aston to give you a **Gate Pass**. Once you have the gate pass, present it to Private Scott at the gate. Be sure to talk to Private Harold before you enter the gate because he will give you **Carnelia: Chapter 2**. Now you have everything you need, it's time to cross bridge. Be warned that once you leave the area, you'll never return to Rolent ever again. Anyway, keep going straight at East Bose Highway until you hit the City of Bose....

Bose and Haken Gate

From here on out, there will be quests that will **NOT** be posted on the bulletin board at the Bracer Guild. Many of which are triggered by items, NPCs, exploration of the area and most importantly the timing of the event! Because of its very miniscule timeframe, these can be easily overlooked. So, when you look at the new quests below, be sure to look out the ones with "!" Obviously, take priority of those hidden missions over everything else.

City of Bose

- Treasures
 - Mayor Maybelle's Letter

-
- New Quests
 - **Ravennue Monster**
 - **East Bose Monster**
 - **Ingredient Seeker**

If you have yet to finish doing the **Letter Carrier** quest, finish it right away. Also, if you have yet to get the Carnelia chapters, now it's a good time to buy those books at Minuet's Magazine Stand. They are worth 1000 each. Anyway, head to Bose Bracer Guild and register your name in this guild. Once you have done that, head to the Mayor's house. Once you learn that she isn't home, head to the chapel and talk to her maid, Lila. Lila will accompany you and she'll inform you that she is in the Bose Market. Once you have found the mayor, pay attention to what she has to say. There, she will give you, **Mayor Maybelle's Letter**. This will be the ticket to enter Haken Gate. So, head out to the eastern part of city and head north toward Eisen Road. From there, present the letter to the guards and they'll let you pass.

Haken Gate

- Treasures
 - Carnelia: Chapter 3

-
- New Quests
 - **Sidequest: Amberl Tower!**
 - **Nebel Valley Monster**
 - **West Bose Monster**
 - **Bear Claw Survey**

Talk to the sentry, the person who is guarding the barracks. He'll ask you to wait for the general. For now, you need to wait at the bar. Talk to Olivier for a bit. Once the conversation is over, the sentry will tell you that the general has returned. But before you do that, *be sure to talk to Marco who is sitting at the table at the bar*. He'll give you **Carnelia: Chapter 3**. Now, you got the book, you can now talk to the General. His office is at the end of the hallway to the left. After a lengthy conversation, you'll be asked to accompany Olivier to Bose. After that's done, he'll leave your party and the crew will inform you that you need to go the guild and report it to Ludgren and go to the mayor's house to talk to Maybelle. There, you will need to find Nial and Dorothy somewhere in Bose. You can find Nial in Kirsche Bar sitting in the left-hand corner of the bar. Nial sort of looks like a generic NPC. For those who are having trouble looking for him, look at the pic below. Now, you got your info, it's time for you to go to Ravennue Village.

^13|A: Why do you blend in the environment so well, Nial?!

Although your current mission is still going, I'll tell you your progress so far. Since we are at a brand new chapter, the new target for total BP is **111**. If you have done three sidequests in Bose along with the letter carrier, your total count should be, **66/111**. Right now, before you talk to Nial, let's head to Amberl tower and finish this hidden sidequest.

Sidequest: Amberl Tower!

- Treasures
 - Tear Balm x2
 - Fried Eyes and Eggs
 - Emerald Talisman
 - Chain Mail

For those who want to get some info on this sidequest, be sure to look up **Amberl Tower Mystery**. To get to Amberl Tower, you need to take the south exit towards New Angel Path. Go straight until you see a signpost which prompts you to turn west to the tower. Now, this mission will start *IF your party members have a conversation about the tower itself*. If you are relatively far into the chapter and the conversation did not trigger, you pretty much missed the mark. Anyway, if the conversation did occur proceed to the next floor.

Facing north, go straight forward. On the the 2nd floor, go straight until you hit a circular platform on the senter. Head southeast to get **Tear Balm**. Then go east and head over to the 3rd floor. On the start of the 3rd floor, there's two paths. Continue to go west and it'll lead to a treasure, **Fried Eyes and Eggs** on the fourth floor. But to proceed forward, you would need to go north. There's a path that leads straight to the 4th floor. On the fourth floor, go straight until someone screams for help. Defeat the two Amber turtles and Professor Alba will thank you for his rescue. Once you rescue him, there are two treasures nearby from where you are currently standing. There's one that contains a Robber Trapper. Defeat it and you'll get **Emerald Talisman**. The other treasure box contains three Robber Trappers. If you managed to survive the battle, you will recieve a **Chain Mail**. Now, get out of the tower and Professor Alba will reward you when you get back at the guild.

Ravennue Mine

Ravennue Trail and Village

- Treasures
 - None

- New Quests
 - **Escort Request**
 - **New Ansel Path Monster**

Even though you have already saw the bulletin after you went to Haken Gate, a couple more new quests will be posted after talking to Nial. As you go straight through the trail, there's someone coming down the trail. Once the conversation is over, continue to go straight until you find the village. At Ravennue Village, talk to Elder Reisen at the house near the Ravennue Mine trail. Once you have spoken to the Elder, talk to Lewey at the pier near the orchards. Now you have done that, head out to the Ravennue Trail.

Ravennue Trail (To the Abandoned Mine)

- Treasures
 - Tear Balm x2
 - Deathblow 1
 - Beast Steak
 - Abandoned Mine Key

At the signpost, head east to get the following treasures; otherwise continue to move west to the second area. When you get there, the path will split into three. Head southeast to get **Tear Balm**. Then, head northeast to get **Deathblow 2**. Finally, head northwest and continue to move north to get **Beast Steak**. At the second area, head west at the first intersection and then head north on the second intersection. Finally on the 3rd crossroad, head left to get another **Tear Balm**. From there, continue to straight into the Abandoned Mine. However, the door is locked. So you need to backtrack to the village and head to the graveyard to speak with the elder. With the **Abandoned Mine Key** in your possession, you can now enter the mine.

Abandoned Mine

- Treasures
 - None

Unfortunately, there's really isn't anything noteworthy in this area. So, all you have to do is go left at the intersection near the entrance and continue to go forward. At the end of the trail, you will fight a boss.

Boss: **Kyle** and Sky bandit x4

This boss battle is similar to Josette in the Prolouge. The sky bandits can sometimes inflict poison to your allies. Kyle on the other hand can make bombs and inflict damage within the blast radius. But, the time to prepare the bombs is time-consuming. With that in mind, it's best to spread out your allies on the field and do cast arts. Also, it helps to ease the crowd by doing crafts or arts such as Hurricane, Hell's Gate, Aerial and etc. You shouldn't have any problems against Kyle.

Now you have defeated Kyle, it's time to explore the Airship. Really, that's all you do. You can examine the objects if you like. The important thing is that you have to explore every room around the ship. If you have done so, you should trigger a conversation with your party members at the deck. During the conversation, choose the fifth option, **Keep the location of their hideout a secret**. Finally, after a long string of events, Olivier joins your party once more. Be sure to report everything to Lugren to get your BP.

```

-----
/      Results      |
-----|
|Quest: Missing Airliner |
|Mira: 6000           |
|BP: 5 (+3)          |
-----

```

With your recent findings about the Airship Linde along with all the sidequests you have done, you should now have **101/111**.

Valleria Shore

City of Bose

- Treasures
 - Carnelia: Chapter 4

- New Quests
 - **Stolen Ring**

At Bose: south block, at least talk to one of the soldiers who are interrogating the citizens. Then head upstairs at the Orbal Factory and talk to Nial and Dorothy. After the soldiers leave the city, you can now talk to the citizens. One notable citizen to talk to is Cecille. She lives right across from Sien Weapon & Guards. With the info you aquired from her, you can now go to Valleria Shore. But before you go there, be sure to talk to Libro. He is standing at the magazine rack at Minuet's Magazine Stand. He will give you **Carnelia: Chapter 4**. Alright, it's time for you to head down to New Ansel Path and go to Valleria Shore.

Valleria Shore

- Treasures
 - Hundred Days War Book
 - Fishing Rod

At Valleria Shore, talk to Lenard inside the lodge. Then talk to Lloyd who is at the pier west of the lodge. Once you got your info, talk to receptionist. Before you check in, be sure to stock up on items because you won't have access to them for a while. With all that free time, it's time to do some fishing. Talk to the receptionist to borrow a **Fishing Rod**. Go back to the pier and do some fishing. After you are done fishing, head west of the lodge and talk to Joshua. Once you have reunited with Joshua, talk to receptionist.

It's now nightfall. Head to the pier where Lloyd and Joshua once stood. Then, Scherazard will explain that you need to find a better view in order to spot the criminals. Head up the balcony on the second floor outside. The balcony should be facing the road like the signpost below. Afterwards, leave Valleria Shore. From there, Olivier will join up with you.

Sky Bandit's hideout

- Treasures
 - Scorpion
 - EP Charge
 - Jeweled Ring
 - Strega-R
 - Bear Assault
 - Black Notebook!
 - Reviving Balm
 - Recomendation (After the Sky Bandit Hideout)

Before we start, there's one vital item that's very critical in the upcoming hidden sidequest; so follow carefully. At the hideout, fight the two Sky Bandits. This is pretty much a straight line corridor. But, be sure to look out for treasures. Anyway, at area 2, there should be two doors on the left side. One of which has a red treasure box. Inside, it contains a **Scorpion**. Continue to go forward until you hit area 5. Area 5 should have a set of stairs going down. Also, on the bottom-right hand corner, there should be two rooms: one facing east and the other facing south. The room facing south has a treasure that contains an **EP Charge**. The room that's facing east leads to a Jeweled Ring. This is a very important item because it relates to the **Stolen Ring** sidequest.

On the 6th area, ththere's a locked door. You have to fight those grunts before moving on. Continue to move forward once you have defeated those Sky Bandits. Along the way, you should have aquired **Strega R**. Resume going forward until you are in a room that splits into four doors. The one that you have entered is the room that's facing southward. The room that's facing west leads to a weapon called, **Bear Assault**. The room that's facing east leads to the next area. Finally, the room in the north is a very important treasure to retrieve. At first glance, if you survey the room, there's nothing there. However, there's a vaccum right next to the blue treasure box. This treasure under the Vaccum cleaner contains a **Black Notebook**. You have to have this for the upcoming hidden mission in Chapter 2. Do not miss this. For those who cannot find it, I provided a couple of pics below to pinpoint the location.

^14| Black Notebook location

^15| Wow, it's well hidden! I hate you, Falcom >= (

Anyway, continuing on our quest, keep going forward until you fight another set of Sky Bandits. By then, the following room has all the hostages on it. After you found the hostages, the next area has an exit on it. It leads to Nebel Valley. But, you need to defeat those bandits. So, you have to move west. At the very end of the dungeon, you will fight a boss.

Boss: **Don**, Kyle and Josette

Josette and Kyle will do the same tactics from their respective battles. However, Don on the other hand is a threat to your allies. Not only his attack is long-ranged. He hits very hard and he is capable of attacking your allies within the vicinity. You are going have to take out Josette and Kyle before taking on Don. They should have the same weaknesses as last time. Conserve your CP and use it against Don. Spread out your allies throughout the grid and use arts to take down those three. Finally, when Josette and Kyle goes down, pummel Don with your S-Craft.

After defeating those three, they will attempt to escape and you must go after them. So, backtrack all the way to their airship. Please note that this is your last chance of obtaining those treasures in the hideout. So, find those missing treasures before moving on. When you do, you are going to fight SkyBandits three more times. They are spread out throughout the dungeon. These guys could be a problem if you are totally exhausted. If you like, you can head out to the secret exit and use the lodging inside Nebel Valley. But why go all the way there? Anyway, if you manage to perservere, a cutscene will occur at the end of your ordeal. Report everything to Ludgren and he'll give you a **recomendation**.

```
-----
/      Results      |
-----
|Quest: South Block Burglary |
|Mira: 2000           |
|BP: 10              |
-----
```

This concludes chapter one. The grand total of all the missions should add up to **111/111**. I hope you have the Black Notebook and the Jeweled Ring as well. Those two will come in chapter II.

Chapter II: Trailing downwards to Ruan

Bose Region

- New Quests
 - **Black Notebook!**

Alright, new chapter and new target BP to achieve. Before going to the Ruan region, you have to wrap up several loose ends. First off, you can now finish the **Stolen Ring** Sidequest as long as you have a Jeweled Ring in your possession. With the Black Notebook in your hands, it's time to go Haken Gate and present it. Be sure to check out **Black Notebook!** for more info. If you have yet to get the Abaddon Potluck from the guy at the lodge in Nebel Valley, please do so. Finally, if you try to stole a fishing rod, you cannot leave the Bose Region unless you return it to the receptionist in Valleria Shore. If you feel that you have done everything in the Bose Region, it's time to go to Krone Pass.

Krone Pass

- Treasures
 - Tear Balm (Krone Pass: East)
 - Pearl Earrings (Krone Pass: East)
 - EP Charge (Krone Pass: West)

If you have yet to find these treasures in the Eastern part of Krone pass, get those now. However, there's a red treasure box and you will have to fight 4 Wisdoms before taking the **Pearl Earring**. At the checkpoint, you will have to rest up for a bit. Talk to Sergeant Zelste and let the event unfold. You will have to fight 5 Dobermanns. On the bright side, you get to fight along side with Agate. After the battle is over, Agate will leave your party. Talk to Serosé to open the gate. Be aware that once cross through the border, there's no turning back. Anyway, now you are on the western part of the trail, just go straight. There will be several items hidden in those trees. But both of them contains an EP charge. At the bottom of the Krone pass leads to yet another trail.

Manoria Byroad

- Treasures
 - Lily Necklace

-
- New Quests
 - **Lighthouse Monsters!**

As always, go straight. Along the way, you find a red treasure box that contains 2 Stove Plants. If you defeated them, you'll get **Lily Necklace**. At the crossroads, there's a path that leads to Manoria Village. But before that, head over to Varena Lighthouse. This is yet another hidden sidequest. Be sure to check out **Lighthouse Monsters!** for more info. With that out of the way, it's time to stop by at Manoria Village.

Manoria Village/Ruan

- Treasures
 - Special Boxed Lunch

-
- New Quests
 - [[None]]

Talk to Rex at the Magnolia Inn and buy the **Special Boxed Lunch**. After the cutscene, be sure to talk to Sadie at the flower stall. She will tell you that Clem is at the Orphanage. After that, head out into the Gull Seaway.

Gull Seaway

- Treasures
 - Tear Balm x2
 - Teara Balm
 - Battle Suit
 - Ruby Talisman

-
- New Quests
 - **Gull Seaway Monster**
-

Note: You need to find Jimmy in this area before entering Ruan; otherwise you will lose precious BP.

At the beach, there's a **Tear Balm** nearby. Keep going straight and make a turn at the Orphanage for the sake of the plot. Kloe joins your party for a bit. Unlike some NPCs, she can support you by restoring HP or removing negative status effects. Moving on, there's yet another **Tear Balm** on the road side. On the second area, take a detour up by walking on the sand on the beach and move north. You should see a Night Nautilus nearby, there's a red treasure box. If you can defeat the 6 Stove Plants, you'll get a **Battle Suit**. Along the beach south of the Battle Suit, there's a **Teara Balm** nearby. Right next to the treasure, there's a small crevice. There's a guy who needs your help. Defeat those three shark gators and Jimmy will thank you for your trouble. **This is critical for those who want to get extra BP on the upcoming sidequest.** Anyway, after rescuing Jimmy, there's a Red Treasure that contains a 6 stove plants. Defeat them, you'll get a **Ruby Talisman**. As you go forward, there's a huge boss in your way.

Boss: **Jabba**, Stove Plant x2 and Shark Gator x2

Jabba is obviously the ringleader on this one. He heals his allies by using La Tear, a wide range healing art. He uses Air Strike to hit your ally at a distance. Then there's the Stove Plants and Shark Gators. Fortunately, Jabba is weak against Water alongside with those Stove Plants. You use the usual wide range arts and use Aqua Bleed against Jabba. Before you know it, the battle is over.

Once you have vanquished your enemies. It's time to move over to Ruan.

City of Ruan

- New Quests
 - **Warehouse Key**
 - **Find the Prototype**
 - **Aurion Road Monster**

Head to the Ruan Bracer Guild. Wait until later and head over to the drawbridge. At the southern part of Ruan, examine the Warehouse and talk to Piccaro who is guarding one of the abandoned warehouses. Then head back to the Guild once the conversation with the punks are over. Talk to Jean at the guild and register yourself. After that, head to the hotel and go to the top floor. Once you have seen the event happening at the suite, head to the basement floor and head over to the room. Afterwards, be sure to talk to Jean for your first job in Ruan. Your next destination is in the Mercia Orphanage.

```
-----  
/      Results      |  
-----|  
|Quest: Krone Pass Attacked |  
|Mira: 2000      |  
|BP: 2          |  
-----
```

At this point, with the two sidequests you did in the Bose Region along with two more in the Lighthouse and the boss in Gull Seaway, you should now have **129/198**. It's a hefty amount of points at the start of Chapter II. But it'll do for now.

Sapphir Tower (Optional)

- Treasures
 - EP Charge x2
 - Hot Fried Chicken
 - Range 1
 - Scent
 - Tear Balm x3
 - Battle Suit
 - Army Boots
 - Flamberge

You can do this at anytime before leaving the Ruan Region. There's neither story significance nor hidden sidequest inside the tower. For those who are doing the sidequests be sure to defeat the monster in [[Aurion Road Monster]] to get the item needed in **Find the Prototype**. Don't forget to explore the right hand corner at the base of the tower. That treasure contains a **Tear Balm**. Anyway, like the other towers, it starts out the same way; go up on the first floor. However, on the second floor, the path will diverge into two. So the following details will be based on the two paths.

