

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

by yangxu

Updated to v1.37 on Jun 8, 2011

THE LEGEND OF HEROES: TRAILS IN THE SKY
Walkthrough/FAQ by yangxu (jyanglaststar@gmail.com)

=====
VERSION HISTORY
=====

version 1.37

- Battle Mechanics section completed
- Item List updated
- Map links added for the last dungeon

Version 1.36

- Minor errors fixed
- Weapon/Armor/Accessory List added under In-Depth FAQ
- Item List added under In-Depth FAQ

Version 1.355

- Fixed several minor mistakes in the walkthrough
- Shining Poms section added under In-Depth FAQ
- Battle Mechanics section updated

Version 1.35

- Modified the Table of Contents, it should be easier to jump to a specific section of this guide now (Ctrl + F on your keyboard and type in the corresponding code)
- Bracer Point Checklist added under the Quest Guide section
- Quest Guide completed
- Corrected several mistakes, removed the amount of mira you receive after optional quest completion from the item list to avoid confusion

Version 1.3

- Walkthrough completed
- Fishing List completed
- Book List completed
- Recipe List updated
- Quest Guide updated

Version 1.2

- Walkthrough up to the end of Chapter 3
- Corrected errors in the walkthrough
- Orbal Arts List completed, Book List updated
- Quest Guide updated
- Acknowledgements section added

Version 1.15

- Walkthrough up to Chapter 3
- Fishing List, Book List added
- Quest Guide updated

Version 1.1

- Walkthrough up to Chapter 2
- Quartz List completed
- Quest Guide updated

Version 1.0

-This FAQ was originally written in 2008 to provide helps to those who were playing the Japanese/Chinese PC version. In 2010, XSEED announced their localization plan of the Trails Trilogy, and I decided to put this guide on hold until the official translations come out. This means that most of the guide has to be upgraded and sometimes re-written, which is time consuming. In order to avoid confusions, I will only include the upgraded parts in my walkthrough/FAQ, and update them little by little, which should be fairly frequent

- Walkthrough up to the end of Prologue
- Completed the first three subcategories under Introduction
- Lyrics and translation for Hoshi no Arika (ending theme) added to the In-depth FAQ/List section

```

=====
|TABLE OF CONTENTS|
=====
|
|1. INTRODUCTION.....[INT00]|
|  -The Legend of Heroes Series.....[INT01]|
|  -Background Story.....[INT02]|
|  -Characters.....[INT03]|
|  -Basic Gameplay Mechanics.....[INT04]|
|  -Battle Mechanics .....[INT05]|
|
|2. WALKTHROUGH.....[WKT00]|
|  -Prologue: A Father's Love, A New Beginning.....[WKT01]|
|  -Chapter 1: Disappearance of the Linde.....[WKT02]|
|  -Chapter 2: Madrigal of the White Magnolia.....[WKT03]|
|  -Chapter 3: The Black Orbment.....[WKT04]|
|  -Final Chapter: Turmoil in the Royal City.....[WKT05]|
|
|3. QUEST GUIDE.....[QUS00]|
|  -Bracer Point Checklist.....[QUS01]|
|  -Optional Quests.....[QUS02]|
|  -Hidden Quests.....[QUS03]|
|
|4. IN-DEPTH FAQ/LIST.....[IFL00]|
|  -Craft/S-Craft List.....[IFL01]|
|  -Weapon list.....[IFL02]|
|  -Armor List.....[IFL03]|
|  -Shoe List.....[IFL04]|
|  -Accessory List.....[IFL05]|
|  -Item List.....[IFL06]|
|  -Recipe List.....[IFL07]|
|  -Quartz and Orbal Arts List.....[IFL08]|
|  -Book List.....[IFL09]|
|  -Fishing List.....[IFL10]|
|  -Shining Poms.....[IFL11]|
|  -Lyrics.....[IFL12]|
|
|5. ACKNOWLEDGEMENTS.....[AKG00]|
|
|6. LEGAL STUFF.....[LGS00]|
=====

```

=====
1. INTRODUCTION
=====

[INT00]

-The Legend of Heroes Series-

[INT01]

~~~~~  
The Legend of Heroes series is a long running Japanese Role Playing Game from Nihon Falcom, a company famous for its Ys titles in the West. Its origin can be traced all the way back to 1989, although during that time, it was named Dragon Slayer and was not widely popular in comparison to other JRPGs like Final Fantasy or Dragon Quest.

It was not until 1994 did the series' popularity start to rise within the RPG community. Falcom successfully captured gamers' attention with its release of The Legend of Heroes: Prophecy of the Moonlight Witch on the PC, which featured beautiful and detailed 2D graphics, catchy melodies and most important of all, a fantastic story that left many hungering for more. The next two games, along with Prophecy of the Moonlight Witch, were collectively called the Gagharv Trilogy due to the many different ties each game shares with one another. This trilogy, according to veterans, is regarded as the peak of the series, and is probably the driving force behind its remake on the PlayStation Portable in 2004.

The remakes of Gagharv Trilogy were brought over by Namco Bandai to North America in 2006. Fans were initially overjoyed, but later found out that the localization was poorly done. Mistranslated plot, spelling errors and other jarring problems marred the otherwise decent games, and left horrible impressions in many new comers' minds.

While the remakes were being released sequentially in Japan in 2004, the next Legend of Heroes game was already set in motion for launch. Titled The Legend of Heroes: Trails in the Sky (or Eiyuu Densetsu VI: Sora no Kiseki First Chapter), this new line brought numerous changes to the franchise: 3D backgrounds with 2D sprites, new turn-based battle system, and of course, a new story that would appear to span more than a single game (as suggested by its title).

Sora no Kiseki became an instant success in Japan, scoring high on various review sites. The cliff hanger ending in First Chapter itched fans to no end, and guaranteed the sequel's sale. In 2006, Eiyuu Densetsu VI: Sora no Kiseki Second Chapter went gold. The story continued from where the First Chapter left off, tied up some of the messes and loose ends while opening up new questions for the next sequel: Eiyuu Densetsu: Sora no Kieski the 3rd, which went on sale a year later.

Although the 3rd was included as part of the Trails Trilogy, it actually served as an introduction to yet another "sequel", Zero no Kiseki, that was developed and released for the PSP in 2010. Dengeki Online Award 2010 ranked Zero no Kiseki in the 5th place in the Most Interesting Game of 2010 Department, demonstrating its popularity in Japan. In March, 2011, Falcom revealed that the sequel to Zero no Kiseki, Eiyuu Densetsu: Ao no Kiseki, is currently under development and will be released on September 29, 2011 for the PSP, again.

In 2010, XSEED Games obtained localization rights of Falcom games



martial arts, she wields a bo-style staff with incredible ease - despite the fact that its length is greater than her own height.

o=o=o=o=o=o=o

Joshua Bright

o=o=o=o=o=o=o

A young man adopted into the Bright family five years ago. His jet-black hair and amber-colored eyes give him a cool, somewhat distant appearance. Has a very calm, rational disposition, which means he's typically left running after his much flightier, more spontaneous sister. Also works as a bracer trainee, and specializes in wielding two blades at once.

o=o=o=o=o=o=o

Olivier Lenheim

o=o=o=o=o=o=o

A traveling musician from the northern superepower of Erebonia. Proficient in every instrument from piano to lute - and he loves to flaunt that fact. Few are more narcissistic than he, and his abundance of self-confidence often mixes with his tendency toward absurdly inappropriate speech and behavior for an unfortunate cocktail of mischief and mayhem.

o=o=o=o=o=o=o

Scherazard Harvey

o=o=o=o=o=o=o

A powerful bracer known to her peers by the nickname, "The Silver Streak." Trained under Cassius, and is thought of as something of a big sister by Estelle and Joshua. Only problem is, despite being a very kind and caring woman at heart, she's also a VERY heavy drinker - bringing with it a whole host of bad habits that tend to get her in trouble.

o=o=o=o=o=o=o

Agate Crosner

o=o=o=o=o=o=o

A no-nonsense, in-your-face bracer known to his peers (for obvious reasons) as the "Heavy Blade." Swings around a disproportionately huge sword with ease, intimidating onlookers with his plainly obvious might. Always has a sour expression on his face, and regards novice bracers like Estelle and Joshua with a cold, superior and somewhat disciplinary attitude.

o=o=o=o=o=o=

Tita Russell

o=o=o=o=o=o=

Professor Russell's granddaughter, and a real orbal prodigy. Has a bright, innocent personality that ensures she's well-regarded by just about everyone she meets. Despite her mature disposition, however, she can also be quite childish: when she sets her mind on something, she becomes as obstinate as can be. In addition, if you put her in front of any sort of machinery, she'll completely tune out the world around her.

o=o=o=o=o

Kloe Rinz

o=o=o=o=o

A student at the Jenis Royal Academy in Ruan. On her days off, she helps out at the local orphanage, and is regarded by the children there as a reliable, gentle and kind young woman. Has a pet falcon named Sieg who always remains by her side.

o=o=o=o=o

Zane Vathek

o=o=o=o=o

A burly martial-artist from the Calvard Republic in the east. Although he works as a bracer, his real reason for coming to Liberl is to participate in the annual Martial Arts Competition held in the royal capital. Has a very clean-cut and approachable appearance, and a kindly, big brother-esque demeanor. He's also rather fond of comely lasses.

o=o=o=o=o

Cassius Bright

o=o=o=o=o

Estelle's father. A middle-aged man sporting tight muscles and a dandy mustache. Has worked as a bracer for many a moon, and now serves as mentor to Estelle, Joshua and even Scherazard. Enjoys drinking, exotic foods, and teasing Estelle.

o=o=o=o=o

Colonel Alan Richard

o=o=o=o=o

Commander of the Royal Army's Intelligence Division. Possesses well-steeled combat ability and is quite popular amongst the commoners as a young ray of hope for Liberl's army.

o=o=o=o=o

Captain Kanone Amalthea

o=o=o=o=o

An officer in the Royal Army's Intelligence Division, serving under Colonel Richard. Seems to be a very loyal follower of his.

o=o=o=o=o

Nial Burns

o=o=o=o=o

A skilled reporter for the Liberl News. Perpetually sports a 5 o'clock shadow, and smokes like a chimney. Constantly explores every nook and cranny of Liberl by airliner in search of the perfect scoop. When teamed up with Dorothy, he's always on top of his game - though often a bit out of sorts, as well.

o=o=o=o=o

Dorothy Hyatt

o=o=o=o=o

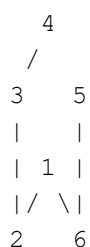
A photographer for the Liberl News, and a total airhead. Lives life at her own pace and seems to enjoy every minute of it. Her skill with the camer, though, is absolutely exceptional.



insertion of Quartz to enable the execution of various Orbal Arts. Think of it as Runes you equip on characters in Suikoden games. While some slots accept installation of any kind of Quartz, certain slots are restricted to only a specific element.

In addition, Orbment Slots are usually locked, meaning that you will not be able to equip the maximum number of Quartz to your heart's content. You will need to visit workshops and get the technicians there to unlock them for you at the expense of Sepiths. The more you unlock, the more expensive and demanding this "hacking" process becomes.

As I've briefly mentioned in the previous section, you can combine the effects of different Quartz by positioning them so that they connect in a Quartz Line. Let's take a look at an example here, let's assume all of Estelle's Orbment Slots have been unlocked:



There are two Quartz Lines: 1-2-3-4, and 1-6-5. It goes without saying that you can equip four Quartz in one line and three in the other. What's the point? Well, in order to "forge" advanced Orbal Arts, specific elemental values (EV) must be fulfilled within the same Quartz Line.

For example, suppose we want Diamond Dust. You'll need Water EV 4, Wind EV 1, and Space EV 1 all in the same Quartz Line. That means you'll need to find three or four Quartz whose EV meet or exceed the ones above. There are different ways you can go about achieving this, the simplest way is by installing HP 3 (Water EV 5) and Scent (Wind EV 3, Space EV 2) in slots 5 and 6.

Other methods include installing Cure (Water EV 3, Time EV 2), HP 1 (Water EV 1), and Area 1 (Space EV 3) in say, slots 1, 2, and 3, or slots 2, 3, and 4. You cannot, however, mount two Quartz that are of the same type in a single orbment (eg. Putting Seal and Strike in two different slots). Play around with the orbment configuration a bit, and you'll understand what I'm saying quickly. For a list of Orbal Arts, refer to Quartz & Orbal Arts List under the In-Depth FAQ section.

```
o=o=o=o=o=o=o
Craft/S-Craft
o=o=o=o=o=o=o
```

Crafts are skills that consume CP (Craft Points), which slowly recovers if you attack, receive damage, eat specific recipes or equip special accessories. When CP reaches 100 or beyond, the empty Orb to the left of each character's portrait will shine, and you can press the D-pad to activate a more deadly S-Craft at any time during battles (yes, even during enemy turns). If you find yourself in a pinch, S-Craft could be your life saver.

You can accumulate your CP all the way up to 200, when it hits this





When CP reaches 100, the giant sphere besides each character's portrait on the bottom of the screen will light up in red. S-Crafts can be initiated at this time. Execution of S-Crafts consume the entire bar. When CP reaches 200, fire will appear on the red spheres and when of S-Crafts are used, their powers are greatly enhanced. There is no incremental enhancement for CP values between 100 to 200, unfortunately.

The vertical bar to your left represents the current and upcoming turns for your characters, NPCs and enemies. You can hi-jack pretty much anyone's turn with S-Break, a fancy word for saying, "unleash your super move, NOW!". S-Break can only be executed when your CP meter reaches 100 or above. If you have multiple characters whose Charge Bars are full, you may cycle through your desired character with your D-pad, and press X to confirm. Once you confirmed it, there's no going back. You can also use TRIANGLE + any of the four D-pad keys to instantly activate a character's S-Break. Frankly, I find this to be more tedious than convenient, but the shortcut functions are there if you need them.

So why bother hi-jacking enemy turns? There are two reasons:

- 1) You're characters are in danger, whichever enemy that moves next must be eliminated right away.
- 2) You want to hi-jack Turn Bonuses.

The first reason is pretty self-explanatory, if one of your members is about to die before you can heal him/her, you might want to use S-Craft (provided one of your party member's CP bar is above 100) to save the day.

The second reason is more for your benefits, let's talk about this in a little bit more detail.

Turn Bonuses are narrow rectangular icons that randomly appear next to the long stream of turn/action blocks to the left side of your screen. Each square block indicates when your character or an enemy gets to attack. The bar auto-scrolls when a character/monster completes the turn. From time to time, Turn Bonuses appear, which can be divided into the following categories:

1. "!" Mark = Critical Strike
2. STR = Strength Boost
3. Yellow Heart = HP recovery
3. Green Heart = CP recovery
4. Blue Heart = EP recovery
5. Red Crystal = Extra Sepiths drop when attacking

Critical is probably the top reason why you want to hi-jack enemy turns. It gives you around 1.5x the damage you normally dealt, this can make the difference of whether or not you can finish an enemy within your turn. It is extremely useful for killing Shining Poms (you can read more about this in the Shining Poms section). If you are casting healing spells during a critical turn, you also get 1.5x the effect.

Strength boosts are represented by a sword symbol with usually a 10, and sometimes a 50 on top of it. It means that for this particular turn, you or the enemy will get 10% or 50% additional boost in



500 MIRA

-----  
Watch the prologue, Estelle sure is scary, isn't she? Cassius will give you 500 MIRAS so you can buy the latest issue of LIBERL NEWS for him (lazy bum). Exit your house onto ELIZE HIGHWAY, head south then north at the intersection until you reach ROLENT.

A few notes here:

- 1) You can use your bedroom to rest and recover lost HP/EP for free!
- 2) Anytime you're lost, press SQUARE to quickly pinpoint different locations. You can also read sign posts at intersections for directions.

=====

-----  
/ROLENT\  
=====

ITEMS:

BRACER NOTEBOOK, SEPITH x50 (per type), TEAR BALM x3, MONSTER GUIDE  
-----

Your goal here is to head to the BRACER GUILD. Where is it? Look on your mini-map on the top right corner of the screen. See the colored sections? Each color corresponds to a different locale:

RED - BRACER GUILD  
GREEN - ITEM SHOP, EQUIPMENT SHOP, CAFE  
ORANGE - ORBMENT FACTORY  
BLUE - HOTEL/INN  
PURPLE - SEPTIAN CHURCH

Upon entering the guild, you'll be greeted by Aina. Head up to the second floor to meet Scherazard. She'll go over terminologies that will be used repeatedly in this game, you can choose to read one and then quit, but I'd recommend that you read all three to gain some good background knowledge.

Once she's done talking, talk to Aina to get your BRACER NOTEBOOK, a guide that contains all the information you need, from quest summary, diary, gameplay mechanics, etc. You can pull it on screen by pressing TRIANGLE + LEFT on you D-pad. You'll be instructed to check the bulletin board here to obtain a list of available quests. Look at TRAINING: RETRIEVAL to progress the story.

You'll automatically be taken to the ORBMENT FACTORY. This is where you synthesize Quartz and unlock Orbment Slots. Talk to Melders to learn about Orbments, Quartz and all the other good stuff. When you are done, Scherazard will hand over some SEPITHs to you. Talk Freddy to start Quartz synthesis. Make HP 1, ACTION 1 and ATTACK 1 for now, you can make more if you want, but the three above are sufficient.

Next, open your Camp Menu (START) -> Orbment, and equip HP 1 on Estelle, and ACTION 1 on Joshua. Talk to Sherazard again, and she'll give you some more SEPITHS for you to unlock an Orbment Slot. Talk to Freddy again and have him unlock Estelle or Joshua's next slot. Right now it doesn't matter which side of the slot you pick, just choose one. I recommend Joshua's left slot, but it's up to you. Once the slot's unlocked equip Attack 1 in it.

When you finish the above, Scherazard will give you a final exam:

you're to retreat some stuff in the SEWERS. You'll be taken there automatically, and Sherazard will hand over some TEAR BALMS before the duo goes down.

-----  
/ROLENT SEWERS\  
=====

ITEMS:

REVIVING BALM, SMALL BOX x2, 500 MIRA

-----  
You're goal here is to retrieve the treasure at the very end of the path. There's a RECOVERY POINT right of the first intersection, use that if you find you're low on HP/EP (which you really shouldn't be).

The first few encounters here will be tutorials on battle mechanics, read the instructions carefully and try to familiarize yourself with the system.

Taking the right path at the second intersection leads to a REVIVING BALM. Cross the bridge by defeating the enemy, then go up for a real battle. You should use the RECOVERY POINT near the entrance if you are low on HP/EP. Note that you can save ANYTIME, ANYWHERE, as long as you're not engaged in a fight. Now's a good time to save.

Take out the enemies guarding the chest (you need to use both magics and regular attacks here) to obtain SMALL BOX x2. Report back to Aina for 500 MIRA and 1 BP.

-----  
/ROLENT\  
=====

ITEMS:

LIBERL NEWS - ISSUE 1, CARNELIA - CHAPTER 1, REVIVING BALM

~~~~~  
RECIPES:

MAPLE COOKIE, WHOLESOME PASTA, FRENCH FRIES, FLOWERY SODA, CARMINE EYES

There are a couple of things you should do before progressing the story further:

- 1) Buy the newest issue of LIBERL NEWS - ISSUE 1 by talking to Ronin inside RONIN GENERAL GOODS for 100 MIRA.
- 2) You'll receive the RECIPE BOOK from Rinon as well, he'll also give you a MAPLE COOKIE, such that its recipe is added to your RECIPE BOOK after consumption.
- 3) You can buy more recipes by talking to the bartender in the CAFE located north of the ORBMENT FACTORY. Some of these foods are under the Shop menu, and depending on how much money you have, you might want to hold off buying all of them at once. Also, be sure to eat those to have them appear on the RECIPE BOOK.
- 4) You can obtain a free copy of CARNELIA - CHAPTER 1 by talking to Rhett in the room at the end of the hallway on the second floor of the building right behind the CAFE (whew...). Completing this collection gets you Estelle's or Joshua's FINAL weapon. If you missed Chapter 1 for whatever reason, you can buy it in BOSE, although the price is...

If you think you're ready to move on, head towards the southern exit for a scene, next stop: ESMELAS TOWER. Exit northwest of ROLENT, take the left route when you reach the branching point on MALGA TRAIL, and you should reach ESMELAS TOWER.

/MALGA TRAIL\
=====

ITEMS:
REVIVING BALM, TEAR BALM

Keep going the winding path, there's a small open area right before the end of the first screen of MALGA TRAIL, you'll find a chest containing a REVIVING BALM. On the second screen, take the left path at the branching point, then the right path to a dead end with a chest containing a TEAR BALM. Back track to the intersection and take the left path till you reach ESMELAS TOWER.

/ESMELAS TOWER\
=====

ITEMS:
1000 MIRA, LETTER TO CASSIUS

BE SURE TO SAVE. I really shouldn't be saying this, since you can save ANYWHERE AND ANYTIME in this game, if you screwed up something, forgot to save and had to redo the whole thing again, slap yourself in the face as a punishment ;)

If you forsee something ominous, save; if you have accomplished something, save; if you think your battery's about to run out, save; the list goes on. Hopefully you get my point, save often and save whenever you see fit. There isn't a ranking system like Resident Evil where you save too many times, it hurts your final rating. Take advantage of this feature!

Anyway, as soon as you head up to the second floor, a scene occurs and you'll be asked to make a choice, if you choose to stick together with Joshua, you get an extra 1 BP.

Regardless of your selection, a battle ensues. I wouldn't classify it as a boss battle, as these are just your typical enemies found on MALGA TRAIL.

The enemies themselves aren't difficult at all. The annoying thing is that you have to keep a constant watch on your NPCs. Yes, Falcom decided that it'd be more realistic if those helpless NPCs are also thrown into the middle of the fight. Therefore, if any of the kids dies, it's game over for you.

Fortunately, you can heal them. If you've been saving your Special Attacks, now is the time to unleash them, that'll end the battle quickly.

More scenes after the fight, you'll gain 4 BP, receive 1000 MIRA and a LETTER TO CASSIUS from Aina. Return to BRIGHT FAMILY HOUSE.

/BRIGHT FAMILY HOUSE\
=====

ITEMS:
NONE

Enter Cassius' room (before the stairs) for a long scene. There'll be a choice for you to pick, it won't impact anything, so choose whichever one you prefer. You'll be taken to ROLENT automatically the next morning for another scene (with another unimportant choice picking).
=====

(~PROLOGUE: A FATHER'S LOVE, A NEW BEGINNING~) [WKT01]

/ROLENT\
=====

ITEMS:
QUARTZ FRAGMENT, GUILD REFERRAL, LIBERL NEWS - ISSUE 1
~~~~~

RECIPES:  
DRILL MEATBALL x5  
-----

Head to the BRACER GUILD and listen to Aina's request. Now, you have the freedom to accept quests posted on the bulletin board. Before you do that, make sure to grab another copy of LIBERL NEWS - ISSUE 1 from the general store.

This part is entirely OPTIONAL, but if you choose to skip the quests and focus only on the main plot, you'll miss your chance to obtain some of the best equipments later on. If you're determined to skip this, scroll down till you see PERZEL FARM.

\*\*\*\*\*  
QUEST 1: FIND THE SHINY ROCK  
\*\*\*\*\*

Time Limit: Complete before entering MALGA MINE

Talk to Charles (kid with purple hair) behind the ORBMENT FACTORY, then examine the smoky sewers in front of RINON GENERAL GOODS, then enter the SEWERS (behind the Church), and look for the rock at the end of the path (without crossing the bridge), return it to Charles to receive DRILL MEATBALL x5. Report back to Aina to receive 2 BP and 30 MIRA.

\*\*\*\*\*  
QUEST 2: MILCH ROAD MONSTER  
\*\*\*\*\*

Time Limit: Complete before visiting Nial at the HOTEL

Wanted beasts are usually stronger than your average foes, so be sure that you're at least Level 3 or higher before taking them on.

Exit west of ROLENT and you'll find yourself on MILCH ROAD, your

target is located on the path leading to VERTE BRIDGE CHECKPOINT (basically the third screen of MILCH ROAD). It is a unique looking plant that does not attack/run from you. You'll be asked if you wanted to exterminate it when you approach it.

++++  
OPTIONAL BOSS FIGHT 01: PINE PLANT  
++++

Name: Pine Plant  
HP: 500  
Weakness: Fire

These folks can self-destruct, if you get them to 1/10 of their HP, stay away from them and use long range attacks to finish them off. I just focused on casting Fire Bolt, combined with some occasional melee attacks to get the job done. Heal when necessary. You will receive 3 BP and 600 MIRA for this.

-----  
/MILCH ROAD\  
=====

ITEMS:  
TEAR BALM x3, TOPAZ TALISMAN  
-----

Move for the western exit on the first screen. There's a pound near the exit to the north where a monster treasure box is found beneath a tree. The fight itself is not hard, but the sheer number of foes you have to face might pose a threat to your party if your members are ill-equipped or underleveled. You can come back for this later if you're level 7 or higher. You'll receive a TOPAZ TALISMAN should you come out victorious.

On the second screen, south of the entrance is a chest with a TEAR BALM inside. There are two more, one located directly north of the branching path, and another one inside a chest below a tree near the northwestern area, close to exit leading to PERZEL FARM, you might need to shift camera angle a bit to see it.

-----  
/PERZEL FARM\  
=====

ITEMS:  
1000 MIRA  
-----

To get to PERZEL FARM, exit west of ROLENT, and take the southern branching path on MILCH ROAD.

First, talk to the kids on the farm field here, then talk to Tio who is behind the cow barn (you need to go through it). Finally, talk to the owners inside the house. Watch the scenes till you're given control again.

It's midnight and you need to start searching for monsters. Check the following places:

- 1) Cabbage Field
- 2) Cow Barn



3) Hot House

You'll encounter them in front of the hot house, but they escaped. Time to chase after them! They're in the cabbage field. It's crucial that you approach them from behind, if you tackle them directly, they will run away again and you will lose 1 BP as a result of your failure.

A battle starts when you come in contact with the monsters, they're extremely weak, but they do qualify as a boss battle, so here are their stats:

++++  
BOSS FIGHT 01: CROP MUNCHERS  
++++

Name: Giant Crop Muncher  
HP: 200  
Weakness: None

Name: Crop Muncher x2  
HP: 220  
Weakness: None

The Giant Crop Muncher almost always takes two turns to attack: it spends one turn preparing for a spell, and the next turn to unleash it. The spell happens to be Air Strike for me, I'm not sure if it also casts any other.

The other two mice just attack normally, sometimes they use Crop Munch to recover a portion of their lost HP. It's no big deal.

Just attack normally, and heal when necessary, and the battle should be over in no time. Watch the scene afterwards and pick any choice you want when you're given the opportunity. Head back to ROLENT and report to Aina.

You'll receive 3 BP (if you didn't fail the first time) and 1000 MIRA for this quest.

=====

-----  
/ROLENT\  
=====

ITEMS:  
IMPEDE 2, ORBMENT LIGHT, FIREFLY FUNGUS, WHITE BRACELET, TEAR BALM,  
BEAR CLAW, MAYOR'S REFERRAL  
~~~~~

RECIPES:
VEGETABLE SANDWICH

Watch the scene as you enter the guild, there are new quests posted on the bulletin board. If you've completed all the aforementioned quests, your Bracer rank will rise to 8 (this could happen at an even earlier time). The higher your Bracer rank, the more difficult missions you're allowed to take, and the more BP you'll receive.

Note that carrying on with the story without completing Quest 1 and 3 will inactivate them permanently.

QUEST 3: ORBMENT REPLACEMENT

Time Limit: Complete before going to MILGA MINE

Talk to Freddy inside ORBMENT FACTORY and he'll give you the code and ORBMENT LIGHT. The password is 544818. Exit west of ROLENT, keep going until you reach the far end of the second screen on MILCH ROAD to examine the broken road lamp. Your party will be attacked by a swarm of enemies, and you have to make a choice on who should handle the repairs. If you choose Estelle, you'll need to enter the correct password later on, this won't happen if you choose Joshua.

Anyway, defeat the flying cats, and if you happened to pick Estelle, select "544818" as the code for the extra BP. Report back to Freddy for an IMPEDE 2 Quartz.

You'll receive 4 BP, IMPEDE 2, and 600 MIRA as rewards.

QUEST 4: SOLDIER TRAINING

Time Limit: Complete before visiting Nial at the HOTEL

Exit west of ROLENT, when you reach the intersection on MILCH ROAD, head west one screen until you reach VERTE BRIDGE CHECKPOINT.

Talk to Sergeant Ashton inside and win the mock battle against two soldiers for 2 extra BP (5 BP total) and 200 extra MIRA (700 MIRA total).

QUEST 5: MUSHROOM HUNT

Time Limit: Complete before taking the reporters on a tour

Talk to the merchant named Orvid at ROLENT LANDING PORT. Exit northwest of ROLENT onto MALGA TRAIL, head north until you come to the intersection leading to MALGA MINE, take the eastern path, then the eastern path again on the next screen when you encounter another intersection, this should take you to a deadend with a patch of grass you can examine. Do so and you'll obtain the FIREFLY FUNGUS, which ends up attracting a bunch of enemies for a quick battle. There's also a treasure chest below with a WHITE BRACELET in it.

Hand it over to the merchant and you'll receive 3 BP and 700 MIRA.

QUEST 6: MEDICAL NECESSITIES

Time Limit: Complete before crossing VERTE BRIDGE

If you haven't been fleeing from normal encounters, chances are you already have part of the items required for this quest:

1) MONSTER WING: Bug type enemies drop these

2) BEAR CLAW: MISTWALD

To get to MISTWALD, exit south of ROLENT, continue moving south for two screens, then east at the intersection (southwestern path leads to GURUNE GATE). MISTWALD is a forest maze, you cannot use your map here. Upon entering, head north, when you come to an intersection, take the east path till you see a treasure chest containing a TEAR BALM in it, keep going down the path, and you should reach a deadend with a patch of grass that has some yellow flowers that you can examine. Do so and you'll receive BEAR CLAW.