Southeastern route

Go straight forward on the 3rd floor. On the fourth floor, there's 4 different stairs leading to various paths. So, the first set of stairs that leads to the fifth floor, we'll call it, *Stair A*. On *Stair A*, you'll fight yet another trapped treasure. Defeat it and you will get a **Scent Quartz**.

Head back down the and proceed to the next adjacent stairs. *Stair B* is going down to the third floor. On the 3rd floor, there's a path that splits into two: One that's going south while the other goes east. If you head south, you'll see a couple of Seahorse Demons lurking around. Between it, lies a another treasure. Don't worry, this one does not contain any monsters in it. You'll get a **Range 1 Quartz**. Then go east and proceed to go down the stairs to the 2nd floor. At the end of the path, there's a treasure that contains a **Tear Balm**. When you get back up from the 3rd floor, there's a small road that leads to a half-circle platform. There's two treasures on both ends. On one end, the treasure contains **EP Charge** while the other contains **Hot Fried Chicken**.

The next adjacent stair is *Stair C*. This one leads to a **EP Charge**. Finally, the last set of stairs, *Stair D*. The stairs lead all the way down to the 2nd floor. At the end of the path, it leads yet another **Tear Balm**. Now, you explored every part of the area in this path, it's time to tackle the southwestern route.

Southwestern route

On the 3rd floor, continue to go straight. On the 4th floor, head north to where the circular platform is and make a right turn. It should lead to a red treasure on the fifth floor. Be careful though, the treasure contains three Robber Trappers. These guys will stay in one place casting Aqua Bleed; so casting long range arts such as White Gehenna, Spiral Flare, Aerial and Etc shouldn't be a problem; not to mention that you can easily avoid their self-destruct attack. Anyway, defeat them and you get a **Battle Suit**. Then it's time to go up the stairs on the fifth floor.

On the fifth floor, there is yet another 3 Robber Trappers on the left side. Defeat them and you get **Army Boots**. Then move up towards the fountain. There's yet another red treasure northwest of the fountain. Obviously, you'll fight another Robber Trappers and you get a **Flamberge**. Finally, continue to go up the stairs, and it leads to the top floor. Since there's nothing here on the top floor, it's time to head back down.

Mercia Orphanage

- Treasures
 - None

First off, examine the broken door and then the exposed wooden support. From there, examine every object throughout the area. Afterwards, talk to those two guys at the corner. During the discussion with Joshua, choose the second option, **Someone set the fire on purpose**. Kloe will join your party as an NPC. Head over to the Manoria Village and head over to the Magnolia Inn. Once the conversation with the Matron is over, head out the inn. choose the third option, **The gangs at the warehouse**. Head over to Ruan and go to Hotel Blanche. Once there, talk to the receptionist. Then go to the basement floor and go north. From there, borrow the board and go to the warehouse.

Boss: **Rocco, Deen, Rais** and Raven Gang Members x3

The trio each have a special move with their shouts. Rocco uses invigorate to raise strength with his ally, Rais uses shake down to reduce overall defense to one of your allies and finally Deen uses Embolden to fully revive his ally. The trio can all use no mercy to unleash a powerful attack to inflict damage to your ally. However, they have to charge the move before using it in the following turn. The raven gang members are only there to raise the odds against you. This battle can end very quickly if you use any of the wide area arts like White Gehenna, Spiral Flare, Hell Gate, Aerial and etc. By strategically putting all those arts in front of your carefully placed allies, most of your foes will go down very quickly. Use S-Break if necessary.

After the battle, be sure to report everything to Jean. With everything you have done so far, you should have **147/198**. For those who rescued Jimmy early on in chapter 2, the extra points will be added soon on the upcoming sidequest.

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/      Results      |  
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|Quest: Orphanage Crisis |  
|Mira: 3000             |  
|BP: 5 (+4)            |  
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Jenis Royal Academy

City of Ruan

- New Quests
 - **Escort Job**
 - **Candelabrium Theft**
 - **Make Him Leave**
 - **Secret of the Old Map**
 - **Maintenance Delivery**

These quests have a very small timeframe. Finish those before heading over to the academy. Anyway, if you have done everything, it's time to go to the academy. Exit Ruan from the northern block towards Gull Seaway. At the intersection, go east towards Vista Forest Road. Continue the path until you hit Jenis Royal Academy.

Royal Academy

- Treasures
 - Carnelia: Chapter 5 (After the School festival)

- New Quests
 - **Decorate the campus!**
 - **Clear out the Old School Building!**
 - **Research Material Hunt!**

Okay, this segment of the story is full of hidden sidequests as well as one-time only items. Anyway, entering the academy, head over to the schoolhouse and talk to the dean. After that, head southeast towards the clubhouse and talk to the student council president on the second floor. After a series of events, the school festival is tomorrow. From there, you need to talk to the dean once more at his office. But before that, you need to do some prep work for the school festival. By doing so, you'll gain a significant amount of extra BP for all your trouble. So, let's start.

Sidequest: Decorate the Campus

Talk to Janitor Parkes. He should be in front of the schoolhouse. He'll inform you that there are some parts of the area that needs to be decorated. So, you need to go to the following and examine the area.

1. The Auditorium

1. **The Boy's Dormatory**
2. **The corridor between the schoolhouse and the clubhouse.**

The last one is near the trail to the old school house. You need to rotate the camera a bit to get a good view. Once you done that, the first hidden mission is completed.

Clear out the School building

- Treasures
 - EP charge
 - Reviving Balm

Head over to the old school building east of the academy. Once the male student leaves the building, it's time for you to exterminate some monsters. There's a couple of Warp Spiders at the 1st floor of the main building. Along the way, head east on the 1st floor. It leads to the courtyard. It should have a treasure nearby which contains an **EP Charge**. There's a spider west of the main building on the first floor. Finally, head up the stairs to the second floor and move west. There should be one more Warp Spider. Also, there a **Reviving Balm** on the west side, 2nd floor, 1st room After defeating those 4, it should be the end of the mission.

Sidequest: Research Material Hunt

Head over to the club house and go to the Material Archives. Talk to Logic and he'll ask you to grab three volumes of Ruan Economics. So head out and go to the following.

- **Head to the Boy's Locker room adjacent to the Material Archives and examine the papers under the bench**
 - **Inside the faculty office in the schoolhouse, examine the papers on the table**
 - **Go to the Boy's dormatory and enter the room on the right on the 1st floor. It should be a book on top of Argyle's desk.**

Once you have all three volumes, present it to Logic and your mission is over.

With all three hidden missions done and over with, you can now talk to the dean. After that, talk to Joshua and Hans at the cafeteria and let the school festival commence. All the shops in the festival only appear once. So, go on a splurge and spend your hard earned Mira on food. Once you are done, talk to Professor Alba at the school cafeteria and take him to the social studies room. From there, Joshua will leave your party for a bit. Head to the Old Schoolbuilding and go up to the school roof. After the conversation is over, enjoy the play. After the festival is over, head over to Gull Seaway. After learning what happened to the Matron, head over to Manoria Village. But first, take a quick detour to Ruan and talk to Matilda at the bridge near Hotel Blanche. She will give you **Carnelia: Chapter 5**. Along the way, there's a boss that stands between you and the village itself....

Gull Seaway

- New Quests
 - **Gull Seaway Monster 2**

Boss: **Jabba x3** Stove Plant x2, Shark Gator x2 and Corn Mower

This boss is a complete joke. It's exactly like part one except Jabba brings his friends along and a Corn Mower to boot. Just blast away with arts and conserve your CP for later.

Varenne Lighthouse

- Treasures
 - Recommendation

At the inn, the kids will tell you the details about the situation. Afterwards, Agate joins in your party. Go to the lighthouse. Be aware that this area is a string of boss battles so conserve your CP for now.

Boss: **Gangleader** and Raven gang member x2

The reason why I use gangleader instead of their name is because Rocco, Rais and Deen follow a similar pattern. Anyway, Wow, these guys are on steroids. Everyone hits really hard. The Gang leader can use shake down to reduce your ally's overall defense while his invigorate can raise his ally's overall Stength. He can use Embolden to fully revive his fallen comrade. Finally, they can use no mercy to do significant damage; but has a very slow start-up. Obviously, you need to kill the gangleader first. Use your available arts to kill them off quickly.

This boss battle will repeat itself about two more times. I hope you have been conserving your CP because the next battle will drop bricks on your head.

Boss: **Black-clad Soldiers x2**

These guys will start the battle by using Shadow Weaving. Not only it inflicts heavy damage but it has the ability to delay your ally's turn. Not only that, these guys can also inflict seal while using that move. These guys are very nimble and powerful; so they spam Shadow Weaving like there's no tomorrow. You are going have to lure them into a trap by using group arts; preferably White Gehenna or Hell's Gate. Most of the time, they go in front of your face. Use S-Break only if the Black-clad soldier's turn is a bonus turn. You cannot give them an advantage.

After the battle is over, Agate will leave your party. I suggest you regain your CP because the next boss battle is yet another tough bout. Anyway, you need to head down all the way to the City of Ruan and report everything to Jean. Afterwards, you can now go to the Mayor's residence and settle matters with him once and for all. Obviously, choose the first option, **Mayor Dalmore**. From there, another boss battle will commence...

Boss: Bronco and Fango

Yikes, these guys hit like a truck. Not only that, but each of them can inflict status effects. Bronco can inflict seal while Fango can inflict poison. Also, these guys also have special attributes. Bronco has magic resistance while Fango has Physical resistance. With their speed, they can attack more than once. But be careful if one of them falls. As their last resort, Bronco or Fango can use Death Throes to give drastic speed and strength buff to the last standing monster. This battle is all about control. You are going have to do a lot of single art/craft attacks to the brothers. Make sure you don't attack them with their respective attributes. The damage will be cut in half if you try to do so. Also, Joshua can use flicker to stall them as long as possible. When one of them falls, be sure to cancel out their strength buffs by using Kloe's impose. Although the speed buff will still be retained, you can still cripple one of them. As long you control the battlefield, you'll do fine.

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/ Results	/ Results
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Quest: Festival Help	Quest: Theresa the Target
Mira: 5000	Mira: 10000
BP: 5 (+5)	BP: 10
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After a grueling battle, watch the scenes and Jean will give you a **Recommendation**. With the six missions posted on the bulletin board, plus the three hidden subquests in Jenis Royal Academy; along with saving Jimmy at the beach and the two main quests all completed, you now should have **198/198** at the end of chapter 2.

Chapter III: Trekking through the Kaldia Tunnel

Ruan Region

- Treasures
 - Carnelia: Chapter 6

- New Quests
 - None

Before heading out to Zeiss Region, head to Jenis Royal Academy and speak to Purity in the Material Archives room in the clubhouse to get **Carnelia: Chapter 6**. After getting the book, it's time to go to Air-Letten. Once you have filed the papers, there's no turning back.

Kaldia Tunnel

- Treasures
 - Teara Balm
 - Curia Balm
 - Deathblow 2
 - Celestial Balm

Facing north, go east at the intersection. But before that, go to the opposite direction, to get the treasures **Teara Balm** and **Celestial Balm**. Resuming to your destination, you'll come across yet another intersection. Go south and you'll find **Deathblow 2** at the end of the path. From there, you continue to trek through the tunnel until you hit the intersection near the limestone cave. Obviously, there's no reason going there for now. At the 2nd intersection, go south to get **Teara Balm** and **Celestial Balm**. As you leave the tunnel, there's a little girl who stands in your way. However, something is up; you must go back to the area where you crossed the healing panel. There, you'll fight four Damp Crawlers. After the battle is over, head out of the tunnel and you will end up in Zeiss.

Zeiss

- Treasures
 - Attn. Factory Chief
 - Gasoline Tank
 - Combustion Engine

- New Quests
 - **Tratt Plains Monster**

- **Temp Librarian**
- **Temp Librarian Plus!**
- **Temp Librarian Plus 2!**
- **Temp Librarian Plus 3!**

After exiting the Central Factory, head down towards the escalator and head to Zeiss Bracer Guild. Talk to Kiliika and she'll give you Attn. Factory Chief. Head back to the factory and talk to the receptionist on the first floor. Then go to the second floor at Murdock's office. After that, Tita will join your party. She'll inform you that her house is southwest from the Central Factory. After you witnessed the incident, report everything that's happened so far. Then go back to the factory and go to the 3rd floor towards the Workshop. After that, go to the 5th floor and use the CAPEL Computer. On the CAPEL, go to Central Factory, Related Topics and look up Combustion Engine and Gasoline. Once you have gathered some info, it's time for you to go to the Basement Floor and talk to Faye on the maintenance room. She should give you the **Gasoline Tank**.

After obtaining the Gasoline Tank, head over to Zeiss Landing Port and talk to Gerald. He is the receptionist at the landing port. Then head down the stairs and talk to Gustav. He'll give you the **Combustion Engine**. After obtaining the item go back to the workshop and watch the events unfold. From there, you'll have to go to Elmo Village....

Tratt Plains/Elmo Village

Tratt Plains

- Treasures
 - Hit 3
 - Teara Balm
 - Black Bangle
 - sapphire Talisman
 - Luna Barrel

- New Quests
 - **Potent Ingredient**
 - **Haulage Vehicle Search**
 - **Haulage Vehicle Repair!**
 - **Product Testing**
 - **Smoker's Revolt**
 - **Ritter Road Monster**
 - **Messenger of Love!**

Most of the new missions posted on this section has a very small timeframe. Along with the plethora of hidden missions, it's best to do everything now. For the most part, just follow the main road that leads to Elmo Village. However, there are some awesome treasures out in the wilderness. However, the red treasure boxes in the area all contain monsters. So get ready to fight as soon as you open them. If you are doing **Haulage Vehicle Search**, there's a red treasure box nearby. It contains **Hit 3**. But if have already done that mission, you should see a flock of Creep Sheeps grazing the field, figuratively. **Luna Barrel** is a treasure box near the route towards Wolf Fort. The **Black Talisman** should be a little further east from the the Cronociders during **Tratt Plains Monster**. Finally, the **Sapphire Talisman** is east of the signpost that leads to Carnelia Tower. Be aware the location of the Sapphire Talisman has an important role for **Temp Librarian Plus 2!**.

Elmo Village

- Treasures
 - Pump Shed Key

Head to Maple Leaf Inn; Matilda will give you **Pump Shed Key**. Go to the pump shed which is the northernmost part of the town. Head back to the inn and something came up. You need to go outside Elmo Village and be on the lookout for the missing guest. Go west and you'll hear someone shouting for help. You'll fight six attack Dobermanns in battle. Once the battle is over, go back to the inn and follow the scenes. Afterwards, it's time to go back to Zeiss.

Central Factory

- Treasures
 - Proxy Puppet
 - Petrify
 - Celestial Balm
 - Carnelia: Chapter 7 (After Central Factory)

Before getting inside the tower, talk to Elwyn and choose one of the three items: Proxy Puppet, Petrify or Celestial Balm. Don't worry, the item is free. It's time to enter the Central Factory. Before getting the professor on the 3rd floor, you will need to dismantle the smoke canisters. This is very important because this will add extra points in your mission. The smoke canisters are easy to find; they are basically smoke leaking out in a particular place. So, look for the following below....

- **Basement floor 1; near the oil barrels adjacent to the conveyor belt**
 - **1st floor; near the benches on the left side**
 - **2nd floor; near the elevator**
 - **3rd floor; at the design room on the right corner of the room**
 - **4th floor; at the lab room near the blackboard**

By dismantling all the smoke canisters, the staircase should have no smoke at all. This signifies that you have triggered the extra BP. Now you got that one cleared up, you can now go inside the workshop on the 3rd floor. With Agate joining your crew once more, head down to the first floor and leave the building. Go back to the guild and Tita will leave your party. It's time for you to go to Carnelia Tower. But before that, take a trip to Wolf Fort and talk to Bruno near the Haulage Vehicle. He'll give you **Carnelia: Chapter 7** .

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/      Results      |
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|Quest: Elmo Pump Repair |
|Mira: 3000           |
|BP: 5                |
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Excluding Temp Librarian Plus 1, 2 and 3, your point should be **243/290**. If you did the Temp Librarian plus missions, you should have **254/290**. If you haven't got through with them yet, don't fret. You still have enough time to get those done....

Carnelia Tower

- Treasures
 - EP Charge
 - Black Coat
 - Mind 3
 - Teara Balm x2
 - Demi-Handers
 - Octavian Stave
 - Tear-all Balm
 - Celestial Balm
 - Attack 3
 - Cavalier Killer
 - EP Charge EX
 - Hellfire Eggs

At the base of the tower, you'll fight 5 Attack Dobermanns in battle. After the battle is over, choose the third option, ***They're tied somehow to the men in black clothes?*** On the first floor, there are two treasures sandwiching between the staircase. It contains **Black Coat** and **EP Charge**. On the second floor, there's a red treasure that really isn't far off. They contain Robber Trapper x3. This one is far different from the other robber trappers in the previous towers. Their formation is spread out to prevent any widespread arts from hitting multiple foes. Also, they will summon a Flame Velger to overwhelm the odds. Anyway, once the battle is over, you get **Mind 3 Quartz**. Once you get this treasure, you'll notice that the intersection splits into four paths. Obviously, you came from the north so we'll focus on the three. If you go West, there's a **EP Charge EX** on the 3rd floor. If you go East, you'll find a **Teara Balm**.

But the real meat of the dungeon is the southern path on the second floor. When you go up to the next floor, you'll encounter a flock of Pumpkin Poms in front of you. You can hug the walls and hope that they won't chase you or cruise by equipping the Haze Quartz. Anyway, on the 4th floor, go south. Again, the path will split into three at the circular platform with the two Spiked Jellyfishes. Going east or west, the path will merge on the second floor. But the path on the south leads to two treasures with a Flame Velgr flying through. They contain a **Teara Balm** and **Hellfire Eggs**.