There are actually more goodies in this place, however, for the sake of simplicity, I'll leave the exploration to you. The enemies are tough here, if you do plan on treasure hunting further, don't dwell on battles you can't win, just run. For your information, there is a HIDE JUMPSUIT in the third screen/area that's worth looting.

Before you head back to ROLENT, you might wanna use this opportunity to visit to GURUNE GATE and buy a VEGETABLE SANDWICH from the chef located in the room directly across from the reception counter.

Once you obtained the above, talk to Father Divine inside ROLENT CHAPEL. You will receive 3 BP and 250 MIRA.

That should be all the optional quests for now. You should have enough money and Sepiths to synthesize more Quartz and open up more Orb Slots for your characters. Time to move on with the main plot.

Enter the Mayor's mansion located in between the church and the inn, and you'll be asked to retrieve the Esmelas for him from miners at MALGA MINE. Exit northwest of ROLENT onto MALGA TRAIL, keep moving north till you reach the intersection, take the east route to the next screen. When you reach the next intersection, go north.

=====

/MALGA MINE\
=====

ITEMS:
ELEVATOR KEY, SEPTIUM CRYSTAL, TEAR BALM x2, 1500 MIRA, GUILD REFERRAL

Watch the scene at the entrance, when you enter, take the west path till you reach a lever and a mine cart. Examine the lever to flip it to the right, then choose to ride the cart, which'll take you to the elevator. Examine it, which apparently is locked. Ride the cart back, flip the lever, get on the cart again, and talk to the miner there. He'll lend you his ELEVATOR KEY. Get back to the elevator again, and choose to move down.

Keep moving all the way south past the bridge (there's a RECOVERY POINT here) until your path starts going northwest, you'll find Gaton, the mine chief. He'll hand over the SEPTIUM CRYSTAL to you.

Watch the scene here, you'll immediately be thrown into a battle against three Killer Crabs. Note that the chief's also involved, and he sometimes gets more turns than your own party, WTF? O__O

Anyway, get rid of the crabs and make sure the chief doesn't die. After some chitchat, the chief JOINS your party, hands over two

TEAR BALMS to you. Now it's time to start searching for other miners.

There are five miners in total, three mandatory battles against a bunch of Killer Crabs, all featuring the enthusiastic involvement of the chief, who does nothing in battle except running away and stealing your turn bonuses:

- 1) Pierre & Heinrich: Western route below the RECOVERY POINT
- 2) Bones & Trent: Eastern route below the RECOVERY POINT
- 3) Miner-in-Training: Northwestern path above the RECOVERY POINT

Once you've rescued all the miners, take the elevator up for a short scene, then head back to MAYOR'S RESIDENCE's second floor first room from the east for a scene. Report to Aina at the guild to receive 4 BP, 1500 MIRA.

/ROLENT\
=====

ITEMS:
NONE

Aina will assign you on another story mission that requires you to act as both bodyguard and tour guide for some reporters from Liberl News.

But before you do that, there are two more option quests posted on the bulletin board, perhaps you should do them first:

QUEST 7: LOST KITTEN

Time Limit: Complete before visiting Nial at the HOTEL

Talk to Ida standing in front of the cafe and start looking for her lost cat. Check the following places in order:

- 1) North of the CLOCK TOWER
- 2) In front of the guild
- 3) Eastern side of the CLOCK TOWER
- 4) Inside the church
- 5) Second floor inside the church

Report to Aina for 2 BP and 500 MIRA

QUEST 8: ELIZE HIGHWAY MONSTER

Time Limit: You have to deal with this in order to get to MISTWALD, so there's really no time limit for this one.

You can wait this one out until Scherazard joins you, or you can do it now, it's your choice. If you choose to take on the challenge now, make sure Estelle and Joshua are well equipped, the enemy hits hard, and can take more than half of your HP with one hit.

Exit south of ROLENT, keep going south on ELIZE HIGHWAY until you reach the bridge on the second screen. Choose to exterminate it for a battle.

++++
BOSS FIGHT 02: RHINOCIDER
++++

Name: Rhinocider
HP: 500
Weakness: None

Start by casting Clock Up with Joshua on all your characters, once that's done, spam your elemental Orbal Arts and heal when required. It shouldn't take more than 6 spells to finish it off.

You'll receive 4 BP and 1000 MIRA when you report to Aina.

When you're ready, head over to HOTEL ROLENT and talk to Verne at the reception desk, then head over to the CAFE and talk to the green haired guy in front of the bar table for a scene. Now to ORBMENT FACTORY for a scene, time to head to ESMELAS TOWER!

Exit northwest of ROLENT, take the western path when you come to the intersection on MALGA TRAIL to go to ESMELAS TOWER. Notice that you now have a team of four people, which are more prone to surprise attack when you're travelling. Also, since Dorothy and Nial are NPCs, you need to keep them alive. At least Dorothy is somewhat useful, her flash attack can SOMETIMES blind enemies (but it rarely works).

/ESMELAS TOWER\
=====

ITEMS:
TEAR BALM x2, KNITTED SHOES, TIN STAFF
~~~~~

RECIPES:  
POTLUCK IN A SHELL  
-----

- 1F: Nothing to grab, go up to 2F.
- 2F: Take either routes from the center room, and head up to 3F
- 3F: Take the wooden bridge right next to the entrance till you reach a platform, take the stone bridge to the east, you should find yourself inside a dome. Take the northern stone bridge to the next set of stairs. But before you go up, make your way all the way to the end of the western wooden bridge besides the stairs for a TEAR BALM. Backtrack and head to 4F.
- 4F: Take the west route next to the entrance, keep going until you see a chest that contains a pair of KNITTED SHOES. Go back one platform across the bridge to the central dome, get across the southwestern bridge onto the next platform, take the eastern wooden bridge and follow the path till you reach a chest with a TEAR BALM in it. Backtrack one platform and go up the stairs to 5F.
- 5F: Take the only path here to find a monster chest with a TIN STAFF in it. The three Robber Trappers explodes when they die and only use Air Strike to attack. Use your long range spells to avoid getting caught in the explosion. Now head down to 4F.
- 4F: Back to the central dome, this time, take the eastern stone

bridge and follow the path to 5F.

5F: Take the northern bridge all the way till you see a chest with a POTLUCK IN A SHELL. Go back one platform, and take the stone bridges that lead to the dome with a tree in the center. Head directly south up the stairs to the top of the tower.

Watch the scene here, pay attention to what Joshua says here, it's a hint of something that will happen MUCH later on. Talk to everyone in turn and you'll be taken back to ROLENT automatically.

=====

-----  
/ROLENT\  
=====

ITEMS:  
2000 MIRA, EAGLEVISION, SERVAIS LEAF  
-----

Report to Aina for 4 BP and 2000 MIRA. If you've completed most of the quests up till this point, you should reach Bracer Level 7, and receive EAGLEVISION Quartz as a reward.

More scenes and you'll be at Mayor Klaus' house. Examine the rooms in the following order, and be sure to talk to Lita and Klaus' wife in the rooms directly across the hallway from the Office to gather the necessary information:

- 1) Office: Examine the safe, the other stuffs are optional
- 2) Office Balcony: Examine fence near the boxes
- 3) Attic: Examine the floor to receive SERVAIS LEAF
- 4) Front Door: Attempt to exit for a scene

Talk to Sherazard in the living room, tell her you found lots of new evidence, for a series of deduction questions, answer them correctly and you'll receive 4 extra BP, the answers are as follows:

- 1) The septium in the safe
- 2) A group of 3 or 4
- 3) From the terrace on the 2nd floor
- 4) A traveler who visited recently

Now, head over to HOTEL ROLENT and talk to the guy at the reception desk, then go to the landing port and talk to Alan by the ticket booth, during the chat, choose to pull out the SERVAIS LEAF.

You should have enough Sepiths to unlock more slots for Joshua and Estelle, and synthesize some Quartz. Don't worry about Sherazard. Upgrade your equipments if you haven't. It might be good to invest in the accessory that prevents poison on your characters, as enemies in MISTWALD can constantly "venomnize" you. When you're ready, head to MISTWALD. Exit south of ROLENT, keep heading south two screens, then east at the intersection. By the way, if you haven't done Quest 8: Elize Highway Monster, you HAVE to do it now, because there's no way you can access MISTWALD without killing it. Since you have Scherazard in your party now, the battle should be much easier, just have all three members cast elemental Arts, and it'll be gone in no time.

=====

-----  
/MISTWALD\  
=====

=====

ITEMS:

BEAR CLAW x3, HIDE JUMPSUIT, SEPTIUM CRYSTAL, 3000 MIRA

-----

If you haven't done Quest 6: Medical Necessities, when you first enter, take the eastern path at the first branching point for a TEAR BALM and BEAR CLAW. Otherwise, head north till you reach the next screen. In the new area, move up and take the wooden bridge to the west first. Grab the BEAR CLAW on the grass patch there, back up and take the double wooden bridge to the east and take the western path when you come to an intersection for another BEAR CLAW. Return to the intersection, save your game, then take the eastern route till you reach the next screen. Move up a bit and watch the scene, you'll be given a choice here, if you want an extra BP, be sure to endure (second choice) the harsh words from Josette. After some exchange of insults, it's time for a boss battle. By the way, you can find a HIDE JUMPSUIT and another BEAR CLAW at the place where the fight breaks out, but you'll have to come back later for them.

+++++

BOSS FIGHT 03: SKY BANDITS

+++++

Name: Josette  
HP: 550  
Weakness: None

Name: Sky Bandit x3  
HP: 415  
Weakness: None

Take out her underlings first, Schera can just whip them, Joshua can use his Double Strike if he has sufficient CPs, Estelle can focus on casting healing or offensive spells. Josette sometimes casts Tear, but it's usually used on herself rather than her companions. Once you eliminate her henchmen, you can gang bang Josette. She is fairly resistant to both spell and melee attacks, if you find yourself struggling too much, don't be afraid to unleash your S-Crafts. My Joshua (default weapon) at 200 CP can take out half of her HP using Sever. Watch the scenes following her defeat, and you'll be brought back to ROLENT automatically.

You'll receive 11 BP, 3000 MIRA and a RECOMMENDATION letter after reporting to Aina. Some more scenes, and we are at the end of the Prologue, save your game when prompted.

=====

-----

/BRIGHT FAMILY HOUSE\  
=====

ITEMS:  
NONE

-----

Watch the scenes here, you'll find yourself in ROLENT the next day.

=====

-----  
/ROLENT\  
=====

ITEMS:

FR. DIVINE'S LETTER  
-----

Watch the scenes until you're given control again. Before you head to BOSE, check the bulletin board for another quest. Talk to Father Divine at the church and choose to accept to get FR. DIVINE'S LETTER. Note, you have to do this quest in order to activate Quest 11, so if you're aiming for 100% quest completion, do not forget about this!

\*\*\*\*\*  
QUEST 9: LETTER CARRIER  
\*\*\*\*\*

Time Limit: Before you cross VERTE BRIDGE

Deliver FR. DIVINE'S LETTER to Father Holstein in BOSE. Required for Quest 11. You'll receive 2 BP and 800 MIRA.

Now we can go to BOSE. Exit west of ROLENT onto MILCH ROAD, keep going till you reach the intersection that leads to VERTE BRIDGE CHECKPOINT, press Squire if you're lost.  
=====

-----  
/VERTE BRIDGE - CHECKPOINT\  
=====

ITEMS:

CARNELIA - CHAPTER 2, GATE PASS  
-----

Talk to Private Herold before you enter the gate for a free copy of CARNELIA - CHAPTER 2. If you missed this somehow, you can buy it in BOSE MARKET for 1000 MIRA.

Talk to Ashton inside, and he'll issue you a GATE PASS. Talk to the guard beside the gate and head through it. The guard house on this side has a RECOVERY POINT in it, take advantage of it if you need to heal. When you're ready, head west onto EAST BOSE HWY.  
=====

-----  
/EAST BOSE HWY\  
=====

ITEMS:

NONE  
-----

Move down the one way road till you find a sign post.

\*\*\*\*\*  
QUEST 10: EAST BOSE MONSTER  
\*\*\*\*\*

Time Limit: Before talking to Nial inside BOSE's CAFE

Southeast of the sign post that says "North: Nebel Valley", there is a slight indent of an area, you'll get an option to exterminate some scorpion bosses, this is an optional quest which you haven't viewed yet at Bose's Bracer Guild. You can come back later if you want, I



chose to exterminate them now. Before you do so, make sure at least two of your members can cast Air Strike, if the remaining person can cast Earth-based elemental attacks, that would be ideal, but it's not exactly mandatory.

++++  
OPTIONAL BOSS FIGHT 02: SCORPIONS  
++++

Name: King Scorpion  
HP: 380  
Weakness: Earth

Name: Queen Scorpion x3  
HP: 314  
Weakness: Wind

Looks like the king has quite a harem, must be very exhausting for him every night. Anyhoo, squish the Queen Scorpions first, if you kept Schera's default orbment setup, she can cast Air Strike on them. I put IMPEDE 2 on Estelle, which quickens the process. Have Joshua cast Clock Up on everyone. The Queen Scorpions can cause paralysis when they strike, paralysis prevents you from using melee attacks, which is pretty meh, consider that you're using Orbal Arts mainly.

That said, those stings hurt! With my current gears, they do about 100+ damage per hit, you definitely want to end this battle as soon as possible. If you have anyone with a CP at 200, you may want to unleash his/her S-Craft on King Scorpion, that should take it out right away. You can also cast Earth-based elemental spells on it, I didn't own an Earth Quartz at the time, so I just used my S-Craft.

You'll receive 2 BP and 800 Mira once you report to Lugran at the guild in BOSE.

Head west past this screen for a short scene, then keep moving down the one way path until you reach the next intersection. Go west again a few more steps to find BOSE.

=====

----  
/BOSE\  
=====

ITEMS:  
LIBERL NEWS - ISSUE 2, REVIVAL BALM, TEAR BALM, DEATHTOUCH 2, MAYOR MAYBELLE'S LETTER  
~~~~~

RECIPES:
SWEET SPONGE CAKE, FLORAL JELLY, MOUTHFUL SOUP, RED TAIL SOUP, CHEESE RISOTTO, LIBERL OMELET, BEAST STEAK

First, head for the SEPTIAN CHURCH and deliver FR. DIVINE'S LETTER to Father Holstein to complete Quest 9: Letter Carrier. As mentioned before, you'll receive 2 BP and 800 MIRA after reporting to Lugran at the BOSE guild.

Your next destination should be the MARKETPLACE in the center of the city. Buy an issue of LIBERL NEWS - ISSUE 2 and if you missed it, a copy of CARNELIA - CHAPTER 1 and CHAPTER 2. Again, completing the CARNELIA collection will allow you to obtain the final weapon for

Estelle or Joshua, so it's definitely worthwhile. You can also buy some new dishes at Katrina's Confectionery, as well as at the CAFE (a separate building) and add them to your recipes.

When you're done shopping, head for the Bracer Guild and watch the scene. Check the bulletin board for new quests. If you terminated the King Scorpion already, you can report to Lugran right now for 4 BP and 1000 MIRA.

You should have enough money to upgrade some of your equipments, and I suggest you do so. The shop is located to the south on the next screen. You can also synthesize new Quartz if you want. Let's do some optional quests first to warm up.

QUEST 11: INGREDIENT SEEKER

Time Limit: Before going through KRONE PASS

Talk to Gwen inside ANTEROSE RESTAURANT's kitchen northeast of BOSE MARKET, and hand over five MONSTER FOWL MEAT. You should have enough if you don't run from battles all the time in ROLENT. If you don't have enough, you can farm for it by killing Rimera and on EISEN ROAD.

In addition to 3 BP and 800 MIRA, Gwen will also pass the recipe LIBERL OMELET to Estelle.

QUEST 12: RAVENNUE MONSTER

Time Limit: Before talking to Nial inside BOSE's CAFE

Exit west of BOSE onto WEST BOSE HWY, keep moving till the path starts going northeast, look to the corner of the road for a chest that contains a REVIVAL BALM. Keep moving until you see the next intersection with a sign post. Go north onto RAVENNUE TRAIL. This is a one way path, just keep moving till you reach RAVENNUE VILLAGE.

Talk to Elder Reisen inside his house, which is behind the inn. You can now go through the exit to the north.

Move until you see the path branches. Take the eastern path, and go southeast for a chest with a TEAR BALM. Backtrack, this time, head northeast for a DEATHBLOW 2 Quartz. Finally, backtrack and take the northern route, do not be distracted by those little branch-offs on the way, keep going north till the path turns west, you should find a chest containing BEAST STEAK. Now go all the way back to the first branching point and head west to the next area.

Save first, move to the intersection and head west and you'll be attacked by a boss.

OPTIONAL BOSS FIGHT 03: FATE SPINNER

Name: Fate Spinner
HP: 508

Weakness: None

This thing hits hard even with the newly bought armors from BOSE. If you didn't upgrade your equipments, you might struggle here.

Cast Clock Up on your party members if you can, and spam your Arts, forget about melee attacks, its skin's too thick for that. Don't use any Earth-based elemental attacks. Heal if your HP falls below 200, and use S-Crafts if you're in danger.

Defeat it completes Quest 12. Return to RAVENNUE VILLAGE for a short scene. Report to Lugran when you're back in BOSE for 4 BP and 1500 MIRA.

That's all the optional quests for now, heal up, save your game, and head for MAYOR'S RESIDENCE direct west of BOSE MARKET. Watch the scene as you enter, talk to the maid named Lila inside the Church, then head into BOSE MARKET for another scene. You'll get MAYOR MAYBELLE'S LETTER. Exit east of BOSE and keep moving till you reach the intersection, head north onto EISEN ROAD and keep going till you reach the HAKEN GATE checkpoint.

=====

/HAKEN GATE\
=====

ITEMS:
CARNELIA - CHAPTER 3

After a short scene at the checkpoint, head north two screens and you'll find yourself in front of HAKEN GATE. You can visit the INN to the west and talk to the blonde dude if you want for some extra tidbits, but your real goal is to talk to the guard standing in front of the building to the north. After a chat with him, head back to the INN. Talk to the blonde man first, after the... disturbing but funny scene, talk to Marco besides him to receive CARNELIA - CHAPTER 3. You have to do this before seeing Morgan, it's a very narrow time frame, make sure you get it done!

Talk to the guard and head inside the building. Check the last door to the left, and choose to knock. Watch the long scene here, and head back to BOSE.

Since six of Olivier's Orbment Slots have been unlocked already, you should stick any extra Quartz in there just for the hell of it :)

There's a secret quest that's not posted on the bulletin board which you can do right now by going to AMBERL TOWER. I'm going to hold off on this because I think the enemeis might be too tough for your current level. If you think you can handle them no problem, by all means, head inside and get a feel yourself. If you can make it to the top of the tower without too much trouble, you will probably breeze through the remaining enemies and bosses in this chapter.

=====

/BOSE\
=====

ITEMS:
NONE

A scene when you enter BOSE, head west from the entrance for another scene. Head to the guild for now, check the bulletin board, three new quests have been posted. You can start doing them right now if you want, or you can put them off a bit and progress the story first.

Talk to Lugran here and explain what happened, then visit Mayor Maybelle in her residence (second floor, last door), lastly, talk to Nial in the CAFE (he's sitting at the end of the hall by himself on the second floor). Next destination: RAVENNUE. I'm going to do the sidequests first, you can ignore this section if you want to carry on with the story.

QUEST 13: WEST BOSE MONSTER

Time Limit: Before going through KRONE PASS

Keep moving west until you reached the third area of WEST BOSE HWY, starting counting the Orbment Lamps on either side for the road, when you found the fifth one, look to the opposite side and you should see the giant fish monster waiting to be exterminated. Before you engage it, make sure to equip Defense 1 on one or more of your characters, doing so will make this battle much easier.

OPTIONAL BOSS FIGHT 04: THUNDER QUAKE

Name: Thunder Quake
HP: 1844
Weakness: Earth

Earth elemental spells do twice the damage, so spam Stone Hammer like mad! This bad fishboy can use Worldly Shock, a lightning attack that damages your entire party anywhere between 130 to 190 HP, and it uses it EVERY SINGLE TURN. The good thing is, if you manage to stay alive, your characters' CP bars will rise quickly, allowing them to unleash S-Crafts in rapid succession. The battle might take a while because of its high HP, fortunately its defense is fairly weak, so it balances out a bit.

You'll receive 4 BP and 1200 MIRA upon successful completion.

You need to go to NEBEL VALLEY for the next two quests. But first, talk to the old guy selling medicines by the right entrance inside BOSE MARKET. Now, head to NEBEL VALLEY.

=====

/NEBEL VALLEY\
=====

ITEMS:
STREGA-R, KATAR, BEAR CLAW

~~~~~  
RECIPES:  
ABADDON POT  
-----

Exit east of BOSE onto EAST BOSE HWY and keep going until you see an

intersection and a sign post that points to NEBEL VALLEY. Take that path to enter the valley.

On the first screen, take the eastern route into the next area. Follow the one way path through some wooden bridges and take the western path when the road diverges. This eventually leads you to a cabin. You can use the bed in here to rest, very convenient. Make sure to talk to the guy here, he'll share his ABADDON POT with you.

When you've rest up, backtrack to the road where it diverged and follow the north route this time. When the path diverges again, save, then follow the northeastern road to a chest that contains a STREGA-R.

\*\*\*\*\*  
QUEST 14: BEAR CLAW SURVEY  
\*\*\*\*\*

Time Limit: Before going through KRONE PASS

On your way back, before you go underneath the wooden bridge, there are two dead trees that are kind of positioned at a 30 degree angle. Below them you will find the BEAR CLAW required to complete this quest. Grab it and hand it over to the old guy when you're back in BOSE.

You'll receive 4 BP and 1000 MIRA.

\*\*\*\*\*  
QUEST 15: NEBEL VALLEY MONSTER  
\*\*\*\*\*

Time Limit: Before going to VALLERIA SHORE

Take the west path when you first enter NEBEL VALLEY, just keep going down the long winding road until you find the boss. Save your game and make sure someone in your team can cast Fire-based Arts.

++++  
OPTIONAL BOSS FIGHT 05: MASTER CRYON  
++++

Name: Master Cryon  
HP: 815  
Weakness: Fire

Name: Boiled Egger G  
HP: 320  
Weakness: Fire

Name: Boiled Egger R  
HP: 415  
Weakness: Water

This will be an easy fight if you have area-based Fire spells like Fire Bolt EX, but chances are, you don't have it. Start by casting Clock Ups on your Fire spell users. If your magic isn't strong enough, and you don't get turn bonuses, the Boiled Eggers will more than likely survive. Since they explode upon dying, finishing them off with melees is risky. Good thing Schera's here. In case any of

the Eggers survived the initial attack, Schera's long-range whip can get the job done. Use S-Crafts if you can, they'll shorten the tedious wait process for everyone.

Master Cryon's spell can take ~200 HP off a single target, heal if you find your HP to be below 250. This thing doesn't explode like the Eggers, so don't be afraid to use melee on it if you don't have enough people with Fire Bolts.

You get 5 BP and 2000 MIRA as rewards.

Go past where Master Cryon is across a bridge and you'll find a pair of KATAR in the chest. Head back to BOSE.

=====

----  
/BOSE\  
=====

ITEMS:  
PETRIFY  
-----

Report to Lugran to grab your rewards, then check the board, there are two more optional quests, the escort quest has to be done immediately, and requires you to visit KRONE TRAIL, so let's do that now.

=====

-----  
/KRONE TRAIL\  
=====

ITEMS:  
TEAR BALM, PEARL EARRING  
-----

\*\*\*\*\*  
QUEST 16: ESCORT REQUEST  
\*\*\*\*\*

Time Limit: Before going to ABANDONED MINE

Talk to the man in the room on the first floor of BOSE's HOTEL, and accept his request. Talk to him again at the west exit of BOSE, keep going west on WEST BOSE HWY till you reach KRONE TRAIL.

If this is your first time here, you can grab some items on the way. Note that you can't shift your camera angle here. Head west till you reach the first intersection, then take the south path for a TEAR BALM.

As soon as you reach the bridge, you'll be ambushed by some Creepy Sheeps, choose to charge through the front for an extra BP. You'll have to fight two groups of four. They are pretty weak, and any of your elemental magics are effective against them. Keep heading west.

Move south on the next intersection for a monster chest containing PEARL EARRING. You'll need to deal with four Wisdoms, which are slightly prone to Fire. They're quick and can charge Shadow Spear, which has a 10% instant kill effect. Joshua should have learned his Flicker Craft by now, you can delay enemy turns with it. Use it strategically so you can grab all the turn bonuses. Concentrate

your attacks on one Wisdom a time and watch out for NPC's HP. If he ends up eating two Shadow Spears, it's game over for you. Of course, you can escort him to KRONE PASS first, then come back for this item when you're on your way back to BOSE, it's your choice.

Continue west to reach KRONE PASS. You'll receive 5 BP and 1200 MIRA assuming you made the right choice.

\*\*\*\*\*  
QUEST 17: NEW ANSEL PATH MONSTER  
\*\*\*\*\*

Time Limit: No limit as you have to kill them in order to get to VALLERIA SHORE

+++++  
BOSS FIGHT 04: AMBER TURTLES  
+++++

Name: Amber Turtle x6  
HP: 300  
Weakness: Fire

I don't know what's so "turtle" about them, they look like jellies... Physical attacks don't work on them, so you need to use Fire-based spells. They aren't strong, the only problem is they gang up on you, which could pose a problem because there are so many of them and the spells take two turns to release. Heal when needed and be patient, the battle may take longer than you expect.

You'll receive 5 BP and 1500 MIRA when you report to Lugran.

Assuming you completed every quest listed here up to this point, your Bracer Rank should reach 6, and you should receive the PETRIFY Quartz.

Remember the secret quest I told you about earlier? I think your party should be strong enough to handle this. So hit the road that goes to AMBERL TOWER.

=====

-----  
/AMBERL TOWER\  
=====

ITEMS:  
TEAR BALM x2, REVIVING BALM, EMERALD TALISMAN, CHAIN MAIL  
~~~~~

RECIPES:
FRIED EYES AND EGGS

HIDDEN QUEST 1: AMBERL TOWER MYSTERY

Time Limit: Before going to ABANDONED MINE

1F: Nothing here, move up to 2F.
2F: Take the wooden bridge to the north, get into the central dome, take the southeastern exit, follow the path to get a TEAR BALM.

Backtrack to central dome, take the east stone bridge and up the stairs to 3F.

3F: Head all the way west through the central dome and up the stairs at the end to 4F.

4F: Head all the way east for the FRIED EYES AND EGGS. Back down to 3F.

3F: Move onto the wooden bridge direct south of the entrance, head up the stairs on the next platform to 4F.

4F: Follow the bridge path and grab the REVIVING BALM before you go up to 5F.

5F: Take the bridge here and enter the central dome for a scene and a battle. Exit south for a monster chest with an EMERALD TALISMAN. The platform direct north of here also has a monster chest with a CHAIN MAIL in it. The Robber Trappers are fairly resistant to spells, they can cast Earth Lance and it hurts a lot. They also explode when they die. I recommend using your Crafts and finish them off quickly. Go back to the central dome, move west till you reach the platform with two wooden bridges, take the northern one and down the stairs.

4F: Follow the bridge onto the platform, grab the TEAR BALM and head down the stairs.

The rest should be straightforward, make your way out of the tower and report to Lugran for 4 BP and 2000 MIRA.

Time to push the plot forward, exit west of BOSE and head for RAVENNUE VILLAGE.

=====

/RAVENNUE VILLAGE\
=====

ITEMS:
TEAR BALM

First, talk to the elder/chief inside his house behind the INN. Then talk to Lewey at the port southeast of the village for a scene. Exit north of the village onto the second half of RAVENNUE TRAIL.

Head west at the first intersection into the next area. Check your map by pressing SELECT. See the three branching paths west of where the mine's labeled? The middle path leads to a TEAR BALM. Forget about all the other paths, they are deadends with either an enemy or nothing. From where you are, go north, then west at the intersection, and straight north all the way till the end to reach the mine.

=====

/ABANDONED MINE\
=====

ITEMS:
NONE

Exam the entrance and... you have to backtrack all the way to the village for a freaking key to unlock the door. This is a cheap way to "extend" the playtime, it doesn't add anything to the story, it's simply annoying.

Anyway, head back and talk to the chief by the grave on the hill to the northeast for a scene, he'll hand over the ABANDONED MINE KEY.

Go back to the mine entrance again, this time you can get inside.

Save first. Forget about the path to the right, just take the left path here, keep moving till you reach the next area for a scene followed by a boss fight.

++++
BOSS FIGHT 05: SKY BANDITS
++++

Name: Kyle
HP: 777
Weakness: All

Name: Sky Bandit x4
HP: 415
Weakness: None

Kyle's henchmen are weak, but their attacks can poison you if you don't have the proper accessory. Focus on taking them out first, Joshua's Flicker is a nice way to both delay and deal heavy damages to multiple enemies.

Kyle can use smokescreen to hurt and blind you. When you see him taking out the bomb, hit him so he drops it. Use your S-Crafts if you want, he's not tough at all, and should go down fairly quickly.

Watch the scene, then enter the aircraft. Examine the lift car, the panel by the stairs, things inside captain's cabin on the second floor, executive room window on the third floor, then go out the door to the deck for a scene. Choose "Keep the location of their hideout a secret" for a whooping 3 extra BP! Get out of the ship for an additional scene and you'll be thrown into HAKEN GATE's prison.

After a lonnnng scene, you'll be back in BOSE.

=====

/BOSE\
=====

ITEMS:
6000 MIRA, LIBERL NEWS - ISSUE 3, CARNELIA - CHAPTER 4

Start by equipping Quartz on Olivier, then head to the guild to collect your rewards for your investigation. You should receive 8 BP and 6000 MIRA. A new quest has been posted on the bulletin board, but this will have to wait, since you don't access to the area just yet.

Anyway, go down to BOSE - SOUTH BLOCK and enter the ORBMENT FACTORY second floor for a scene. Head out and go to the residence right across the street, talk to the soldier inside, then exit for an event. Re-enter the house you just left and talk to Cecile for a long scene. Exit south onto NEW ANSEL PATH, it's time to go to VALLERIA SHORE.

By the way, you can go to BOSE MARKET and buy a copy of LIBERL NEWS - ISSUE 3 from the magazine stand. Talk to Libro next to the stand to receive CARNELIA - CHAPTER 4, you MUST do this before triggering

the series of events at VALLERIA SHORE.

=====

/VALLERIA SHORE\
=====

ITEMS:

PROGRESSIVE ROD
~~~~~

RECIPES:

DEEP-FRIED SMELT, BOILED MISO CARP, GRILLED RAINBOW, ROCKFISH SKEWER,  
SALMON MEUNIERE  
-----

Keep moving south on NEW ANSEL PATH till you reach VALLERIA SHORE.  
If you haven't completed Quest 17: New Ansel Path Monster, you have  
to do it now, since it's blocking the entrance to your destination.  
Just use Fire Bolts to quickly dispose them.

There are some new recipes you can buy inside the inn, talk to the  
green haired man standing before the kitchen counter to purchase  
them.

Talk to the dude fishing on the pier west of the inn, come back and  
talk to Lenard (who you bought the recipes from), now go and talk to  
the fisher again. Enter the inn and talk to the receptionist, you'll  
be asked if you want to stay for the night, if you still haven't  
acquired CARNELIA - CHAPTER 4, THIS IS YOUR LAST CHANCE. Also, try  
to synthesize Quartz and equip them on your party members so at  
least one or two people can cast La Tear and other offensive area  
magics. When you're ready, choose to rent a room.

Watch the scene, examine the pier and choose to fish. Go back and  
talk to the receptionist again to obtain PROGRESSIVE ROD. You can  
start fishing at the pier now. You'll be given a few choices, for  
which choice leads to which fish/item, please refer to the In-Depth  
List/FAQ's Fishing section. If you want to move the story along,  
just fish once and quit.

When you're done fishing, you'll receive HUNDRED DAYS WAR. Attempt  
to go to the pier where you found the fisher for a scene with Joshua.  
On the way back, choose to keep the book so it's permanently in your  
inventory. Talk to Schera/Olivier inside and watch the scenes. When  
you're given back control, head for the pier where Joshua was.

After the chatter, head to the front of the inn (don't enter it), go  
up the stairs to its right and try to move towards the direction  
where the entrance is (but do this on the balcony). Watch the scene  
and head for the pier. More scenes later, attempt to exit VALLERIA  
SHORE for an extra long event followed by a battle against two Sky  
Bandits.  
=====

-----  
/SKY BANDITS HIDEOUT\  
=====

ITEMS:

SCORPION, EP CHARGE, JEWELLED RING, STREGA-R, BLACK NOTEBOOK, BEAR  
ASSAULT, REVIVING BALM, 8000 MIRA, RECOMMENDATION, HAZE  
-----

Go down the stairs, in the next area, go north, the west, no need to

check those rooms, they have nothing. On the next screen, check the second room from the entrance for a SCORPION for Scherazard. Go back out, move west onto the next screen, go down to the next area, and again. Second room down the hallway to your left leads to another room with an EP CHARGE in the chest. The exit at the end before the hallway turns right leads to a corridor with a room containing a JEWELLED RING. Backtrack to the previous turning corridor.

Follow the path to the right, check the gated door and choose to rush in for a battle against six Sky Bandits. Defeat them, and keep moving down the halls till you reach a set of stairs leading down. Again, keep going till you find a corridor with more rooms to enter. Check the bottom room for a STREGA-R, then head straight up into a room with three exits.

First, check the north room's blue chest for a BLACK NOTEBOOK that's required for completing a secret quest. Then check the west room for a BEAR ASSAULT for Olivier. Finally, take the east exit, keep moving and follow the path that turns south. More screens later, you should find another gated door, rush in to battle six more Sky Bandits for a scene.

Exit, move west and down the stairs. The first exit here takes you out of this hideout, choose to push the rock and you'll find yourself in NEBEL VALLEY. The room at the very end has a chest featuring a REVIVING BALM. The gated room in the middle is where the bosses are, heal up, save and choose to raid the room.

++++  
BOSS FIGHT 06: THE CAPUA FAMILY  
++++

Name: Don  
HP: 1918  
Weakness: None

Name: Kyle  
HP: 912  
Weakness: Fire, Water & Wind

Name: Josette  
HP: 798  
Weakness: None

It's pretty obvious that Don is the tough cookie here. He hits hard and his cannon can damage multiple members in your party. Try not to squeeze your team within in his attack radius, and use La Tear to heal.

If any of your character's CP is at 200, use it on Josette. She is the healer/magic user in this battle, and she can cast Petrifying Breath, which deals heavy damage with the chance of petrifying your character. Once she's down, turn your attention to Kyle, his defense is probably the weakest of the three. Just use normal attacks and Crafts on him, if Don gets his turns too quickly, delay him with Joshua's Flicker.

With Don being the only one left, you can start spamming spells. Send Joshua up front, chances are, Don will melee him rather than using his cannon on others. This way, Josh can accumulate CP quickly,

enabling him to use Flicker to delay Don again and again, thus allowing your other characters to heal and prepare offensive spells. Watch the scene when the fight's over, you now have to chase after them.

Follow the stairs and start backtracking. You'll run into a few groups of Sky Bandits on your way (one group/floor), take care of them and go all the way back to where the aircraft parked for a long scene that concludes Chapter 1. You'll receive 10 BP, 8000 MIRA, and Lugran's RECOMMENDATION letter. If you've completed most of the quests described above, your Bracer Rank should rise to 5, which rewards you with a HAZE Quartz.

Save your game, and continue.

=====

-----  
(~CHAPTER 2: MADRIGAL OF THE WHITE MAGNOLIA~) [WKT03]  
-----

----  
/BOSE\  
=====

ITEMS:  
LIBERL NEWS - ISSUE 4

-----  
Watch the scene, there are a few things to wrap up before you depart for KRONE PASS. Head to the book store in BOSE MARKET and buy the newest issue of LIBERL NEWS. You can also buy it in RUAN if you want. Next, make sure you complete the following quests:

\*\*\*\*\*  
QUEST 18: STOLEN RING  
\*\*\*\*\*

Time Limit: Before going through KRONE PASS

If you followed by guide and grabbed the JEWELLED RING back at the hideout, you can head to BOSE - SOUTH BLOCK and talk to the woman in the house to the far east of the map to complete this quest. I haven't tested whether or not you can still go back to the hideout to grab the ring after Chapter 1 ends, but it's worth a try if you missed it somehow.

Report to Lugran to receive 3 BP and 2000 MIRA.

\*\*\*\*\*  
HIDDEN QUEST 2: BLACK NOTEBOOK  
\*\*\*\*\*

Time Limit: Before going through KRONE PASS

If you followed by guide and grabbed the BLACK NOTEBOOK back at the hideout, you can head to HAKEN GATE. Enter the building next to the gate and go downstairs to the prison area. Talk to the guards there for a scene. You'll receive 5 BP and 2000 MIRA.

If you're certain that you've tied up everything in BOSE region, go ahead and march for KRONE PASS west of BOSE.

=====

-----  
/KRONE PASS\  
=====

ITEMS:  
EP CHARGE  
-----

When you reach the checkpoint, talk to the guard outside, then head inside and talk to the Sergeant in the first room. Exit and move to the next room for a long scene. Use the RECOVERY POINT if you need to heal, then head outside and prepare to face six wolves. Just attack normally, these monsters aren't strong at all.

The next morning, go and talk to the guard behind the counter to the north, choose to file the paperworks and head through the gate. You are now in the region of Ruan.

There's an EP CHARGE hidden beneath the tree at the end of the lower path. Get on the upper path and head west, there's another EP CHARGE inside the indent area where your view is blocked by a tree growing on top of ledge (right before crossing a wooden bridge). Move to the next area.  
=====

-----  
/MANORIA BYROAD\  
=====

ITEMS:  
LILY NECKLACE  
-----

Press SELECT and look at your map, see the right indent area halfway? You can find a monster chest containing a LILY NECKLACE in it. The monsters guarding that chest are 200% weak against Water attacks, although frankly, you can just attack them normally.

In the next area, the path will branch, if you take the path leading to the LIGHTHOUSE, you can talk to the old man there for a secret quest, which involves monster sweeping in the LIGHTHOUSE. You can put it off till a later time, but I decide to do it now.

\*\*\*\*\*  
HIDDEN QUEST 3: LIGHTHOUSE MONSTERS  
\*\*\*\*\*

Time Limit: Before going to JENIS ROYAL ACADEMY

Talk to the old man in front of VARENNE LIGHTHOUSE, accept his request and head inside to defeat a bunch of Red Hammerheads. These things are fast, so cast Clock Up or use Joshua's Flicker to delay their actions. They have no weaknesses, and can take off around 90 to 120 HP from you per hit. Heal when needed. Just so you don't overlook things, you need to defeat two groups of these on the top floor.

Successfully completing this quest yields 4 BP and 1500 MIRA.

Return to MANORIA BYROAD and take the path that leads to the village.  
=====

-----

/MANORIA VILLAGE\  
=====

ITEMS:

NONE  
~~~~~

RECIPES:

DIEHARD PAELLA, PLUCKED HERBAL TEA

You can try the DIEHARD PAELLA for 500 MIRA. There are also a new recipe you can buy. Talk to Rex, who's selling these foods to you, and agree order the lunch special.

Leave for a scene, then move southwest towards the windmill for a scene. Talk to the woman standing outside the item shop, and exit north onto GULL SEASIDE WAY.
=====

/GULL SEASIDE WAY\
=====

ITEMS:

TEAR BALM x4, RUBY TALISMAN, TEARA BALM, BATTLE SUIT

There's a chest to the immediate southeast shore with a TEAR BALM in it. By the way, that giant blue shell-like monster called Night Nautilus drops EVADE 2 Quartz from time to time if you're interested in farming those.

Keep heading east for a scene, then go north to MERCIA ORPHANAGE. Watch the scenes here, when they're over, head back to GULL SEASIDE WAY again.

Take the eastern path that goes to RUAN. In the next area, press SELECT and check your map, there's a peninsula-like area about halfway through, right below that in the little indent is a chest with a TEARA BALM in it. Go near the peninsula for a scene, you'll be thrown into a battle against three Shark Gators, don't worry about healing, Kloe automatically does that for you when your HP runs low.

IT'S IMPORTANT THAT YOU RESCUE JIMMY IF YOU WANT TO COLLECT ALL 368 BP. Saving him will award you 2 extra BP and 1000 extra MIRA later on.

After the battle, rotate your camera and you should spot a monster chest that contains a RUBY TALISMAN guarded by Stove Plants. Defeat them and Keep going south on the beach till you find a chest with a TEAR BALM in it. Backtrack and onto the paved road, go to the next area.

As soon as you move, you should spot the chest on the beach below you. Go there and grab the BATTLE SUIT by battling against a swarm of Stove Plants. Again, don't worry about healing, Kloe takes care of that nicely. Use Flicker and Hurricane to quickly dispose of them. Head south to the other portion of the beach, at its corner, you should find a TEAR BALM inside a chest. From where you are, move south into the water by sticking to the cliff walls, this is a hidden path not clearly shown on your map. Follow this path till the end to find a barrel. Examine it to receive SKULL DAGGER and TORN MAP.

Move back onto the paved road and start going south, you should come in contact with quest monsters that require extermination. You need to kill them to get to RUAN, so let's start.

QUEST 19: GULL SEASIDE MONSTER

Time Limit: No limit as you must defeat them to get to RUAN

+++++
BOSS FIGHT 07: JABBA AND FRIENDS
+++++

Name: Jabba
HP: 389
Weakness: Water

Name: Stove Plant x2
HP: 389
Weakness: Water

Name: Shark Gator
HP: 490
Weakness: All

Get rid of the Stove Plants first, their Pale Flames may confuse your party members. Cast Aqua Bleed on Jabba, two of these spells outta take it out. Shark Gators hits hard, but move slow, once you clear Jabba and Stove Plants, you can just melee them till they die. Leave the healing to Kloe, this battle shouldn't take more than five minutes.

You'll receive 4 BP and 1500 MIRA when you report to Jean.

There's a split path to the west that leads to a cliff, you should find another TEAR BALM inside the chest there. Keep going south till you reach RUAN.

=====

/RUAN\
=====

ITEMS:
FRESH JUICE
~~~~~

RECIPES:  
AZELIA ROSE, WINE STEAMED EGG, SALUBRIOUS OATMEAL  
-----

Pay a visit to the guild first. After that, you can do some shopping here. You can synthesize Cast 2, Action 2, and other higher level Quartz at the ORBMENT FACTORY. Be sure to at least make Action 2 for Joshua. Upgrade your equipments, then head to the lighthouse (in RUAN, not the one where the old man was) between the HOTEL and the CAFE for a scene. Then head to the draw bridge east of the CAFE for another scene. Keep going till you're in RUAN - SOUTH BLOCK.

The CAFE here and the one in the block you just came from both have nice dishes for you to try/buy. Make your way across the stone bridge south of the CAFE for a scene. Then head east across one more

bridge and talk to the guy with a red bandanna on his head, attempt to return to RUAN - NORTH BLOCK for another scene.

Re-visit the guild for an event, then head for the HOTEL and talk to the receptionist there, once Kloe leaves, head up to the top floor of the HOTEL and into the penthouse for a scene. Before you go to the basement, talk to the receptionist again for a free FRESH JUICE. Head to the bottom room in the basement for some more events.

The next morning, check the bulletin board for three new quests, talk to Jean for a scene, you can also report to Jean to collect your rewards for completed quests. Let's get the quests out of the way first before you go to the orphanage. Exit south from RUAN - SOUTH BLOCK onto AURIAN CAUSEWAY.

=====  
-----  
/AURIAN CAUSEWAY\  
=====

ITEMS:

DEATHBLOW 2  
-----

The open area halfway on to the east has a chest with a DEATHBLOW 2 in it. Keep going till you reach the screen with an intersection leading towards SAPPHIRL TOWER, take that path.  
=====

-----  
/SAPPHIRL TOWER\  
=====

ITEMS:

TEAR BALM x3, BATTLE SUIT, ARMY BOOTS, FLAMEBERGE, SCENT, RANGE 1, EP CHARGE x2, ZERO SHOT (X)  
~~~~~

RECIPES:

HOT FRIED CHICKEN

There's a TEAR BALM at the top right corner before you go up the stairs leading to the entrance of the tower.

1F: Head straight for 2F.

2F: Move south through the central dome and take the southwestern bridge to 3F.

3F: Take the one way path and move up to 4F.

4F: Move north into the central dome and exit southeast to 5F.

5F: One way path to a monster chest with a BATTLE SUIT in it. At your current level, it'd be wise to "forge" Hell Gate with your Quartz and just cast that in battle. It shouldn't take more than two arts to eliminate your foes. The EV requirements are: Time 4, Space 2, Mirage 1; you can achieve this by putting Action 2, Cast 1, and Eagle Vision in the same Quartz Line for either Joshua (ideal) or Estelle. Backtrack to the previous floor.

4F: From where you are, enter the central dome, take southern exit and on to the bridge to your west, up the stairs again to 5F.

5F: Head north and take the bridge to the west for a monster chest containing a pair of ARMY BOOTS. Enter the dome, exit to the west to a platform with another monster chest containing the FLAMEBERGE for Kloe. Backtrack to 2F.

2F: From where you are, head into the dome and take the southeastern exit onto 3F.

3F: Take the wooden bridge to the next platform and head upstairs.
4F: Repeat the previous step, you should be at 5F.
5F: There's a monster chest here containing the SCENT Quartz. Back down to 4F.
4F: Enter the central dome and look for two chests to either end of the wall for a HOT FRIED CHICKEN and an EP CHARGE. When you come out of the central dome, take the western path across the bridge and up the stairs to 5F.
5F: Follow the one way path to a platform with an EP CHARGE. Come back down to 4F.
4F: Take the western bridge down the stairs to 3F.
3F: Take the stairs down to 2F.
2F: Follow the one way path till you find a TEAR BALM, backtrack to 4F again.
4F: From where you're, head east till you reach the platform that is connected to the central dome. Take the stairs down to 3F.
3F: Take the wooden bridge to the east and down the stairs to 2F.
2F: Follow the path and grab the TEAR BALM, backtrack to 3F.
3F: Head across the stone bridge into the central dome, grab the RANGE 1 Quartz from the chest, go back to 4F.
4F: From where you are, follow the eastern path all the way to the last platform and take the stairs down until you are on 1F.

QUEST 20: AURIAN CAUSEWAY MONSTER

Time Limit: Before going to JENIS ROYAL ACADEMY

Outside SAPPHIRL TOWER, southwest of where you come down the stairs, you'll find a small open area with the giant fish monster that needs to be exterminated, make sure you're at least level 18, and have accessories that prevent mute on your spell casters before you take on this challenge. I highly suggest that you come back once Kloe joins your party as a controllable character. But if you wanna do this now, here's my strategy:

++++
OPTIONAL BOSS FIGHT 06: HELMET CRABS
++++

Name: Helmet Crab x5
HP: 530
Weakness: All

Name: Mint Pom
HP: 248
Weakness: None

Assuming that Kloe hasn't joined your party yet, start by casting any offensive spell on a single Helmet Crab. DO NOT USE PHYSICAL ATTACKS ON HELMET CRABS! If you do, your attacks will be reflected back at you. The two spells from Estelle and Joshua should be enough to take out one crab.

When it's the crab's turn, each crab will use its turn to summon a Mint Pom. Start preparing your area spells, Stone Impact and Hell Gate are just a few choices here. Aim your spell at the Hermet Crabs, chances are, once they finished summoning Mint Poms, they'll begin moving toward you, thus causing them to cluster together. If both

of your spell landed on multiple enemies, wiping out one or two Helmet Crabs along with some Poms, you can continue this strategy until all Helmet Crabs are erased from the map. Mint Poms are vulnerable to physical attacks, you can just melee them afterwards.

Now, the crabs are capable of inflicting mute status on you, so if you don't have Kloe in your party, you'll either need to buy the accessory that prevents this, or some item that can relief the seal. You won't have a chance against the crabs if you can't chant spells, since they reflect all physical attacks.

You'll receive ZERO SHOT X (item for Quest 21), 4 BP and 1500 MIRA as rewards.

Head back to RUAN.

=====

/RUAN\
=====

ITEMS:

ATTACK 2, PROGRESS ROD, WAREHOUSE KEY, MAINTENANCE KIT

Just a few more things to wrap up here.

QUEST 21: FIND THE PROTOTYPE

Time Limit: Before going to JENIS ROYAL ACADEMY

If you've successfully completed Quest 20: Aurian Causeway Monster, you should receive the prototype gun.

Talk to Karl upstairs in JOAN ARMS & GUARDS to hand over the gun, he'll give you an ATTACK 2 Quartz in return.

Report to Jean for 3 BP and 1000 MIRA.

QUEST 22: WAREHOUSE KEY

Time Limit: Before going to JENIS ROYAL ACADEMY

Talk to Harg standing near the harbor west of the CAFE in RUAN - SOUTH BLOCK. You'll need to go down a set of stairs and pass that worker with the yellow helmet before you can find him.

Afterwards, head down the bridge towards the warehouse, then turn west down the set of stairs, keep going through the narrow pathway until you reach the second wooden platform, examine that area. Go to the second floor of the CAFE here and examine the fishing rods. Talk to the bartender on the first floor to borrow the PROGRESSIVE ROD. Go back to wooden platform and use the rod to fish out the WAREHOUSE KEY. Talk to Harg again to complete the quest.

Report to Jean for 2 BP and 1000 MIRA.

Talk to Jean inside the guild for a scene, time to head for MERCIA

ORPHANAGE.

=====

/MERCIA ORPHANAGE\
=====

ITEMS:
NONE

Time to move on with the story, exit north of RUAN and keep going north/northwest until you reach the split path that leads to MERCIA ORPHANAGE.

There are a bunch of things to be examined here:

- 1) Front door
- 2) Herb field
- 3) Wall to the right of the door
- 4) Barrels at the top right corner
- 5) Milk tanks to the east
- 6) Soil close to the flower bed below the milk tanks
- 7) Firewood to the immediate right of the entrance
- 8) Talk to the two people here to finish up with the investigation

Time for some deductive reasoning. Get it right for two extra BP! The answer is obvious, someone purposely started the fire. After Kloe joins you, head to MANORIA VILLAGE to the west on GULL SEASIDE WAY. Enter the upper room, second floor of the inn for a scene, leave and choose "The gang at the warehouse" for two more extra BP when you're prompted to answer in the next scene. Go back to RUAN.

=====

/RUAN\
=====

ITEMS:
3000 MIRA, MAINTENANCE KIT, WORK HELMET, GLADIATOR HEADBAND, STRIKE

Enter RUAN for a quick scene, head for the draw bridge, then talk to the receptionist in the HOTEL. Head down to basement and through the double door to the pier. Talk to the old guy for a scene. When you're in RUAN - SOUTH BLOCK, head for the warehouse direct south of the draw bridge, enter it for a scene and a boss battle:

++++
BOSS FIGHT 08: THE RAVENS
++++

Name: Rais, Rocco, Dean
HP: 750
Weakness: None

Name: Raven Gang Member x3
HP: 481
Weakness: None

This boss fight is a joke. Get rid of Rais first, he has a skill that can revive dead allies back to full health. Even though none of the enemies here is capable of dealing damages beyond 100, it is still annoying having to knock them down repeatedly.

The rest of the fight should be straightforward, just use spells or Crafts that target multiple enemies and finish them off.

You'll receive 9 BP and 3000 MIRA after reporting to Jean.

Watch the scene that follows, check the bulletin board, it's time for more quests. You have to do these NOW, you won't be able to finish them when you begin rehearsing for the play.

QUEST 23: MAINTENANCE DELIVERY

Time Limit: Before going to JENIS ROYAL ACADEMY

Talk to Tobias in the ORBMENT FACTORY, agree to help and he'll hand over the MAINTENANCE KIT to you. For a sidequest this trivial, the guy sure talks a lot...

Before departing for VARENNE LIGHTHOUSE, head to the CAFE (North Block), and talk to the bartender there, he'll ask you deliver an AZELIA ROSE to the grumpy old fart.

Anyway, exit north of RUAN, keep going until you reach MANORIA VILLAGE. Be sure to buy a SPICY ANCHOVY at the item shop here. Take the northern exit and keep going till you reach the intersection that leads to VARENNE LIGHTHOUSE. Go all the way to the top floor and talk to the old man there. If you brought the two extra items with you, he will reward you with a WORK HELMET and a GLADIATOR HEADBAND.

You should receive 4 BP and 1000 MIRA as rewards.

QUEST 24: SECRET OF THE OLD MAP

Time Limit: Before going to JENIS ROYAL ACADEMY

If you rescued Jimmy back on GULL SEASIDE WAY, you get two more BP and 1000 MIRA.

Head to the CHAPEL and talk to him there, if you followed my guide step, you should have the TORN MAP with you already, and can finish this quest right here. If not, check the GULL SEASIDE WAY section in the walkthrough for more information.

You'll receive 5 BP and 2000 MIRA as rewards.

QUEST 25: CANDELABRUM THEFT

Time Limit: Before going to JENIS ROYAL ACADEMY

Go to MAYOR'S RESIDENCE in RUNA - SOUTH BLOCK, it's on the east side of the draw bridge. Talk to Steward and agree to help. He'll pull out a card left by the Phantom Thief (Detective Conan reference, perhaps?), and you need to start looking for clues based on the word

puzzle. Check the following things/locations in sequence:

- 1) Lighthouse inside RUAN
- 2) Roulette, second floor of the CAFE opposite of ORBMENT FACTORY
- 3) Red Motor Lift, northwest of RUAN LANDING PORT, across the stone bridge from the ticket booth, you might need to rotate your camera to see it
- 4) Crane, west side of RUAN - SOUTH BLOCK
- 5) Talk to Harg around the same area

You'll receive 7 BP and 5000 MIRA upon successful completion.

QUEST 26: MAKE HIM LEAVE!

Time Limit: Before going to JENIS ROYAL ACADEMY

Exit south of RUAN - SOUTH BLOCK and keep going south till you reach AIR-LETTEN - CHECKPOINT. Get inside the building for a scene, then head upstairs for another scene, agree to help and save your game. Head inside the dining hall and choose the following answers for 2 extra BP:

- Greetings, Your Excellency. I'm here to collect you.
- The mayor's estate.
- At this junky old place?
- Your Excellency, by your foot...

You'll get 5 BP and 1000 MIRA if you answered everything right.

QUEST 27: ESCORT JOB

Time Limit: Before going to JENIS ROYAL ACADEMY

Exit north of RUAN and keep going north until you reach MANORIA VILLAGE. Talk to Amelia near the northern exit, then take that exit and keep going north until you reach KRONE TRAIL. Keep moving down the one way path until a scene followed by a mandatory battle take place. You'll be thrown against three Eggars that are weak against Water spells. Kloe's Blue Impact will take out one with one cast, if Estelle or Joshua doesn't have that spell, cast Aqua Bleed or Soul Blur. If those aren't available, use melee, but be warned, the Eggars explode when they die, so expect to eat some damage.

After this, escort the food maniac back to MANORIA VILLAGE to finish the quest.

You'll receive 5 BP and 1500 MIRA.

If you completed everything described above and reported to Jean, you should reach Bracer Rank 4, and receive the STRIKE Quartz. Now that we got all the quests out of the way, let's head to JENIS ROYAL ACADEMY. Exit north of RUAN, move along the road until the path splits, take the east road till you enter VISTA FOREST RD, keep moving, two screens later, you'll be inside the campus.

=====

/JENIS ROYAL ACADEMY\
=====

ITEMS:

RUAN ECONOMICS (1), RUAN ECONOMICS (2), RUAN ECONOMICS (3), EP
CHARGE, REVIVING BALM, CARNELIA - CHAPTER 5
~~~~~

RECIPES:

JENIS LUNCH, COFFEE ICE CREAM, ORANGE ICE CREAM, APPLE ICE CREAM,  
HOLEY POPCORN, RAINBOW JELLYBEANS, MILK CREPE, ROYAL CREPE,  
VEGETABLE SANDWICH  
-----

Get into the SCHOOLHOUSE, head right and enter DEAN'S OFFICE for a scene. Exit the door right next to DEAN'S OFFICE, and enter the next building: CLUBHOUSE. You can buy JENIS LUNCH here. Anyway, head for the STUDENT COUNCIL ROOM for a long scene.

When the two have changed, head to DEAN'S OFFICE (you don't have to do this if you don't want Jill to be an NPC in your party for the next three secret quests, keeping her out of your party will make the battles significantly easier), afterwards, DO NOT TALK TO JOSHUA AT THE CLUBHOUSE JUST YET. There are three secret quests you should complete first, if you talk to Joshua and Hans, they are no long available. The quests will give you a total of 5 BP and 2000 MIRA.

\*\*\*\*\*  
HIDDEN QUEST 4: DECORATE THE CAMPUS  
\*\*\*\*\*

Time Limit: Before school festival starts

Talk to Janitor Parkes in front the SCHOOLHOUSE. Check the following places:

- 1) Right wall - AUDITORIUM
- 2) Front wall - BOY'S DORMITORY
- 3) Corridor connecting SCHOOLHOUSE and CLUBHOUSE

\*\*\*\*\*  
HIDDEN QUEST 5: RESEARCH MATERIALS HUNT  
\*\*\*\*\*

Time Limit: Before school festival starts

Head for MATERIAL ARCHIVES room on the second floor of the CLUBHOUSE and talk to Logic there. Check the following locations:

- 1) BOY'S LOCKER ROOM (right besides MATERIAL ARCHIVES) Bench
- 2) Rightside room on the first floor of BOY'S DORMITORY (Argyle's room), check the table
- 3) FACULTY OFFICE table, inside the SCHOOLHOUSE building

After you've obtained all three volumes of RUAN ECONOMICS, return them to Logic to complete the quest.

\*\*\*\*\*  
HIDDEN QUEST 6: CLEAR OUT THE OLD SCHOOL BUILDING  
\*\*\*\*\*

Time Limit: Before school festival starts

Head for the BACK ROAD behind the CLUBHOUSE, keep going till you reach the OLD SCHOOLHOUSE. Go up to the building entrance for a scene.

A word of caution here. The spiders in this place are extremely agile and strong. They can also poison you. On top of that, Jill is with you, as a useless NPC. Any careless move (eg. getting surprise attacked) and you'll have your butt handed over to them.

Your goal here is to eliminate every single enemy in this building. But let's grab the items first.

Go up to the front entrance of the building for a scene, enter it and head for the right exit. On the next screen, go for the last room to the right, keep going until you're outside again. Follow the path to grab an EP CHARGE from the chest.

Come back, head up the stairs and take the left exit. Enter the first room you see on the next screen for a REVIVING BALM.

Now that's done, you can start your bug sweeping process:

- 1) Entrance hall - 2 spiders
- 2) Ground floor left wing first room - 1 spider

You should get a message telling you that all monsters have been eliminated. Exit the building for a quick scene.

That's it for the hidden missions, time to move the story along, head to the CLUBHOUSE and talk to Joshua there.

On the day of the festival, make sure you go to each of the four foodstands and buy all the deserts under the shop menu. Feel free to explore the campus and buildings a bit, you'll encounter some familiar faces. To move the story along, talk to Professor Alba in front of the cafeteria counter on the CLUBHOUSE's main floor and agree to take him to the social studies room. Head downstairs after this for another scene, then go to the OLD SCHOOLHOUSE.

Enter the building, head up the stairs to the right, enter the room at the end for a scene.... and enjoy the play!

When everything's over, you can head over to the cafeteria and grab a free VEGETABLE SANDWICH from the counter lady for your hard work. Make your way back onto GULL SEASIDE WAY for a scene. DO NOT GO TO MANORIA VILLAGE JUST YET, HEAD TO RUAN FIRST.

Talk to Maltida sitting on the bridge besides the HOTEL for CARNELIA - CHAPTER 5. YOU MUST DO THIS RIGHT NOW. If you miss this for some reason, you won't be able to grab it till your next playthrough. Oh, and remember to upgrade your equipments, synthesize new quartz, etc. The next few battles you're about to face are gonna be tough.

When you're ready, exit north of RUAN and head for MANORIA VILLAGE, except... there's a bunch of monsters in your way.

\*\*\*\*\*  
QUEST 28: GULL SEASIDE MONSTER 2  
\*\*\*\*\*

Time Limit: No limit as you have to kill them in order to go to  
MANORIA VILLAGE

++++  
BOSS FIGHT 09: JABBA AND FRIENDS 2  
++++

Name: Jabba x3  
HP: 1089  
Weakness: Water

Name: Stove Plant x2  
HP: 389  
Weakness: Water

Name: Shark Gator x2  
HP: 389  
Weakness: All

Name: Corn Mover  
HP: 480  
Weakness: Fire

Start by getting rid of the Stove Plants. It shouldn't take anything more than a single Aqua Bleed. Have Joshua cast Hell Gate on grouped enemies, his chanting should be fairly fast if you installed the Cast 2 Quartz on him.

The Jabbas usually cast Stone Hammer, occasionally they roll up to you and use melee, which leeches off your HP to replenish theirs, and it hurts quite a bit, too. If you didn't modify Kloe's Ornaments, she should have Blue Impact by default. Casting that will take away ~800 HP off a single Jabba, combine that with Joshua's Hell Gate, they should go down fairly quickly. The rest of the enemies are just there for you to pound.

Now you can head for MANORIA VILLAGE. Go to the room on the second floor of the INN and watch the scene, you'll be automatically taken to MANORIA BYROAD. Take a few minutes to reconfigure Agate's Quartz setup, the default may not be the best configuration out there.

Once you're done, head straight, follow Sieg to VARENNE LIGHTHOUSE.

=====  
-----  
/VARENNE LIGHTHOUSE\  
=====

ITEMS:  
NONE

-----  
Enter the lighthouse and you'll be thrown into a boss fight right away.

++++  
BOSS FIGHT 10: DEEN AND GANG  
++++

Name: Deen  
HP: 1980



Weakness: None

Name: Raven Gang Member x2

HP: 881

Weakness: None

Take out Deen first, he can lower your character's defense, boost his underling's strength, and worst of all, revive them back to full health if you leave him kicking for too long. Have Joshua and Kloe both cast Hell Gate or whichever strongest single/multi-target spell you have. It should be enough to take out Deen. If not, have Estelle or Agate seal the deal off with a melee attack.

Heal up and head to the second floor for the next fight.

+++++

BOSS FIGHT 11: RAIS AND GANG

+++++

Name: Rais

HP: 1980

Weakness: None

Name: Raven Gang Member x2

HP: 881

Weakness: None

Same strategy as the previous battle, make sure you take out Rais first.

Save, heal, head up the stairs for another fight.

+++++

BOSS FIGHT 12: ROCCO AND GANG

+++++

Name: Rocco

HP: 1980

Weakness: None

Name: Raven Gang Member x2

HP: 881

Weakness: None

Again, same strategy, deal with Rocco first before you take on his henchmen.

Make sure you save and heal everyone to full health. The next battle is gonna be tough.

Head up two floors for a scene and a final battle in this area.

+++++

BOSS FIGHT 13: BLACK-CLAD SOLDIERS

+++++

Name: Black-Clad Soldier x2

HP: 1280

Weakness: None

These guys are quick, powerful, and can delay your characters with their Shadow Weaver move. Concentrate your attacks on one soldier before you move onto the next. Forget about spells, just melee or Craft them. Joshua's Flicker is very useful here. Heal with items if you can't make it in time with the healing spells.

More scenes and a choice. It doesn't matter which one you choose, when you are given control again, exit west of MANORIA VILLAGE and keep moving towards RUAN. After Kloe leaves you'll automatically be taken to the guild.

=====

----  
/RUAN\  
=====

ITEMS:

LIBERL NEWS - ISSUE 5, 10000 MIRA, 5000 MIRA, RECOMMENDATION,  
DEATHBLOW 1  
-----

Before you go to MAYOR'S RESIDENCE in RUAN - SOUTH BLOCK, visit the item shop and buy a copy of LIBERL NEWS - ISSUE 5. Make sure you equip your characters with accessories that prevent poison and faint and make sure you upgrade your armors if you still haven't done so.

Now go to your destination, enter the right corridor and up the stairs into the room where the butler is standing next to. Watch the scene here, and prepare for the final boss battle of this chapter.

++++  
BOSS FIGHT 14: MAYOR'S PETS  
++++

Name: Fango  
HP: 2140  
Weakness: None

Name: Bronco  
HP: 1788  
Weakness: None

These things are like Black-Clad Soldiers on steroids! If they gang up on a single character, he/she won't survive. If you don't have charms that prevent faint or poison, your party will likely become their snacks.

Start off by using Kloe's Impose and Estelle's Morale, focus on the foe that got debuffed, attack with your Crafts. If any character's HP falls below half, heal immediately. Have Joshua use his Flicker as often as he can. If the debuff effects disappear, use Impose again. Kloe should be your healer in this battle and should do only that (aside from using Impose).

Before the monster dies, it'll use Death Throes on the remaining one to boost its strength and speed, and that's not funny at all. Have Kloe use Impose immediately and kill it while it's debuffed.

Watch a series of events after this, you'll receive a total of 20 BP, 15000 MIRA, the RECOMMENDATION letter from Jean, and DEATHBLOW 1 Quartz (if your Bracer Rank reaches 3, which it should since you've been diligently working on quests, right? ^\_\_^).

Save your game, and let's move onto Chapter 3.

-----  
(~CHAPTER 3: THE BLACK ORBMENT~)

[WKT04]

-----  
In case you're wondering about the name of the background music played during Agate and Masked Commander's duel, it is called Silver Will.

-----  
/JENIS ROYAL ACADEMY\  
=====

ITEMS:

CARNELIA - CHAPTER 6  
-----

Exit north of RUAN and head east when you reach the intersection, keep going straight till you reach JENIS ROYAL ACADEMY. Stop by the MATERIAL ARCHIVES room on the second floor of the CLUBHOUSE, and talk to Purity there for CARNELIA - CHAPTER 6.

YOU MUST DO THIS BEFORE HEADING TO AIR-LETTEN CHECKPOINT. Otherwise you'll miss it permanently until you start your next playthrough.

Once you leech the free copy, go back to RUAN, exit south of RUAN - SOUTH BLOCK, and keep going south till you reach AIR-LETTEN CHECKPOINT.  
=====

-----  
/KALDIA TUNNEL\  
=====

ITEMS:

TEARA BALM x3, CURIA BALM, DEATHBLOW 2, CELESTIAL BALM  
-----

RECIPES:

BRINY DELIGHT  
~~~~~

Enter the building here and talk to the chef in the first room to your right, you can buy BRINY DELIGHT here. Talk to the guard at the counter, say you're ready, and head up the stairs for a scene, you should now be inside KALDIA TUNNEL.

The northern path at the first intersection, it'll branch off into three different deadends (press SELECT to see your map), each end has a chest containing TEARA BALM, CURIA BALM, and TEARA BALM, respectively.

Backtrack to the main road, and keep moving till you reach the next branching point. Take south route for a DEATHBLOW 2, come back and take the other road (northeastern road) till you reach the next area.

Keep moving down the one way path, you'll find a RECOVERY POINT near the exit. In the next area, there's a road that leads to LIMESTONE CAVE, do NOT go there, you'll get massacred. When you reach the second intersection, take the southern route, you'll find a TEARA BALM and a CELESTIAL BALM at the two deadends here. Backtrack and take the northern pathway this time till a scene takes over. Time to

backtrack! (That little girl must travel at the speed of sound or something, in just four lines of dialogue, she's already at the bridge, fixing the lamps, WTF? O__O)

Anyway, keep backtracking to the previous area until a scene occurs. Mmm... loli AND tentacle rap- I mean, giant worm monsters.

++++
BOSS FIGHT 15: DAMP CRAWLER
++++

Name: Damp Crawler x4
HP: 650
Weakness: None

They aren't hard at all, but they do leech off your HP to heal themselves. Occasionally they use GUMMY JUICE to slowdown your team. Just use melee attacks and you'll be fine.

Once it's over, keep going north until you reach ZEISS.

=====

/ZEISS\
=====

ITEMS:
ATTN FACTORY CHIEF, SEPTIUM OPTIC ANNALS, TOMORROW'S COOKING, KITTY-TALK FOR DUMMIES, ACERBIC TOMATO

~~~~~  
RECIPES:  
ROTINI PASTA, BLACK PEPPER SOUP, SEASONAL TART, BOUILLABAISSE PLUS  
-----

Up the stairs from the exit, take the left route and examine the elevator. Tita will leave your party temporarily. It's time to do some shopping!

Right next to the main entrance of CENTRAL FACTORY is the ORBMENT FACTORY, if you have enough Sepiths, you can synthesize higher level Quartz like HP 3, Impede 3, etc. Otherwise, head out into the city. Head down the escalator and check the CAFE for some new recipes, go to the weapon shot to upgrade your equipments. Once you're ready, head over to the guild for a scene, you'll receive ATTN. FACTORY CHIEF. Before heading over to the CENTRAL FACTORY to meet Murdock, check the bulletin board for a list of quests, you know what y'all should be doing right now, story progression can wait. :)

\*\*\*\*\*  
QUEST 29: TEMP LIBRARIAN  
\*\*\*\*\*

Time Limit: Before infiltrating LEISTON FORTRESS

Talk to Constance inside the ARCHIVES room on CENTRAL FACTORY 2F, agree to help, then go to 3F DESIGN RM and examine the ladder stool for SETPIUM OPTIC ANNALS, now head up one floor to 4F's LAB, examine the table to the right for TOMORROW'S COOKING. If you head up the stairs here into the hot house, you can grab a free ACERBIC TOMATO. In fact, you can come back here as often as you want and loot more of it if you're interested. If you read TOMORROW'S COOKING, you'll master a new recipe! Leave the LAB and head for the CLINIC on the

same floor, examine the night stand between the two beds for KITTY-TALK FOR DUMMIES, read it and you might find out what those stray cats are thinking.

Once you got all three books, talk to Constance again to complete the current quest, which in turn, opens up a secret quest.

You'll receive 3 BP and 250 MIRA as rewards.

Exit south of ZEISS onto TRATT PLAIN RD.

-----  
/TRATT PLAIN RD\  
=====

ITEMS:

TEARA BALM x2, HIT 3  
-----

Keep going south till you reach the next screen. When you're in the second area, press SELECT and check your map. see those dark spots on the map? Locate the upper exit (where it says ZEISS above it), there is a tiny dark spot (a rock) that is directly below the two large spots south of the exit. You'll find a TEARA BALM there.

The little open area to the right of the lake offers a chest with another TEARA BALM in it. At the southwest corner (bottom left of the map) where a lot of sheeps gather, there's a chest with a HIT 3 Quartz in it, but you need to defeat a bunch of Creepy Sheeps. If you didn't upgrade Estelle and Joshua's armors, you should come back later. Otherwise, have Joshua cast Hell Gate, and Estelle cast Fire-based area spells. The sheeps usually end up clogging the areas around you after attacking you, which make your magics even more effective. Use Joshua's Flicker as you see fit, if you have any Quartz equipped on Estelle that can inflict status ailments, her Hurricane Craft will more than likely cause ailments on multiple sheeps.

Once you've looted all three items, head for the southeast exit to ELMO VILLAGE.

-----  
/ELMO VILLAGE\  
=====

ITEMS:

THE ERBE WOODPECKER  
~~~~~

RECIPES:

WILD VEGGIE POT, FRUITY MILK, SPECIALTY EGGNOG, MONSTER SUSHI

Head for the INN, you can buy some nice recipes here. Aim for the door at the bottom right, it should take you to a corridor. Rotate your camera so you can see the narrow path that is parallel to the INN's wall. Follow the path, head down the stairs, make your way around the pond (you'll need to go underneath the wooden corridor. When you are close to the stone lamp, you should be able to examine it, which yields the quest item THE ERBE WOODPECKER. Go back to ZEISS.

HIDDEN QUEST 7: TEMP LIBRARIAN PLUS

Time Limit: Before infiltrating LEISTON FORTRESS

Hand over THE ERBE WOODPECKER to Constance in the ARCHIVES room on CENTRAL FACTORY 2F to complete this quest... Annnnnnd she tells you there are two more books you should to retrieve for her. F@#\$ing biatch.

You'll get 3 BP and 500 MIRA as rewards.

Be sure to rest up, exit south of ZEISS onto TRATT PLAIN RD again.

=====

/TRATT PLAIN RD\
=====

ITEMS:
HERTZ'S ADVENTURE(2), SAPPHIRE TALISMAN

You can actually clear Quest 32 while you're on your way to retrieve the book, so let's do that.

QUEST 30: TRATT PLAIN MONSTER

Time Limit: Before going to ELMO VILLAGE for pump repair

Take the eastern path on the first screen towards WOLF FORT. Press SELECT to pull out your map when you're in the second area. Look at the paved road that's connecting ZEISS to WOLF FORT. Your target is located just a little before the road starts turning east.

+++++
OPTIONAL BOSS FIGHT 07: CRONOCIDER
+++++

Name: Cronocider x4
HP: 1600
Weakness: None

If your have Clock Up EX, cast that right away. If not, start by casting Soul Blur or Shadow Spear. When the Cronociders begin to gather around you, start casting La Tear. You need to make sure both of your characters' HP stay above 50%. Your enemies could take 200 to 300 HP per hit, it's vital that you replenish lost health ASAP.

Sooner or later the boars will gather around you, which make your multi-target spells easy to hit. However, it is usually at this point when they start using Golden Armor on themselves. This skill boosts STR and DEF, and can be a headache if two or three of them use it at the same time. Delay or kill those that have been buffed, use your S-Crafts if you have to.

You'll receive 4 BP and 1000 MIRA for defeating them.

You need to fight a group of Grass Hoppers in order to obtain the BLACK BANGLE inside that chest.

Take the eastern exit (not the one leading to WOLF FORT) into an area with four small stone pillars and a large one in the center. Examine the central pillar for HERTZ'S ADVENTURE(2). Rotate your camera till you spot the monster chest guarded by another group of Grass Hoppers. Beat them to obtain the SAPPHIRE TALISMAN. Before you go head back to ZEISS, let's explore CARNELIA TOWER for some nice equipments and Quartz. Go back to the previous screen and head for the northern exit, it'll take you to CARNELIA TOWER.

/CARNELIA TOWER\
=====

ITEMS:

EP CHARGE x2, TEARA BALM x3, BLACK COAT, MIND 3, EP CHARGE EX,
ATTACK 3, DEMI-HANDERS, CELESTIAL BALM, TEAR ALL BALM, OCTAVIAN
STAVE, CAVALIER KILLER
~~~~~

RECIPES:

HELLFIRE EGGS  
-----

- 1F: Two chests on either side of the stairs right when you enter the tower, you need to rotate your camera to see them. One has an EP CHARGE, the other contains a TEARA BALM. Two additional chests are found before the stairs leading to 2F, one with an EP CHARGE, the other with a BLACK COAT.
- 2F: Cross the bridge into the central dome, where a monster chest containing a MIND 3 Quartz is sitting in the middle. You'll need to deal with three Robber Trappers. Water spells work wonders here, but be sure to watch out for their Spiral Flame magics. Take the stone bridge to the west and up the stairs.
- 3F: Grab the EP CHARGE EX from the platform to the south, then head back down to 2F.
- 2F: Take the stone bridge to the east and up the stairs.
- 3F: Grab the TEARA BALM from the platform to the south, then head back down.
- 2F: Take the stone bridge to the south and up the stairs.
- 3F: Watch out for the Pom swarms in the central dome here, go north and up the stairs to 4F.
- 4F: Head straight south till you see two chests on either sides of a wall, you should find HELLFIRE EGGS and TEARA BALM in them. Go back to the central dome, head west and up the stairs to 5F.
- 5F: Go south for a monster chest that contains Joshua's DEMI-HANDERS, then head north till you reach the platform connected by a stone bridge going south, take this route and you should be in the central dome. Take the west exit here and go north for a chest with a CELESTIAL BALM in it. The monster chest at the opposite end yields an ATTACK 3 Quartz. Go back to the central dome and take the east exit, go south for a chest with a TEAR ALL BALM, then head north to the opposite end for another monster chest with Estelle's OCTAVIAN STAVE in it. Go back to the central dome gain and take the south exit onto the platform with the stairs going up, the western wooden bridge takes you to a monster chest containing a CAVALIER KILLER.

Well, that's all for now, backtrack to 1F and head back to ZEISS to hand over the book to Constance.  
=====

-----  
/SANKTHEIM GATE\  
=====

ITEMS:

31 CYPRESS TREES, IMPEDE 3  
~~~~~

RECIPES:

POT O'MEAT

HIDDEN QUEST 8: TEMP LIBRARIAN PLUS 2

Time Limit: Before infiltrating LEISTON FORTRESS

Talk to Constance in the ARCHIVES room on 2F of ZEISS' CENTRAL FACTORY once you obtained HERTZ'S ADVENTURE(2). Completing this to unlock Hidden Quest 9, which is another book hunt mission.

You should receive 4 BP and 1000 MIRA as rewards.

HIDDEN QUEST 9: TEMP LIBRARIAN PLUS 3

Time Limit: Before infiltrating LEISTON FORTRESS

Exit east of ZEISS onto RITTER ROADWAY, and keep going east three screens till you reach SANKTHEIM GATE. Enter the gate and head up the stairs near the end of the corridor. Keep following the path on 2F till you can go up another floor. Examine the chest here to get 31 CYPRESS TREES and IMPEDE 3 Quartz. The first room to your right on 1F is the cafeteria. You can try POT O'MEAT here for 700 MIRA.

Head back to ZEISS and hand over the book to Constance to complete this quest.

You should receive 4 BP and 2500 MIRA as rewards.
=====

/ZEISS\
=====

ITEMS:

GASOLINE TANK, COMBUSTION ENGINE, BACK ROOM KEY, CIGARETTES, ACERBIC TOMATO, LONG BARREL, TEARA BALM, DRIVE ORBMENT
~~~~~

RECIPES:

TOMATO SANDWICH  
-----

That's it for all the side quests for now, talk to the receptionist on 1F beside the elevator then head to 2F's OFFICE to progress the story.

Once Tita joins you, head down to 1F's Orbment Factory and open up the rest of her slots. Equip whatever you see fit on her and head to her grandpa's private factory located southwest of ZEISS. Meet Professor Russell on 2F inside his workshop to the right of the entrance, then head downstairs for another scene.



The next morning, head to the guild first and talk to Kilika there, go to the WORKSHOP on CENTRAL FACTORY 3F for a scene, then head for the OPERATIONS room on 5F, examine the computer here and select Central Factory -> Related Topics -> Gasoline, Combustion Engine. After retrieving the information on the whereabouts of the above items, head to the southern storage room in B1 and talk to Faye there to obtain GASOLINE TANK. Now, get out of CENTRAL FACTORY and head for ZEISS LANDING PORT to the right of the factory, talk to Gerald at the ticket stand, then navigate your way to the ship to meet Gustav and grab the COMBUSTION ENGINE from him.

Once you got both items, go back to the WORKSHOP on 3F of CENTRAL FACTORY for a scene. Do NOT go to ELMO VILLAGE yet, there are some quests you should complete first. Check the bulletin board inside the guild.

\*\*\*\*\*  
QUEST 31: SMOKER'S REVOLT  
\*\*\*\*\*

Time Limit: Before going to ELMO VILLAGE for pump repair

Talk to Dr. Miriam inside the CLINIC on CENTRAL FACTORY 4F, agree to help. If you don't have FRESH MILK with you, you can buy it from GENERAL GOODS in ZEISS. Choose to give the FRESH MILK to Antoine, the cat, and it'll start following you (.....). Go to the following places in order:

- 1) 5F OPERATIONS - Ask Travis about cigarettes
- 2) 1F - Ask Hugo who's talking with another guy to the left about cigarettes
- 3) 2F OFFICE - Talk to Murdock for a scene, check the locked door, then check the desk with a pile of green books to receive the BACK ROOM KEY, head into the locked room and examine the table for some CIGARETTES.

You'll receive 4 BP and 2000 MIRA for this quest.

\*\*\*\*\*  
QUEST 32: POTENT INGREDIENT  
\*\*\*\*\*

Time Limit: Before infiltrating LEISTON FORTRESS

Snatch the ACERBIC TOMATO inside in the LAB's hot house on 4F of CENTRAL FACTORY, head over to the CAFE and choose to hand over the ingredient to Ben to complete this quest.

You'll receive a TOMATO SANDWICH, 3 BP and 1000 MIRA.

\*\*\*\*\*  
QUEST 33: PRODUCT TESTING  
\*\*\*\*\*

Time Limit: Before going to ELMO VILLAGE for pump repair

Talk to Terry in CENTRAL FACTORY 4F's LAB, agree to help and you'll get a pair of (ALPHA) STREGA. Equip them on Estelle and visit the following places:

- 1) AIR-LETTEN CHECKPOINT
- 2) LEISTON FORTRESS
- 3) SANKTHEIM GATE
- 4) WOLF FORT

Do NOT go to ELMO VILLAGE, you won't be able to complete this quest if you do.

Theoretically, you can complete the quest by visiting three of the above locations, but if you visited all four, you'll get 2 extra BP and (BETA) STREGA, which is well worth the extra trip.

You should receive 6 BP, 2000 MIRA and (BETA) STREGA if you finished all of the above.

\*\*\*\*\*  
QUEST 34: HAULAGE VEHICLE SEARCH  
\*\*\*\*\*

Time Limit: Before going to ELMO VILLAGE for pump repair

Exit south of ZEISS and turn east when you reach the intersection. On the second screen with four exits, walk on the paved road until it starts to turn east, stray off to the south and you should see two people in front of a vehicle. Talk to them and prepare for to defend the cart against a bunch of Armored Rabbits. Completing this quest opens up a secret quest.

You'll receive 4 BP and 1000 MIRA as rewards.

\*\*\*\*\*  
HIDDEN QUEST 10: HAULAGE VEHICLE REPAIR  
\*\*\*\*\*

Time Limit: Before going to ELMO VILLAGE for pump repair

Head back to ZEISS and talk to Prometheus in the DESIGN RM (CENTRAL FACTORY, 3F), then head to 5F OPERATIONS room and check the computer there by selecting Central Factory -> Related Topics -> Haulage Vehicle. Take the elevator to B1 and talk to Rudi near entrance of KALDIA TUNNEL to receive the DRIVE ORBMENT.

Exit south of ZEISS, take the eastern route on the first screen, on the second screen with four exits, walk a little south after the paved road starts turning east to find the stalled vehicle. Hand over the DRIVE ORBMENT to Wong to complete this quest.

You should receive 5 BP and 1500 MIRA as rewards.

Head southeast for the exit to WOLF FORT, a secret mission awaits. On the next screen, there's a monster chest south to the western exit that contains a LONG BARREL, a little south of WOLF FORT's entrance is a tree that hides a chest with a TEARA BALM in it.

\*\*\*\*\*  
HIDDEN QUEST 11: MESSENGER OF LOVE  
\*\*\*\*\*

Time Limit: Before going to ELMO VILLAGE for pump repair

When you enter WOLF FORT, talk to Brahm who's guarding the gate to activate the hidden mission. Agree to help and he'll hand over 1000 MIRA to you.

Buy a WOLLY KNIT-HAT from GENERAL GOODS in ZEISS and hand it over to Faye on CENTRAL FACTORY B1 to complete the quest.

If you bought the correct present, you'd get 4 extra BP. Hence, you should receive 6 BP and 2000 MIRA for this quest.

\*\*\*\*\*  
QUEST 35: RITTER ROAD MONSTER  
\*\*\*\*\*

Time Limit: Before seeing Dorothy's photo

Exit east of ZEISS, keep moving till you reach the next area. South of the T-intersection, you should find a giant cobra enemy that requires extermination, choose to do so for an optional boss fight. Make sure to equip White Bracelet on your characters.

\*\*\*\*\*  
OPTIONAL BOSS FIGHT 08: MERCURY VIPER  
\*\*\*\*\*

Name: Mercury Viper  
HP: 1766  
Weakness: Fire & Wind

Name: Bane Cobra x4  
HP: 766  
Weakness: Fire & Wind

This fight can be difficult. The Bane Cobras can summon more of their friends to battle, however, since this makes most of them clump together in a tiny area, you should be able to use Tita's Smoke Cannon and other area spells (eg. Aerial, Hell Gate, etc.) to quickly dispose of them.

The snakes primary method of attack is Venom, which takes away ~200 HP with 100% chance of inflicting poison on you. Therefore, having the White Bracelet on your characters will help immensely. Mercury Viper isn't anything special, it's just a giant version of its underlings with more HP. Once the small eggplants are gone, you can smash it however you see fit.

You should receive 5 BP and 2000 MIRA as rewards.

=====  
-----  
/ELMO VILLAGE\  
=====

ITEMS:  
PUMP SHED KEY  
-----

Enter ELMO VILLAGE for a scene, go to the INN for another scene. The INN owner Matilda will hand over the PUMP SHED KEY to you. Go to the little cabin to the north, use the key and enter it for a scene. Go back to the INN for another scene. Head out of the village and start

moving towards the opposite direction (off the paved road), you should eventually encounter an event, which throws you into a battle against six Attack Dobermen.

I don't consider this a boss fight, they tend to gather around you before they attack. Use Hell Gate, Stone Impact and other area spell to take them out. Dorothy's flash will blind them, making the battle even easier. If you have Joshua's Black Fang S-Craft, using it here will significantly reduce the difficulty.

Once you're done, head back to ELMO VILLAGE, pick up Tita from the PUMP SHED and report to Matilda in the INN. Head up the stairs into the room at the lower right corner. When it's night time, come down and enter the door to the upper right for a scene, keep going down the corridor into the house at the other end, check the changing room for a long scene.

=====

-----  
/ZEISS\  
=====

ITEMS:

3000 MIRA, GRAIL BRACELET, PETRIFY, CARNELIA - CHAPTER 7  
-----

Go to the village exit for a scene, head towards ZEISS for another scene. Go to the guild to report your progress, you should receive 5 BP and 3000 MIRA for the pump repair mission. If you did all of quests above, your Bracer Rank should rise to 2 now, which grants you a GRAIL BRACELET that prevents all status ailments.

Update your equipments if you haven't, then head for the CENTRAL FACTORY area for a scene. Before you enter the building, talk to Elwyn to the right side of the stairs, he'll give one of the three items for free, I'd pick PETRIFY Quartz myself. You can choose whichever one you prefer.

Enter the complex, check the elevator first, then go for the emergency stairs on the other side. There are smokescreens that can be disabled on each floor here, you get 1 extra BP for every smoke canister cleared:

- B1F: Eastern warehouse, near the conveyor belts
- 1F: Left area, near the bench
- 2F: Near the elevator
- 3F: Inside the Design Room
- 4F: Inside the Lab

Head up to 3F, and enter the WORKSHOP for a scene. Reconfigure Agate's Quartz here if you want, then head to 5F by going up the emergency stairs again. Move down the path for a scene, then head back down to 1F, and go outside.

After the fiasco's over, head out of the factory, Dorothy will leave. Go to the guild for an event. Professor Alba couldn't have come at a better time, as an eye witness and all. Anyway, exit south of ZEISS but do NOT go to CARNELIA TOWER just yet, instead make your way to WOLF FORT, and talk to Bruno next to the two guards standing beside the gate for CARNELIA - CHAPTER 7. It's absolutely critical that you do this now, miss this opportunity and it's gone for good.

-----  
/CARNELIA TOWER\  
=====

ITEMS:

NONE  
-----

Once you grabbed CARNELIA - CHAPTER 7, it's time to go to CARNELIA TOWER.

A scene when you enter the area followed by a battle against five Attack Dobermen. Select they're affiliated with the black men for 3 extra BP.

If you haven't looted all the treasures in this place yet, you can refer to my earlier paragraphs. Otherwise keep going up till you reach the roof, be sure to save and heal beforehand, since a boss battle's waiting for ya.

++++  
BOSS FIGHT 16: BLACK-CLAD SOLDIERS 2  
++++

Name: Black-Clad Soldier

HP: 1820

Weakness: None

Name: Black-Clad Soldier x2

HP: 1950

Weakness: None

The one with lower HP uses a machine gun, the other two use melee attacks. These folks are tough, however, status ailments DO work on them. I equipped Deathblow 1 on Joshua, which has a 10% K.O. rate and by luck, I took two of them out with a single Flicker.

Equip Petrify on Agate and Estelle and give it a try if things don't work out for you. Chances are, you might end up stoning them more often than you think. By now, you should have La Teara on one of your members, cast that whenever your members' HP fall below half. Use S-Crafts when you're in danger, or use it when you can steal enemy's critical turn bonus.  
=====

-----  
/LIMESTONE CAVE\  
=====

ITEMS:

TEARA BALM x5, EP 3, EP CHARGE EX, G-IMPACT, ZEMURIA MOSS, ARVE SOVEREIGN SERUM  
-----

Watch the scene after this, head out of the tower for a scene, when you're on your way to ZEISS, Agate faints.

A few events later, go visit Father Vixen of the SPETIUM CHURCH in ZEISS, then head to the guild, Zane will accompany you to fetch the antitoxin for Agate. I highly recommend that you buy a few of those necklaces that prevent Confuse from the weapon shop and equip them on your characters. They'll make the upcoming boss battle a

breeze. Head down to CENTRAL FACTORY B1 to get to KALDIA TUNNEL.

At the intersection, go north. A little bulge of land to the east on this path leads to a TEARA BALM.

Keep going till you reach an intersection, head northeast to the next screen. Keep going till you reach another intersection, move north for a TEARA BALM, backtrack and take the east path and turn north for a monster chest, you'll need to defeat five penguins before getting the EP 3 Quartz. Head back to the latest branching point, go east then south for a TEARA BALM. Go back to the previous screen.

Backtrack to the intersection here and take the northwestern path to another intersection, the road going downward takes you to an EP CHARGE EX, whereas the one going upward takes you to the next area.

In the next screen, move north, then east at the intersection for a monster chest with a G-IMPACT for Tita. Backtrack and take the west path to the next area.

Keep going west in the new area for a TEARA BALM, back track and take the north route at the intersection, head west when you're given the chance for another TEARA BALM. Move in the opposite direction, then north, then east into the final area.

Heal and save. Then examine the large rock in the center for some ZEMURIA MOSS followed by a boss fight.

++++  
BOSS FIGHT 17: PENGUIN FEAST  
++++

Name: King Penguin  
HP: 6880  
Weakness: Fire

Name: Yellow Penguin x2  
HP: 1003  
Weakness: None

Name: Pink Penguin x2  
HP: 1054  
Weakness None

The Pink Penguins here can confuse your party, Equipping Lily Necklaces on your characters will make the battle a breeze. If you didn't do this, enjoy watching your characters wasting their turns running amok or punching each other :D

Start by focusing all your attacks on Pink Penguins. If Joshua's CP is above 100, use his Black Fang and take them out ASAP. Zane and Tita can heal with their Crafts. Have your Fire mages cast Flare Arrow on King Penguin, that should take off ~800 HP per chant.

The penguin king uses Thunder Breath fairly reaquently, which can hit multiple targets in a line and may cause paralysis on its target(s). In addition, it can also use Sonic Boom that deals heavy damage to all characters (~400 HP). If it's gathering power, try to rush it with your strongest Crafts and magics or just concentrate on healing.

Backtrack to KALDIA TUNNEL (just keep going south/southeast), then ZEISS' CHAPEL and hand over the moss to Father vixen, you'll receive the ARVE SOVEREIGN SERUM in return. Head to the CLINIC (4F, CENTRAL FACTORY) for a scene.

=====

-----  
/RITTER ROADWAY\  
=====

ITEMS:  
LIBERA NEWS - ISSUE 7  
-----

After Zane departs, buy LIBERL NEWS - ISSUE 7 from GENERAL GOODS, then go to the guild for a scene, you'll get a copy of DOROTHY's PHOTOGRAPH.

Exit east of ZEISS, near the end of the road stands a monster that requires extermination. This is a mandatory battle, you must defeat it to go to LEISTON FORTRESS.

\*\*\*\*\*  
QUEST 36: RITTER ROAD MONSTER 2  
\*\*\*\*\*

Time Limit: No limit as you have to kill them in order to go to  
LEISTON FORTRESS

++++  
BOSS FIGHT 18: BLOODY SABER AND FRIENDS  
++++

Name: Bloody Saber  
HP: 2450  
Weakness: Water & Wind

Name: Solid Dozer x2  
HP: 1380  
Weakness: None

Name: Attack Doberman x2  
HP: 1180  
Weakness: All

Let's talk about the ugly stuffs first. Bloody Saber can leech your HP just by attacking you, and it's fast. It also uses Death Throes on its companions when it dies, greatly enhancing their ATK/SPD. Solid Dozers can delay your turn when they attack you.

So what to do? Start by casting Clock Up EX on your healer. If you don't have this magic, use Clock Up instead. It's likely that before you even get your turn, your enemies have already gathered around you. If this is the case, use Aerial, Hell Gate, Hurricane, etc. on them. Heal with La Teara. If Joshua's CP is at 200, look for a good turn bonus and unleash Black Fang, it should theoretically take out everything except Bloody Saber.

Once the underlings are gone, the rest of the battle should just be a heal/attack game. Since Bloody Saber sucks blood, make sure you finish it quickly.

You'll receive 6 BP and 3000 MIRA as rewards.

Keep moving to the next area and take the northern path when you come across the intersection, you should be on SODAT ARMY ROAD now.

-----  
/SODAT ARMY ROAD\  
=====

ITEMS:  
TEARA BALM, REVIVING BALM, EP CHARGE EX, CURIA BALM  
-----

There is a TEARA BALM and a REVIVING BALM to the western side of the road. An EP CHARGE EX is located on the eastern side of the road near the northern exit of the first area. A CURIA BALM is located halfway to your left in the second area, keep moving north till you reach LEISTON FORTRESS.

Head up for a scene, it doesn't matter what you choose here, just pick one to move the story along. When you've taken control again, head towards the exit for a scene.

-----  
/ZEISS\  
=====

ITEMS:  
DETECTOR JAMMER, LEISTON FORTRESS MAP  
-----

Choose "The Royal Guardsmen are being set up?" for 4 extra BP and watch the rest of the dialogue. Head to Russell's workshop southwest of ZEISS, enter the room to the right, then head up the stairs and check the bottom right corner to retrieve the DETECTOR JAMMER. Head back to the guild again to receive LEISTON FORTRESS MAP from Kilika, enjoy watching Agate's tsundere mode kicking into gears. XD

If you still have unfinished quests, do them now. You won't be able to complete them if you get on the airship. When you're ready, go to ZEISS LANDING PORT beside CENTRAL FACTORY, and talk to Murdock on the lower platform. Choose to "Liftoff", and off to LEISTON FORTRESS you go!

While you're on the ship, talk to everyone, head out onto the deck for a scene, then get back down to the basement and talk to Gustav to progress the story.

-----  
/LEISTON FORTRESS\  
=====

ITEMS:  
ORBAL CALCULATOR  
-----

Choose to go to the Research Wing (it doesn't matter which one you choose really, it won't affect the amount of BP you receive). There is a RECOVERY POINT right around the cargo, use it to your advantage.

Head to the next area through the bridge to the west, then aim for the northwestern exit. Enter for a scene, stick to the walls to your



left until you reach a barred window, examine it for a scene.

Head a little right from where you are for a battle against two Special Ops Soldiers. I don't consider this a boss fight, you've fought them twice already, they hit hard and have more HP this time around. Just heal when you see fit and pound them to death. Enter the facility for a scene, Joshua'll retrieve the ORBAL CALCULATOR, after some chitchat, head out and exit south for a scene.

SAVE YOUR GAME, NOW! Screw up the next part and you can bid farewell to your 2 bonus BP. Since soldiers have been dispatched to search for intruders, every time your cover is blown, you lose 1 BP. Repeat this three times and you won't get any bonus BP here.

So, with your camera facing SOUTH, stick to the iron walls to your left and follow the path until you reach the first building with a door. Watch the guards here, get into the complex when they face away from you. You should now be inside the COMMAND CENTER. Go left and down the stairs at the end of hall for a funny scene, when you are back up, attempt to exit through the entrance, then head right into the next area and enter the door at the very end.

After the scene, head north to reunite with everyone and enjoy the last bits here as the chapter wraps up. Save your game, and prepare for the finale.

=====

-----  
(~FINAL CHAPTER - TURMOIL IN THE ROYAL CITY~) [WKT05]  
-----

-----  
/ZEISS\  
=====

ITEMS:  
RECOMMENDATION, 8000 MIRA, 15000 MIRA, BOARDING PASS x2, CARNELIA -  
CHAPTER 8  
-----

Watch the opening scenes, Kilika will give the RECOMMENDATION letter to Estelle and Joshua along with 23000 MIRA as rewards for rescuing Professor Russell.

Head for the LANDING PORT and talk to Gerald by the booth to receive BOARDING PASS x2. Go to the boarding dock below for a scene, talk to Gerald again for a scene. Do not go to SANKTHEIM GATE just yet, instead head to AIR-LETTEN CHECKPOINT via KALDIA TUNNEL (CENTRAL FACTORY B1) and talk to Private Orta (inn, upper right room) here to receive a copy of CARNELIA - CHAPTER 8.

Again, this is time sensitive, once you reach SANKTHEIM GATE, you can no longer obtain it. Make sure to leech it off Orta now!

Go back to ZEISS, exit east of the city and keep going east till you reach SANKTHEIM GATE.

=====

-----  
/SANKTHEIM GATE\  
=====

ITEMS:

-----  
Enter for a scene, talk to Wayne behind the counter here to get the paperwork done... and wow, Professor Alba's timing sure is perfect, too perfect. Exit at the other end of the gate, you should be on ROYAL AVENUE now. Most east for a scene, then head north towards GRANCEL.

When you reach the intersection on the next screen, move northeast and keep going east until you reach GRUNE GATE. Enter the gate and up the stairs to 2F, take the first exit you see when you walk down the hall, keep going south on the wall here until you find Private Selbourne, who'll hand over CARNELIA - CHAPTER 9 as a gift.

Leave GURUNE GATE, and keep going west/northwest until you reach GRANCEL.

=====  
-----  
/GRANCEL\  
=====

ITEMS:

LIBERL NEWS - ISSUE 8, GRAND ARENA TICKETS  
~~~~~