Regardless on what path you take on the previous floor, the path will merge on the next floor. So, there should be a red treasure box nearby. They contain **Demi-Handers**. Continue to go straight up. On the platform where a Flame Velgr lurks by, go south. It should lead to a central platform that has 2 more Flame Velgrs on it. Anyway, head east and grab that monster treasure that contains a **Octavian Stave** on top and a **Tear-All Balm** below. Head on to the opposite end to get **Celestial Balm** on top and **Attack 3** on the bottom. Okay, go back to the central platform and go south. There should be another red treasure box nearby. It contains a **Calalier Killer**. Finally, go to the roof where your next battle awaits.

Boss: **Black-clad Soldiers x3**

Again, this is like the previous battle from chapter 2 but with a slight twist. One of the soliders hold a machine gun. With that, he can shoot Barrage of Bullets to a group of allies within range. You are going have to defeat the two sword-users in the front quickly because they are the only ones that can inflict delay to your allies. Using a wide range attacks such as White Gehenna, Hurricane, Final Break and Black Fang is an absolute must because these guys will kill you FAST if you don't act right away. Use Flicker to counter-act any attempt of using Shadow Weave. Hopefully, you'll survive the battle.

With Agate out of the picture, you need to go to Zeiss Church and talk to Father Vixen. After you gathered your info, go back to the guild and talk to Kilika. Zane and Tita will accompany you to the Limestone Cave.

Limestone Cave

- Treasures
 - Teara Balm x4
 - EP 3
 - G-Impact
 - EP Charge EX
 - Zemuria Moss
 - Arve Soverign Serum (After Limestone Cave)
 - Dorothy's Photograph (After Limestone Cave)

- New Quests
 - None

There's no map to guide you here. Also, this area is somewhat a large labyrinth. So, I created a map below for your convenience. Again, it's a rough estimate of the area. Please use your judgment to get the proximal location.

The highlights in this area is pretty much the **EP 3 Quartz** treasure and the **G-Impact**. The one that contains an EP 3 Quartz, you'll fight an army of Penguins. They can add more reinforcement to overwhelm your allies. But you can wipe them out easily with arts. G-Impact is a weapon for Tita. Other than that, just follow the map that leads to the Zemuria Moss.

Boss: **King Penguin**, Pink and Yellow Penguin x2

This is what happens when you made a Prinny mad. Fortunately, it cannot explode on its own. Anyway, King Penguin is no laughing matter. His HP is much higher than all the other bosses fought thus far. His Physical and Magic Defense is well fortified. Also, he does Thunder Breath to hit the allies within its firing range. Sometimes the attack itself could inflict Seal. When his HP is below 33%, he'll use "Fat Burner" to restore 5% of his HP along with a Defense buff. Finally, he can charge up his attack for one turn and unleash Sonicboom on the next turn. Sonicboom can inflict heavy damage to all allies in the field. With the Yellow Penguins can summon reinforcements and the Pink Penguins can use Strength buff to his allies as well as inflicting confuse, this could be a well thought out attack against you. BUT, if the pink penguins are too far from their allies, they'll cower in fear and forfeit their turn as a result.

This battle could be difficult if you are not prepared. First of all, use Taunt to provoke all foes in the field. I prefer that Zane should be the one to use Taunt due to his high physical defense. Unfortunately, it will not work against the boss himself. But the peons will focus its attack on the user. I suggest to get rid of the peons before they go out of control. The Pink ones are the most dangerous; so kill them off first. With only the King Penguin on the field, it's time to do some damage. First of all, use single Fire Arts to do significant damage. Also, use flicker to stall him a bit. Hold off the S-Break unless the situation gets really messy. When King Penguin is charging up for a huge attack, overwhelm the opponent by using S-Craft before he does any damage to your ally.

After the battle, head out and go back to the church and he'll give you **Arve Sovereign Serum**. Go the clinic and Zane and Tita will leave your party. Then go to the guild and you'll get **Dorothy's Photograph**. It's time for you to check out the Fortress...

Leiston Fortress

- Treasures
 - Detector Jammer
 - Orbal Calculator
 - Leiston Fortress Map

- New Quests
 - **Ritter Road Monster 2**

Ritter Road

So, you need to go to Ritter Road to get to the Fortress. However, there's a monster that stands in your way.

Boss: **Bloody Saber**, Attack Dobermann x2 and Solid Dozers x2

You'll start out in a pincer attack. The two attack Dobermann are there to act support while the two Solid Dozers will inflict Delay with each hit. Bloody Saber has the ability to attack and absorb the damage to your ally. Also, he is weak against Water and Wind attack. If Bloody Saber died, he will use Death Throes to strengthen overall parameters to the remaining allies on the field. You are going to focus on the group before taking on Bloody Saber. Use Black Fang to ease the crowd or use White Gehenna and cast it around your allies, that way you can do damage to the ongoing foes. Use Any single Water and Wind Attack to deal damage to Bloody Saber.

Once the battle is over, proceed forward to Soldat Army Road and you'll arrive in your destination. After the conversation is over, go back to Zeiss and go to the guild.

City of Zeiss

At the guild, choose the third option, **The Royal Guardsman are being set-up?** After that, head back to Tita's house and grab the **Dectector Jammer** on the third floor of the laboratory. It should be right next to the door towards the rooftop. Once you retrieve it go back to the guild and she'll give you the **Leiston Fortress Map**. At this point, do any remaining quest or shopping because once you are in the airship, there's no going back. Talk to Chief Murdock at the Landing port when you are ready. At the airship, talk to everyone, then go on the deck and talk to Chief Gustav. From there, you are inside the fortress.

Leiston Fortress

- Treasures
 - Orbal Calculator

At the start of the area, choose the 2nd option, **The Research Lab in the middle**. Go forward; at the second area, go up and examine the window. Afterwards, you'll fight 2 Special-Ops soldiers. After that, you rescue the professor and you'll get **Orbal Calculator**. During the escape segment, move east and stay within the perimeter of the area. Be sure not to get caught by the guards; otherwise, you will lose Bonus BP. There should be a door that leads to the command room. Go to your left and you'll see a scene with the prisoners. After that go right and you'll see another scene. Congratulations, this concludes Chapter III. Onto the final chapter.....

Chapter IV: The Royal Capital

At the start of the final Chapter, your quests from the previous chapter will tally up. At this point, you should now have **290/290**. In addition, you should have obtained the Gladiator Belt as your reward for being the top rank. Now, all that's left is targeting the perfect score which is **368** points.

Results	Results
Quest: Factory Incident	Quest: Prof.'s Whereabouts
Mira: 8000	Mira: 15000
BP: 6 (+8)	BP: 10 (+6)

Sanktheim Gate and Gurune Gate

- Treasures
 - Carnelia: Chapter 8
 - Carnelia: Chapter 9

- New Quests
 - None

After trying to get in the airline without any success, return the boarding pass to the receptionist. From there, you need to make a trip to Sanktheim Gate. But before that, you need to go all the way back to Air-Letten. Talk to Private Orta at the Inn and he will give you **Carnelia: Chapter 8**. From there, go through Ritter Road and head over to Sanktheim Gate. Once you signed the paper there's no turning back. After all the drama, you can now go to Grancel, but before going north of the intersection towards Grancel, you need to make a quick detour. So, go east towards Gurune Gate. Once you are at Gurune Gate, head up to the 2nd floor and walk all the way down to the corridor. At the end of the corridor, talk to Private Selborne and he will give you **Carnelia: Chapter 9**.

City of Grancel

- New Quests
 - None

Go to the Grancel branch guild. Choose the third option, **That letter would just get crumpled up?** Then go to Grancel castle; which is north of the main block. Afterwards go to the arena and talk to the receptionist at the right side of the door. After the preliminary matches are over, you need to look for Zane in the following places: One in Sunnybell Inn and the Calvard Embassy. The Calvard Embassy is south of the Grand Arena. After learning Zane's whereabouts in those two locations, you need to go to Erbe Scenic Route.

Erbe Scenic Route

- Treasures
 - Shield 3
 - Defense 3
 - Deathblow 2
 - Teara Balm x2

If you start the area near Sanktheim Gate, there are a couple treasures to get. There's an intersection that splits into four. Near this intersection, there are Teara Balm. You can spot it near Shining Pom. If you head north, it leads to a Cerulean Monument. Northwest of the monument, there's a red treasure that contains a monster. Defeat it and you'll get **Shield 3**. Go south of the intersection and you'll see a vermilion monument. Right behind the vermilion monument is yet another monster treasure. It contains **Defense 3** after defeating them. Continue to move forward; at the second area, go past the Villa and there's an intersection nearby. There's a nun that needs saving. But before heading to the path southeast of the intersection, go north towards the entrance via Gurune gate. There should be a monument west of the intersection near the entrance. That one should have a Virescent Monument. Right by there, is a treasure which contains **Deathblow 2**. On the first round, you'll fight three Hillside Bees. However, on the second round, there's eight more coming. Fortunately, Zane will help you on that bout. Afterwards, go to the Roenbaum hotel and the receptionist will give you a room key. From there, go on the second floor and head to the northwestern room.

Grand Arena: Quarterfinals

- Treasures
 - 20000 Mira
 - Registry Card
 - Grancel Sewer Key A

- New Quests
 - None

The next day, Olivier and Zane joins up with you for the tourney. Go to the eastern block of Grancel and talk to ticket master at the Grand Arena. She's the same person who gave you the ticket the other day. This time, she will give you **Registry Card** When you are ready, talk to the guy near the entrance and he'll tell you that you need to go to the room on the right side. Then talk to everyone at that room. There, you'll fight your first opponent.

Boss: Raven Gang

Once again, you'll fight them. To be honest, there's really not much change in their battle style other than they have a really high HP and most of their charging attacks such as No Mercy have a much shorter start-up time. Also, Raven Gang Elite is weak against all elemental arts. So, it should not be too much of

a problem. This battle is very easy. Since they bunched themselves up at the start of the round, your crowd control arts and crafts will certainly do the trick. Just keep yourself focused and you'll win the first round.

When you defeated the Ravens, you'll get **20000 Mira** for winning the Quarterfinals. Also, you'll get **Grancel Sewer Key A** from the Ravens as well. Anyway, go to Zeiss Guild and talk to Elhan. After you gave your report to him, go back to the hotel.

Grand Arena: Semifinals

City of Grancel

You'll meet up with Zane and Olivier again and this time you have the option to go to the sewers. To get to the sewers, it's in the west block behind Baral's Coffee shop. There is a monster that needs to be exterminated for **Sewer Monster West**

Grancel Sewers: Western Block (Optional)

- Treasures
 - Teara Balm x4
 - Chomping Spare Ribs

- New Quests
 - **Sewer Monster West**

Great, we are exploring through the sewers, how swell. Anyway, there's much to say in this dungeon. You'll not get every treasure that appears throughout the dungeon until you have access to the other areas. So, let's focus on the ones we can reach. So, go down the stairs at the entrance. On the B1, continue to go forward pass the first intersection. When you get to the second intersection, go south. There should be a set of staircase that leads to the final recipe in the game, **Chomping Spare Ribs**. Continue to move forward until you are in the room that splits into three paths. You came in from the western room. There's the northern path that has the two torches in-between and the eastern path along with it. Go to the eastern path. At the split path of the eastern path, go northwest to get a **Teara Balm**. Now, go to the opposite route and it'll lead to a series of staircases. At the end of the path, you'll get yet another **Teara Balm**.

Now go back to the big room and enter the door with the two torches. There, the path will split into two. Go right and you'll be presented with two doors. The door closest to your current location leads to a dead-end. Go to the door furthest from the intersection, you'll get another **Teara Balm**. Anyway, now go left at the intersection and it'll lead to the next area. Go straight until you see an intersection. The one on the left leads to yet another **Teara Balm** and the one on the right leads to the monster for **Sewer Monster West**. Afterwards, you cannot go any deeper. So, head over to the grand arena and go to the same room on the right side.

Grand Arena

- Treasures
 - 40000 Mira
 - Grancel Sewer Key B

- New Quests
 - None

Boss: **Liberl Bracers**

I hope you have been observing their bouts because all of their moves are going to be used against you. Their formation is somewhat spread out; preventing you to cast a widespread attack on your opponents. Let's start analyzing all of your opponents on the field.

Grant is someone to keep an eye on. His Grant Special can do one of the following: either stall the ally's turn or interrupt the ally's casting time. Not only that, he can do it from afar and stay back in his initial position. Anyway, should you attempt to cast an art on someone before Grant's turn, it's guaranteed that he is going after the spell caster and interrupt his or her art. Lastly, he has a move called Whirlwind. His move is a similar fashion to Estelle's Hurricane. So watch out.

Kurt is definitely top priority on this bout. He has the highest HP of the group. He also has ranged moves such as Illusionary Arts. But his speciality is healing/support. He uses White Cap to heal 1000 HP to one of his allies. He also uses Snowflower Arts to heal everyone by 500 HP. Also, this move can revive fallen allies as well. Finally, he uses Steel Arts to reinforce everyone's defenses.

Although Anelace does not have the physical prowess as Grant, she acts as a secondary attacker. She'll use normal attack to annoy the crap out of you. Also, she uses 8-Leaf Blitz to do Kenshiro-Esque attack. Be aware that she also has the ability to revive nearby allies. Finally, Carna acts mainly as support. She deals long-ranged attack with her Orbal Gun as well as casting Soulful Roar which is a Strength buff on all allies on the field. She occasionally casts Spiral Flare to do damage in your group.

In this battle, you need to concentrate your attacks on Kurt because his support magic can get anyone on the field. If one of his allies go down, chances are, he is going to heal them. With a heal all magic+revive combination at play, you cannot afford to get worn down as the battle goes on. So, before you start attacking. Use buffs such as Morale, Saint, Distend and etc. on your allies. If your opponent begins to bunch up, use your wide-range S-Craft such as Aural Blast, Howling Bullet and Black Fang. Use powerful single art or Estelle's Barrage on Kurt before he gets an upper hand. When dealing with Grant, be sure to start casting right AFTER his turn. By the time you unleash your art, you can unleash it without any problems. If that becomes an issue for you, use Flicker to stall Grant's turn. Anelace is very

easy to deal with. With her low HP, you can knock her out very quickly with buffed attacks. Be sure that she stays far away from her allies, preventing any attempts to revive her fallen ally. Carna is also the last one to deal with. Just overwhelm her with your strongest attack. As long you get Kurt out of the picture as quickly as possible, you should win the battle.

After the battle is over, you'll receive 40000 Mira for advancing to the finals. After the group split, it's time for you to go to Liberl News Service and go to the second floor and look at the profile of those characters. After looking at the profiles, choose **Colonel Richard**. Then go back to the guild and talk to Elnan. He'll give you Grancel Sewer Key B. When you get back to the hotel, it's time for you to sneak into the Cathedral.

Grancel Cathedral

- Treasures
 - Carnelia: Chapter 10
 - Julia's Letter

This is rather a difficult stealth mission; but it's trial-and-error regardless. There are soldiers swarming in all over the place. The extra BP will determine how well you sneaked past the guards. The more you get caught, the lesser the patrol guards are in the vicinity. However, the extra BP will slowly diminish. So, even though you got it the fifth time, you'll lose all of those extra points. So, follow my guidelines carefully if you want to get it right the first time. Be sure to save every time you got to through a difficult part.

Anyway, there's several things to remember. One the patrol guard's awareness drastically decreases if they are moving in dark areas. This also applies if you are following behind the patrol guard's back. If they are standing on a brightly lit area, he cannot see the dark shady area across. Well-lit areas increases the guard's sight. Obviously, don't try to go too close; otherwise you'll get caught. But if you HAVE to move on the brightly lit areas, move quickly. Lastly, be use to move around the camera to observe the patrol guard's behavior. So, let's get started.

Outside the Roenbalm Hotel, you cannot move south because the guards are pretty much concentrated on areas near the West Block entrance. So you have to go the long way. So, move towards Grancel, East Block. Before you continue to sneak through. Head over to Grancel Landing Port. There shouldn't be any guards on the area so feel free to squirm around a bit. You need get on board on the airship and Ralph should be hiding nearby. Talk to him and he will give you, **Carnelia: Chapter 10**. Okay, once you got that go back. The following instruction is based on the Map below....

^111| Grancel: East Block Map

On **A** make sure the camera is facing the same direction as the patrolling guard. So, you should be facing east. Once the patrol guard stepped out of the first street-light, follow him behind his back. Do this until you see a second street light and the stationary guard near the Eberonian Embassy Gate. So, once you see the second streetlight, make a right turn towards the checkered tiles. Making sure that you don't see any guards nearby, cross the street and go near the Grand Arena Perimeters. Then, go across the street once more. You should be where **B** is by now. Stay within the area because the guard near the Calvard Embassy is standing by. Continue to move forward quickly. If you see any guards closing in towards you, hide at the hedges near the Department store; otherwise continue to move forward.

^112| Grancel: Main Street. BTW, I'm not pointing towards the green box on the map

So, on the second area move, forward towards the main street. Hide behind the trees like the illustration above. wait until you have a gap between you and the two patrol guards. So move inside the checked tiles and move around the perimeter of the buildings. You have to move fast because one of the soldiers is going to patrol around the gate. Facing west on the camera angle on Grancel: West Block, move west on the intersection. If you move on the opposite direction, you'll be greeted with two soldiers standing by. Anyway, move between the gaps of the soldiers and head towards the front door of Baral's coffee shop. The soldiers won't see you there. Trying to go around the coffee shop is extremely risky because there are some obstruction if you try to mess around the camera angles. So instead, stand in front the coffee shop and wait until you see a huge gap; like that pic below.

^113| Grancel: West Block

Once you see the gap, run and head towards the staircase. Once you go up the staircase, you are pretty much home free and now you can enter the Cathedral. After what the nun has to say, she'll give you **Julia's Letter**.

Grand Arena: Finals

City of Grancel

- Treasures
 - Carnelia: Final Chapter

You'll meet up with Zane and Olivier again and this time you have the option to go to the sewers on the east block. To get to the sewers, head to the east block and there's an entrance north of the Grand Arena. There is a monster that needs to be exterminated for **Sewer Monster East**. But before that, let's get one more Carnelia book. So, speak to Anton at the staircase outside of the south end of Edel Department Store. From there, you'll wait until Martha walks by. The heart symbol will show up above Anton's face. This will repeat itself two more times. By the time the third time rolls in, Martha will stall a bit. She's standing nearby. Talk to her and she will resume walking. Once the heart appears for the third time, Anton will give you **Carnelia: Final Chapter**. Now you got all eleven, you can now resume your duty.

Grancel Sewers: Eastern Block (Optional)

- Treasures
 - Teara Balm x2
 - Gladiator Headband
 - Cestus
 - Hawkeye

- New Quests
 - **Sewer Monster East**

So, go straight down until you see a split path. If you go left, it'll lead to a bunch of Scissor Hands along the roadside. The one on the right is much safer. There's a door that leads east. We'll come back there for now. Continue to go forward until you see two doors. One door leads to **Gladiator Headband** (It has monsters BTW) while the other leads to a Teara Balm. Anyway, continue to move east. Go straight until you see another intersection. The one that continues to move east leads to a series of stairs. At the end of the path, it should lead to the monster treasure box and you'll receive a **Hawkeye**. Anyway, go back to the intersection and move north. It should lead to the next area the moment you enter. Go straight until you see an intersection, head to the first door on the left. From there, go forward until you see another path that leads to the left. It should lead to another monster treasure box. Defeat it and you'll get **Cestus**. BTW, there's another **Teara Balm** if you continue to move up from the Cestus treasure. Anyway, go back to that corridor and continue to move south. The second door is locked so you are going to go to the furthest door at the end of the corridor. There's a monster for **Sewer Monster East**. Once you have defeated it, there's a switch nearby. Pull the lever and it'll connect the path between the east and the west sewers. Anyway, head out and go to the finals at the Grand Arena.

Grand Arena/Grancel Castle

- Treasures
 - 100000 Mira
 - Invitation

- New Quests
 - None

Since you are way too early for the final round. Go upstairs on the 2nd floor to the Spectator's stand and talk to Dorothy, Professor Alba and Kurt. After that, go to the lobby and talk to the Mayor. Afterwards, return back to your room and the final round shall commence...

Boss: **Lt. Lorence** and Special Ops x3

Lorence is a tough guy to crack. He hits really hard for starters. He uses Earth Guard to prevent anyone from damaging him for one turn. He uses Tearal to recover significantly recover substantial amount of healing. He uses Smashing Sword to deal lots of damage to your ally. Finally, when his health is below 33%, he uses body split to summon more foes in battle. Oh yeah, watch out with those Special Ops spamming Shadow Weaving. Well, concentrate on the three Special Ops soldiers and then prioritize your attack with Lt. Lorence. Even though it is time consuming for the most part, just hack away with your Single Arts and S-Crafts.

After the battle is over, you'll get an **Invitation** from the Duke as well as **100000** Mira. Go to Grancel Castle after the conversation with the crew members. Once you are in the castle, you can explore the interior part of the castle. Be sure to talk to the mayors at their assigned rooms. Then go to the Garden Terrace and go north. There should be two guards protecting the Royal Keep. Anyway, after the banquet and the talk with Colonel Richard. Go to the Maid Quarters. It's on the first floor on the door right of the banquet room. Talk to Hilda and she'll join your party for a bit. Go to the Royal Keep and talk to the queen. After the conversation is over, head to your room. It doesn't matter what you pick when conversing with Amalthea. Just go back to your quarters. The next day, Elnan will give you instructions for your next move.

```
-----  
/      Results      |  
-----|  
|Quest: To Queen Alicia |  
|Mira: 20000          |  
|BP: 10 (+8)         |  
-----|
```

After talking to Elnan, you should have your results. By then you should have **324/368**. There's really not much to say other than you are getting closer to your perfect score. There's almost no sidequests for you to tackle. All you can do is to move on to the story.

Erbe Royal Villa

City of Grancel

- Treasures
 - **Mystic Stave**(Estelle's Ultimate Weapon)
 - **Twin Plovers** (Joshua's Ultimate Weapon)

- New Quests
 - None

There's so much to do at this point. Do your restocking and your sidequests at this point because after you initiate your attack in the Villa, you will not come back. Anyway, before we start, if you collected all the Carnelia Volumes, it's time for you to go to Baral's Coffee House and talk to the owner himself. Once you give all eleven volumes to him, you have to choose one of the two rare weapons. If you want to get the other weapon, you have to replay the game and obtain the Carnelia volumes once more. Okay, now that's out of the way, you have to do three major tasks before setting off the villa. You have to talk to Nial, Lt. Schwarz and the other Liberl Bracers.

To find Lt. Schwartz, go to the Cathedral on the west block. Talk to the Priest and then go to the room right of the entrance and talk to the archbishop. Unfortunately, she's nowhere in sight. For now, go for your next task. Go to the Liberl News Service and talk to the Editor Chief and Dorthy on the second floor. Choose the 2nd option, **Someone had called him**. Afterwards choose the next option, **An arranged marriage for Princess Klaudia**. After your talk with the editor, you need to gather up your fellow bracers. They follow a certain order. You need to find the first person before finding the next one. So, look for the following...

1. **Grant is in Sunnybell Inn**
 1. **Carna is in the 2nd floor at Weis Arm & Guards**

- 2. **Analace is at Edel Department Store at the book rack near Sundries Corner**
- 3. **Kurt is in Hotel Roenbalm on the northeast room on the 2nd floor**

After doing all three tasks, go back to the guild and talk to Elnan. Be sure to do everything in this place, otherwise you'll will not come back to the town for now.

Erbe Royal Villa

- Treasures
 - Spare Key

At the start of the area, you'll fight three Spec Ops soldiers. Once you are in the plaza, you'll fight another set of Spec Ops soldiers. You can explore around the area a bit. As you explore the rooms, you'll fight a random encounter with the Special Ops Soldiers. Also, please note that you cannot escape the random encounters. So, what you do is that you go to the door near the top-left corner and you'll encounter another set of Soldiers on the lounge. Defeat it and talk to the bartender to get the info for the spare key. Then go to the room east of the locked door on the center and you'll enter the gallery. Examine the large red vase and you'll get **Spare Key**. Unlock the door with the spare key and you'll fight two Heavily Armed Soldiers. These guys are different from the other soldiers you fought previously. They carry a large halbred and they do Heavy Edge. It's significant damage to a small group of people. Anyway, once the battle is over, it's time to take Grancel Castle.

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/           Results |  
-----  
|Quest: Hostage Liberation |  
|Mira: 20000 |  
|BP: 10 (+4) |  
-----
```

At this point, you should have **338/368** by now!

Grancel Castle

Grancel Sewers: Northern Block

- Treasures
 - Tear-all balm x2
 - Reflector
 - Cloak

- New Quests
 - None

For now, you'll have Joshua, Zane and Olivier in your party. The first thing to do is to report to Elnan. When you enter the sewer, you should have the map for Grancel Sewers. Looking at the map, you need to go to an area where the path looks like a three-pronged area. It should be in the room further north from the Cestus treasure box.

After you opened the hidden door, you'll now enter the northern part of the sewer. On the 2nd area, go left at the intersection. Keep going forward until you hit another intersection. Make a quick detour south. There's a **Tear-all Balm**. Continue to go forward, there should be a monster chest at the end of the path. It contains a **Reflector**. Now go back to the intersection and go right and go forward. On the 3rd area, go up and you'll get another **Tear-all Balm**. Before entering the room in the center, continue to move west. At the end of the path, there's another red chest. It contains, **Cloak**. It's an awesome orb to have because you can avoid all enemy contact with the exception of the monster chest. Then go to the door in the center and you'll be ask to wait out a bit. But before that, if you have any Gladiator items on your male party members. I suggest you take them off now....

Grancel Castle

- Treasures
 - None

Before you set out, do some a bit of shopping. Don't forget to equip your gladiator items to the gals because you'll need it in battle. Anyway, go on the airship and you'll control Joshua for the next battle. Joshua's group will fight 4 Spec Ops soldiers and 2 Attack Dobermanns. Defeat them and the focus will shift to Estelle's group. From there, it's a series of battles....

Boss: **Capt. Amalthea** and Special Ops Soldiers x2

Hmmm.... she is such a nuisance. She'll use Poison spray to inflict poison as well as damage against the nearest allies. She also casts Shadow Spear. Then she has her Spec Ops Soldiers to do shadow weaving. Hold back your CP and do damage from your arts. Since Amalthea only those moves, shes nothing more than an annoyance. So, do your usual and move on.

From there, you are trying to get to the royal keep. You'll have to engage two Special Ops Officers and two Attack Dobermanns. Afterwards, you'll fight 3 Special Ops Soldiers, 2 Attack Dobermann and 2 Solid Dozers. Once you get through them, you'll fight yet another boss.

Boss: **Duke Dunan** and 2 Heavily Armed Soldiers x2

King Dunan is a complete wuss. He'll whine and plead for mercy. On the other hand, when he encourages his fellow bodyguards, their strength will go up. Then there's the heavily armed soldiers who will simply spam Heavy Edge. In this battle, **DO NOT** kill Duke Dunan because he is part of the extra BP.

So instead, concentrate the bodyguards using Single Arts. If they are dumb enough, you can use widespread art attacks to damage them. As long that Duke Dunan is not killed in battle, you should be fine. By the way, do try to save as much CP as possible because the next one is a killer....

Boss: Lorence

If you want to move on the story, then don't try at all; but it'll cost you precious BP. So, if you want it, then you are going have to defeat him. Anyway, this guy is absolutely NOTHING like the first encounter. First off, if you try to cast your arts and his turn came up, he'll use Zero Storm to interrupt your spell casting. Also, did I mention that Zero Storm can go all the way at the end of the field? He also has Silver Thorn which does moderate damage to a group of people. Anyone who got hit by that is inflicted by confuse. He also casts Anti-Sept Zero which is inflicting mute to the entire battlefield. He occasionally unleashes his S-Craft, Demon Flames. He engulfs a group of allies with his demonic flames. Finally, he does a lot of support spell spamming. He casts Earth Guard MK2 to grant invincibility for 2 hits. When he gets damage, he is going to cast Tearal. With his exceptionally fast casting time, he is going to spam it. If that wasn't bad enough, he also summon his clones to overwhelm you.

This battle does require a bit of luck. You need to spread out your allies all over the battlefield so that Lorence cannot wipe out your group quickly. Before you start have at least everyone have equipment that prevents them from Mute and Confuse by equipping Lily Necklace and Feather Brooch. Don't forget to equip Grail Locket as well. Cast your strongest arts. It also helps that someone should act as a bait by casting arts before his turn because this will make Lorence to unleash Zero Storm. Painful, yet it'll cause him to use up his turn. Use S-Break ONLY if you feel that you've done enough damage and you want to soften up the effect of 1000+ HP restoration or you are occupying all the critical bonus slots. You need to defeat him fast before he does any damage against you. Survive and you'll get extra BP.

After that's over, Agate will come in and he'll give you the report.

```
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/           Results |  
-----  
|Quest: To Rescue a Queen |  
|Mira: 20000 |  
|BP: 10 (+5) |  
-----
```

With that mission completed, you are have earned **353/368** Let's keep going for now....

Aureole

• Treasures

- Teara Balm x8
- Celestial Balm x5
- EP Charge EX x5
- Tear-All Balm x7
- Royal Guard x2
- Valkyrie Dress x2
- Atlas Gear x2
- Sylphen Boots x2
- Magesta
- Daedaelus Arms
- Ninetails
- Hauteclere
- Berserker
- Thor's Hammer
- Arc Rod
- Erbe Blades
- Recommendation (After Aureole)

• New Quests

- **The Embassy Mission** (After Aureole)

Before we set out the dungeon, there are several types of monsters to look out for. Most of which lies in the monster chests. There's type 1: Photon Judge. These guys will spam the AA Canceler like there's no tomorrow. Use Wide-Range S-Craft to do significant damage on them at the start of the battle. Type 2 is D-Series Doom. These guys have a very powerful defenses and they will summon reinforcements really quickly. Type 3 is M-Series Doom. They can cast all-Range arts like Titanic Roar and they can self-destruct at a wide range. Finally type 4 is a very rare case. The Gundoll group can use Gatling gun at a wide range but can also summon M-Series Doom. Be on the look out for those types as you open up those treasure chests.

With that being said, let's start the long trek. First of all, you cannot return to Grancel. Second of all you can now choose anyone in your party with the exception of Estelle and Joshua of course. From the starting point, go forward....

UPDATE: I've made maps for the final dungeon. The types that's labeled on the maps indicates my description above. So, keep in mind on that paragraph above.

Aureole: 1st Level

^115| Aureole: Level 1

Go right to get the following treasures. Go further east and you'll get **Celestial Balm** while the door on the center contains a monster chest. Defeat the mechanized creature and you get **Magesta**. From there, go back to the intersection and go left. Continue to move forward until you end up in a big room and there's a treasure nearby, which contains a **Teara Balm**. On the next room make a quick detour by going forward. Get "Celestial Balm and enter the southwest door.

At the intersection, go southwest and defeat the monsters on the treasure box and you'll get **Daedaelus Arms**. From there, move down. Before going down to the next level, head northeast and go all the way at the end of the corridor. You'll fight a monster and you'll get **Royal Guard** as a reward. Go back to the elevator room and go south. There should be a treasure at every room. The one that goes left leads to a **Teara Balm**. The one that goes southwest leads to EP charge EX. The room that goes southeast leads to a monster chest but it's another chest which contains a **Ninetails**. Finally the room on the right leads to **Tear-All Balm**. Now you can finally move on the second floor.

Aureole: 2nd Level

On the 2nd level, there's a path that splits into two.

^116| Aureole: Level 2

--Left--

Go straight up and you'll get **Teara Balm** then go southwest to get another **Teara Balm**.

--Right--

Go forward. Once you go down the stairs, the path splits into three. The one that goes southwest leads to an **Atlas Gear**. Go northeast and you'll go up to the first floor only to find a monster chest and the end of the road. It contains a **Sylphen Boots**. Then go next door on the right. Same scenario but you'll be rewarded with **Hauteclere**. Finally, go northeast and you'll get a **Valkyrie Dress**. Go back to that intersection and move down.

As soon as you hit yet another intersection, go northeast and grab a **Tear-All Balm**. Go left and go straight forward until you encounter an elevator. Go up there and there's a monster chest that contains **Berserker**. Go on the right and continue to go straight forward at the end of the path. You should see another elevator that leads to the third area. However, There's a **Teara Balm** nearby.

Aureole: 3rd Level

^117| Aureole: Level 3

On the third level, go down. On the 2nd area, go left, it leads to an elevator to the 2nd level. There's a monster chest; defeat it and you'll get **Thor's Hammer**. From there, go down and I'll lead you to the third level hall. Go forward and there's a boss that's calling you....

Boss: **Capt. Amalthea** and Gundoll x2

Nothing much has changed since the last encounter other than the ability to absorb a significant amount of EP to one of your ally and cast Aqua Bleed. Her gundolls may have utilize the gatling gun but it's extremely unstable. For the most part, the mechanized monster will short Circuit itself and it'll hit itself as well as confuse. Again this battle isn't hard. Just use your most powerful attacks and move on....

After defeating Captain Amalthea, the rest of the crew will join up with you. Giving you another opportunity to shop or switch characters. Anyway, continue to move forward. Go right and get **EP charge EX**. There's a door that goes southeast, if you continue to go forward, there's a door at the nearest right. It'll lead you to the previous area. Anyway, go **SOUTHWEST** at the intersection and you'll find yet another **EP charge EX**. Keep going southeast. From there, go all the way down the corridor and you will fight yet another monster inside the treasure box. You'll get **Sylphen Boots** as your reward. Then go to the door in the middle.

Go forward on the intersection and go down. Along the way, you'll find 2 more **Teara Balms** on those individual rooms. Then go up and go west. There should be another monster chest nearby. Defeat it and you'll get another **Atlas Gear**. Afterwards, head to the elevator.

Aureole: 4th Level

In this level, the path will branch out even further so watch where you are going. So, go to the intersection and choose a path. In this recent revision, the path will split into two colors. The one that goes on the right is sky blue while the designated path is gray. Refer to the map below....

^118| Aureole: Level 4

--Right--

Go right and you'll find **Tear-All Balm**. Along the way, you'll find two more **Tear-All Balms**. At the intersection, go right and get that monster chest and you'll receive yet another **Royal Guard**. Continue to go forward. At the next room, go to the door on the nearest right and you'll get the **Celestial Balm**. Go to the left and you'll get an **Arc Rod**. Then go to the upper right rooms to get **two Celestial Balms**. Go back to that intersection and go to the left path.

--Left--

At the intersection, the path will branch out several times. Go left and there's a **Tear-All Balm**. Go straight down and the path will split into 3 more paths. Go left and you'll fight another monster. Win you'll get **Erbe Blades**. Then go down at the 3 split path and you'll get **EP Charge EX**. Then go right at the intersection and continue to go forward. Before taking the stairs down, go to the right and you'll encounter another monster chest and you will get yet another **Valkyrie Dress**. Then at the intersection, go to the floor on the right to get **Tear-All Balm**. From there there's one more elevator....

Aureole: Bottom Level

There's a recovery point and save from here because you'll have a long battle ahead of you.....

Boss: **Colonel Richard** and Photon Judge

Colonel Richard does a lot of group attacks such as White Gehenna, Luminous Wheen and Luminous Divide. He also does Luminous Ogre Slash. It inflicts faint. He unleashes Afterglow Smasher as his S-Craft; most of which does moderate damage overall. But it's his mechanized monster that's causing the most problem. Photon judge does AA Canceler to interrupt spells. It also does Donkey Missile and Atomic Smash to annoy you. Get rid of Photon Judge really quickly with your S-Craft. Afterwards, then build up your CP meter by attacking Richard. He's not that strong to begin with. Besides, the CP is better invested on the next bout.

Boss: **Reverie** Left and Right Forceps

Everyone acts independently on this bout. The left forceps is immune to all magic damage. Interestingly, it's the only one that can do several magical attacks such as Spiral Flare, Diamond Dust, Aerial and etc. The right forceps on the other hand is immune to all physical attacks but acts as a healer. Finally, Reverie can hit a large group of people on the field with his cannon. He can also charge up and fire his laser. Huge damage but it's easily avoided.

This battle is all about opposites. All magical attack should go for Right Forceps. Use any single arts to do damage against right forceps while do any physical attacks including S-Craft. Finally, hold back your attacks a bit and build up your CP a bit because the next one is a killer....

Final Boss: Reverie

Okay, he'll start off summoning Alpha Drones acting as support. It'll cast mid-level arts just to hinder you a bit. Also, the drone's attack can go all the way to end of the screen. Finally, the Alpha drone has the ability to self-destruct. Because Reverie has a widespread gatling attack, it can get anyone within the area. This could be dangerous especially if your allies are all bunched up. Also, he has the ability to cast AA canceler on everyone on the battlefield. Going too close to the final boss itself is somewhat risky. Within the vicinity, he can pound the ground. It's enough to knock-back several people. It also does Death Rage which causes severe damage to the victim. It usually exceeds 1700+ HP so watch out for your allies with low physical defense as well as HP. As Reverie's HP slowly depletes below 66% of its HP, he'll no longer use AA canceler due to the function of the Left-forceps is no longer working. However, Reverie will start using Annihilation. It has a very slow charging time. But when the power is unleashed on the following turn, the damage is quite devastating on everyone. But, using that attack can take its toll on Reverie itself. It has a cool-down time and its defenses went down for a short period of time. But don't be complacent though because it can still unleash Death Rage. When Reverie's HP is below 33%, it'll spam Death Rage.

I hope you have stored up your CP for your battle because it is going to be a long battle. For starters use your buffs; I suggest STR and SPD buffs. Having Earth Guard is a must in this battle because Reverie is going to pull all stops to do significant damage on your allies. Until Reverie's HP is below 66%, you could try to bait your opponent by casting Arts. Although AA Canceler is fairly strong, it'll waste its turn; preventing Reverie from summoning Alpha Drones and unleashing Death Rage. When Reverie's HP is below 66%, and it's beginning to set up the annihilation attack, be sure to cast Earth Guard. When Reverie's defense is wide open, unleash your S-Craft. This will do significant damage against the boss. Finally, when Reverie's HP is well below 33%, you cannot hold back at this point. So, pull off any S-Craft regardless the amount of CP. If your Bracer Rank is above Rank 5, you can go up against its third form. Reverie will not do anything throughout the bout. So you can finish it off with their S-Crafts.

City of Grancel: Queen's Birthday

After you have vanquished the final boss, Elnan will reward you with a **Recommendation**. With all five Recommendations, you are now promoted. Finally, you'll do another report on your last major mission.....