RECIPES:

GORGEOUS CREPE, BOUILLABAISSE, MIXED COCKTAIL, REFRESHING PIE, RICH ESPRESSO, SPECIAL ICE CREAM, CHEF'S CURRY

Professor will take his leave once you enter the city. Time to do some shopping! There are some new recipes and foods you should try at the CAFE and the foodstands. Start by upgrading your armors and shoes, then head for the ORBMENT FACTORY and synthesize some higher level Quartz (eg. HP 3, Mind 3, Attack 3, etc.). Go to GENERAL GOODS in EAST BLOCK and buy LIBERL NEWS - ISSUE 8 from the bookstore there. Finally, report to the guild here to progress the story.

Watch the scenes as you enter the guild, choose "That letter would just get crumpled up?" for 1 extra BP, then leave the guild and head north past NORTH BLOCK to GRANCEL CASTLE.

Those two guards sure talk A LOT in front of complete strangers... Anyway, go back to SOUTH BLOCK, then east to EAST BLOCK and talk to Lifa by the ticket booth beside the GRAND ARENA, pay 1000 MIRA, grab your GRAND ARENA TICKETS and show them to the receptionist in front of the entrance to get in. Go for the left exit and up the stairs, enjoy the matches! Afterwards, exit through the iron gate to the north, down the stairs, go north, then east and enter the room to your right for a scene.

Leave the guild and enter the CAFE right above it for a graceful encounter with Olivier. Next, go to CALVARD EMBASSY direct south of EDEL DEPARTMENT STORE in the EAST BLOCK and talk to the guard there. Time to look for Zane.

Leave GRANCEL, move south at the first intersection, then east at the next to reach ERBE SCENIC ROUTE

=====

/ERBE SCENIC ROUTE\
=====

=====
ITEMS:

SHIELD 3, DEFENSE 3, TEARA BALM, DEATHTOUCH 2

Move east till you reach the first branching point. Take the northeastern path until you see a monuement, northwest of it is a monster chest with a SHIELD 3 Quartz. If you upgraded your armors, this fight should be a piece of cake. Estelle's Hurricane Craft alone is enough to handle them. Backtrack and take the south route this time, keep going south past the next intersection until you reach another monument. Behind it is a monster chest containing the DEFENSE 3 Quartz. Backtrack to the previous intersection and move east to the next area.

Move until you reach an intersection, the north route eventually leads to a branching point on the next screen (there's a TEARA BALM near the corner when the road makes its second turn here). You'll find a DEATHBLOW 2 by taking the western path there, the eastern branch takes you onto ROYAL AVENUE. Before you go for the south route, make sure to equip accessories that prevent Poison on Estelle and Joshua. Head there for a fight against three bees, then... another fight against a swarm of them, good thing Zane joins you here.

More often than not, when you damage the bees, they run away. If you want the experience points, make sure to finish them off as quickly as you can. The bees poison you every time they hit, having White Bracelets on your characters is essential.

/GRANCEL\
=====

ITEMS:

ROOM 202 KEY, REGISTRY CARD, 20000 MIRA, GRANCEL SEWER KEY A

After the battle, sit back and watch the long scenes, you'll receive the ROOM 202 KEY, head up the stairs to your left and check the door to your right.

After Zane and Olivier join the next morning, make sure to configure their equipments and Quartz. Olivier is a very good magic user, you should try to forge as many spells as possible by installing higher level Quartz into his Orbment Slots. Zane, on the other hand, is a fighter. Equipping Defense 3, Attack 3 and other Space/Time Quartz will help immensely.

When you're ready, head to GRAND ARENA and talk to Lifa by the booth to register. You'll receive the REGISTRY CARD, which you should show to the receptionist in front of the entrance, tell him you're ready to get in.

Once you're inside, head for the right exit, enter the door on your left down the hallway. When you're inside, talk to EVERYONE to get the match rolling. When it's your turn, head for the arena area, and get ready to kick some ass!

++++
BOSS FIGHT 19: THE RAVENS
++++

Name: Rocco
HP: 3028
Weakness: None

Name: Rais
HP: 3027
Weakness: None

Name: Deen
HP: 3026
Weakness: None

Name: Raven Gang Elite
HP: 3029
Weakness: All

Those thugs have powered up quite a bit since the last fight. Don't underestimate them! Start with Rais, since he can revive dead allies. Other than boosting ally's strength and lowering your defenses, the Ravens only have melee attacks, which means they have to gather around you, making area Orbal Arts and Crafts your most effective offense.

If you have Aerial, you can probably catch all of them in one chant, otherwise use Hell Gate and other smaller radius spells, but direct them at Rais.

Observe the rest of the matches, you'll receive 20000 MIRA as prize for passing the preliminary rounds. After the Ravens hand over GRANCEL SEWER KEY A, talk to Elnan inside the guild, then head over to the HOTEL for a scene.

=====

/GRANCEL WEST SEWER\
=====

ITEMS:

TEARA BALM x4

~~~~~

RECIPES:

CHOPPING SPARE RIB

-----

The next morning, head to GRANCEL - WEST BLOCK and unlock the sewer gates behind the CAFE. Go down the stairs and keep moving until the path starts going south, at the halfway point, there's a rusted metal bridge to your left, go across it into the next area and head down the stairs to grab CHOMPING SPARE RIB here. Backtrack to the path leading south again, and keep going down till you're in a large room. Take the southern exit and go east for a TEARA BALM. Return and take go west this time for a set of stairs leading down. Follow the one way path and go up the stairs for another TEARA BALM.

Backtrack all the way to the large room, and take the exit to your right. Eventually you should find yourself in a corridor with three exits. Enter the upper left one first, move across the bridges till you find a chest with one more TEARA BALM in it. Direct south of the chest is a bridge that leads to a bunch of Scissor Hands that need to be exterminated.

\*\*\*\*\*

QUEST 37: SEWER MONSTER (WEST)

\*\*\*\*\*

Time Limit: Before rescuing Princess Klaudia

+++++

OPTIONAL BOSS FIGHT 08: SCISSOR HANDS

+++++

Name: Scissor Hands x8

HP: 980

Weakness: All

These guys have 300% weakness against elemental spells, if you can cast Aerial, set the center of the circle right in front of your character (assuming the turn you unleash this spell is after your enemies move), and watch those poor losers rush into you and vanish. If you don't have Aerial, use other multi-target area Arts and aim at different Scissor Hands so that your magics overlap and cover every single enemy. Scissor Hands' melees do carry a 10% instant K.O. effect, unless you deliberately waste your turns messing around, it's unlikely to happen.

You'll receive 8 BP and 3000 MIRA when you report to Elnan.

Go back to the corridor with three exits and take the lower exit this time for the last TEARA BALM.

That's it for all the treasures you can loot. I know you saw some other chests along the way you couldn't reach, you just have to remain patient and wait for the story to progress further before you can explore these areas.

=====

-----  
/GRANCEL\  
=====

ITEMS:

40000 MIRA, GRANCEL SEWER B KEY, JULIA'S LETTER, CARNELIA - CHAPTER 10

-----

If you think you're characters are strong enough (should be around level 28 or higher), head back to GRAND ARENA and talk to the receptionist by the entrance and kick start the next series of match! Oh yeah, use the HOTEL to heal up if you're low on HP or EP.

Attempt to go through the exit to your right for a scene, then head for the same waiting room you stayed at yesterday for another scene. Enter the arena and get ready for the next battle.

+++++

BOSS FIGHT 20: LIBERL BRACERS

+++++

Name: Anelace

HP: 2630

Weakness: None

Name: Grant

HP: 3256

Weakness: None

Name: Carna

HP: 2892

Weakness: None

Name: Kurt

HP: 3550

Weakness: None

Start with Kurt. He can heal and revive fallen allies, and he can buff their defense. None of the remaining Bracers are particularly threatening. Carna can blind you with her gun, Grant can do okay physical damage, and Anelace is a noob, although she does use her Craft occasionally to deal heavy damage to a single target (~700 HP).

Kurt and Carna usually stay behind and act as supports while Grant and Anelace rush you. Have Estelle use her Morale Craft on Zane, and let him handle the two. Joshua and Olivier should focus on spell casting. Area Orbal Arts are good, but your primary goal is to take down Kurt first. If your area spells cannot cover multiple targets, use higher level single target magics like Blue Impact, Petrify Breath, Napalm Breath, Shadow Spear, etc. on Kurt. By the way, you can inflict status ailments on your enemies. I was able to petrify both Kurt and Grant with Estelle's Hurricane move because I equipped the Petrify Quartz on her.

Once Kurt's down, you can start torturing the remaining members of his team. As usual, heal when needed and unleash S-Crafts if you're in serious danger.

Watch the Capua Family getting slaughtered, and grab your prize of 40000 MIRA. Afterwards, go to LIBERL NEWS SERVICE in the WEST BLOCK (right next to the CAFE) and head up to the stairs for a scene, read all three people's profiles, when the multiple choice comes up, pick Richard to receive 2 extra BP, Duke Dunan for 1 extra BP (...), or Queen Alicia for nothing (...m'kay, that's just gross).

Talk to Elnan inside the guild to receive GRACEL SEWER KEY B, watch the events, go to your room for a scene. Leave the HOTEL and SAVE YOUR GAME, NOW!

You can probably guess what I'll say, yes, this is exactly like the stealth crap you pulled at LEISTON FORTRESS, except this time it's much harder. If you want all 5 bonus BP, you must not be detected even once on your trip to the CATHEDRAL. If you made it there after getting caught once or twice, the bonus BP will be reduced to 3, if you get spotted more than three times, you'll only get 1 extra BP, and if you got sent back to the HOTEL more than five times, you get nothing.

To make it worse, this is your one and only chance to snatch a copy of CARNELIA - CHAPTER 10. So let's start with that.

Stick to the walls/fences/whatever, head north and turn east to go to the EAST BLOCK (check your map by pressing SELECT if you're lost). Watch the patrols here! Stick to the building to your north and keep going north till you reach the LANDING PORT. There are no soldiers here so you can move around freely. Head down the stairs to the

north, turn right and go down two more sets of stairs till you find the boarding bridge. Get on the parked airship, talk to Ralph there to obtain CARNELIA - CHAPTER 10.

THIS IS YOUR ONLY CHANCE TO GRAB IT, MAKE SURE YOU DO IT NOW.

Leave the LANDING PORT, if you haven't been spotted yet, SAVE YOUR GAME. Stick to the walls to your right (opposite of the MUSEUM), halt your feet before the wall turns, watch the movements of the patrol units. Move south across the street and DON'T STOP MOVING until you reach the stairs leading up to EDEL DEPARTMENT STORE's western entrance. Stick to the entrance here, save your game if you must, wait till the patrols are gone, dash across to the opposite side, move south and turn west for the exit to GRANCEL - SOUTH BLOCK.

SAVE, and stick to the walls along the same side of the guild. Halt your feet before the walls make a turn and watch the soldiers' patterns here, there are quite a few patrol units on either side of the boulevard. When you see an opening, dash across and hide at the corner between the EQUIPMENT SHOP and that other building (with a yellow bar indicating its entrance). Wait until the guard walks past you, quickly make your turn by sticking to EQUIPMENT SHOP's walls and keep going until you reach the exit leading to WEST BLOCK.

SAVE YOUR GAME RIGHT NOW. Go south and down the stairs, but do not cross the street, stick to the side of the house by right of the stairs and watch the soldiers' movements: there are four patrols circling around the CAFE, and they travel in pairs, one in front and another one a few steps behind. As soon as the "second" soldier passes by, tail him, but keep your distance. Move too fast and he'll spot you, move too slow and you'll be caught by the other pair behind you. As soon as you see the stairs to the north, go up and head west to the CATHEDRAL. Congratulations, you have successfully finished one of the most tedious parts of the game!

Enter the CATHEDRAL, relax and watch the scenes to receive JULIA'S LETTER.

=====

-----  
/GRANCEL EAST SEWER\  
=====

ITEMS:  
TEARA BALM x2, GLADIATOR HEADBAND, HAWKEYE, CESTUS  
-----

Remember those chests you couldn't loot in the sewers? Well, you can do that now. Head for northeast corner in GRANCEL - EAST BLOCK and unlock the gates with the key Elnan gave you.

Head downstairs across the bridge into a long corridor with multiple rooms. Go left, keep moving until you reach the other side of the corridor with two exits. The first one leads to a TEARA BALM, the second one leads to a monster chest with a GLADIATOR HEADBAND. Get rid of the Egger Gs first, their Plasma Wave can do a ton of damage. Keep moving and head into the exit to your right. Go down the one way path till you move across a rusted bridge. Turn right, get across the bridge to the far end and down the stairs. Keep moving, up the stairs and grab the HAWKEYE (Olivier's weapon) from the monster chest.

Backtrack to the screen with bridges, take the other bridge to your left and into the next area. Keep moving until you come to a T-intersection with a road leading west. Take that path, go across the rusty bridge to your left for a monster chest containing Zane's weapon CESTUS. Go back one screen and head up, follow the road and take the narrow split at the very end for a TEARA BALM. Start making your way back to the southern exit, you should find yourselves in front of the T-intersection again.

Turn right and enter the new area below. Keep going to the very end and take the exit to your left, head down the stairs, save, heal up and get ready for some monster extermination. If you have accessory that prevents Freeze, equip it on just in case.

\*\*\*\*\*  
QUEST 38: SEWER MONSTER (EAST)  
\*\*\*\*\*

Time Limit: Before rescuing Princess Klaudia

+++++  
OPTIONAL BOSS FIGHT 09: BONE FISHES  
+++++

Name: Bone Fish x4  
HP: 1600  
Weakness: Fire

Use multi-target spells and Crafts. Fire-based ones are optimal but non-essential. The fishes' Freezing Breath is an area attack with the chance of inflicting Freeze status on your characters. Use Curia if you didn't equip any freeze charm. Frankly, I haven't seen my party frozen as a result of this attack, if you time your spells well, the battle should be over in as few as four turns (excluding enemy turns).

You'll get 8 BP and 3000 MIRA after reporting to Elnan.

Turn the switch at the end of the path to move the wall to its side. Now you can access both the west and east areas of the sewer at your convenience!

=====

-----  
/GRANCEL\  
=====

ITEMS:  
CARNELIA - FINALE, 100000 MIRA, INVITATION, 20000 MIRA, GLADIATOR BELT, LIBERL NEWS - ISSUE 9  
-----

Once you're back in the city, head to the EAST BLOCK and talk to Anton who's standing below the stairs south of EDEL DEPARTMENT STORE. The dude will tell you that he's waiting for this beautiful girl to pass by him three times before he makes a confession. The girl's name is Marsha, a purple haired psycho who keeps walking around the department store without purpose, just like a standard NPC. So wait for her with Anton, when she comes near, Anton will turn around and display the love symbol over his head. Talk to Marsha, then Anton, and wait for Marsha to loop around to the same spot again. Talk to



Anton and Marsha a second time, then tail Marsha until she comes to a stop at the southeastern corner outside the shop. A "... " bubble will show up over her head. Talk to her, and she'll start moving again, once she's in front of Anton, talk to Anton to receive CARNELIA - FINALE.

YOU NEED TO DO THIS BEFORE COMPETING AT THE MARTIAL ARTS TOURNAMENT.

Congratulations, you now have all eleven volumes of Carnelia, a grand prize awaits, so hold on to them tight! :)

If you think you're ready to face the Intelligence Division, heal up and head to the GRAND ARENA. You should be at least level 29, and have upgraded to the newest equipments. If you can, buy enoughs accessories that guard against Faint, and try forging higher level Orbal Arts like Plasma Wave, Clock Up EX, La Teara, etc.

Tell the receptionist in front of the entrance that you're ready, after some dialogues, head down the hallway, go upstairs and chat with Kurt, Dorothy and Professor Alba. Afterwards, head downstairs and exit to the entrance hall to your right for a scene, then go back to the waiting room to progress the story. When you're ready, enter the arena and let the final match begin!

++++  
BOSS FIGHT 21: THE INTELLIGENCE DIVISION  
++++

Name: 2nd Lieutenant Lorence  
HP: 6000  
Weakness: None

Name: Special Ops Soldier x2  
HP: 3550  
Weakness: None

I didn't find this battle to be too hard. Lorence uses Earth Guard, Body Split, and Tearal fairly frequently. Earth Guard nullifies all damages once, Body Split generates a clone of himself with 200% weakness to elemental Arts, and Tearal recovers 1000 HP.

If you can cast Clock Up EX, use it on your entire party. If not, ready area Arts such as Aerial and focus on taking out Lorence's puppies. Unleash your S-Craft as soon as a critical turn bonus appears. You might find Lorence using Body Split twice in a row, wait until his clones get near and take them out with one multi-target elemental spell.

As for Lorence himself, focus on casting higher level single target magics like Blue Impact, Petrifying Breath, etc. He'll heal when his HP falls below 70%, but if all four of your members are ganging up on him, his Tearal is practically useless.

You'll receive an INVITATION and 100000 MIRA from Duke Dunan. After Mueller drags poor Olivier away, head north from NORTH BLOCK, keep going for a scene, you should now be at GRANCEL CASTLE - FOYER. Once you're outside your room, talk to Mayor Klaus/Dean Collins (the room directly below yours), and Mayor Maybelle/Lila (the room right next to yours).

When you're done with that, leave by the right exit and keep heading right into the other wing, talk to Mr. Murdock (first room to your right). After the conversation, exit and head right to the end of the hall and up the stairs. Walk up to the entrance of the keep for a scene.

Head back to your room (2F, left wing, upper left room) as Hilda suggested and watch the long scene that's about to follow. Once it's over, head towards the FOYER for a chat with Colonel Richard. When he leaves, go to the FOYER again, and down the stairs. Get in the room right next to the audience chamber and enjoy the cross-dressing fanservice of Joshua again.

Anyway, up the stairs and into the right wing, walk to the end of the hall and up the stairs. Head towards the entrance of the keep for a scene. Leave Princess Klaudia's room and examine the only room on 2F, sit back and enjoy an old story from the Queen.

Once you're given control again, get out of the keep. As for name choices, pick whichever one you want. The name Joshua chose has fairly significant implication, but that's to be revealed in the sequel. Head back to the castle for a scene, attempt to go upstairs only to be stalked by Amalthea... pick whatever you want here and move the story along.

After reporting to Elnan the following morning, you'll receive 10 BP (assuming you selected the right answers and didn't screw up the stealth mission) and 20000 MIRA. Your Bracer Rank should now reach 1, which awards you with a GLADIATOR BELT.

To find your fellow Bracers, visit the following locations:

- 1) Kurt - HOTEL (NORTH BLOCK) 2F northeast room
- 2) Carna - EQUIPMENT SHOP (SOUTH BLOCK) 2F
- 3) Anelace - EDEL DEPARTMENT STORE (EAST BLOCK)
- 4) Grant - CAFE (SOUTH BLOCK)

You should also buy a copy of LIBERL NEWS - ISSUE 9 when you are at EDEL DEPARTMENT STORE.

When this manhunt ends, head to the CATHEDRAL (WEST BLOCK), enter the room to the immediate right of the entrance and talk to Currant on 2F.

Next, head for THE LIBERL NEWS SERVICE by the CAFE (WEST BLOCK) and go up to 2F for a scene. Choose "Someone had just called him", then "An arranged marriage for Princess Klaudia" for 4 bonus BP.

If you have all eleven chapters of the Carnelia series, now is the time to redeem a prize for your hard work! Go to the CAFE right beside THE LIBERL NEWS SERVICE and talk to the bartender there. He will hand over the ultimate weapon for either Estelle or Joshua in exchange for your Carnelia collection.

Finally, talk to Elnan inside the guild for a scene. If you still haven't finished the sewer monster hunting quests, this is your last chance to do them. Once you're ready, talk to Elnan again to begin the rescue mission.

=====

-----  
/ERBE ROYAL VILLA\  
=====

ITEMS:  
SPARE KEY  
-----

When you're given back control, enter the villa to the north and take out the three Special Ops Soldiers. Leave by the exit to your left and eliminate another group of Special Ops Soldiers/Dogs. If you enter and exit the first room along the corridor to your left, you'll be greeted by three Special Ops Soldiers. You can use this opportunity to train your party if you want, but your real goal is the LOUNGE room, which is the last room along the left corridor. Prepare to face four soldiers when you enter, and three more when you leave.

Examine the central door to the north, head back to the LOUNGE and talk to Raymond again (you can rest here!). Knock out the three soldiers as you leave, and head for the GALLERY, which is right next to the locked central door. Examine the large red vase to at the bottom right corner for the SPARE KEY. Use it on the locked door, enter the building and prepare for a semi-boss fight.

++++  
BOSS FIGHT 22: HEAVILY ARMED GUARDS  
++++

Name: Heavily Armed Guard x2  
HP: 2660  
Weakness: None

These guys are much tougher than the ones you encountered so far. Their Heavy Edge skill can deal serious damages to anyone within its range (500-700 HP), it may also cause Faint. You're best to use S-Crafts right away. If you can't unleash any at the moment, use Joshua's Flicker or Evil Eye to delay the guards' turns. Other than Zane, no one should use melee attacks, focus on healing and casting higher level Orbal Arts with Estelle and Joshua. Don't wait for your CP to reach 200, S-Craft those bastards as soon as it's ready.

Enter the door for a long scene.  
=====

-----  
/GRACEL NORTH SEWER\  
=====

ITEMS:  
TEAR ALL BALM x2, CLOAK, REFLECTOR  
-----

When you're given control to Joshua's team, head for the SEWER at the northeast corner of EAST BLOCK. You can check the location of that hidden passage by pressing SELECT. Anyway, head downstairs, turn right, then up in the next area and enter the door to your right. Follow the one way path till you cross a rusty bridge. From there, go up, turn right and cross the first bridge you see. Enter the next area and keep going till you can turn left.

Follow this path until you come to a T-intersection, take the exit to your left and keep heading north until you find three narrow paths along the north corridor. Take the middle one and examine the

deadend to reveal the hidden area.

Enter and follow the path until you reach GRANCEL SEWER - NORTH BLOCK. Go left, then down through the exit. In the new area, move left and across the rusty bridge to your right. Head left, the down and grab the TEAR ALL BALM from the chest. Exit south and snatch the REFLECTOR armor from the monster chest. You'll be thrown against five Eggers and a Bone Fish. Use S-Craft or area spells and get rid of the Eggers before their Arts are executed. Backtrack all the way to the rusty bridge, move left and up into the exit at the end. Follow this path all the way to a deadend for another TEAR ALL BALM, run back about half way and across the bridge there. Follow this corridor across another bridge and into the exit below. Keep moving in the new area until you start moving west. Go all the way to the end, enter the room and down the stairs. Head all the way right and up the stairs. In the new area, go across the bridge for a monster chest with a CLOAK Quartz in it.

Backtrack until you're back in the corridor with two rooms. Go right and enter the middle room. Keep going straight (forget about the branching paths, they lead to nothing), and up the stairs. Attempt to exit at the bottom right for an option. If you want to proceed with the story, choose to standby.

Now, if you want to get every possible BP in this playthrough, you will need to defeat a very tough boss with Estelle, Schera and Kloe in the near future. In reality, it is simply a story battle which you don't have to win, BUT you CAN if you have the proper equipments and Quartz setup. If victory is what you seek, I encourage that you consider my advice here.

First, you need to make sure you have at least the following Quartz in your inventory ready for installation:

- Three Cast 2 (200 Time Sepiths/Quartz)
- Two Action 3 (800 Time Sepiths/Quartz)
- Three Shield 3 (800 Wind Sepiths/Quartz)
- One Impede 3 (Reward from Temp Librarian Quest)
- One Impede 2 (300 Wind Sepiths/Quartz)
- Two EP Cut 2 (100 Time, 200 Space, 100 Mirage Sepiths/Quartz)
- One EP 3 (500 Time, 500 Space, 800 Mirage Sepiths/Quartz)
- Three Defense 3 (800 Earth Sepiths/Quartz)

If you did your quests, looted every treasure and have been actively synthesizing Quartz throughout the game, chances are, you already have some of them in your bag. If you installed some of these into the Orbment Slots of Joshua/Olivier/Zane, remove them and replace with something else (you can do this a little bit later).

Now I know Action 3 costs a lot of Time Sepiths, but it's absolutely crucial that you create at least one. If you don't have enough, you can farm them by killing Black Sheeps in GRANCEL NORTH SEWERS with Joshua's party. This is your last chance to farm Sepiths before facing that boss.

=====  
-----  
/GRANCEL CASTLE KEEP\  
=====  
ITEMS:

20000 MIRA, 20000 MIRA

-----  
Now it's Estelle's turn. Go on the ship for a scene. You can create Quartz and buy items here. This is your last chance to synthesize Action 3 and Cast 2. If you want to win that upcoming boss battle, make sure you purchase accessories that prevent Confuse and Faint.

Below are my equipments and Quartz configurations for Estelle, Kloe, and Schera. You DON'T have to mimic mine exactly nor do you have to do this right now, you can wait after you finish Duke Dunan.

-----  
ESTELLE  
-----

Equipments:

Octave Stave  
Reflector  
Composite  
Grail Locket  
Gladiator Belt

Orbment Slots:

```
  4
 /
3  5
|  |
| 1 |
|/ \|
2  6
```

1 - Impede 3  
2 - Cast 2  
3 - Shield 3  
4 - Action 3  
5 - EP Cut 2  
6 - Defense 3

-----  
KLOE  
-----

Equipments:

Estoc  
Shield Coat  
Composite  
Lily Necklace  
Feather Brooch

Orbment Slots:

```
  4
 / \
3  5
| 1 |
|  \|
2  6
```

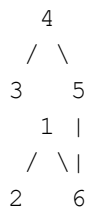
- 1 - HP 3
- 2 - Heal
- 3 - Cast 2
- 4 - Mind 3
- 5 - Defense 3
- 6 - EP Cut 2

-----  
 SCHERAZARD  
 -----

Equipments:

- Sidewinder
- Shield Coat
- Composite
- Lily Necklace
- Feather Brooch

Orbment Slots:



- 1 - Impede 2
- 2 - EP Cut 2
- 3 - EP 3
- 4 - Cast 2
- 5 - Shield 3
- 6 - Action 3

When you're ready, board the ship. Back to Joshua. Reconfigure your Quartz and equipments here and go up the stairs at the bottom right corner for a fight against four soldiers and two dogs (should be a breeze by now). Watch the scene, Estelle's team will now face the fox-faced woman. I don't consider this a boss fight because it's ridiculously easy. Amalthea is just a Special Ops Gunner capable of casting Shadow Spear and using Poison Spray. She has weak defense, one S-Craft from Estelle is more than enough to take her out. If that's not possible, just melee her with all three characters. Heal, go north for a fight against three pawns and two dogs, keep going for another battle against two soldiers and four dogs. Heal up, the next battle is slightly tougher. Enter the keep and learn what not to say to women...

++++  
 BOSS FIGHT 23: DUKE DUNAN AND GUARDS  
 ++++

Name: Duke Dunan von Auslese  
 HP: 1010  
 Weakness: None

Name: Heavily Armed Soldier  
 HP: 2660

Weakness: None

Name: Special Ops Soldier x2

HP: 1620

Weakness: None

DO NOT KILL DUKE DUNAN. Do that and you can kiss your 2 bonus BP goodbye. However, leaving him alive is a huge disadvantage because as soon as Dunan gets his turn, he boosts his guards' strengths. As if the Heavily Armed Soldier isn't strong enough, with the STR buff, he can now take away roughly 60% of your HP with a single blow. Add the two machine gunners' attacks, which can also deal ~500 damage per hit, and you'll find your characters dying faster than you can heal them. Use Kloe's Impose right after the soldiers are buffed, and cast your best spells. Use Schera's Heavenly Kiss to speed up their chanting process. If you plan on winning the next boss fight, save your S-Crafts here.

Head up the stairs and go through the next two doors to the balcony for a scene. This is the story battle I mentioned earlier. You can just lose here and move on with the story, or you can defeat Lorence for 3 extra BP. If the latter is your choice, keep reading.

++++  
OPTIONAL BOSS FIGHT 10: 2ND LIEUTENANT LORENCE  
++++

Name: 2nd Lieutenant Lorence

HP: 6000

Weakness: None

If you followed my suggestions on Quartz setup and equipments, this battle should be a breeze. Cast Clock Up EX on all your characters from the get go, and use Kloe's Impose on Lorence. Throw your best single target spells on Lorence while he's debuffed and watch his anger meter explode. Sooner or later, he'll use his S-Craft Demon Flames, which takes ~400 HP off everyone with the chance of causing Faint.

When you deplete his HP to ~4500, he'll start using Tearal and Earth Guard EX. Melee him with Estelle and Schera, since you installed Impede 2 and Impede 3 on them, their attacks should be sufficient to interrupt his Arts. Lorence's offensive Art, Silver Thorn, may confuse your characters, but if you equipped Lily Necklace prior to battle, this attack is practically useless.

If you saved your S-Crafts from the previous battle, you can unleash them while Lorence is debuffed and his HP is below 3000. My Estelle with her crappy Octavian Stave can do ~2000 damage to him without any turn bonus. Combine that with Schera's S-Craft, and Lorence is toast.

Ignore any clones Lorence generates and just focus on pounding the real deal, when Lorence himself is down, his clones will disappear automatically.

Defeating Lorence gives you 3 extra BP, but he'll still p0wn you in the subsequent event. Watch a bunch of scenes, and you'll receive a total of 40000 MIRA and 20 BP for successfully rescuing Princess Klaudia and Queen Alicia.

=====  
-----  
/AUREOLE: SEALED AREA - 1ST LEVEL\  
=====

ITEMS:

MAGESTA, CELESTIAL BALM x2, DAEDALUS ARM, TEARA BALM x2, NINETAILS,  
ROYAL GUARD, EP CHARGE EX, TEAR ALL BALM

-----  
Welcome to Oreo... uhh... AUREOLE, the ancient ruins made of vanilla  
and chocol- \*shot\*.

Before you get to explore this final dungeon, you need to pick two  
other party members aside from Estelle and Joshua. I chose Kloe and  
Olivier because they are potent spell casters.

I'm going to break this dungeon into four parts, each part dedicated  
to a single floor. It's easier for me to write and easier for you to  
keep track of where you are. To simply things even further, I made  
a map for this level, which should be more visually appealing than  
the walls of texts below.

You can check out the map for the current level here:

[http://www.gamefaqs.com/psp/933329-the-legend-of-heroes-trails-in-  
the-sky/faqs/62222](http://www.gamefaqs.com/psp/933329-the-legend-of-heroes-trails-in-the-sky/faqs/62222)

Head down and turn right at the intersection till you reach the next  
area. Move down the corridor through the exit, turn right and enter  
the subsequent hallway, run till you see a room to your left, follow  
the path to a MAGESTA guarded by a bunch of droids. The three Photon  
Judges could pose a big problem if you can't cast your Arts fast  
enough since they can cancel your spells with AA Canceler. On top of  
that, they can also send Donkey Missile to damage multiple members in  
your party while inflicting Mute at the same time. Use S-Crafts if  
you can and eliminate Photon Judges first. Don't dwell on this fight  
if you can't win at the moment, come back when your CP is full and  
kick their asses in one turn!

Return to the previous horizontal corridor and head right into the  
room at the end for a CELESTIAL BALM. Exit and keep going west till  
the path starts turning north. Enter the next area and head down the  
one way path until you find yourself in a large room with a chest  
containing a TEARA BALM. Exit to the south, ignore the entrance to  
your left, instead follow the corridor to the end for a CELESTIAL  
BALM. Backtrack and go through the entrance you just ignored.

In the next area, keep heading west into a large room with a monster  
chest containing Zane's DAEDALUS ARM. The three D-Series Doods are  
a pain in the butt to deal with. They continuously summon droids and  
have thick skins. Your best bet is to cast Shadow Spear, which has  
a 20% chance of instant K.O.. Otherwise, use Joshua's Black Fang and  
other area spells to take them out.

Go back and take the right exit this time, follow the path until you  
reach the elevator. Do not go down to SEALED AREA - 2ND LEVEL just  
yet, instead, move right and through the corridors into a room with  
a monster chest containing a ROYAL GUARD. Go back to the elevator  
room and take the southern exit this time. The corridor here leads  
to four separate rooms, each with a chest inside:



- 1) East room - TEAR ALL BALM
- 2) Southeastern room - NINE TAILS (monster chest)
- 3) West room - TEARA BALM
- 4) Southwestern room - EP CHARGE EX

When you looted everything here, take the elevator down to SEALED AREA - 2ND LEVEL.

=====  
-----  
/AUREOLE: SEALED AREA - 2ND LEVEL\  
=====

ITEMS:

ATLUS GEAR, TEARA BALM x3, SYLPHEN BOOTS, HAUTECLERE, VALKYRIE DRESS, TEAR ALL BALM, BERSERKER

-----  
You can check the map I made for this level here:

<http://www.gamefaqs.com/psp/933329-the-legend-of-heroes-trails-in-the-sky/faqs/62270>

Head north for two screens, take the left path and keep going west till you reach two exits, both with chests containing TEARA BALMs. From where you are, keep going east until you reach a set of stairs leading down, with three exits below. The left exit leads to a monster chest holding an ATLUS GEAR. The right exit takes you to a corridor with three more rooms:

- 1) Southeastern room 1 - SYLPHEN BOOTS (monster chest)
- 2) Southeastern room 2 - HAUTECLERE (monster chest)
- 3) East room - VALKYRIE DRESS (monster chest)

The south exit takes you to a horizontal hallway with three more exits, some of these rooms contain multi-screen linear paths which I won't go into great details, just keep following the road till you reach the target:

- 1) West exit - stairs -> elevator back to SEALED AREA - 1ST LEVEL -> BERSERKER (monster chest)
- 2) Southeastern exit - TEAR ALL BALM
- 3) East exit - elevator room leading to SEALED AREA - 3RD LEVEL

There's a chest with a TEARA BALM north of the elevator. Take the elevator down to SEALED AREA - 3RD LEVEL

=====  
-----  
/AUREOLE: SEALED AREA - 3RD LEVEL\  
=====

ITEMS:

THOR'S HAMMER, EP CHARGE EX x3, SYLPHEN BOOTS, TEARA BALM x3, ATLUS GEAR

-----  
You can check the map I made for this level here:

<http://www.gamefaqs.com/psp/933329-the-legend-of-heroes-trails-in-the-sky/faqs/62399>

Exit south. In the next area, take the western branch about halfway

down the corridor, keep going until you reach an elevator that brings you back to SEALED AREA - 2ND LEVEL. Exit left to find a room with a monster chest containing THOR'S HAMMER for Tita.

Backtrack to the branching point and go south into SEALED AREA - 3RD LEVEL HALL, go down and make a right turn at the intersection for a battle against Amalthea.