```
-----  
/      Results      |  
-----|  
|Quest: Aureole    |  
|Mira: 0           |  
|BP: 12            |  
-----
```

The grand total is **365/368!** Eeep, you screwed up big time! Not really, there's one more mission for you take. Basically, you need to talk to Olivier at the bar inside Grancel Castle to start the final sidequest, **The Embassy Mission**. If you have done that, you have now aquired all **368** points. Now, all that remains is going to rest area north of the Department Store. Afterwards, follow the conversation. Sit back and enjoy the ending. I hope I'll see you in the Second Chapter....

= D

XI. Sidequests

- **NOTE:**All new sidequests usually rolls in BEFORE you report in your major quest! So, finish those sidequests as quickly as

possible!!!!

- Also any quests that has a ! in the end indicates Hidden sidequest

Prologue Sidequests

Find the shiny rock

- **Perzel Farm Monsters**
 - Mira: 30
 - BP: 2
 - Timeframe: Long
 - Expires: After trekking through the Malga Mine

Talk to Charles at the back of the Orbal Factory. Once you hear what he has to say, head over to Rinon's Store. In the front of the store, examine the steaming sewer grate and you'll find something shiny there. Then head over to the sewers by going to the back of the Chapel. Once you are inside the sewers, head to the area where the locked door is and you'll find a shiny quartz. Present to Charles and he will personally reward you with **5 Drill Meatballs**

Milch Road Monster

- **Perzel Farm Monsters**
 - Mira: 600
 - BP: 3
 - Timeframe: Long
 - Expires: After Nial joins your party during The Liberl News

This one is fairly straight forward. Head west; all the way to Verte Checkpoint. If you are on the roadside near Verte Bridge, there should be an enemy that resembles a pinecone with tentacles. Fight against the enemy. He is fairly strong though. He'll shoot Aqua Bleed from afar. Also, if you kill him at close range, he'll self destruct; causing huge damage against the surrounding areas.

Mushroom Hunt

- **Mayor Klaus' Request**
 - Mira: 700
 - BP: 3
 - Timeframe: Long
 - Expires: After trekking through the Esmeldas Tower

Once you find your info with Orvid, head to the area where you got the White Bracelet. If you don't know where it is, refer to **Child Rescue: Malga Trail**. Anyway, there should be a olive colored patch right above the treasure box. That should contain the **Firefly Fungus**. After that, you'll fight 3 Flying Felines. Defeat it and present the fungus to Orvid.

Orbment Replacement

- **Mayor Klaus' Request**
 - Mira: 600
 - BP: 3 (+1)
 - Timeframe: Short
 - Expires: After trekking through the Malga Mine

Talk to Freddy at Melders Orbal Factory. He'll give you an **Orbment Light** and ask you to replace the bulb at Lamp #6. The lamp should be near Verte Bridge alongside the mainroad. Once you found the lamp, you'll encounter a group of flying felines. You have to choose Joshua or Estelle to fight against the monsters. If you chose Estelle to fight alone, then all you have to do is to finish the battle. If you chose Joshua, not only he has to fight them all by himself but Estelle has to input the code. The correct combination is 544818. If you done it correctly, you'll have extra BP. Also, you'll be handsomely rewarded with a **Impede 2 Quartz**.

Medical Necessities

- **Mayor Klaus' Request**
 - Mira: 250
 - BP: 3
 - Timeframe: Long
 - Expires: After crossing through the Verte Bridge in Chapter I

Head all the way down to Mistwad. Once you are inside the forest, there's no map to guide you. So, follow my directions carefully. Facing NORTH, keep going straight until you see a crossroad that splits north and east. Pick the east path, it should lead to a treasure that contains a **Tear Balm**. Just a bit further north, you should see the **Bear Claw**. If you cannot see it well, here's a picture below that shows the flower.

^s2|Bear Claw

Now the hard part is done, all you need now is a Monster Wing. It should be easy to find. Just fight the Red Insectos and you'll get a Monster Wing. Head back to the chapel and present it to Father Divine.

Soldier Training

- **Mayor Klaus' Request**
 - Mira: 700
 - BP: 3(+2)
 - Timeframe: Medium
 - Expires: After Nial joins your party during The Liberl News

Head to Verte Bridge and talk to Sergeant Ashton. He'll ask you to spar with two soldiers. They hit fairly hard with their paintballs. So, finish the battle quickly with your S-Craft.

Lost Kitten

- **The Liberl News**
 - Mira: 500
 - BP: 2
 - Timeframe: Small
 - Expires: After you trekked to the Esmeldas Tower

Talk to Ida outside the bar then head over to the clock tower. Walk a little further north to trigger an event. Then Head over to Rinon's General Store, then to the alleyway between the Rolent Guild and the Chapel and finally head inside the Rolent Chapel. Once there, capture the cat and return it to Ida.

Elize Highway Monster

- **The Liberl News**
 - Mira: 1000
 - BP: 4
 - Timeframe: Medium
 - Expires: None

You can take your sweet time on this one because once you go to Mistwald during your major quest, Rhinocider will park its butt on the bridge on Elize Highway to fight you. If you are relatively in a low level, this monster hits extremely hard. So, prioritize your fire arts to deal massive damage along with your S-Breaks to finish the battle quickly.

Chapter I Sidequests

Letter Carrier

- **Chapter I: Crossing the Verte Bridge**
 - Mira: 800
 - BP: 2
 - Timeframe: Small
 - Expires: After you trekked through the Haken Gate

You must look at the bulletin board in Rolent before you cross the border. After looking at the board, head to the Rolent Chapel and talk to Father Divine. He will give you **Father Divine's Letter**. Deliver it to the Pastor in Bose Chapel.

Ravennue Monster

- **Bose and Haken Gate**
 - Mira: 1500
 - BP: 4
 - Timeframe: Large
 - Expires: After talking to Nial at Kirsche Bar

Talk to the Elder at Ravennue and he'll tell you about the problem near the trail. After that, talk to the guard and he'll allow you to go to the trail. At the Ravennue trail, go west. On the second area, continue to go west. I suggest you save before going through the intersection because the boss in this area will appear. Fate Breaker is a tough boss to begin with. He has strong resistance against earth and hits hard. What's unique about him is that he goes back to his position after he attacks your allies. Be sure to stun him with time magic such as Soul Blur to skip his turns. Also, use your usual S-Break to punish him.

East Bose Monster

- **Bose and Haken Gate**
 - Mira: 1000
 - BP: 4
 - Timeframe: Large
 - Expires: After you investigate your findings at the Abandoned Mine

At East Bose Highway, there's a signpost that tells you the direction to Nebel Valley. Facing north, head southeast from the signpost and you will find King Scorpion. The boss has 3 Queen Scorpions as his ally. The Queen Scorpions can inflict poison against your ally and they come in a relatively large group. King Scorpion on the other hand, he hits hard and he inflicts Poison or Seal. Fortunately, everyone is weak against Wind. So, have someone cast Aerial if your foes got cluttered together.

Use group arts along with your S-Break to overwhelm the boss.

Ingredient Seeker

- **Bose and Haken Gate**
 - Mira: 800
 - BP: 3
 - Timeframe: Large
 - Expires: After crossing through the Bose Checkpoint at Krone Pass

You have to get Maybelle's Letter in order to go through Eisen Road. Once you have that, be sure to fight **Rimura** and you'll receive **Monster Fowl Meat** as your dropped item. Be sure to get at least five of those before giving it to Gwen. Once you satisfy the condition, you will be personally rewarded with **Liberl Omelet**

Amberl Tower Mystery

- **Sidequest: Amberl Tower!**
 - Mira: 2000
 - BP: 4
 - Timeframe: Small
 - Expires: After After you investigate your finding in the Abandoned Mine

Refer to Sidequest: Amberl Tower for more info....

Nebel Valley Monster

- **Haken Gate**
 - Mira: 2000
 - BP: 5
 - Timeframe: Large
 - Expires: After you enter Valleria Shore

Facing north at the entrance, head west at the intersection. Now continue to go straight until you encounter a large enemy. Master Cryon has several peons on his side. The Eggers Red and Blue all have weaknesses opposite of their primary element. Not to mention that all of them have a self-destruct property. Master Cryon on the other hand has several arts that can cripple your allies. One is Blue Impact and the other is Diamond Dust. Be sure to take down the Eggers with your arts. It's crucial to have long range group arts to use in battle. Finally, overwhelm the boss with your usual tactics.

West Bose Monster

- **Haken Gate**
 - Mira: 1200
 - BP: 4
 - Timeframe: Medium
 - Expires: After you investigate your findings at Southern Block in Bose

Along the main road, there's a **Reviving Balm**. There's a huge shark at the 3rd area in West Bose. Thunder Quake has a large HP. The only move he does is World Shaker, a thunder attack that does significant damage to all of your allies on the field plus Blind. Be sure to kill the boss fast with S-Break or use strong Earth arts such as Petrify Breath or Earth Lance.

Bear Claw Survey

- **Haken Gate**
 - Mira: 1000
 - BP: 4
 - Timeframe: Medium
 - Expires: After you investigate your findings at Southern Block in Bose

Facing north at the entrance, head east at the intersection. From there, continue to move straight until you see a **Bear Claw**. Pick the flower; but before you head back, keep going forward and you'll find a **Strega-R**. Anyway, talk to Spence at Bose Market and your mission is finished.

Escort Request

- **Ravennue Trail and Village**
 - Mira: 1200
 - BP: 4 (+1)
 - Timeframe: Medium
 - Expires: After you investigate your findings at the Abandoned Mine

Talk to Hardt on the 1st floor in Bose Hotel. Then meet him at the city exit near West Bose Highway. From there, be sure to escort him all the way to Krone Pass. However, at the bridge, you will be surrounded by Creepy Sheeps. Be sure to choose the first choice, **Charge through the front**. Even though you'll still fight them twice, at least you'll get extra BP. These Creepy Sheeps will lower down your defenses and attack you. So be careful. After your bouts with those sheeps, Hardt is safe and your mission is accomplished.

New Ansel Path Monster

- **Ravennue Trail and Village**
 - Mira: 1500
 - BP: 5
 - Timeframe: Medium
 - Expires: None

There's are 6 Amber Turtles who are guarding the entrance to Valleria Shore. These guys aren't a problem if you have really good crowd control arts. If you having problem with it, you can wait until you get Olivier to even up the level field.

Stolen Ring

- **Valleria Shore**
 - Mira: 2000
 - BP: 3
 - Timeframe: Medium
 - Expires: After crossing through the Bose Checkpoint at Krone Pass

Be sure to find the **Jeweled Ring** while you are in the Sky Bandits Hideout. Once you found the ring, be sure to give to Laura. She lives in a house east of Lucir's Orbal Factory.

Chapter II Sidequests

Black Notebook!

- **Chapter II: Trailing downwards to Ruan**
 - Mira: 2000
 - BP: 5
 - Timeframe: Small
 - Expires: After crossing through the Bose Checkpoint at Krone Pass

Be sure to find the **Black Notebook** while you are in the Sky Bandits Hideout. Once you found the notebook head over to Haken Gate and present it to the sentries at the prison ward.

Lighthouse Monsters!

- **Manoria Byroad**
 - Mira: 1500
 - BP: 4
 - Timeframe: Small
 - Expires: After entering Ruan for the first time

After accepting the quest from Vogt, there are four groups of Red Hammerheads total. There's one on the 1st and 2nd floor and two more on the 4th floor. The Red Hammerheads are tough. Not only they have decent resistance, they hit moderately hard. Also, they often come in groups of three. Use really good arts such as Hell's Gate or other crowd control techniques to defeat them. Because you have to fight them 4 times, use S-Break unless necessary.

Gull Seaway Monster

- **Gull Seaway**
 - Mira: 1500
 - BP: 4
 - Timeframe: Medium
 - Expires: None

This is a mandatory boss battle. See Gull Seaway for more details...

Warehouse Key

- **Mercia Orphanage**
 - Mira: 1000
 - BP: 2
 - Timeframe: Large
 - Expires: After staying in for the night in Jenis Royal Academy

Talk to Harg at the pier west of Aqua Rossa Bar. After that, you need to go behind the bar. But, to get there, you need to go down the stairs at the pier near the warehouses. These should take you to the lower paths. There should be a bridge nearby. Examine the shiny object. Then go inside the bar and talk to the bartender for loaning a fishing rod. Go back to the bridge and pick up the **Warehouse Key**. Present it to Harg and your mission is complete.

Aurion Road Monster

- **Mercia Orphanage**
 - Mira: 1500
 - BP: 4
 - Timeframe: Large
 - Expires: After staying in for the night in Jenis Royal Academy

Finding the monster is very easy. All you have to do is go to Sapphir Tower. At the entrance, there should be one monster in the area. In this bout, you'll fight 5 Hermit Crabs. If you are already outnumbered from the start, be prepared for more enemies. The Hermit Crabs will summon Mini-Poms as reinforcements. With them as support, the mini-poms can deplete your ally's EP. Also, the Hermit Crab can reflect ALL Physical attacks. That means no S-Crafts and S-Break on this battle. If you feel overwhelmed, I suggest you wait until you get Kloe in your party to reduce the odds a bit. But, if you feel like gambling and want to try your luck with only two characters, I suggest you do the following. I hope by now you have unlocked slots for Joshua. If you happen to unlocked all the slots on Line 1, I suggest to put Orbament combination that gives you "White Gehenna".

Find the Prototype

- **Mercia Orphanage**
 - Mira: 1000

- BP: 3
- Timeframe: Medium
- Expires: After staying in for the night in Jenis Royal Academy

By defeating the Aurion Road Monster, you now have **Zero Shot (X)**. Just head back to Joan's Arm and Guards and present to Karl. He'll reward you **Attack 2** for finding his gun.

Escort Job

- **Jenis Royal Academy**
 - Mira: 1500
 - BP: 5
 - Timeframe: Small
 - Expires: After the School Festival

Talk to Amelia in Manoria Village in the house right near the northern exit towards Manoria Byroad. After the conversation head to Krone Trail. Along the trail, you'll fight 3 Boiled Eggers R. After you meet up with Orvid, head back to Manoria Village.

Candelabrium Theft

- **Jenis Royal Academy**
 - Mira: 5000
 - BP: 7
 - Timeframe: Small
 - Expires: After the School Festival

Talk to Steward Gilbert at the lobby inside the Mayor's residence. After your first hint was given by Gilbert, head over to the **lighthouse**. It is west of Lavantar Casino & Bar. Examine the plaque and proceed to your next clue. Now head over to Lavantar Casino & Bar on the second floor and examine the **roulette wheel**. Next head to Ruan Landing Port and examine that **Haulage Vehicle** across the landing port warehouse. You may have to rotate the camera around. For those who can't find it, look at the pic below.

^16| Haulage Vehicle

Lastly, head over to the harbor in the south block. Examine the crane and talk to Harg. You should have the **Sapphire Glim** at the end of the conversation. After that, present it to Gilbert. From there, the mission is finished and report your findings. to Jean.

Make Him Leave

- **Jenis Royal Academy**
 - Mira: 1000
 - BP: 3 (+2)
 - Timeframe: Small
 - Expires: After the School Festival

Head over to Air-Letten. Go upstairs and Sergeant Hahn will fill you in with the details. Learning about the complaints, Joshua will leave your party for a bit and it's up to Estelle to fix the problem. You must answer a series of questions correctly; otherwise you'll get a hilarious conversation as your outcome. If you end up with that, it signifies that you have failed the mission. So answer the following to get the extra BP.

1. **Greetings, your excellency. I'm here to collect you**
 1. **The Mayor's estate** or **Hotel Blanche**
 2. **At this junky old place**
 3. **Your excellency, by your feet...**

If you answered correctly, you should see the Duke disgusted with the cockroach. With this, you have succeeded your mission with extra points.

Secret of the Old Map

- **Jenis Royal Academy**
 - Mira: 2000
 - BP: 3 (+2)
 - Timeframe: Small
 - Expires: After the School Festival

Don't forget that by saving Jimmy at the beginning of chapter 2 will net you two extra BP. But you must do this before entering Ruan for the very first time. Talk to Jimmy at the Ruan Chapel. When you get to Gull Seaway near the entrance to Ruan, there's a hidden path along the cliffside. You can tell by the faint blue trail on the mainroad. Anyway, follow it and you should see the barrel at the end of the path. You'll get **Torn Map & Daggers**. Present the items to Jimmy and he'll reward you the **Skull Daggers**.

Maintenance Delivery

- **Jenis Royal Academy**
 - Mira: 1000
 - BP: 4
 - Timeframe: Small
 - Expires: After the School Festival

Talk to Tobias at Granate Orbal Factory. He will give you the **Maintenance Kit**. Deliver it to Vogt on the top floor at Varenne Lighthouse.

Update After you got the Maintenance Kit, Tobias will tell you that he and Vogt like to drink, go to the Lavantar Casino & Bar and talk to Primo, he will give you Azelia Rose as a gift for Vogt. And also you must have Spicy Anchovy to gift it to Vogt.

You will receive Work Helmet and Gladiator Headband from Vogt. (Thanks Tenka Winchester for the info)

Decorate the campus!

- **Royal Academy**
 - Mira: ---
 - BP: EXTRA points added to the overall total in Festival Help
 - Timeframe: Small
 - Expires: After the School Festival commences

Clear out the Old School Building!

- **Royal Academy**
 - Mira: ---
 - BP: EXTRA points added to the overall total in Festival Help
 - Timeframe: Small
 - Expires: After the School Festival commences

Refer to Royal Academy for more info....

Research Material Hunt!

- **Royal Academy**
 - Mira: ---
 - BP: EXTRA points added to the overall total in Festival Help
 - Timeframe: Small
 - Expires: After the School Festival commences

Refer to Royal Academy for more info....

Gull Seaway Monster 2

- **Jenis Royal Academy**
 - Mira: 2000
 - BP: 5
 - Timeframe: Medium
 - Expires: None

This is a mandatory boss battle. See Jenis Royal Academy for more details...

Chapter III Sidequests

Tratt Plains Monster

- **Chapter III: Trekking through the Kaldia Tunnel**
 - Mira: 1500
 - BP: 4
 - Timeframe: Large
 - Expires: After the events in Elmo Village

You cannot miss the boss. The boss is on the main roadside in Tratt Plains Rd. towards the Wolf Fort. In this battle, you will fight four Cronociders. These guys have somewhat high elemental resistances. Also, when a Cronocider's HP is below half, it'll cast Golden Armor. It raises its Strength and Defense drastically. Again, just try to do your usual crowd control arts and S-Craft if necessary.

Temp Librarian

- **Chapter III: Trekking through the Kaldia Tunnel**
 - Mira: 250
 - BP: 3
 - Timeframe: Large
 - Expires: After setting foot inside the Leiston Fortress

Head to Central Factory: Archives room on the 2nd floor and talk to Constance. After what she has to say, you need to go to the following rooms to find the overdue books.

1. Design room on the 3d floor, the book is on top of the step ladder. This book contains *Septium Optic Annals*
 1. Clinic room on the 4th floor, the book is on the cupboard in-between two clinic beds. This book contains *Kitty Talk for Dummies*
 2. The lab room on the 4th floor, the book is on top of the desk next to Ray. This book contains *Tommorrow's Cooking*

Before returning the books to Constance, be sure to read *Tomorrow's Cooking* to get the recipe, *Boullabaisse Plus*. After returning the books, you'll need to find the remaining books throughout the Zeiss region; thus beginning the hidden sidequests

Temp Librarian Plus!

- **Chapter III: Trekking through the Kaldia Tunnel**
 - Mira: 500
 - BP: 3
 - Timeframe: Large
 - Expires: After boarding the airship to Leiston Fortress

Head to Maple Inn in Elmo Village and go to the pond that connects the inn with the Bathouses. Examine the Stone Lamp. You may have to go below the wooden planks to get the item, **Erbe Woodpecker**. Present it to Constance and another mission will follow...

^18| Erbe Woodpecker

Temp Librarian Plus 2!

- **Chapter III: Trekking through the Kaldia Tunnel**
 - Mira: 1000
 - BP: 4
 - Timeframe: Large
 - Expires: After boarding the airship to Leiston Fortress

This quest must trigger if you have done the previous quest. Go to Tratt Plains and go to the place where you got the Sapphire Talisman. There should be an item on the very center. Get **Hertz Adventure (2)** and present it to Constance. There's one more mission left....

^19| Hertz Adventure (2)

Temp Librarian Plus 3!

- **Chapter III: Trekking through the Kaldia Tunnel**
 - Mira: 2000
 - BP: 4
 - Timeframe: Large
 - Expires: After boarding the airship to Leiston Fortress

Go to Sanstheim Gate. Walk all the way up to the top floor. Before entering outside to the roof, there's a barrel. It should contain the final book, **31 Cypress Trees**. Also, you'll get **Impede 3 Quartz** along with it. Present the final book to Constance and the mission is accomplished.

^110| 31 Cypress Trees

Potent Ingredient

- **Elmo Village**
 - Mira: 1000
 - BP: 3
 - Timeframe: Large
 - Expires: After boarding the airship to Leiston Fortress

Be sure to grab the **Aceberic Tomato** at Central Factory: Lab on the 4th floor. It's inside the Greenhouse at the top right-hand corner of the room. Present the the tomato to Ben at Forge! bat and you'll get a **Tomato Sandwich** as your reward.

Product Testing

- **Elmo Village**
 - Mira: 2000
 - BP: 4(+2)
 - Timeframe: Small
 - Expires: After the events in Elmo Village

You have to equip the prototype shoes that the guy gave you. From there, you need to go to the following places: **Leiston Fortress**, **Wolf Fort**, **Sanktheim Gate** and for the extra BP, go to **Air-Letten**! If have done all of that, you'll get the shoes completely worn down. For doing that, you'll get **(Beta) Strega** as your reward.

- Thanks Chris for the correction

Haulage Vehicle Search

- **Elmo Village**
 - Mira: 1000
 - BP: 4
 - Timeframe: Small
 - Expires: After the events in Elmo Village

The vehicle should be southeast where you fought Tratt Plains Monster. The flock of Creep Sheeps should not be present within the vicinity. Anyway, you should see a huge cargo nearby. After talking to Wong, you'll encounter six Armored Rabbits. The rabbits have a very low resistance against magic; so the battle should be very easy. Even though the battle is long over, there's still another quest that comes after this one...

Haulage Vehicle Repair!

- **Elmo Village**
 - Mira: 1500
 - BP: 5
 - Timeframe: Small
 - Expires: After the events in Elmo Village

This mission will only trigger if you have done the Haulage Vehicle Search. After talking to Wong at the Tratt Plains Rd, head back to Zeiss. At Zeiss, talk to Prometheus at Central Factory: Workshop on the 3rd floor. Even though, you cannot find any info from him, head to the basement floor in Central Factory and enter the Kaldia Tunnel. Talk to Rudi nearby and he will give you the **Drive Orbment**. Be sure to present it to Wong and finish your mission.

Smoker's Revolt

- **Elmo Village**
 - Mira: 2000
 - BP: 4
 - Timeframe: Large
 - Expires: After the events in Elmo Village

Talk to Dr. Miriam at Central Factory: Clinic at the 4th floor. Be sure to talk to Antoine and give him some fresh milk and he'll join your party. Talk to Travis in the Operations room on the 5th floor and Hugo on the 1st floor. After talking to Travis and Hugo, head to the second floor and head inside to Dr. Murdock's office. Examine the Steel Door and grab the green book at the desk nearby to get the **Back Room Key**. Finally, once inside, examine the ashtray on top of the desk.

Ritter Road Monster

- **Elmo Village**
 - Mira: 2000
 - BP: 5
 - Timeframe: Large
 - Expires: After boarding the airship to Leiston Fortress

Go to Ritter Road. The voper should be near the signpost near Leiston and Sanktheim Gate. You'll fight 4 Bane Cobras and a Mercury Viper. All the vipers can spew venom which inflicts poison and the peons can summon back up. Do your usual and you can kill the boss pretty quick.

Messenger of Love!

- **Elmo Village**
 - Mira: 2000
 - BP: 2 (+4)
 - Timeframe: Small
 - Expires: After the events in Elmo Village

Before taking on the tasks in Elmo Village, head over to Wolf Fort and speak to General Brahm. He'll give you a **letter to Faye** for you to deliver at Zeiss. Also, you need to buy a cute gift along with it. So, go to Bell Station General goods and buy a **Wooly Knit-Hat**. Present the the items to Faye on the basement floor at Central Factory. If you done it correctly, you'll get the extra points.

Ritter Road Monster 2

- **Ritter Road**
 - Mira: 2000
 - BP: 5
 - Timeframe: Medium
 - Expires: None

This is a mandatory boss battle. See Leiston Fortress for more details...

Chapter IV Sidequests

Sewer Monster West

- **Grancel Sewers: Western Block (Optional)**
 - Mira: 3000
 - BP: 8
 - Timeframe: Large
 - Expires: After you arrive the Erbe Royal Villa

If you have been following the walkthrough, you should arrive at designated point. In this bout, you'll fight 8 Scissor Hands. They'll fight in numbers rather than fighting them in brute force. Be careful though because there's a slight chance that their attack can inflict instant death. So, what you do is that you can use any art such as White Gehenna or Aerial and cast it in front of you. The scissor hands will be too busy gathering in the front; plus they have low elemental resistance. Once you defeated them, you are good to go.

Sewer Monster East

- **Grancel Sewers: Eastern Block (Optional)**
 - Mira: 3000
 - BP: 8
 - Timeframe: Large
 - Expires: After you arrive the Erbe Royal Villa

If you have been following the walkthrough, you should arrive at designated point. You'll fight 4 Bone Fishes even though they don't look like one. Anyway, these guys will spam Freeze Breath. Its breath can catch a small group of your allies within the area. It does freeze and damage but nothing more. Really, just blast them with Fire arts and use S-Craft like Black Fang or Aural Blast.

The Embassy Mission

- **City of Grancel: Queen's Birthday**
 - Mira: 2000
 - BP: 3
 - Timeframe: Small
 - Expires: After you settle down in the rest area

This will occur after the final dungeon. So, talk to Olivier at the bar inside Grancel Castle. After that's done, go to the bulletin board back in the guild. From there, talk to Olivier once more. Once the mission has been accomplished report to Elnan.

XII. Store Inventory List

"Note" For Eat-ins, the price is usually bolded right next to the food.

Rolent

Rinon's General Goods

Name	Price
Tear Balm	200
Purging Balm	100
Reviving Balm	200
Insulating Tape	100
EP Charge	500
Fresh Milk	50
Milled Flour	4
Marbled Steak	100
Flaky Potato	10
Crispy Onion	10
Dirty Carrot	10
Maple Sugar	4
Kibbled Salt	4
Oilve Oil	16
Fresh Herb	10
Fresh Eggs	10

Elger Arms & Guards

Name	Price
Pile Rod	600
Kunai	800
Leather Vest	100
Armor Vest	800
Leather Boobs	200
Spikes	800
Silver Earrings	200
White Bracelet	200
Black Bangle	500

Abend Bar

Name	Price
French Fries	200
Flowery Soda	100
Carmine Eye	250
Wholesome Pasta	100

NOTE: The ones in bold are new items after the Rolent Guild Test

Melders Orbal Factory

Name	Price
Defense 1	20 Earth Sepith
HP 1	20 Water Sepith
Attack 1	20 Fire Sepith
Evade 1	20 Wind Sepith
Action 1	20 Time Sepith
Impede 1	30 Wind Sepith
Blind	50 Time Sepith
Cast 1	20 Time Sepith
EP Cut 1	10 Space, 20 Time and 10 Mirage Sepith
EP 1	10 Space, 10 Time and 30 Mirage Sepith
Hit 1	20 Mirage Sepith

Gurune Gate

Gurune Gate: Mess Hall

Name	Price
French Fries	200
Vegetable Sandwich	150

Bose

Sein Arms & Guards

Name	Price
Pile Rod	600
Stun Rod	2000
Kunai	800
Dual Razors	2500
Blitz	2000
Armor Vest	800
Leather Jacket	2000
Spikes	800
Work Boots	1500
Silver Earrings	200
White Bracelet	200
Lighter	500
Black Bangle	500
Pearl Earring	500

Spence Pharmacy

Name	Price
Tear Balm	200
Purging Balm	100
Softening Balm	100
Smelling Salts	100
Reviving Balm	200

Felicia's Hardware Store