```
+++++
BOSS FIGHT 24: CAPTAIN AMALTHEA
+++++
```

Name: Captain Amalthea  
HP: 6880  
Weakness: None

Name: Gundoll x2  
HP: 3866  
Weakness: None

Amalthea isn't as wimpy as the previous fight. Her physical defense is pretty high and her spells can deal ~700 damage. She still has Poison Spray, but there's an even cheaper move she tends to pull, and it's called Absorb. Basically, it leeches 200 EP off its target. Yeah, you read it right, 200 EP.

Should you be concerned and turn your attention on her? Nope. You should focus on getting rid of the Gundolls first. While these machines are weak by themselves, they can summon M-Series Doom. The Doom droids can cast higher level elemental Arts; if you allow the Gundolls to summon too many of them, you'll likely suffer.

Occasionally, one or both of the Gundolls malfunction, inflicting Confuse on themselves, use this to your advantage and start using higher level magics to destroy them as efficiently as you can.

Once the new base has been established, you can switch characters, synthesize Quartz, buy accessories, items, etc. Note that if you don't plan on backtracking all the way here after you reach the last level in this dungeon, the members you pick here will be the ones that are participating in the final boss battles. So think carefully about who you wanna use. Again, I chose Olivier and Kloe.

When you're done with upgrades and whatnot, exit east and enter the first door to your right for an EP CHARGE EX. Return and head east until you're in a hallway with four doors (including the one you came in). Ignore the exit to your immediate west, keep moving till you enter the east room, where you'll find an EP CHARGE EX. Come out and take the south exit right below you.

Keep moving for two screens till you reach a hall with four exits. Head west and keep going in that direction, ignore the south exit for now and head straight into the room you're facing for the last EP CHARGE EX on this floor. Come out and take the south exit, move all the way to the end and enter the door there for one more pair of SYLPHEN BOOTS (monster chest). Leave, head back and take the west exit. After going through two long hallways, go south, enter the corridor that leads to two rooms, each with a TEARA BALM. Backtrack and keep going north, then west, enter the west room for a monster chest containing the ATLUS GEAR. The M-Series Doods can cast high

level Orbal Arts, they also self-detruct when dying, keep your distance! Exit and enter the north room. Take it down to the 4th level.

=====

-----

/AUREOLE: SEALED AREA - 4TH LEVEL\  
=====

ITEMS:

TEAR ALL BALM x5, CELESTIAL BALM x3, EP CHARGE EX, ROYAL GUARD, ARC ROD, ERBE BLADES, VALKYRIE DRESS

-----

You can check the map I made for this level here:

<http://www.gamefaqs.com/psp/933329-the-legend-of-heroes-trails-in-the-sky/faqs/62440>

Head south till you reach a horizontal corridor. Go east and take the south exit for a TEAR ALL BALM. Return and go through the east door. Enter the west room when you're about halfway down in the next area for another TEAR ALL BALM. Come out, continue east into the room at the end for one more TEAR ALL BALM. Leave, and take the south exit nearby. Follow the one way path into a corridor, head into the south room for a monster chest containing a ROYAL GUARD.

Head north and through the east exit at the end into a hallway with four rooms.

- 1) South room 1 - CELESTIAL BALM
- 2) South room 2 - CELESTIAL BALM
- 3) East room - CELESTIAL BALM
- 4) North corridor - ARC ROD (monster chest)

Backtrack all the way to the horizontal corridor (after you came off the elevator). Basically, just keep going west/northwest from where you're. Head for the west room there for a TEAR ALL BALM. Come out and leave by the south exit right beside you. Head down the stairs in the next area for three more exits:

- 1) West room - ERBE BLADES (monster chest)
- 2) South room - EP CHARGE EX
- 3) East corridor - Next destination

Once you looted the treasures, enter the east corridor and keep going until you come to a hallway with two rooms, one above and one below a set of stairs. The room above the stairs features a monster chest with a VALKYRIE DRESS. Grab it and go downstairs into the lower room.

Follow the one way path until you're in front of a set of stairs. Enter the room to your east for the last TEAR ALL BALM, then head up the stairs into the elevator room. Take it down to the last level.

=====

-----

/AUREOLE: SEALED AREA - BOTTOM LEVEL\  
=====

ITEMS:

NONE

-----

Keep going north until you reach the RECOVERY POINT. Save your game,

check your equipments and Quartz. Make sure you have Feather Brooch and Lily Necklace equipped on your characters. As for Quartz setup, make sure multiple members in your team can cast Earth Wall (having Defense 3 in one of the slots is enough) and Clock Up EX (installing Action 3, Cast 2 and another Quartz with a Time EV above 1 [eg. EP Cut 3] in a single Quartz Line). You'll be fighting three battles consecutively, you won't get any chance to switch party members or equipments once the battle starts.

++++  
BOSS FIGHT 25: COLONEL RICHARD  
++++

Name: Colonel Richard  
HP: 11480  
Weakness: None

Name: Photo Judge x2  
HP: 6200  
Weakness: None

Do not worry about reserving EP, your party will be fully restored before the subsequent boss battle.

Take out the Photo Judges first, otherwise, you'll have a hard time getting your spells out. You've faced them countless times via opening monster chests in this dungeon, these ones aren't that much different. They can fire Atomic Missile at you for wide area damage, and they have higher HP, but that's pretty meh if you ask me.

Start by casting Clock Up EX on your best mage, if you have Kloe in your party, use Impose on Richard to reduce his Crafts' power. If you have Cast 2 equipped on your characters, you can most definitely get your spells out without delay. Use your best area or single target Arts on the droids, it might take a few casts to take them down.

Once the Photon Judges are out of the way, you can take your sweet time with Richard. He usually attacks with different type of flashy Crafts. Damage-wise, they aren't too devastating. The only thing to watch out for is his S-Craft, which he uses when you pound him too hard. It's a single target attack that knocks off 1000 to 1800 HP from a character, depending on his/her DEF. Kloe's Impose will help immensely here, if you can debuff Richard and pull off Estelle's Barrage S-Craft during the critical turn bonus, you can easily take away 1/3 of his total health.

Watch the scenes that follow, your party will be fully restored, get ready to face the next boss.

++++  
BOSS FIGHT 26: REVERIE  
++++

Name: Reverie  
HP: 12000  
Weakness: None

Name: Left Forceps  
HP: 3000

Weakness: None

Name: Right Forceps

HP: 6000

Weakness: None

You can save your EP if you want, since you won't be restored for the next boss fight. Honestly, with the large number of EP recovery items you receive in this dungeon, I don't see any reason not to use them when you're low on EP.

Start by casting Clock Up EX on everyone, if you don't have this, use Clock Up or area spells.

The Left Forceps only takes magical damage, while the Right Forceps only takes physical damage. The Left Forceps acts as the healer, so you're best taking it out ASAP with your higher level spells. This shouldn't take long since it only has 3000 HP.

Once that's done, start attacking the Right Forceps with your melees and Crafts. If it starts using spells, use Estelle's Hard Break or other characters' magic impeding Crafts to stop it. Use S-Craft if you get a critical turn bonus. Watch out for Reverie's belly laser thing, it takes a turn to prepare it fires in a straight line. Should the beam hit any character, he/she loses ~1100 HP. Obviously, moving away from it if your characters are standing in the line of fire is your top priority.

When both Forceps have been dealt with, just throw your best spells at Reverie and it'll fall soon after.

What good does a mecha do if it can't even combine and fuse? To make up for the overly easy boss fights so far, Reverie assembles its two Forceps on itself, this is where the true boss battle begins.

++++  
BOSS FIGHT 27: REVERIE  
++++

Name: Reverie

HP: 20000

Weakness: None

As usual, start by casting Clock Up EX on everyone. Make sure you get your spells out before Reverie's turn, or it'll use AA Canceler. Reverie will use its turns to summon a bunch of Alpha Drones, which fire lasers that do around 300 damage per hit. Don't bother taking these down, Reverie will simply summon more if they're gone. If you get too close to Reverie, it'll punch the ground, generating a shockwave that damages anyone within its radius. My advice? Keep your distance and use Orbal Arts instead of melees.

Focus all your spells on Reverie, use your strongest single target Arts and keep firing at it. Use S-Crafts, don't conserve CP, because when Reverie's HP goes down to 2/3, its AA Canceler system will be disabled, and it'll use Death Rage on a random member in your team. This attack guarantees instant K.O. if the target's HP is less than 2700, so if it chooses someone with 200 CP, well tough luck.

Aside from Death Rage, Reverie can also use Annihilation, which does

~1000 damage to the entire party. This skill requires preparation, so you get some turns in between to cast Earth Wall. Doing so will nullify Annihilation's damages completely.

Following the execution of Annihilation, Reverie will enter a cool down phase, which significantly reduces its defense. Use this chance to attack with everything you've got, S-Crafts, Orbal Arts, etc. Don't bother waiting for turn bonuses, and forget about accumulating CP to 200. JUST USE THEM!

When Reverie's HP is down to 1/3, it cannot use Annihilation any longer. Watch for Death Rage, revive and heal if necessary, keep attacking and you'll emerge victorious.

Another scene later...

++++  
BOSS FIGHT 28: REVERIE  
++++

Name: Reverie  
HP: 5000  
Weakness: None

This is not a boss fight. The poor robot is completely crippled, it can't do anything on its turn. Your characters, on the other hand, have maxed HP/EP/CP gauges. Unleash your S-Crafts and watch your enemy explode.

Note that this battle won't happen if your Bracer Rank is below 5, it doesn't affect the ending or anything, you just miss the ultimate omgwtfbfq hax0rz pwnage.

Enjoy watching Cassius' Falcon Punch, after some dialogues, you'll be back in GRANCEL.

=====

-----  
/GRANCEL\  
=====

ITEMS:  
RECOMMENDATION, BRACER EMBLEM, LIBERL NEWS - SPECIAL  
-----

You'll receive 12 BP and the RECOMMENDATION letter from Elnan. With all five letters, Estelle and Joshua are now full fledged Bracers, proven by the BRACER EMBLEM awarded to them by Cassius.

Once you gain control again, enter GRANCEL CASTLE and go to the bar on 2F (east wing, last door) and talk to Olivier two times. Check the bulletin board in the guild for your final quest.

\*\*\*\*\*  
QUEST 39: THE EMBASSY MISSION  
\*\*\*\*\*

Time Limit: Before going to the resting spot

Go back and talk to Olivier inside the bar in GRANCEL CASTLE one more time to complete this quest.



have to complete it in the next playthrough. Therefore, finishing them as soon as they appear is the best way to go.

Hidden Quests are secret missions not listed on the bulletin board. They are usually triggered by talking to NPCs in towns. Completing them yield bonus BP and mira. If you're planning on collecting all 368 BP, you should definitely do them.

o=o=o=o=o=o=o=o=o=o=o=  
 BRACER POINT CHECKLIST  
 o=o=o=o=o=o=o=o=o=o=o=

[QUS01]

S = Story Quest  
 O = Optional Quest  
 H = Hidden Quest

-----  
 PROLOGUE  
 -----

| NAME                  | TYPE | BP (BONUS) | BONUS BP DESCRIPTION                                                                                            |
|-----------------------|------|------------|-----------------------------------------------------------------------------------------------------------------|
| Training: Retrieval   | S    | 1          |                                                                                                                 |
| Child Rescue          | S    | 3 (+1)     | ESMELAS TOWER: pick "Run simultaneously with Joshua"                                                            |
| Perzel Farm Monsters  | S    | 1 (+2)     | Find and assault the monsters from their rear in one try                                                        |
| Mayor Klaus' Request  | S    | 4          |                                                                                                                 |
| The Liberl Media      | S    | 4          |                                                                                                                 |
| Mayoral Theft         | S    | 6 (+5)     | Deduce everything correctly:<br>-Septium in the safe<br>-Group of 3-4<br>-2nd floor terrace<br>-Recent traveler |
| Mayoral Theft 2       | S    | -          |                                                                                                                 |
| Find the Shiny Rock   | O    | 2          |                                                                                                                 |
| Letter Carrier        | O    | 2          |                                                                                                                 |
| Mushroom Hunt         | O    | 3          |                                                                                                                 |
| Orbment Replacement   | O    | 3 (+1)     | Let Estelle handle the job and choose "544818" as password                                                      |
| Medical Necessities   | O    | 3          |                                                                                                                 |
| Soldier Training      | O    | 3 (+2)     | Win the battle                                                                                                  |
| Lost Kitten           | O    | 2          |                                                                                                                 |
| Milch Road Monster    | O    | 3          |                                                                                                                 |
| Elize Highway Monster | O    | 4          |                                                                                                                 |

-----  
 |TOTAL BP: 55|  
 -----

-----  
 CHAPTER 1  
 -----

NAME TYPE BP (BONUS) BONUS BP DESCRIPTION  
 =====



|                        |   |        |                                                               |
|------------------------|---|--------|---------------------------------------------------------------|
| Missing Airliner       | S | 5 (+3) | MALGA MINE: choose<br>"Keep the hideout<br>location a secret" |
| Missing Airliner 2     | S | -      |                                                               |
| South Block Buglary    | S | 10     |                                                               |
| South Block Buglary 2  | S | -      |                                                               |
| South Block Buglary 3  | S | -      |                                                               |
| Ravennue Monster       | O | 4      |                                                               |
| Amberl Tower Mystery   | H | 4      |                                                               |
| Escort Request         | O | 4 (+1) | KRONE TRAIL: choose<br>"Charge through the<br>front"          |
| Bear Claw Survey       | O | 4      |                                                               |
| Ingredient Seeker      | O | 3      |                                                               |
| Stolen Ring            | O | 3      |                                                               |
| Black Notebook         | H | 5      |                                                               |
| East Bose Monster      | O | 4      |                                                               |
| Nebel Valley Monster   | O | 5      |                                                               |
| West Bose Monster      | O | 4      |                                                               |
| New Ansel Path Monster | O | 5      |                                                               |

-----  
|TOTAL BP: 119|  
-----

-----  
CHAPTER 2  
-----

| NAME                  | TYPE | BP (BONUS) | BONUS BP DESCRIPTION                                                                                                             |
|-----------------------|------|------------|----------------------------------------------------------------------------------------------------------------------------------|
| =====                 |      |            |                                                                                                                                  |
| Krone Pass Attacked!  | S    | 2          |                                                                                                                                  |
| Orphanage Crisis      | S    | 5 (+4)     |                                                                                                                                  |
| Orphanage Crisis 2    | S    | -          |                                                                                                                                  |
| Festival Help         | H    | 5 (+5)     | Complete the three<br>Hidden Quests during<br>your stay at Jenis<br>Royal Academy                                                |
| Theresa the Target    | S    | 10         |                                                                                                                                  |
| Lighthouse Monsters   | H    | 4          |                                                                                                                                  |
| Maintenance Delivery  | O    | 4          |                                                                                                                                  |
| Secret of the Old Map | O    | 3 (+2)     | GULL SEASIDE WAY:<br>Rescue Jimmy at the<br>beach before entering<br>Ruan                                                        |
| Find the Prototype!   | O    | 3          |                                                                                                                                  |
| Escort Job            | O    | 5          |                                                                                                                                  |
| Warehouse Key         | O    | 2          |                                                                                                                                  |
| Candelabrum Theft     | O    | 7          |                                                                                                                                  |
| Make Him Leave!       | O    | 3 (+2)     | AIR LETTEN: Choose<br>the right responses:<br>-Greetings, Your...<br>-The mayor's estate<br>-Junky old place<br>-By your foot... |
| Gull Seaway Monster   | O    | 4          |                                                                                                                                  |
| Gull Seaway Monster 2 | O    | 5          |                                                                                                                                  |
| Aurian Road Monster   | O    | 4          |                                                                                                                                  |

-----

|TOTAL BP: 198|

-----

-----  
CHAPTER 3  
-----

| NAME                   | TYPE | BP (BONUS) | BONUS BP DESCRIPTION                                        |
|------------------------|------|------------|-------------------------------------------------------------|
| Black Orbment Moan     | S    | -          |                                                             |
| Elmo Pump Repair       | S    | 5          |                                                             |
| Factory Incident       | S    | 6 (+8)     | Clear all smoke cans<br>from B1F-4F                         |
|                        |      |            | CARNELIA TOWER: pick<br>"affiliated with the<br>black men"  |
| Factory Incident 2     | S    | -          |                                                             |
| Prof.'s Whereabouts    | S    | 10 (+6)    | ZEISS: pick "Royal<br>Guards were set up"                   |
|                        |      |            | Infiltrate Leiston<br>fortress undetected                   |
| Prof.'s Whereabouts 2  | S    | -          |                                                             |
| Haulage Vehicle Search | O    | 4          |                                                             |
| Haulage Vehicle Repair | H    | 5          |                                                             |
| Product Testing        | O    | 4 (+2)     | Visit at least four<br>locations wearing<br>(Alpha)Strega   |
| Potent Ingredient      | O    | 3          |                                                             |
| Smoker's Revolt        | O    | 4          |                                                             |
| Temp Librarian         | O    | 3          |                                                             |
| Temp Librarian Plus    | H    | 3          |                                                             |
| Temp Librarian Plus 2  | H    | 4          |                                                             |
| Temp Librarian Plus 3  | H    | 4          |                                                             |
| Messenger of Love      | H    | 2 (+4)     | Buy Wolly Knit-Hat<br>from Item Shop and<br>give it to Faye |
| Tratt Plains Monster   | O    | 4          |                                                             |
| Ritter Road Monster    | O    | 5          |                                                             |
| Ritter Road Monster 2  | O    | 6          |                                                             |

-----  
|TOTAL BP: 290|

-----

-----  
FINAL CHAPTER  
-----

| NAME            | TYPE | BP (BONUS) | BONUS BP DESCRIPTION                   |
|-----------------|------|------------|----------------------------------------|
| To Queen Alicia | S    | 10 (+8)    | GUILD: "letter gets<br>crumpled up"    |
|                 |      |            | LIBERL NEWS: "Co.<br>Richard"          |
|                 |      |            | Enter Cathedral<br>undetected at night |

|                      |   |         |                                                                                  |
|----------------------|---|---------|----------------------------------------------------------------------------------|
| To Queen Alicia 2    | S | -       |                                                                                  |
| To Queen Alicia 3    | S | -       |                                                                                  |
| To Queen Alicia 4    | S | -       |                                                                                  |
| To Queen Alicia 5    | S | -       |                                                                                  |
| To Queen Alicia 6    | S | -       |                                                                                  |
| Hostage Liberation   | S | 10 (+4) | Liberl News: "Some<br>guy called him out"<br>-> "Marriage for<br>the Princess"   |
| Hostage Liberation 2 | S | -       |                                                                                  |
| To Rescue a Queen    | S | 10 (+5) | CASTLE KEEP: make<br>sure to leave Duke<br>Dunan alive during<br>the boss battle |
|                      |   |         | BALCONY: Defeat<br>Lorence                                                       |
| To Rescue a Queen 2  | S | -       |                                                                                  |
| Aureole              | S | 12      |                                                                                  |
| Sewer Monster (West) | O | 8       |                                                                                  |
| Sewer Monster (East) | O | 8       |                                                                                  |
| The Embassy Mission  | O | 3       |                                                                                  |

-----  
|TOTAL BP: 368|  
-----

o=o=o=o=o=o=o=o  
OPTIONAL QUESTS  
o=o=o=o=o=o=o=o

[QUS02]

\*\*\*\*\*  
QUEST 1: FIND THE SHINY ROCK  
\*\*\*\*\*

Time Limit: Complete before entering MALGA MINE

Talk to Charles (kid with purple hair) behind the ORBMENT FACTORY,  
then examine the smoky sewers in front of RINON GENERAL GOODS, then  
enter the SEWERS (behind the Church), and look for the rock at the  
end of the path (without crossing the bridge), return it to Charles  
to receive DRILL MEATBALL x5. Report back to Aina to receive 2 BP  
and 30 MIRA.

\*\*\*\*\*  
QUEST 2: MILCH ROAD MONSTER  
\*\*\*\*\*

Time Limit: Complete before visiting Nial at the HOTEL

Wanted beasts are usually stronger than your average foes, so be  
sure that you're at least Level 3 or higher before taking them on.

Exit west of ROLENT and you'll find yourself on MILCH ROAD, your  
target is located on the path leading to VERTE BRIDGE CHECKPOINT  
(basically the third screen of MILCH ROAD). It is a unique looking  
plant that does not attack/run from you. You'll be asked if you  
wanted to exterminate it when you approach it.

+++++

OPTIONAL BOSS FIGHT: PINE PLANT

+++++

Name: Pine Plant

HP: 500

Weakness: Fire

These folks can sel-destruct, if you get them to 1/10 of their HP, stay away from them and use long range attacks to finish them off. I just focused on casting Fire Bolt, combined with occasional melee attacks to get the job done. Heal when necessary. You'll receive 3 BP and 600 MIRA for this.

\*\*\*\*\*

QUEST 3: ORBMENT REPLACEMENT

\*\*\*\*\*

Time Limit: Complete before going to MILGA MINE

Talk to Freddy inside ORBMENT FACTORY and he'll give you the code and ORBMENT LIGHT. The password is 544818. Exit west of ROLENT, keep going until you reach the far end of the second screen on MILCH ROAD to examine the broken road lamp. Your party will be attacked by a swarm of enemies, and you have to make a choice on who should handle the repairs. If you choose Estelle, you'll need to enter the correct password later on, this won't happen if you choose Joshua.

Anyway, defeat the flying cats, and if you happened to pick Estelle, select "544818" as the code for the extra BP. Report back to Freddy for an IMPEDE 2 Quartz.

You'll receive 4 BP, IMPEDE 2, and 600 MIRA as rewards.

\*\*\*\*\*

QUEST 4: SOLDIER TRAINING

\*\*\*\*\*

Time Limit: Complete before visiting Nial at the HOTEL

Exit west of ROLENT, when you reach the intersection on MILCH ROAD, head west one screen until you reach VERTE BRIDGE CHECKPOINT.

Talk to Sergeant Ashton inside and win the mock battle against two soldiers for 2 extra BP (5 BP total) and 200 extra MIRA (700 MIRA total).

\*\*\*\*\*

QUEST 5: MUSHROOM HUNT

\*\*\*\*\*

Time Limit: Complete before taking the reporters on a tour

Talk to the merchant named Orvid at ROLENT LANDING PORT. Exit northwest of ROLENT onto MALGA TRAIL, head north until you come to the intersection leading to MALGA MINE, take the eastern path, then the eastern path again on the next screen when you encounter another intersection, this should take you to a deadend with a patch of grass you can examine. Do so and you'll obtain the FIREFLY FUNGUS, which ends up attracting a bunch of enemies for a quick battle. There's also a treasure chest below with a WHITE BRACELET in it.

Hand it over to the merchant and you'll receive 3 BP and 700 MIRA.

\*\*\*\*\*  
QUEST 6: MEDICAL NECESSITIES  
\*\*\*\*\*

Time Limit: Complete before crossing VERTE BRIDGE

If you haven't been fleeing from normal encounters, chances are you already have part of the items required for this quest:

- 1) MONSTER WING: Bug type enemies drop these
- 2) BEAR CLAW: MISTWALD

To get to MISTWALD, exit south of ROLENT, continue moving south for two screens, then east at the intersection (southwestern path leads to GURUNE GATE). MISTWALD is a forest maze, you cannot use your map here. Upon entering, head north, when you come to an intersection, take the east path till you see a treasure chest containing a TEAR BALM in it, keep going down the path, and you should reach a deadend with a patch of grass that has some yellow flowers that you can examine. Do so and you'll receive BEAR CLAW.

Before you head back to ROLENT, you might wanna use this opportunity to visit to GURUNE GATE and buy a VEGETABLE SANDWICH from the chef located in the room directly across from the reception counter.

Once you obtained the above, talk to Father Divine inside ROLENT CHAPEL. You will receive 3 BP and 250 MIRA.

\*\*\*\*\*  
QUEST 7: LOST KITTEN  
\*\*\*\*\*

Time Limit: Complete before visiting Nial at the HOTEL

Talk to Ida standing in front of the cafe and start looking for her lost cat. Check the following places in order:

- 1) North of the CLOCK TOWER
- 2) In front of the guild
- 3) Eastern side of the CLOCK TOWER
- 4) Inside the church
- 5) Second floor inside the church

Report to Aina for 2 BP and 500 MIRA

\*\*\*\*\*  
QUEST 8: ELIZE HIGHWAY MONSTER  
\*\*\*\*\*

Time Limit: You have to deal with this in order to get to MISTWALD, so there's really no time limit for this one.

You can wait this one out until Scherazard joins you, or you can do it now, it's your choice. If you choose to take on the challenge now, make sure Estelle and Joshua are well equipped, the enemy hits hard, and can take more than half of your HP with one hit.

Exit south of ROLENT, keep going south on ELIZE HIGHWAY until you reach the bridge on the second screen. Choose to exterminate it for a battle.

++++  
BOSS FIGHT 02: RHINOCIDER  
++++

Name: Rhinocider  
HP: 500  
Weakness: None

Start by casting Clock Up with Joshua on all your characters, once that's done, spam your elemental Orbal Arts and heal when required. It shouldn't take more than 6 spells to finish it off.

You'll receive 4 BP and 1000 MIRA when you report to Aina.

\*\*\*\*\*  
QUEST 9: LETTER CARRIER  
\*\*\*\*\*

Time Limit: Before you cross VERTE BRIDGE

Deliver FR. DIVINE'S LETTER to Father Holstein in BOSE. Required for Quest 11. You'll receive 2 BP and 800 MIRA.

\*\*\*\*\*  
QUEST 10: EAST BOSE MONSTER  
\*\*\*\*\*

Southeast of the sign post that says "North: Nebel Valley", there is a slight indent of an area, you'll get an option to exterminate some scorpion bosses, this is an optional quest which you haven't viewed yet at Bose's Bracer Guild. You can come back later if you want, I chose to exterminate them now. Before you do so, make sure at least two of your members can cast Air Strike, if the remaining person can cast Earth-based elemental attacks, that would be ideal, but it's not exactly mandatory.

++++  
OPTIONAL BOSS FIGHT: SCORPIONS  
++++

Name: King Scorpion  
HP: 380  
Weakness: Earth

Name: Queen Scorpion x3  
HP: 314  
Weakness: Wind

Looks like the king has quite a harem, must be very exhausting for him every night. Anyhoo, squish the Queen Scorpions first, if you kept Schera's default orbment setup, she can cast Air Strike on them. I put IMPEDE 2 on Estelle, which quickens the process. Have Joshua cast Clock Up on everyone. The Queen Scorpions can cause paralysis when they strike, paralysis prevents you from using melee attacks, which is pretty meh, consider that you're using Orbal Arts mainly.

That said, those stings hurt! With my current gears, they do about 100+ damage per hit, you definitely want to end this battle as soon as possible. If you have anyone with a CP at 200, you may want to unleash his/her S-Craft on King Scorpion, that should take it out right away. You can also cast Earth-based elemental spells on it, I didn't own an Earth Quartz at the time, so I just used my S-Craft.

You'll receive 2 BP and 800 Mira once you report to Lugran at the guild in BOSE.

\*\*\*\*\*  
QUEST 11: INGREDIENT SEEKER  
\*\*\*\*\*

Time Limit: Before going through KRONE PASS

Talk to Gwen inside ANTEROSE RESTAURANT's kitchen northeast of BOSE MARKET, and hand over five MONSTER FOWL MEAT. You should have enough if you don't run from battles all the time in ROLENT. If you don't have enough, you can farm for it by killing Rimeria and on EISEN ROAD.

In addition to 3 BP and 800 MIRA, Gwen will also pass the recipe LIBERL OMELET to Estelle.

\*\*\*\*\*  
QUEST 12: RAVENNUE MONSTER  
\*\*\*\*\*

Time Limit: Before talking to Nial inside BOSE's CAFE

Exit west of BOSE onto WEST BOSE HWY, keep moving till the path starts going northeast, look to the corner of the road for a chest that contains a REVIVAL BALM. Keep moving until you see the next intersection with a sign post. Go north onto RAVENNUE TRAIL. This is a one way path, just keep moving till you reach RAVENNUE VILLAGE.

Talk to Elder Reisen inside his house, which is behind the inn. You can now go through the exit to the north.

Move until you see the path branches. Take the eastern path, and go southeast for a chest with a TEAR BALM. Backtrack, this time, head northeast for a DEATHBLOW 2 Quartz. Finally, backtrack and take the northern route, do not be distracted by those little branch-offs on the way, keep going north till the path turns west, you should find a chest containing BEAST STEAK. Now go all the way back to the first branching point and head west to the next area.

Save first, move to the intersection and head west and you'll be attacked by a boss.

\*\*\*\*\*  
OPTIONAL BOSS FIGHT: FATE SPINNER  
\*\*\*\*\*

Name: Fate Spinner  
HP: 508  
Weakness: None

This thing hits hard even with the newly bought armors from BOSE. If you didn't upgrade your equipments, you might struggle here.

Cast Clock Up on your party members if you can, and spam your Arts, forget about melee attacks, its skin's too thick for that. Don't use any Earth-based elemental attacks. Heal if your HP falls below 200, and use S-Crafts if you're in danger.

Defeat it completes Quest 12. Return to RAVENNUE VILLAGE for a short scene. Report to Lugran when you're back in BOSE for 4 BP and 1500 MIRA.

\*\*\*\*\*  
QUEST 13: WEST BOSE MONSTER  
\*\*\*\*\*

Time Limit: Before going through KRONE PASS

Keep moving west until you reached the third area of WEST BOSE HWY, starting counting the Orbment Lamps on either side for the road, when you found the fifth one, look to the opposite side and you should see the giant fish monster waiting to be exterminated. Before you engage it, make sure to equip Defense 1 on one or more of your characters, doing so will make this battle much easier.

\*\*\*\*\*  
OPTIONAL BOSS FIGHT: THUNDER QUAKE  
\*\*\*\*\*

Name: Thunder Quake  
HP: 1844  
Weakness: Earth

Earth elemental spells do twice the damage, so spam Stone Hammer like mad! This bad fishboy can use Worldly Shock, a lightning attack that damages your entire party anywhere between 130 to 190 HP, and it uses it EVERY SINGLE TURN. The good thing is, if you manage to stay alive, your characters' CP bars will rise quickly, allowing them to unleash S-Crafts in rapid succession. The battle might take a while because of its high HP, fortunately its defense is fairly weak, so it balances out a bit.

You'll receive 4 BP and 1200 MIRA upon successful completion.

\*\*\*\*\*  
QUEST 14: BEAR CLAW SURVEY  
\*\*\*\*\*

Time Limit: Before going through KRONE PASS

This quest only appears when you successfully completed Quest 9: Letter Carrier. Talk to the old man selling medicine by the right entrance of BOSE MARKET.

Go to NEBEL VALLEY, take the west path after entering, keep going until you are underneathe a wooden bridge, there are two dead trees that are kind of positioned at a 30 degree angle just a little further in. Below them you will find the BEAR CLAW required to complete this quest. Grab it and hand it over to the old guy when you're back in BOSE.

You'll receive 4 BP and 1000 MIRA.



\*\*\*\*\*  
QUEST 15: NEBEL VALLEY MONSTER  
\*\*\*\*\*

Time Limit: Before going to VALLERIA SHORE

Take the west path when you first enter NEBEL VALLEY, just keep going down the long winding road until you find the boss. Save your game and make sure someone in your team can cast Fire-based Arts.

+++++  
OPTIONAL BOSS FIGHT: MASTER CRYON  
+++++

Name: Master Cryon  
HP: 815  
Weakness: Fire

Name: Boiled Egger G  
HP: 320  
Weakness: Fire

Name: Boiled Egger R  
HP: 415  
Weakness: Water

This will be an easy fight if you have area-based Fire spells like Fire Bolt EX, but chances are, you don't have it. Start by casting Clock Ups on your Fire spell users. If your magic isn't strong enough, and you don't get turn bonuses, the Boiled Eggers will more than likely survive. Since they explode upon dying, finishing them off with melees is risky. Good thing Schera's here. In case any of the Eggers survived the initial attack, Schera's long-range whip can get the job done. Use S-Crafts if you can, they'll shorten the tedious wait process for everyone.

Master Cryon's spell can take ~200 HP off a single target, heal if you find your HP to be below 250. This thing doesn't explode like the Eggers, so don't be afraid to use melee on it if you don't have enough people with Fire Bolts.

You get 5 BP and 2000 MIRA as rewards.

\*\*\*\*\*  
QUEST 16: ESCORT REQUEST  
\*\*\*\*\*

Time Limit: Before going to ABANDONED MINE

Talk to the man in the room on the first floor of BOSE's HOTEL, and accept his request. Talk to him again at the west exit of BOSE, keep going west on WEST BOSE HWY till you reach KRONE TRAIL.

If this is your first time here, you can grab some items on the way. Note that you can't shift your camera angle here. Head west till you reach the first intersection, then take the south path for a TEAR BALM.

As soon as you reach the bridge, you'll be ambushed by some Creepy

Sheeps, choose to charge through the front for an extra BP. You'll have to fight two groups of four. They are pretty weak, and any of your elemental magics are effective against them. Keep heading west.

Move south on the next intersection for a monster chest containing PEARL EARRING. You'll need to deal with four Wisdoms, which are slightly prone to Fire. They're quick and can charge Shadow Spear, which has a 10% instant kill effect. Joshua should have learned his Flicker Craft by now, you can delay enemy turns with it. Use it strategically so you can grab all the turn bonuses. Concentrate your attacks on one Wisdom a time and watch out for NPC's HP. If he ends up eating two Shadow Spears, it's game over for you. Of course, you can escort him to KRONE PASS first, then come back for this item when you're on your way back to BOSE, it's your choice.

Continue west to reach KRONE PASS. You'll receive 5 BP and 1200 MIRA assuming you made the right choice.

\*\*\*\*\*  
QUEST 17: NEW ANSEL PATH MONSTER  
\*\*\*\*\*

Time Limit: No limit as you have to kill them in order to get to  
VALLERIA SHORE

+++++  
BOSS FIGHT: AMBER TURTLES  
+++++

Name: Amber Turtle x6  
HP: 300  
Weakness: Fire

I don't know what's so "turtle" about them, they look like jellies... Physical attacks don't work on them, so you need to use Fire-based spells. They aren't strong, the only problem is they gang up on you, which could pose a problem because there are so many of them and the spells take two turns to release. Heal when needed and be patient, the battle may take longer than you expect.

You'll receive 5 BP and 1500 MIRA when you report to Lugran.

\*\*\*\*\*  
QUEST 18: STOLEN RING  
\*\*\*\*\*

Time Limit: Before going through KRONE PASS

The treasure is located in one of the chests when you assault Sky Bandit's hideout in Chapter 1, you can head to BOSE - SOUTH BLOCK and talk to the woman in the house to the far east of the map to at the beginning of Chapter 2 to complete this quest. I haven't tested whether or not you can still go back to the hideout to grab the ring after Chapter 1 ends, but it's worth a try if you missed it somehow.

Report to Lugran to receive 3 BP and 2000 MIRA.

\*\*\*\*\*  
QUEST 19: GULL SEASIDE MONSTER  
\*\*\*\*\*

Time Limit: No limit as you must defeat them to get to RUAN

++++  
BOSS FIGHT: JABBA AND FRIENDS  
++++

Name: Jabba  
HP: 389  
Weakness: Water

Name: Stove Plant x2  
HP: 389  
Weakness: Water

Name: Shark Gator  
HP: 490  
Weakness: All

Get rid of the Stove Plants first, their Pale Flames may confuse your party members. Cast Aqua Bleed on Jabba, two of these spells outta take it out. Shark Gators hits hard, but move slow, once you clear Jabba and Stove Plants, you can just melee them till they die. Leave the healing to Kloe, this battle shouldn't take more than five minutes.

You'll receive 4 BP and 1500 MIRA when you report to Jean.

\*\*\*\*\*  
QUEST 20: AURIAN CAUSEWAY MONSTER  
\*\*\*\*\*

Time Limit: Before going to JENIS ROYAL ACADEMY

Outside SAPPHIRL TOWER, southwest of where you come down the stairs, you'll find a small open area with the giant fish monster that needs to be exterminated, make sure you're at least level 18, and have accessories that prevent mute on your spell casters before you take on this challenge. I highly suggest that you come back once Kloe joins your party as a controllable character. But if you wanna do this now, here's my strategy:

++++  
OPTIONAL BOSS FIGHT: HELMET CRABS  
++++

Name: Helmet Crab x5  
HP: 530  
Weakness: All

Name: Mint Pom  
HP: 248  
Weakness: None

Assuming that Kloe hasn't joined your party yet, start by casting any offensive spell on a single Helmet Crab. DO NOT USE PHYSICAL ATTACKS ON HELMET CRABS! If you do, your attacks will be reflected back at you. The two spells from Estelle and Joshua should be enough to take out one crab.

When it's the crab's turn, each crab will use its turn to summon a Mint Pom. Start preparing your area spells, Stone Impact and Hell Gate are just a few choices here. Aim your spell at the Hermet Crabs, chances are, once they finished summoning Mint Poms, they'll begin moving toward you, thus causing them to cluster together. If both of your spell landed on multiple enemies, wiping out one or two Helmet Crabs along with some Poms, you can continue this strategy until all Helmet Crabs are erased from the map. Mint Poms are vulnerable to physical attacks, you can just melee them afterwards.

Now, the crabs are capable of inflicting mute status on you, so if you don't have Kloe in your party, you'll either need to buy the accessory that prevents this, or some item that can relief the seal. You won't have a chance against the crabs if you can't chant spells, since they reflect all physical attacks.

You'll receive ZERO SHOT X (item for Quest 21), 4 BP and 1500 MIRA as rewards.

\*\*\*\*\*  
QUEST 21: FIND THE PROTOTYPE  
\*\*\*\*\*

Time Limit: Before going to JENIS ROYAL ACADEMY

If you've successfully completed Quest 20: Aurian Causeway Monster, you should receive the prototype gun.

Talk to Karl upstairs in JOAN ARMS & GUARDS to hand over the gun, he'll give you an ATTACK 2 Quartz in return.

Report to Jean for 3 BP and 1000 MIRA.

\*\*\*\*\*  
QUEST 22: WAREHOUSE KEY  
\*\*\*\*\*

Time Limit: Before going to JENIS ROYAL ACADEMY

Talk to Harg standing near the harbor west of the CAFE in RUAN - SOUTH BLOCK. You'll need to go down a set of stairs and pass that worker with the yellow helmet before you can find him.

Afterwards, head down the bridge towards the warehouse, then turn west down the set of stairs, keep going through the narrow pathway until you reach the second wooden platform, examine that area. Go to the second floor of the CAFE here and examine the fishing rods. Talk to the bartender on the first floor to borrow the PROGRESSIVE ROD. Go back to wooden platform and use the rod to fish out the WAREHOUSE KEY. Talk to Harg again to complete the quest.

Report to Jean for 2 BP and 1000 MIRA.

\*\*\*\*\*  
QUEST 23: MAINTENANCE DELIVERY  
\*\*\*\*\*

Time Limit: Before going to JENIS ROYAL ACADEMY

Talk to Tobias in the ORBMENT FACTORY, agree to help and he'll hand

over the MAINTENANCE KIT to you. For a sidequest this trivial, the guy sure talks a lot...

Before departing for VARENNE LIGHTHOUSE, head to the CAFE (North Block), and talk to the bartender there, he'll ask you deliver an AZELIA ROSE to the grumpy old fart.

Anyway, exit north of RUAN, keep going until you reach MANORIA VILLAGE. Be sure to buy a SPICY ANCHOVY at the item shop here. Take the northern exit and keep going till you reach the intersection that leads to VARENNE LIGHTHOUSE. Go all the way to the top floor and talk to the old man there. If you brought the two extra items with you, he will reward you with a WORK HELMET and a GLADIATOR HEADBAND.

You should receive 4 BP and 1000 MIRA as rewards.

\*\*\*\*\*  
QUEST 24: SECRET OF THE OLD MAP  
\*\*\*\*\*

Time Limit: Before going to JENIS ROYAL ACADEMY

If you rescued Jimmy back on GULL SEASIDE WAY, you get two more BP and 1000 MIRA.

Head to the CHAPEL and talk to him there, if you followed my guide step, you should have the TORN MAP with you already, and can finish this quest right here. If not, check the GULL SEASIDE WAY section in the walkthrough for more information.

You'll receive 5 BP and 2000 MIRA as rewards.

\*\*\*\*\*  
QUEST 25: CANDELABRUM THEFT  
\*\*\*\*\*

Time Limit: Before going to JENIS ROYAL ACADEMY

Go to MAYOR'S RESIDENCE in RUNA - SOUTH BLOCK, it's on the east side of the draw bridge. Talk to Steward and agree to help. He'll pull out a card left by the Phantom Thief (Detective Conan reference, perhaps?), and you need to start looking for clues based on the word puzzle. Check the following things/locations in sequeunce:

- 1) Lighthouse inside RUAN
- 2) Roulette, second floor of the CAFE opposite of ORBMENT FACTORY
- 3) Red Motor Lift, northwest of RUAN LANDING PORT, across the stone bridge from the ticket booth, you might need to rotate your camera to see it
- 4) Crane, west side of RUAN - SOUTH BLOCK
- 5) Talk to Harg around the same area

You'll receive 7 BP and 5000 MIRA upon successful completion.

\*\*\*\*\*  
QUEST 26: MAKE HIM LEAVE!  
\*\*\*\*\*

Time Limit: Before going to JENIS ROYAL ACADEMY

Exit south of RUAN - SOUTH BLOCK and keep going south till you reach AIR-LETTEN - CHECKPOINT. Get inside the building for a scene, then head upstairs for another scene, agree to help and save your game. Head inside the dining hall and choose the following answers for 2 extra BP:

-Greetings, Your Excellency. I'm here to collect you.

-The mayor's estate.

-At this junky old place?

-Your Excellency, by your foot...

You'll get 5 BP and 1000 MIRA if you answered everything right.

\*\*\*\*\*  
QUEST 27: ESCORT JOB  
\*\*\*\*\*

Time Limit: Before going to JENIS ROYAL ACADEMY

Exit north of RUAN and keep going north until you reach MANORIA VILLAGE. Talk to Amelia near the northern exit, then take that exit and keep going north until you reach KRONE TRAIL. Keep moving down the one way path until a scene followed by a mandatory battle take place. You'll be thrown against three Eggars that are weak against Water spells. Kloe's Blue Impact will take out one with one cast, if Estelle or Joshua doesn't have that spell, cast Aqua Bleed or Soul Blur. If those aren't available, use melee, but be warned, the Eggars explode when they die, so expect to eat some damage.

After this, escort the food maniac back to MANORIA VILLAGE to finish the quest.

You'll receive 5 BP and 1500 MIRA.

\*\*\*\*\*  
QUEST 28: GULL SEASIDE MONSTER 2  
\*\*\*\*\*

Time Limit: No limit as you have to kill them in order to go to  
MANORIA VILLAGE

++++  
BOSS FIGHT: JABBA AND FRIENDS 2  
++++

Name: Jabba x3  
HP: 1089  
Weakness: Water

Name: Stove Plant x2  
HP: 389  
Weakness: Water

Name: Shark Gator x2  
HP: 389  
Weakness: All

Name: Corn Mover  
HP: 480

Weakness: Fire

Start by getting rid of the Stove Plants. It shouldn't take anything more than a single Aqua Bleed. Have Joshua cast Hell Gate on grouped enemies, his chanting should be fairly fast if you installed the Cast 2 Quartz on him.

The Jabbas usually cast Stone Hammer, occasionally they roll up to you and use melee, which leeches off your HP to replenish theirs, and it hurts quite a bit, too. If you didn't modify Kloe's Orbs, she should have Blue Impact by default. Casting that will take away ~800 HP off a single Jabba, combine that with Joshua's Hell Gate, they should go down fairly quickly. The rest of the enemies are just there for you to pound.

You should receive 5 BP and 2000 MIRA as rewards.

\*\*\*\*\*  
QUEST 29: TEMP LIBRARIAN  
\*\*\*\*\*

Time Limit: Before infiltrating LEISTON FORTRESS

Talk to Constance inside the ARCHIVES room on CENTRAL FACTORY 2F, agree to help, then go to 3F DESIGN RM and examine the ladder stool for SETPIUM OPTIC ANNALS, now head up one floor to 4F's LAB, examine the table to the right for TOMORROW'S COOKING. If you head up the stairs here into the hot house, you can grab a free ACERBIC TOMATO. In fact, you can come back here as often as you want and loot more of it if you're interested. If you read TOMORROW'S COOKING, you'll master a new recipe! Leave the LAB and head for the CLINIC on the same floor, examine the night stand between the two beds for KITTY-TALK FOR DUMMIES, read it and you might find out what those stray cats are thining.

Once you got all three books, talk to Constance again to complete the current quest, which in turn, opens up a secret quest.

You'll receive 3 BP and 250 MIRA as rewards.

\*\*\*\*\*  
QUEST 30: TRATT PLAIN MONSTER  
\*\*\*\*\*

Time Limit: Before going to ELMO VILLAGE for pump repair

Take the eastern path on the first screen towards WOLF FORT. Press SELECT to pull out your map when you're in the second area. Look at the paved road that's connecting ZEISS to WOLF FORT. Your target is located just a little before the road starts turning east.

\*\*\*\*\*  
OPTIONAL BOSS FIGHT: CRONOCIDER  
\*\*\*\*\*

Name: Cronocider x4  
HP: 1600  
Weakness: None

If your have Clock Up EX, cast that right away. If not, start by

casting Soul Blur or Shadow Spear. When the Cronociders begin to gather around you, start casting La Tear. You need to make sure both of your characters' HP stay above 50%. Your enemies could take 200 to 300 HP per hit, it's vital that you replenish lost health ASAP.

Sooner or later the boars will gather around you, which make your multi-target spells easy to hit. However, it is usually at this point when they start using Golden Armor on themselves. This skill boosts STR and DEF, and can be a headache if two or three of them use it at the same time. Delay or kill those that have been buffed, use your S-Crafts if you have to.

You'll receive 4 BP and 1000 MIRA for defeating them.

\*\*\*\*\*  
QUEST 31: SMOKER'S REVOLT  
\*\*\*\*\*

Time Limit: Before going to ELMO VILLAGE for pump repair

Talk to Dr. Miriam inside the CLINIC on CENTRAL FACTORY 4F, agree to help. If you don't have FRESH MILK with you, you can buy it from GENERAL GOODS in ZEISS. Choose to give the FRESH MILK to Antoine, the cat, and it'll start following you (.....). Go to the following places in order:

- 1) 5F OPERATIONS - Ask Travis about cigarettes
- 2) 1F - Ask Hugo who's talking with another guy to the left about cigarettes
- 3) 2F OFFICE - Talk to Murdock for a scene, check the locked door, then check the desk with a pile of green books to receive the BACK ROOM KEY, head into the locked room and examine the table for some CIGARETTES.

You'll receive 4 BP and 2000 MIRA for this quest.

\*\*\*\*\*  
QUEST 32: POTENT INGREDIENT  
\*\*\*\*\*

Time Limit: Before infiltrating LEISTON FORTRESS

Snatch the ACERBIC TOMATO inside in the LAB's hot house on 4F of CENTRAL FACTORY, head over to the CAFE and choose to hand over the ingredient to Ben to complete this quest.

You'll receive a TOMATO SANDWICH, 3 BP and 1000 MIRA.

\*\*\*\*\*  
QUEST 33: PRODUCT TESTING  
\*\*\*\*\*

Time Limit: Before going to ELMO VILLAGE for pump repair

Talk to Terry in CENTRAL FACTORY 4F's LAB, agree to help and you'll get a pair of (ALPHA) STREGA. Equip them on Estelle and visit the following places:

- 1) AIR-LETTEN CHECKPOINT
- 2) LEISTON FORTRESS



- 3) SANKTHEIM GATE
- 4) WOLF FORT

Do NOT go to ELMO VILLAGE, you won't be able to complete this quest if you do.

Theoretically, you can complete the quest by visiting three of the above locations, but if you visited all four, you'll get 2 extra BP and (BETA) STREGA, which is well worth the extra trip.

You should receive 6 BP, 2000 MIRA and (BETA) STREGA if you finished all of the above.

\*\*\*\*\*  
QUEST 34: HAULAGE VEHICLE SEARCH  
\*\*\*\*\*

Time Limit: Before going to ELMO VILLAGE for pump repair

Exit south of ZEISS and turn east when you reach the intersection. On the second screen with four exits, walk on the paved road until it starts to turn east, stray off to the south and you should see two people in front of a vehicle. Talk to them and prepare for to defend the cart against a bunch of Armored Rabbits. Completing this quest opens up a secret quest.

You'll receive 4 BP and 1000 MIRA as rewards.

\*\*\*\*\*  
QUEST 35: RITTER ROAD MONSTER  
\*\*\*\*\*

Time Limit: Before seeing Dorothy's photo

Exit east of ZEISS, keep moving till you reach the next area. South of the T-intersection, you should find a giant cobra enemy that requires extermination, choose to do so for an optional boss fight. Make sure to equip White Bracelet on your characters.

+++++  
OPTIONAL BOSS FIGHT: MERCURY VIPER  
+++++

Name: Mercury Viper  
HP: 1766  
Weakness: Fire & Wind

Name: Bane Cobra x4  
HP: 766  
Weakness: Fire & Wind

This fight can be difficult. The Bane Cobras can summon more of their friends to battle, however, since this makes most of them clump together in a tiny area, you should be able to use Tita's Smoke Cannon and other area spells (eg. Aerial, Hell Gate, etc.) to quickly dispose of them.

The snakes primary method of attack is Venom, which takes away ~200 HP with 100% chance of inflicting poison on you. Therefore, having the White Bracelet on your characters will help immensely. Mercury

Viper isn't anything special, it's just a giant version of its underlings with more HP. Once the small eggplants are gone, you can smash it however you see fit.

You should receive 5 BP and 2000 MIRA as rewards.

\*\*\*\*\*  
QUEST 36: RITTER ROAD MONSTER 2  
\*\*\*\*\*

Time Limit: No limit as you have to kill them in order to go to  
LEISTON FORTRESS

+++++  
BOSS FIGHT: BLOODY SABER AND FRIENDS  
+++++

Name: Bloody Saber  
HP: 2450  
Weakness: Water & Wind

Name: Solid Dozer x2  
HP: 1380  
Weakness: None

Name: Attack Doberman x2  
HP: 1180  
Weakness: All

Let's talk about the ugly stuffs first. Bloody Saber can leech your HP just by attacking you, and it's fast. It also uses Death Throes on its companions when it dies, greatly enhancing their ATK/SPD. Solid Dozers can delay your turn when they attack you.

So what to do? Start by casting Clock Up EX on your healer. If you don't have this magic, use Clock Up instead. It's likely that before you even get your turn, your enemies have already gathered around you. If this is the case, use Aerial, Hell Gate, Hurricane, etc. on them. Heal with La Tera. If Joshua's CP is at 200, look for a good turn bonus and unleash Black Fang, it should theoretically take out everything except Bloody Saber.

Once the underlings are gone, the rest of the battle should just be a heal/attack game. Since Bloody Saber sucks blood, make sure you finish it quickly.

You'll receive 6 BP and 3000 MIRA as rewards.

\*\*\*\*\*  
QUEST 37: SEWER MONSTER (WEST)  
\*\*\*\*\*

Time Limit: Before rescuing Princess Klaudia

The monsters are located in one of the rooms inside GRACEL WEST SEWER. They are small bluish green creatures with two large claws. You might mistake them as regular enemies due to their size, but if you've been paying attention to the type of enemies encountered in this area, you'd recognize them as unique new enemies.

++++  
OPTIONAL BOSS FIGHT: SCISSOR HANDS  
++++

Name: Scissor Hands x8  
HP: 980  
Weakness: All

These guys have 300% weakness against elemental spells, if you can cast Aerial, set the center of the circle right in front of your character (assuming the turn you unleash this spell is after your enemies move), and watch those poor losers rush into you and vanish. If you don't have Aerial, use other multi-target area Arts and aim at different Scissor Hands so that your magics overlap and cover every single enemy. Scissor Hands' melees do carry a 10% instant K.O. effect, unless you deliberately waste your turns messing around, it's unlikely to happen.

You'll receive 8 BP and 3000 MIRA when you report to Elnan.

\*\*\*\*\*  
QUEST 38: SEWER MONSTER (EAST)  
\*\*\*\*\*

Time Limit: Before rescuing Princess Klaudia

The monsters are located in GRANCEL WEST SEWER, on a narrow corridor leading to the switch required for removing the wall from blocking the west and east sewers.

++++  
OPTIONAL BOSS FIGHT: BONE FISHES  
++++

Name: Bone Fish x4  
HP: 1600  
Weakness: Fire

Use multi-target spells and Crafts. Fire-based ones are optimal but non-essential. The fishes' Freezing Breath is an area attack with the chance of inflicting Freeze status on your characters. Use Curia if you didn't equip any freeze charm. Frankly, I haven't seen my party frozen as a result of this attack, if you time your spells well, the battle should be over in as few as four turns (excluding enemy turns).

You'll get 8 BP and 3000 MIRA after reporting to Elnan.

\*\*\*\*\*  
QUEST 39: THE EMBASSY MISSION  
\*\*\*\*\*

Time Limit: Before going to the resting spot

Talk to Olivier twice inside the bar in GRANCEL CASTLE once you've beaten the final boss, check the bulletin board inside the guild, then talk to Olivier at the bar again to complete this quest.

You'll automatically receive 3 BP and 2000 MIRA upon completion.

O=O=O=O=O=O=O

HIDDEN QUESTS

[QUS03]

O=O=O=O=O=O=O

\*\*\*\*\*  
HIDDEN QUEST 1: AMBERL TOWER MYSTERY  
\*\*\*\*\*

Time Limit: Before going to ABANDONED MINE

After talking to Morgan at HAKEN GATE, go to AMBERL TOWER and head all the way up to 5F, win the battle against a group of monsters and escort Professor Alba back to the entrance.

You'll receive 2000 MIRA and 4 BP.

\*\*\*\*\*  
HIDDEN QUEST 2: BLACK NOTEBOOK  
\*\*\*\*\*

Time Limit: Before going through KRONE PASS

You need to grab the BLACK NOTEBOOK from a blue chest in one of the rooms inside the SKY BANDIT HIDEOUT during Chapter 1. The blue chest may be mistaken for background decoration, be sure to examine it.

At the beginning of Chapter 2, head to HAKEN GATE and enter the building next to the gate and go downstairs to the prison area. Talk to the guards there for a scene.

You'll receive 5 BP and 2000 MIRA.

\*\*\*\*\*  
HIDDEN QUEST 3: LIGHTHOUSE MONSTERS  
\*\*\*\*\*

Time Limit: Before going to JENIS ROYAL ACADEMY

Talk to the old man in front of VARENNE LIGHTHOUSE, accept his request and head inside to defeat a bunch of Red Hammerheads. These things are fast, so cast Clock Up or use Joshua's Flicker to delay their actions. They have no weaknesses, and can take off around 90 to 120 HP from you per hit. Heal when needed. Just so you don't overlook things, you need to defeat two groups of these on the top floor.

Successfully completing this quest yields 4 BP and 1500 MIRA.

\*\*\*\*\*  
HIDDEN QUEST 4: DECORATE THE CAMPUS  
\*\*\*\*\*

Time Limit: Before school festival starts

Talk to Janitor Parkes in front the SCHOOLHOUSE. Check the following places:

- 1) Right wall - AUDITORIUM
- 2) Front wall - BOY'S DORMITORY
- 3) Corridor connecting SCHOOLHOUSE and CLUBHOUSE

You'll get 1 BP and 500 MIRA as rewards.

\*\*\*\*\*  
HIDDEN QUEST 5: RESEARCH MATERIALS HUNT  
\*\*\*\*\*

Time Limit: Before school festival starts

Head for MATERIAL ARCHIVES room on the second floor of the CLUBHOUSE and talk to Logic there. Check the following locations:

- 1) BOY'S LOCKER ROOM (right besides MATERIAL ARCHIVES) Bench
- 2) Rightside room on the first floor of BOY'S DORMITORY (Argyle's room), check the table
- 3) FACULTY OFFICE table, inside the SCHOOLHOUSE building

After you've obtained all three volumes of RUAN ECONOMICS, return them to Logic to complete the quest.

You'll get 1 BP and 500 MIRA as rewards.

\*\*\*\*\*  
HIDDEN QUEST 6: CLEAR OUT THE OLD SCHOOL BUILDING  
\*\*\*\*\*

Time Limit: Before school festival starts

Head for the BACK ROAD behind the CLUBHOUSE, keep going till you reach the OLD SCHOOLHOUSE. Enter it and kill all the visible enemies on screen in this building:

- 1) Entrance hall - 2 spiders
- 2) Ground floor left wing first room - 1 spider

You should get a message telling you that all monsters have been eliminated.

You'll get 3 BP and 1000 MIRA as rewards.

\*\*\*\*\*  
HIDDEN QUEST 7: TEMP LIBRARIAN PLUS  
\*\*\*\*\*

Time Limit: Before infiltrating LEISTON FORTRESS

You must complete Quest 29: Temp Librarian before this quest is unlocked.

Enter the INN in ELMO VILLAGE and exit the door to the bottom right, it should take you to a corridor. Rotate your camera so you can see the narrow path that is parallel to the INN's wall. Follow the path, head down the stairs, make your way around the pond (you'll need to go underneath the wooden corridor. When you are close to the stone lamp, you should be able to examine it, which yields the quest item THE ERBE WOODPECKER.

Hand it over to Constance in the ARCHIVES room on CENTRAL FACTORY 2F to complete this quest.

You'll get 3 BP and 500 MIRA as rewards.

\*\*\*\*\*  
HIDDEN QUEST 8: TEMP LIBRARIAN PLUS 2  
\*\*\*\*\*

Time Limit: Before infiltrating LEISTON FORTRESS

You must complete Hidden Quest 7: Temp Librarian Plus before this quest becomes available.

On the screen (large plain) before CARNELIA TOWER, take the eastern exit (not the one leading to WOLF FORT) into an area with four small stone pillars and a large one in the center. Examine the central pillar for HERTZ'S ADVENTURE(2).

Talk to Constance in the ARCHIVES room on 2F of ZEISS' CENTRAL FACTORY once you obtained HERTZ'S ADVENTURE(2). Completing this to unlock the next hidden quest, which is another book hunt mission.

You should receive 4 BP and 1000 MIRA as rewards.

\*\*\*\*\*  
HIDDEN QUEST 9: TEMP LIBRARIAN PLUS 3  
\*\*\*\*\*

Time Limit: Before infiltrating LEISTON FORTRESS

You must complete Hidden Quest 8: Temp Librarian Plus 2 before this quest becomes available.

Exit east of ZEISS onto RITTER ROADWAY, and keep going east three screens till you reach SANKTHEIM GATE. Enter the gate and head up the stairs near the end of the corridor. Keep following the path on 2F till you can go up another floor. Examine the chest here to get 31 CYPRESS TREES and IMPEDE 3 Quartz.

Head back to ZEISS and hand over the book to Constance to complete this quest.

You should receive 4 BP and 2500 MIRA as rewards.

\*\*\*\*\*  
HIDDEN QUEST 10: HAULAGE VEHICLE REPAIR  
\*\*\*\*\*

Time Limit: Before going to ELMO VILLAGE for pump repair

You need to have successfully completed Quest 34: Haulage Vehicle Search before this quest is activated.

Head back to ZEISS and talk to Prometheus in the DESIGN RM (CENTRAL FACTORY, 3F), then head to 5F OPERATIONS room and check the computer there by selecting Central Factory -> Related Topics -> Haulage Vehicle. Take the elevator to B1 and talk to Rudi near entrance of KALDIA TUNNEL to receive the DRIVE ORBMENT.

Exit south of ZEISS, take the eastern route on the first screen, on the second screen with four exits, walk a little south after the paved road starts turning east to find the stalled vehicle. Hand

over the DRIVE ORBMENT to Wong to complete this quest.

You should receive 5 BP and 1500 MIRA as rewards.

\*\*\*\*\*  
HIDDEN QUEST 11: MESSENGER OF LOVE  
\*\*\*\*\*

Time Limit: Before going to ELMO VILLAGE for pump repair

When you enter WOLF FORT, talk to Brahm who's guarding the gate to activate the hidden mission. Agree to help and he'll hand over 1000 MIRA to you.

Buy a WOLLY KNIT-HAT from GENERAL GOODS in ZEISS and hand it over to Faye on CENTRAL FACTORY B1 to complete the quest.

If you bought the correct present, you'd get 4 extra BP. Hence, you should receive 6 BP and 2000 MIRA for this quest.

-----  
4. IN-DEPTH FAQ/LIST [IFL00]  
-----

-Craft/S-Craft List- [IFL01]