Name	Price
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Work Helmet	1000
Laundry Pole	500
Paring Knives	500
Insulating Tape	100
EP Charge	500

Minuet's Magazine Stand

Name	Price
Liberl News: Issue 2	100
Carnelia: Chapter 1	1000
Carnelia: Chapter 2	1000

Katrina's Confectionary

Name	Price
Sweet Sponge Cake	250
Floral Jelly	300

Paul & Elk's Outlet

Name	Price
Strega-J	1000
Red Scarf	1000

Buck's Greengrocery

Name	Price
Flaky Potato	10
Crispy Onion	10
Dirty Carrot	10
Luscious Orange	20
Ripe Apple	20

Trayton Food

Name	Price
Tricolored Rice	200
Aged Miso	300
Vintage Wine	300
Fresh Milk	50
Fresh Eggs	10
Milled Flour	4
Marbled Steak	100
Maple Sugar	4
Kibbled Salt	4
Oilve Oil	16
Fresh Herb	10
Black Pepper	10
Red Pepper	10

Kirsche Bar

Name	Price
Mouthful Soup	350
Red Tail Soup	350
Cheese Risotto	300

Lucir Orbal Factory

Name	Price
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Defense 1	20 Earth Sepith
HP 1	20 Water Sepith
Mind 1	30 Water Sepith
Attack 1	20 Fire Sepith
Shield	20 Wind Sepith
Evade 1	20 Wind Sepith
Impede 1	30 Wind Sepith
Impede 2	300 Wind Sepith
Action 1	20 Time Sepith
Impede 1	30 Wind Sepith
Blind	50 Time Sepith
Cast 1	20 Time Sepith
Move 1	100 Space Sepith
EP Cut 1	10 Space, 20 Time and 10 Mirage Sepith
EP 1	10 Space, 10 Time and 30 Mirage Sepith
Hit 1	20 Mirage Sepith

Ravennue Village

Emile General Goods

Name	Price
Fresh Milk	50
Fresh Eggs	10
Sharp Cheese	30
Luscious Orange	20
Ripe Apple	20

Moonlight Path

Name	Price
Apple Ice Cream	50
Fresh Juice	50

Valleria Shore

Kingfisher Inn

Name	Price
Deep-Fried Smelt	100
Boiled Miso Carp	200
Grilled Rainbow	200
Rockfish Skewer	300
Salmon Meuniere	400

Nebel Valley

Willmer's Mountain Hut

Name	Price
Red Tail Soup	350
Tear Balm	200
Purging Balm	100
Softening Balm	100
Smelling Salts	100
Insulating Tape	100
Reviving Balm	200

Abaddon Potluck	0
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Manoria Village

White Magnolia

Name	Price
Plucked Herb Tea	150
Vegetable Sandwich	150
Diehard Paella	500

Sadie Flower Shop

Name	Price
Bear Claw	10
Azelia Fruit	20
Fresh Herb	10

Fiore General Goods

Name	Price
Tear Balm	200
Purging Balm	100
Softening Balm	100
Smelling Salts	100
Reviving Balm	200
Insulating Tape	100
EP Charge	500
Tricolored Rice	200
Aged Miso	300
Vintage Wine	300
Fresh Milk	50
Fresh Eggs	10
Sharp Cheese	30
Luscious Orange	20
Ripe Apple	20
Milled Flour	4
Spicy Anchovy	10
Marbled Steak	100
Flaky Potato	10
Crispy Onion	10
Dirty Carrot	10
Maple Sugar	4
Kibbled Salt	4
Dragon Beans	20
Royal Leaf	20
Olive Oil	16
Fresh Herb	10
Black Pepper	10
Red Pepper	10

Ruan

Joan Arms & Guards

Name	Price
Stun Rod	2000

Hex Stave	5000
Dual Razors	2500
Baselards	5000
Leather Jacket	2000
Shield Vest	5000
Work Boots	1500
Double Spikes	3000
Silver Earrings	200
White Bracelet	200
Lighter	500
Black Bangle	500
Pearl Earring	500
Glam Choker	1000
Feather Brooch	1000
Skull Pendant	1000
Lily Necklace	2000

Granate Orbal Factory

Name	Price
Defense 1	20 Earth Sepith
Poison	50 Earth Sepith
Mute	50 Earth Sepith
HP 1	20 Water Sepith
HP 2	200 Water Sepith
Mind 1	30 Water Sepith
Attack 1	20 Fire Sepith
Seal	50 Fire Sepith
Shield	20 Wind Sepith
Evade 1	20 Wind Sepith
Evade 2	200 Wind Sepith
Impede 1	30 Wind Sepith
Impede 2	300 Wind Sepith
Action 1	20 Time Sepith
Action 2	200 Time Sepith
Impede 1	30 Wind Sepith
Blind	50 Time Sepith
Cast 1	20 Time Sepith
Cast 2	200 Time Sepith
EP Cut 1	10 Space, 20 Time and 10 Mirage Sepith
Move 1	100 Space Sepith
Move 2	200 Space Sepith
EP 1	10 Space, 10 Time and 30 Mirage Sepith
EP 2	100 Space, 100 Time and 200 Mirage Sepith
Hit 1	20 Mirage Sepith
Hit 2	200 Space Sepith

Lavantar Casino & Bar

Name	Price
Wine-Steamed Egg	500
Salubrious Oatmeal	500

Aqua Rossa Bar

Salmon Meuniere	400
Azelia Rose	450

Oneil Duty Free Shop

Name	Price
Tricolored Rice	200
Aged Miso	300
Vintage Wine	300
Fresh Milk	50
Fresh Eggs	10
Sharp Cheese	30
Luscious Orange	20
Ripe Apple	20
Milled Flour	4
Spicy Anchovy	10
Marbled Steak	100
Flaky Potato	10
Crispy Onion	10
Dirty Carrot	10
Maple Sugar	4
Kibbled Salt	4
Dragon Beans	20
Royal Leaf	20
Olive Oil	16
Fresh Herb	10
Black Pepper	10
Red Pepper	10

Jenis Royal Academy

Academy Cafeteria

Name	Price
Vegetable Sandwich	150
Jenis Lunch	500

NOTE: The following stores only occurs during the school festival

Fleure Ice Candy

Name	Price
Coffee Ice Cream	200
Orange Ice Cream	150
Apple Ice Cream	250

Popping Popcorn

Name	Price
Holey Popcorn	150

Luscious Crepes

Name	Price
Milk Crepe	200
Royal Crepe	300

Fortissimo Sweets

Name	Price
Rainbow Jellybeans	450
Floral Jelly	300

Fontana Eats & Drinks to go

Name	Price
French Fries	200
Fresh Juice	250

Air-Letten

Name	Price
Vegetable Sandwich	150
Brinny Delight	350

Zeiss

Stain Arms & Guards

Name	Price
Hex Stave	5000
Spike Rod	7000
Baselards	5000
Gurkha Knives	8000
P-03	5000
Craft Cannon	7000
Shield Vest	5000
Metal Jacket	10000
Double Spikes	3000
Craft Shoes	5000
Silver Earrings	200
White Bracelet	200
Lighter	500
Black Bangle	500
Pearl Earring	500
Glam Choker	1000
Feather Brooch	1000
Skull Pendant	1000
Lily Necklace	2000
Work Gloves	800
Work Jumpsuit	3000

Bell Station General Goods

Name	Price
Tear Balm	200
Teara Balm	800
Purging Balm	100
Softening Balm	100
Smelling Salts	100
Reviving Balm	200
Insulating Tape	100
EP Charge	500

Liberl News Issue 6	100
Wooly Knit Hat	1200
Tricolored Rice	200
Aged Miso	300
Vintage Wine	300
Fresh Milk	50
Fresh Eggs	10
Sharp Cheese	30
Luscious Orange	20
Ripe Apple	20
Milled Flour	4
Spicy Anchovy	10
Marbled Steak	100
Flaky Potato	10
Crispy Onion	10
Dirty Carrot	10
Maple Sugar	4
Kibbled Salt	4
Olive Oil	16
Dragon Beans	20
Royal Leaf	20
Fresh Herb	10
Black Pepper	10
Red Pepper	10

Central Factory - Repairs Deals

Name	Price
Defense 1	20 Earth Sepith
Defense 2	200 Earth Sepith
Poison	50 Earth Sepith
Mute	50 Earth Sepith
HP 1	20 Water Sepith
HP 2	200 Water Sepith
HP 3	800 Water Sepith
Mind 1	30 Water Sepith
Mind 2	300 Water Sepith
Attack 1	20 Fire Sepith
Attack 2	200 Fire Sepith
Seal	50 Fire Sepith
Shield 1	20 Wind Sepith
Shield 2	200 Wind Sepith
Evade 1	20 Wind Sepith
Evade 2	200 Wind Sepith
Evade 3	800 Wind Sepith
Sleep	50 Wind Sepith
Impede 1	30 Wind Sepith
Impede 2	300 Wind Sepith
Action 1	20 Time Sepith
Action 2	200 Time Sepith
Blind	50 Time Sepith
Cast 1	20 Time Sepith
Cast 2	200 Time Sepith

EP Cut 1	10 Space, 20 Time and 10 Mirage Sepith
EP Cut 2	100 Space, 200 Time and 100 Mirage Sepith
Move 1	100 Space Sepith
Move 2	200 Space Sepith
EP 1	10 Space, 10 Time and 30 Mirage Sepith
EP 2	100 Space, 100 Time and 200 Mirage Sepith
EP 3	500 Space, 500 Time and 800 Mirage Sepith
Hit 1	20 Mirage Sepith
Hit 2	200 Space Sepith
Hit 3	800 Space Sepith

Irene's Hover Stand

Name	Price
Bear Claw	10
Azelia Fruit	20
Fresh Herb	10

Priam Drink Stand

Name	Price
Azelia Rose	450
Flowery Soda	100
Fresh Juice	250
Plucked Herb Tea	150
Carmin Tea	250

Forgel Bar

Name	Price
Rotini Pasta	350
Black Pepper Soup	300
Seasonal Tart	200

Elmo Village

Autumn Souvenir

Name	Price
Tear Balm	200
Teara Balm	800
Purging Balm	100
Softening Balm	100
Smelling Salts	100
Reviving Balm	200
Insulating Tape	100
EP Charge	500
Fluffy Spring Egg	200
Tricolored Rice	200
Aged Miso	300
Vintage Wine	300
Fresh Milk	50
Fresh Eggs	10
Sharp Cheese	30
Luscious Orange	20
Ripe Apple	20
Milled Flour	4

Spicy Anchovy	10
Marbled Steak	100
Flaky Potato	10
Crispy Onion	10
Dirty Carrot	10
Maple Sugar	4
Kibbled Salt	4
Olive Oil	16
Dragon Beans	20
Royal Leaf	20
Fresh Herb	10
Black Pepper	10
Red Pepper	10

The Maple Leaf Inn

Name	Price
Fruity Milk	350
Speciality Eggnog	450
Monster Sushi	650
Wild Veggie Pot	700

Sanktheim Gate

Sanktheim Gate: Mess Hall

Name	Price
Vegetable Sandwich	150
Jenis Lunch	500
Pot O' Meat	700

Grancel

Weis Arm & Guards

NOTE: The ones in bold are items that appeared after you participate the tournament

Name	Price
Hex Stave	5000
Battle Staff	10000
Gurkha Knives	8000
Schneiders	10000
Hide Gauntlet	7000
Steel Gauntlet	9000
Stinger	8000
Silver Star	9000
Metal Jacket	10000
Shield Coat	20000
Craft Shoes	5000
Composites	8000

Wingard Orbal Factory

Name	Price
Defense 1	20 Earth Sepith

Defense 2	200 Earth Sepith
Defense 3	800 Earth Sepith
Poison	50 Earth Sepith
Mute	50 Earth Sepith
HP 1	20 Water Sepith
HP 2	200 Water Sepith
HP 3	800 Water Sepith
Mind 1	30 Water Sepith
Mind 2	300 Water Sepith
Mind 3	900 Water Sepith
Freeze	50 Water Sepith
Attack 1	20 Fire Sepith
Attack 2	200 Fire Sepith
Attack 3	800 Fire Sepith
Seal	50 Fire Sepith
Shield 1	20 Wind Sepith
Shield 2	200 Wind Sepith
Shield 3	800 Wind Sepith
Evade 1	20 Wind Sepith
Evade 2	200 Wind Sepith
Evade 3	800 Wind Sepith
Sleep	50 Wind Sepith
Impede 1	30 Wind Sepith
Impede 2	300 Wind Sepith
Action 1	20 Time Sepith
Action 2	200 Time Sepith
Action 3	800 Time Sepith
Blind	50 Time Sepith
Cast 1	20 Time Sepith
Cast 2	200 Time Sepith
EP Cut 1	10 Space, 20 Time and 10 Mirage Sepith
EP Cut 2	100 Space, 200 Time and 100 Mirage Sepith
EP Cut 3	800 Space, 1000 Time and 800 Mirage Sepith
Move 1	100 Space Sepith
Move 2	200 Space Sepith
EP 1	10 Space, 10 Time and 30 Mirage Sepith
EP 2	100 Space, 100 Time and 200 Mirage Sepith
EP 3	500 Space, 500 Time and 800 Mirage Sepith
Hit 1	20 Mirage Sepith
Hit 2	200 Space Sepith
Hit 3	800 Space Sepith

Sunnybell Inn

Name	Price
Mixed Cocktail	750
Refreshing Pie	450
Bouillabaisse	1000

Edel Department Store - Food Counter

Name	Price
Firefly Fungus	200
Bear Claw	10

Tricolored Rice	200
Aged Miso	300
Vintage Wine	300
Fresh Milk	50
Fresh Eggs	10
Sharp Cheese	30
Luscious Orange	20
Ripe Apple	20
Milled Flour	4
Spicy Anchovy	10
Marbled Steak	100
Flaky Potato	10
Crispy Onion	10
Dirty Carrot	10
Maple Sugar	4
Kibbled Salt	4
Olive Oil	16
Dragon Beans	20
Royal Leaf	20
Fresh Herb	10
Black Pepper	10
Red Pepper	10

Sundries Corner

Name	Price
Tear Balm	200
Teara Balm	800
Purging Balm	100
Softening Balm	100
Smelling Salts	100
Reviving Balm	200
Insulating Tape	100
EP Charge	500
Liberl News Issue 8	100

Edel Market: Accessory Shop

Name	Price
Silver Earrings	200
White Bracelet	200
Lighter	500
Black Bangle	500
Pearl Earring	500
Glam Choker	1000
Feather Brooch	1000
Skull Pendant	1000
Lily Necklace	2000
Proxy Puppet	1000

Baral Coffee House

Name	Price
Rich Espresso	400
Vegetable Sandwich	150

Chef's Curry	1000
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Finel's Ice Cream Stand

Name	Price
Coffee Ice Cream	200
Orange Ice Cream	150
Apple Ice Cream	250

Nonna's Crepe Stand

Name	Price
Gorgeous Crepe	500
Milk Crepe	200
Royal Crepe	300

Sorbet's Ice Cream Stand

Name	Price
Special Ice Cream	500
Coffee Ice Cream	200
Orange Ice Cream	150
Apple Ice Cream	250

Grancel Castle/Aureole

Beynon/Russell Orbal Factory

Name	Price
Tear Balm	200
Teara Balm	800
Purging Balm	100
Softening Balm	100
Smelling Salts	100
Reviving Balm	200
Insulating Tape	100
EP Charge	500
Silver Earrings	200
White Bracelet	200
Lighter	500
Black Bangle	500
Pearl Earring	500
Glam Choker	1000
Feather Brooch	1000
Skull Pendant	1000
Lily Necklace	2000
Proxy Puppet	1000
Work Jump Suit	1500
Steel-Toed Boots	3000
Work Helmet	2000
Work Gloves	1000

Beynon/Russell Orbal Factory

Name	Price
Defense 1	20 Earth Sepith
Defense 2	200 Earth Sepith

Defense 3	800 Earth Sepith
Poison	50 Earth Sepith
Mute	50 Earth Sepith
HP 1	20 Water Sepith
HP 2	200 Water Sepith
HP 3	800 Water Sepith
Mind 1	30 Water Sepith
Mind 2	300 Water Sepith
Mind 3	900 Water Sepith
Freeze	50 Water Sepith
Attack 1	20 Fire Sepith
Attack 2	200 Fire Sepith
Attack 3	800 Fire Sepith
Seal	50 Fire Sepith
Shield 1	20 Wind Sepith
Shield 2	200 Wind Sepith
Shield 3	800 Wind Sepith
Evade 1	20 Wind Sepith
Evade 2	200 Wind Sepith
Evade 3	800 Wind Sepith
Sleep	50 Wind Sepith
Impede 1	30 Wind Sepith
Impede 2	300 Wind Sepith
Action 1	20 Time Sepith
Action 2	200 Time Sepith
Action 3	800 Time Sepith
Blind	50 Time Sepith
Cast 1	20 Time Sepith
Cast 2	200 Time Sepith
EP Cut 1	10 Space, 20 Time and 10 Mirage Sepith
EP Cut 2	100 Space, 200 Time and 100 Mirage Sepith
EP Cut 3	800 Space, 1000 Time and 800 Mirage Sepith
Move 1	100 Space Sepith
Move 2	200 Space Sepith
EP 1	10 Space, 10 Time and 30 Mirage Sepith
EP 2	100 Space, 100 Time and 200 Mirage Sepith
EP 3	500 Space, 500 Time and 800 Mirage Sepith
Hit 1	20 Mirage Sepith
Hit 2	200 Space Sepith
Hit 3	800 Space Sepith

XIII. Character Skills

Estelle

Craft

Name	Description	Range Type	CP Cost	Level
Morale	Raises STR to a group of allies	Circle (Medium)	20	-
Taunt	Provokes enemies to target the user	Circle (Medium)	20	4
Hurricane	Attacks nearby enemies in a circle	Circle (Medium)	30	8
Comet	Fires a projectile within the line	Line	20	19
Hard Break	Interrupts the foe's casting time	Single (Medium)	20	27

Pummel	Pummels the enemy with her staff	Single (Long)	100+	-
Barrage	Stronger version of Pummel	Single (Long)	100+	24

Joshua

Craft

Name	Description	Range Type	CP Cost	Level
Dual Strike	Attacks the foe twice	Single (Medium)	20	-
Flicker	Ignores Defense and stalls the victim's turn	Line	30	13
Taunt	Provokes enemies to target the user	Circle (Medium)	20	16
Cloak & Dagger	Attacks the foe with 20% of KO	Single (long)	20	20
Evil Eye	Reduce speed to a group of foes	Circle (Medium)	20	26
Sever	Does consecutive slashes	Single (Long)	100+	-
Black Fang	Unleashes a flurry of slashes	Circle (all)	100+	22

Scherazard

Craft

Name	Description	Range Type	CP Cost	Level
Sylphen Whip	Attacks a small group of foes	Circle (Small)	20	-
Bind Whip	Inflicts Seal	Single (Medium)	30	13
Heaven's Kiss	Increases speed to a group of allies	Circle (Medium)	20	-
Sadist Whip	Does consecutive whips	Single (Long)	100+	-

Olivier

Craft

Name	Description	Range Type	CP Cost	Level
Quick Draw	Shoots a burst of energy to foes	Circle (Medium)	20	-
Snipe Shoot	Interrupts the opponent's casting time	Single (long)	20	20
Happy Trigger	Heals 800 HP to a group of allies	Circle (Medium)	20	32
Howling Bullet	Unleashes an explosive shot	Circle (Medium)	100+	-

Agate

Craft

Name	Description	Range Type	CP Cost	Level
Wild Rage	CP +50 but Max HP reduces by 30%	Self	0	-
Flame Smash	Attacks a small group of foes	Circle (Small)	20	-
Draguna Edge	Stalls the enemy's turn	Line	20	-
Spiral Edge	Interrupts the opponent's casting time	Single (Long)	20	30
Beat Down	Unleashes a series of sword swings	Single (Long)	100+	-
Final Break	Unleashes surging flames from the ground	Circle (Medium)	100+	26

Kloe

Craft

Name	Description	Range Type	CP Cost	Level
Impose	Reduces the foes STR and DEF	Single (Long)	20	-
Encroach	Inflicts seal	Single (Medium)	20	20
Radiant Plash	Restores HP, Revives fallen Allies within range; Raises DEF if CP is 200	Circle (Large)	100+	-

Tita

Craft

Name	Description	Range Type	CP Cost	Level
Smoke Cannon	Blinds a group of foes	Circle (Medium)	30	-
Vital Cannon	Heals 500 HP to a group of allies	Circle (Medium)	20	23
Cannon Impulse	Shoot down a group of foes with her machine gun	Circle (Medium)	100+	-

Zane

Craft

Name	Description	Range Type	CP Cost	Level
Taunt	Provokes enemies to target the user	Circle (Medium)	20	-
Distend	Raises DEF and STR by 30%	Self	20	-
Composure	Restores 800 HP and restore all abnormality	Single (Long)	20	-
Smite	Inflicts Confuse	Single (Long)	20	-
Disable	Unleashes a flurry of kicks	Single (Long)	100+	-
Aural Blast	Unleashes a huge projectile	Circle (Medium)	100+	30

XIV. Recipes

Name	Effect	Ingredients	Location	Type
Maple Cookie	Restores 80 HP	1 Fresh Milk, 1 Milled Flour and 1 Maple Sugar	After obtaining the Recipe Book	To-Go
Carmine Eyes	Restores 100 HP and Cures Blind	1 Monster Eyeball, 1 Fresh Herb and 1 Dirty Carrot	Abend Bar	To-Go
French Fries	Restores 100 HP and MOV +1	5 Flaky Potato, 1 Kibbled Salt, 1 Olive Oil and 1 Monster Wing	Abend Bar	To-Go
Flowery Soda	Restores 250 HP and cures Poison	1 Bear Claw and 2 Maple Sugar	Abend Bar	To-Go
Potluck in a Shell	Restores 50 HP and revives fallen ally	1 Monster Carapace	Esmeldas Tower	To-Go
Drill Meatball	Restores 120 HP and STR +5%	1 Monster Horn and 1 Marbled Steak	Reward in Find the shiny rock	To-Go
Wholesome Pasta	Restores 180 HP to all allies	1 Olive Oil, 5 Milled Flour and 1 Monster Beat Meat	Abend Bar	Sit-In
Vegetable Sandwich	Restores 150 HP	5 Milled Flour, 1 Flaked Potato and 1 Crisp Onion	Gurune Gate, White Magnolia, Academy Cafeteria, Air-Latten, Sanktheim Gate and Baral Coffee House	To-Go
Mouthful Soup	Restores 300 HP and cures Mute	1 Monster Fang, 1 Monster Bone and 2 Kibbled Salt	Kirsche Bar	To-Go
Red Tail Soup	Restores 250 HP and cures Seal	3 Red Pepper, 2 Monster Tail, 1 Monster Bone and 1 Kibbled Salt	Kirsche Bar and Willmer's Mountain Hut	To-Go
Sweet Sponge Cake	Restores 200 HP and SPD +15%	5 Milled Flour, 1 Fresh Eggs, 1 Maple Sugar, 1 Fresh Milk and 1 Monster Wing	Katrina's Confectionary	To-Go
Floral Jelly	Restores 550 HP and cures Poison	2 Monster Gelatin and 1 Bear Claw	Katrina's Confectionary and Fortissimo Sweets	To-Go
Cheese Risotto	Restores 250 HP and Revives all fallen allies	3 Sharp Cheese and 1 Tri-Colored Rice	Kirsche Bar	Sit-In
Liberl Omelet	Restores 500 HP to all allies	2 Milled Flour, 3 Fresh Eggs and 1 Marbled Steak	Reward in Ingredient Seeker	Sit-In
Fried Eyes and Eggs	Restores 350 HP and cures Blind	1 Monster Eyeball and 1 Monster Fowl Egg	Amberl Tower	To-Go
Beast Steak	Restores 180 HP and 25 CP	2 Monster Beast Meat, 1 Kibbled Salt and 1 Black Pepper	Ravennue Trail (To Abandoned Mine)	To-Go
Apple Ice Cream	Restores 300 HP	1 Maple Sugar, 1 Fresh Eggs, 1 Fresh Milk and 1 Ripe Apple	Moonlight Path, Fleure Ice Candy and Fine's Ice Cream Stand	To-Go

Fresh Juice	Restores 300 HP and cures Petrify	1 Monster Horn, 1 Luscious Orange and 1 Ripe Apple	Moonlight Path	To-Go
Abaddon Potluck	Reduces HP to 1 to a random ally	2 Red Pepper, 1 Black Pepper, 1 Aged Miso and 1 Firefly Fungus	Willmer's Mountain Hut	Sit-In
Deep-Fried Smelt	Restores 200 HP	1 Smelt, 1 Olive Oil and 2 Milled Flour	Kingfisher Inn	To-Go
Boiled Miso Carp	Restores 300 HP	1 Liberl Carp, 1 Aged Miso and 1 Maple Sugar	Kingfisher Inn	To-Go
Grilled Rainbow	Restores 400 HP	1 Rainbow Trout and 1 Kibbled Salt	Kingfisher Inn	To-Go
Rockfish Skewer	Restores 500 HP	1 Tiger Rockfish and 1 Kibbled Salt	Kingfisher Inn	To-Go
Salmon Meuniere	Restores 600 HP	1 Salmon, 1 Milled Flour, 1 Olive Oil and 1 Fresh Herb	Kingfisher Inn and Aqua Rossa Bar	To-Go
Plucked Herb Tea	Restores 200 HP and cures Confuse	1 Fresh Herb and 2 Royal Leaf	White Magnolia	To-Go
Diehard Paella	Restores 450 HP to all allies	1 Monster Carapace, 1 Tri-Colored Rice and 1 Spicy Anchovy	White Magnolia	Sit-In
Wine-Steamed Egg	Restores 600 HP and cures Freeze	1 Monster Fish Egg and 1 Vintage Wine	Lavantar Casino & Bar	To-Go
Salubrious Oatmeal	Restores 750 HP and Revives all fallen allies	1 Tri-Colored Rice, 1 Fresh Eggs, 1 Monster Seed and 1 Monster Fish Meat	Lavantar Casino & Bar	Sit-In
Azelia Rose	Restores 500 HP and revives fallen ally	2 Azelia Fruit, 1 Vintage Wine and 1 Monster Fang	Aqua Rossa Bar	To-Go
Hot Fried Chicken	Restores 700 HP and cures Seal	1 Monster Fowl Meat, 1 Kibbled Salt, 1 Olive Oil and 1 Red Pepper	Sapphir Tower	To-Go
Jenis Lunch	Restores 650 HP to all allies	2 Milled Flour, 3 Marbled Steak, 1 Sharp Chhese and 1 Fresh Egg	Academy Cafeteria	Sit-In
Coffee Ice Cream	Restores 400 HP and cures Sleep	2 Dragon Beans, 1 Maple Sugar, 1 Fresh Eggs and 1 Fresh Milk	Fleure Ice Candy, Sorbet's Ice Cream Stand and Finel's Ice Cream Stand	To-Go
Orange Ice Cream	Restores 300 HP	1 Maple Sugar, 1 Fresh Eggs, 1 Fresh Milk and 1 Luscious Orange	Fleure Ice Candy, Sorbet's Ice Cream Stand and Finel's Ice Cream Stand	To-Go
Holey Popcorn	Restores 400 HP MOV +2	2 Monster Seed, 1 Olive Oil, 1 Kibbled Salt, 1 Monster Wing	Popping Popcorn	To-Go
Milk Crepe	Restores 200 HP	5 Milled Flour, 1 Fresh Eggs, 1 Maple Sugar and 1 Fresh Milk	Luscious Crepes and Nonna's Crepe Stand	To-Go
Royal Crepe	Restores 400 HP and cures Poison/Confuse	5 Milled Flour, 1 Fresh Eggs, 1 Maple Sugar, 1 Fresh Milk, 1 Royal Leaf and 1 Bear Claw	Luscious Crepes and Nonna's Crepe Stand	To-Go
Rainbow Jellybeans	Restores 350 HP and 25 CP	3 Monster Gelatin, 1 Maple Sugar and 1 Firefly Fungus	Fortissimo Sweets	To-Go
Briny Delight	Restores 450 HP and DEF +10%	3 Spicy Anchovy, 3 Kibbled Salt and 1 Carapace	Air-Latten	To-Go
Seasonal Tart	Restores 400 HP	5 Milled flour, 1 Luscious Orange, 1 Ripe Apple and 1 Azelia Fruit	Forgel Bar	To-Go
Black Pepper Soup	Restores 550 HP	3 Black Pepper, 1 Monster BOne and 2 Kibbled Salt	Forgel Bar	To-Go
Rotini Pasta	Restores 600 HP	1 Monster Tail, 5 Milled flour, 1 Fresh Herb and 1 Olive Oil	Forgel Bar and Sankheim Gate	To-Go
Bouillbaisse Plus	Restores 600 HP and 30 CP	2 Monster Bone, 2 Monster Fish Meat, 1 Red Pepper, 1 Crisp Onion and 1 Monster Gelatin	Read the book <i>Tommorrow's cooking</i> in Zeiss	To-Go
Fluffy Spring Egg	Restores 450 HP	2 Fresh Eggs, 1 Monster Fowl Egg and 2 Kibbled Salt	Autumn Souvenir	To-Go
Fruity Milk	Restores 600 HP and SPD +30%	1 Fresh Milk, 1 Luscious Orange, 1 Ripe Apple, 2 Maple Sugar and 1 Monster Wing	The Maple Leaf Inn	To-Go
Speciality Eggnog	Restores 600 HP and 30 CP	1 Vintage Wine, 1 Monster Fowl Egg and 1 Fresh Eggs	The Maple Leaf Inn	To-Go
Monster Sushi	Restores 1000 HP and revives fallen ally	4 Monster Fish Meat and 1 Monster Horn	The Maple Leaf Inn	To-Go
Wild Veggie Pot	Restores 600 HP and 30 CP to all allies	2 Firefly Fungus, 4 Monster Bone and 1 Aged Miso	The Maple Leaf Inn	Sit-In

Hellfire Eggs	Restores 600 HP and 30 CP	1 Monster Fowl Egg, 1 Black Pepper and 1 Red Pepper	Carnelia Tower	To-Go
Pot O' Meat	Restores 5000 HP and Revives all fallen allies	3 Monster Beast Meat, 3 Monster Fish Meat, 3 Monster Fowl Meat, 3 Marbled Steak, 1 Vintage Wine and 1 Aged Miso	Sanktheim Gate: Mess Hall	To-Go
Tomato Sandwich	Restores 100 HP and 40 CP	5 Milled flour, 1 Kibbled Salt, 1 Acerbic Tomato and 1 Monster Fowl Meat	Reward in Potent Ingredient	To-Go
Mixed Cocktail	Restores 1400 HP and cures abnormal Status	1 Vintage Wine, 1 Azelia Fruit, 1 Fresh Herb, 1 Dragon Beans, 1 Black Pepper, 1 Red Pepper, 1 Monster Eyeball and 1 Monster Seed	Sunnybell Inn	To-Go
Refreshing Pie	Restores 800 HP	5 Milled Flour, 1 Maple Sugar, 1 Ripe Apple, 1 Azelia Fruit, 1 Dirty Carrot, 1 Royal Leaf and 1 Fresh Herb	Sunnybell Inn	To-Go
Bouillabaisse	Restores 1500 HP and 30 CP to all allies	5 Monster Bone, 3 Monster Fish Meat, 3 Red Pepper and 3 Crisp Onion	Sunnybell Inn	Sit-In
Gorgeous Crepe	Restores 700 HP	5 Milled Flour, 1 Fresh Eggs, 1 Maple Sugar, 1 Fresh Milk, 1 Bear Claw and 2 Monster Wing	Nonna's Crepe Stand	To-Go
Special Ice Cream	Restores 1000 HP and 25 CP	2 Maple Sugar, 1 Monster Fowl Egg, 1 Fresh Milk, 1 Firefly Fungus and 1 Vintage Wine	Sorbet's Ice Cream Stand	To-Go
Rich Espresso	Restores 500 HP and cures Sleep	10 Dragon Beans	Baral Coffee House	To-Go
Chef's Curry	Restores 1000 HP to all allies	4 Crispy Onion, 4 Flaky Potato, 4 Dirty Carrot, 3 Tri-Colored Rice and 3 Marbled Steak	Baral Coffee House	Sit-In
Chomping Spare Ribs	Restores 800 HP and STR/DEF +15%	3 Monster Fang, 1 Marbled Steak, 1 Kibbled Salt, 1 Black Pepper, 2 Monster Bone and 2 Monster Carapace	Grancel Sewers: West Block	To-Go

Recipe Checklist

This checklist is for those who wanted to check what recipes are missing from their inventory. "X" means that you have already own the recipe. Also, the order is bottom to top on the Recipe List.

<input type="checkbox"/> Potluck in a Shell	<input type="checkbox"/> Rich Espresso
<input checked="" type="checkbox"/> Maple Cookie	<input type="checkbox"/> Hellfire Eggs
<input type="checkbox"/> Tomato Sandwich	<input type="checkbox"/> Rockfish Skewer
<input type="checkbox"/> Carmine Eyes	<input type="checkbox"/> Floral Jelly
<input type="checkbox"/> French Fries	<input type="checkbox"/> Black Pepper Soup
<input type="checkbox"/> Drill Meatball	<input type="checkbox"/> Rotini Pasta
<input type="checkbox"/> Vegetable Sandwich	<input type="checkbox"/> Wine-Steamed Egg
<input type="checkbox"/> Beast Steak	<input type="checkbox"/> Fruity Milk
<input type="checkbox"/> Deep-Fried Smelt	<input type="checkbox"/> Salmon Meuniere
<input type="checkbox"/> Sweet Sponge Cake	<input type="checkbox"/> Bouillabaisse Plus
<input type="checkbox"/> Plucked Herb Tea	<input type="checkbox"/> Gorgeous Crepe
<input type="checkbox"/> Milk Crepe	<input type="checkbox"/> Hot Fried chicken
<input type="checkbox"/> Red Tail Soup	<input type="checkbox"/> Chomping Spare Rib
<input type="checkbox"/> Flowery Soda	<input type="checkbox"/> Refreshing Pie
<input type="checkbox"/> Fresh Juice	<input type="checkbox"/> Monster Sushi
<input type="checkbox"/> Mouthful Soup	<input type="checkbox"/> Speciality Eggnog
<input type="checkbox"/> Orange Ice Cream	<input type="checkbox"/> Special Ice Cream
<input type="checkbox"/> Apple Ice Cream	<input type="checkbox"/> Mixed Cocktail
<input type="checkbox"/> Boiled Miso Carp	<input type="checkbox"/> Abaddon Potluck
<input type="checkbox"/> Fried Eyes and Eggs	<input type="checkbox"/> Wholesome Pasta
<input type="checkbox"/> Rainbow Jellybeans	<input type="checkbox"/> Cheese Risotto
<input type="checkbox"/> Royal Crepe	<input type="checkbox"/> Diehard Paella
<input type="checkbox"/> Coffee Ice Cream	<input type="checkbox"/> Liberl Omelet
<input type="checkbox"/> Holey Popcorn	<input type="checkbox"/> Jenis Lunch
<input type="checkbox"/> Grilled Rainbow	<input type="checkbox"/> Salubrious Oatmeal
<input type="checkbox"/> Seasonal Tart	<input type="checkbox"/> Wild Veggie Pot
<input type="checkbox"/> Fluffy Spring Egg	<input type="checkbox"/> Chef's Curry
<input type="checkbox"/> Briny Delight	<input type="checkbox"/> Bouillabaisse
<input type="checkbox"/> Azelia Rose	<input type="checkbox"/> Pot O' Meat

XV. Misc and Secrets

Frequently Asked Questions

General Question

Q: Oh my god, I just missed a couple of points! What did I do wrong?

A: Chances are, you incorrectly answered some of the questions, didn't do the task properly or got caught during the sneaking segments. So you need to go back from your previous file (If you made a spare file) to re-do the tasks.

Q: *You are seriously hyping up the max BP, is it worth it?!*

A: Yes, this will give you an advantage on the next installment. More on the files transfer segment....

Q: *Oh, snap! I just missed several volumes?! Will I get another chance?*

A: With the exception of Carnelia Volumes 1 and 2, everything else is missable.

Q: *Will we get Trails in the Sky: Second and Third Chapter?*

A: Honestly, I really hope we will get it in the future! If you are concerned with the sales of this game, support Xseed by buying the game **NEW** or buy it on PSN. This is the only way we could express our thanks to XSeed's dedication.

New Game+

Once you beat the game, you had made room to play the Clear Data. You have the option to carry over content from the last playthrough for New Game +

1. Mira/Sepith
2. Items (Excluding Key Items)
3. Equipment
4. Information
5. Status
6. Change the difficulty to hard or Nightmare

Be aware that the damage value drastically increases for higher difficulties

File Transfer

Although we don't have Trails in the Sky: Second Chapter yet, there's some things that carry over to the next game. It's good to do this now before any stress comes in for the next chapter. So, highlight the spoilers box to get your info.

Spoiler. Highlight text to view

- 1) If you have a Perfect Score in this game, you'll be handsomely rewarded with a special Quartz that increases a rare-item drop for Second Chapter. So, get all 368 points, NOW!!!!
- 2) Only Estelle's Level will get carried over and **NO ONE ELSE!!** So, if you Estelle's level ended at level 36, she will start at level 36. Any lower than level 35, she will start at level 35. Likewise, if Estelle exceeded level 40 on this game, she will start at level 40.
- 3) The Bracer Notebook from this game will carry over
- 4) Dialogue in Second Chapter will change if you have done the quest on First Chapter.

XVII. Credits

I would like to thank the following people.

XSeed: For bringing this game over! I did not think this gem would ever come over here!

Gamefaqs: For accepting this FAQ.

CjayC: For making Gamefaqs exists for what it is today

SBAllen: For being a cool Administrator

Michael Sarich: for this Copyright

Chris: For fixing several mistakes

Tenka Winchester: For adding several items I missed

Last but not least, I thank **YOU** for taking the time to read this faq.

I look forward to hear more about this FAQ. So if you feel like there's something is missing, please feel free to contact me. If it's well thought out, I'll add it and credit you for the next revision. So once again, thank you for taking the time to read this.

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