~~~~~  
Crafts and S-Crafts are character specific, some are only available after the character hits a certain level.

ESTELLE BRIGHT

Name	LV	Type	CP	Area	Effect
Morale	-	Supportive	20	Circle (M)	STR+20%
Taunt	4	Supportive	20	Circle (M)	Attracts enemies
Hurricane	8	Offensive	30	Circle (M)	-
Comet	19	Offensive	20	Line	-
Hard Break	27	Offensive	20	Single	Arts canceler
Pummel	-	Offensive	100+	Single	-
Barrage	24	Offensive	100+	Single	-

JOSHUA BRIGHT

Name	LV	Type	CP	Area	Effect
Dual Strike	-	Offensive	20	Single	Attacks 2 times
Flicker	13	Offensive	30	Line	Delay
Taunt	16	Supportive	20	Circle (M)	Attracts enemies
Cloak and Dagger	20	Offensive	20	Single	20% Instant K.O.
Evil Eye	26	Offensive	40	Circle (M)	Delay
Sever	-	Offensive	100+	Single	-
Black Fang	23	Offensive	100+	All	-

OLIVIER LENHEIM

Name	LV	Type	CP	Area	Effect
Quick Draw	-	Offensive	20	Circle (M)	STR+20%
Snipe Shoot	20	Offensive	20	Single	Arts canceler
Happy Trigger	32	Healing	20	Circle (M)	HP+800
Howling Bullet	-	Offensive	100+	Circle (M)	-

AGATE CROSNER

Name	LV	Type	CP	Area	Effect
Wild Rage	-	Supportive	-	Self	CP+50, however Max HP-30%
Flame Smash	-	Offensive	20	Circle (S)	-
Draguna Edge	25	Offensive	20	Line	Arts canceler
Spiral Edge	30	Offensive	20	Single	Delay
Beat Down	-	Offensive	100+	Single	-
Final Break	26	Offensive	100+	Circle (M)	-

SCHERAZARD HARVEY

Name	LV	Type	CP	Area	Effect
Sylphen Whip	-	Offensive	20	Circle (S)	-
Bind Whip	13	Offensive	20	Single	Arts canceler
Heaven's Kiss	-	Supportive	20	Circle (M)	Boosts turns
Sadist Whip	-	Offensive	100+	Single	-

KLOE RINZ

Name	LV	Type	CP	Area	Effect
Impose	-	Offensive	20	Single	STR/DEF-50%
Encroach	20	Supportive	20	Single	Arts canceler
Radiant Splash	-	Healing	100+	Circle (L)	Cures K.O. HP+1500 If CP at 200, adds DEF+50%

TITA RUSSELL

Name	LV	Type	CP	Area	Effect
Smoke Cannon	-	Offensive	30	Circle (M)	Blind
Vital Cannon	23	Healing	20	Circle (M)	HP+500
Cannon Impulse	-	Offensive	100+	Circle (M)	-

ZANE VATHEK

Name	LV	Type	CP	Area	Effect
Taunt	-	Supportive	20	All	Attracts enemies
Distend	-	Supportive	20	Self	STR/DEF+30%
Composure	-	Healing	20	Single	HP+800, Removes status problems
Smite	-	Offensive	30	Single	50% Confuse
Disable	-	Offensive	100+	Single	-
Aura Blast	30	Offensive	100+	Circle (M)	-

-Weapon List- [IFL02]

Weapons can either be bought from weapon stores located in each city, or some specialty shops (like the one in Bose Market). They can also be found in treasure chests in dungeons, or obtained by completing specific quests.

Default weapons refer to arms that characters come equipped with when they join your party. Since some of them leave and rejoin later on, their weapons get upgraded automatically. These newly upgraded arms will be called Default Weapon 2, 3, etc. and are also sold at weapons shops, which is kind of pointless unless you have too much mira to burn for extra copies.

ESTELLE BRIGHT

Name	Location	Price	Effect
Birch Staff	Default Weapon	-	STR+3, RNG+1
Pile Rod	Rolent Weapon Shop	600	STR+7, RNG+1
Laundry Pole	Bose Market	500	STR+7, RNG+2
Tin Staff	Esmelas Tower 5F	-	STR+10, RNG+1
Stun Rod	Bose Weapon Shop	2500	STR+20, RNG+1
Hex Stave	Ruan Weapon Shop	5000	STR+40, RNG+1
Spike Rod	Zeiss Weapon Shop	7000	STR+65, RNG+1
Octavian Stave	Carnelia Tower 5F	-	STR+80, RNG+1
Battle Staff	Grancel Weapon Shop	10000	STR+90, RNG+1
Arc Rod	Sealed Area 4th Lv	-	STR+120, RNG+1
Mystic Stave	Carnelia Collection Reward	-	STR+130, RNG+1

JOSHUA BRIGHT

Name	Location	Price	Effect
Twin Dirks	Default Weapon	-	STR+4
Kunai	Rolent Weapon Shop	800	STR+7
Paring Knives	Bose Market	500	STR+10
Dual Razors	Bose Weapon Shop	2500	STR+21
Katar	Nebel Valley	-	STR+30
Baselards	Ruan Weapon Shop	5000	STR+42
Skull Daggers	Quest 24 Reward	-	STR+45, ATS-10
Gurkha Knives	Zeiss Weapon Shop	8000	STR+66
Demi-Handers	Carnelia Tower 5F	-	STR+80

Schneiders	Grancel Weapon Shop	10000	STR+90
Erbe Blade	Sealed Area 4th Lv	-	STR+120
Twin Plovers	Carnelia Collection	-	STR+130
	Reward		

OLIVIER LENHEIM

Name	Location	Price	Effect
Needler	Default Weapon 1	-	STR+20, RNG+4
Bear Assault	Sky Bandits Hideout	-	STR+35, RNG+4
Stinger	Default Weapon 2	-	STR+80, RNG+4
Silver Star	Grancel Weapon Shop	9000	STR+90, RNG+4
Zero Shot X	Quest 20 Reward	-	STR+95, RNG+3
Hawk Eye	Grancel East Sewer	-	STR+100, RNG+4
Magesta	Sealed Area 1st Lv	-	STR+120, RNG+4

AGATE CROSNER

Name	Location	Price	Effect
Broad Edge	Default Weapon 1	-	STR+35
Rhomphair	Default Weapon 2	-	STR+60
Bastard Edge	Zeiss Weapon Shop	8000	STR+70
Cavalier Killer	Carnelia Tower 5F	-	STR+80
Two-Hander	Default Weapon 3	-	STR+90
Berserker	Sealed Area 2nd Lv	-	STR+120

SCHERAZARD HARVEY

Name	Location	Price	Effect
Viper	Default Weapon 1	-	STR+12, RNG+2
Blitz	Bose Weapon Shop	2000	STR+22, RNG+2
Scorpion	Sky Bandits Hideout	-	STR+35, RNG+2
Sidewinder	Default Weapon 2	-	STR+90, RNG+2
Ninetails	Sealed Area 1st Lv	-	STR+120, RNG+2

KLOE RINZ

Name	Location	Price	Effect
Rapier	Default Weapon 1	-	STR+30
	Ruan Weapon Shop	-	STR+40
Flameberge	Sapphirl Tower 5F	-	STR+50
Estoc	Default Weapon 2	-	STR+90
Hauteclere	Sealed Area 2nd Lv	-	STR+120

TITA RUSSELL

Dieheart Paella (HP+450)
-Try it at the inn for 500 MIRA

RUAN

Salubrious Oatmeal (HP+750, Cures K.O.)
-Try it at the CAFE in RUAN - SOUTH BLOCK for 500 MIRA

JENIS ROYAL ACADEMY

Jenis Lunch (HP+650)
-Try it at JENIS ROYAL ACADEMY - CLUB HOUSE'S cafeteria for 500
MIRA

ELMO VILLAGE

Wild Veggie Pot (HP+800, CP+20)
-Try it at the INN for 700 MIRA

SANKTHEIM GATE

Pot O'Meat (HP+5000, Cures K.O.)
-Try it at the cafeteria for 700 MIRA

GRANCEL

Bouillabaisse (HP+1500, CP+30)
-Try it at the CAFE in GRANCEL - SOUTH BLOCK for 1000 MIRA

Chef's Curry (HP+1000)
-Try it at the CAFE in GRANCEL - WEST BLOCK for 1000 MIRA

o=o=o=o=o=o=o
TO-GO RECIPES
o=o=o=o=o=o=o

ROLENT

Maple Cookie (HP+80)
-Automatically given when you talk to Rinon in his GENERAL GOODS
store

Carmine Eye (HP+100, Cures Blind)
-Bought at the CAFE for 250 MIRA

French Fries (HP+100, MOV+1)

-Bought at the CAFE for 200 MIRA

Flowery Soda (HP+250, Cures Poison)

-Bought at the CAFE for 250 MIRA

Drill Meatball (HP+120, STR+5%)

-Obtained by talking to Charles after completing Quest 1: Find The Shiny Rock

BOSE

Sweet Sponge Cake (HP+200, SPD+15%)

-Bought at Katrina's Confectionary inside BOSE MARKET for 250 MIRA

Floral Jelly (HP+550, Cures Poison)

-Bought at Katrina's Confectionary inside BOSE MARKET for 300 MIRA

Mouthful Soup (HP+300, Cures Mute)

-Bought at the CAFE for 350 MIRA

Red Tail Soup (HP+250, Cures Seal)

-Bought at the CAFE for 350 MIRA

VALLERIA SHORE

Deep-Fried Smelt (HP+200)

-Bought at the HOTEL for 100 MIRA

Boiled Miso Carp (HP+300)

-Bought at the HOTEL for 200 MIRA

Grilled Rainbow (HP+400)

-Bought at the HOTEL for 200 MIRA

Rockfish Skewer (HP+500)

-Bought at the HOTEL for 300 MIRA

Salmon Meuniere (HP+600)

-Bought at the HOTEL for 400 MIRA

MANORIA VILLAGE

Plucked Herbal Tea (HP+200, Cures Confuse)

-Bought at the INN for 150 MIRA

RUAN

Azelia Rose (HP+500, Cures K.O.)

-Bought at the CAFE in RUAN - NORTH BLOCK for 450 MIRA

JENIS ROYAL ACADEMY

Milk Crepe (HP+200)

-Bought at one of the food stands during the school festival at
JENIS ROYAL ACADEMY for 200 MIRA

Royal Crepe (HP+400, Cures Poison/Confuse)

-Bought at one of the food stands during the school festival at
JENIS ROYAL ACADEMY for 300 MIRA

Floral Jelly (HP+550, Cures Poison)

-Bought at one of the food stands during the school festival at
JENIS ROYAL ACADEMY for 200 MIRA

Rainbow Jellybeans (HP+350, CP+25)

-Bought at one of the food stands during the school festival at
JENIS ROYAL ACADEMY for 450 MIRA

Orange Ice Cream (HP+300)

-Bought at one of the food stands during the school festival at
JENIS ROYAL ACADEMY for 150 MIRA

Apple Ice Cream (HP+300)

-Bought at one of the food stands during the school festival at
JENIS ROYAL ACADEMY for 250 MIRA

Coffee Ice Cream (HP+400, Cures Sleep)

-Bought at one of the food stands during the school festival at
JENIS ROYAL ACADEMY for 200 MIRA

Holey Popcorn (HP+400, MOV+2)

-Bought at one of the food stands during the school festival at
JENIS ROYAL ACADEMY for 350 MIRA

ZEISS

Rotini Pasta (HP+600, Cures Confuse)

-Bought at the CAFE for 350 MIRA

Black Pepper Soup (HP+550, Cures Faint)

-Bought at the CAFE for 300 MIRA

Seasonal Tart (HP+400)

-Bought at the CAFE for 200 MIRA

Bouillabaisse Plus (HP+600, CP+30)

-Complete Quest 29: Temp Librarian, and read TOMORROW'S COOKING

ELMO VILLAGE

Fruity Milk (HP+600, SPD+30%)

-Bought at the INN for 350 MIRA

Specialty Eggnog (HP+1000, Cures K.O.)

-Bought at the INN for 450 MIRA

Monster Sushi (HP+800, STR+10%)

-Bought at the INN for 650 MIRA

GRANCEL

Gorgeous Crepe (HP+700)

-Bought at NONNA'S CREPE STAND near the city entrance for 500 MIRA

Mixed Cocktail (HP+1400, Cures All Abnormalities)

-Bought at the CAFE in GRANCEL - SOUTH BLOCK for 750 MIRA

Refreshing Pie (HP+800)

-Bought at the CAFE in GRANCEL - SOUTH BLOCK for 450 MIRA

Rich Espresso (HP+500, Cures Sleep)

-Bought at the CAFE in GRANCEL - WEST BLOCK for 400 MIRA

Special Ice Cream (HP+1000, CP+25)

-Bought at SORBET'S ICE CREAM STAND in GRANCEL - EAST BLOCK's
northwest corner

AIR-LETTEN CHECKPOINT

Briny Delight (HP+450, DEF+10%)

-Bought at the cafeteria for 350 MIRA

ESMELAS TOWER

Potluck in a Shell (HP+50, Cures K.O.)

-Found it in one of the treasure chests on ESMELAS TOWER 5F

SAPPHIRL TOWER

Hot Fried Chicken

-Found it in one of the treasure chests on SAPPHIRL TOWER 4F

AMBERL TOWER

Fried Eyes & Eggs (HP+350, Cures Blind)

-Found it in one of the treasure chests on AMBERL TOWER 4F

CARNELIA TOWER

Hellfire Eggs (HP+500, Cures Confuse/Sleep/Faint)

-Found it in one of the treasure chests on CARNELIA TOWER 4F

to BOSE at the beginning of Chapter 1
-Buy it from the bookstore in BOSE MARKET

Carnelia - Chapter 3

-Before seeing Morgan the first time, talk to Olivier (blonde guy), then talk to Marco inside the bar at HAKEN GATE

Carnelia - Chapter 4

-After talking to Cecile in BOSE - SOUTH BLOCK (after the soldiers left), talk to Libro standing besides the bookstore in BOSE MARKET

Carnelia - Chapter 5

-After learning Theresa has been assaulted, head back to RUAN and talk to Maltida sitting on the bridge right next to the HOTEL

Carnelia - Chapter 6

-At the beginning of Chapter 3, before going to AIR-LETTEN, go to JENIS ROYAL ACADEMY and talk to Purity inside MATERIAL ARCHIVES in the CLUBHOUSE building

Carnelia - Chapter 7

-Talk to Bruno by his cart below the two guards at the gate in WOLF FORT after Professor Russell's kidnap (on your way to CARNELIA TOWER)

Carnelia - Chapter 8

-Talk to Orta inside the upper right room of AIR-LETTEN CHECKPOINT before you head to SANKTHEIM GATE at the beginning of the Final Chapter

Carnelia - Chapter 9

-Talk to Selbourne on the southern wall of GURUNE GATE before you head for GRACEL in the Final Chapter

Carnelia - Chapter 10

-Talk to Ralph on the airship at GRANCEL LANDING PORT the night when you try to sneak into the CATHEDRAL

Carnelia - Finale

-Before you go to the GRAND ARENA for your final match, talk to Anton by the south entrance of EDEL DEPARTMENT STORE, wait for Marsha to pass by, talk to her, and repeat this procedure again when Marsha loops back; follow Marsha until she stops at the southwest corner, talk to her, then talk to Anton

o=o=o=o=o=o=o=o=o=
LIBERL NEWS ISSUES
o=o=o=o=o=o=o=o=o=

Liberl News - Issue 1

-Bought from GENERAL GOODS in ROLENT before rescuing the kids

Liberl News - Issue 2

-Bought from GENERAL GOODS in ROLENT at the beginning of Chapter 1
-Bought from BOSE MARKET during Chapter 1

Liberl News - Issue 3

-Bought from BOSE MARKET follow the release from HAKEN GATE

Liberl News - Issue 4

Lure	Liberl Carp	Rainbow Trout	Smelt	
Live Bait	Smelt	Rainbow Trout	Liberl Carp	
Fly	Holey Boots	Rainbow Trout	Tiger Rockfish	

-Shining Poms- [IFL11]

If you have been fighting all your battles, you should come across them eventually. And if you didn't land a preemptive strike, you'll see most of them escape even before your character gets his/her turn. If you do get to attack first, well, melee only takes less than 1/10 of its HP, not to mention it frequently misses; and spells do 0 damage. What's the point of fighting these evil creatures then? Two reasons:

1. You want to farm Sepiths quickly
2. You want to power level

Killing Shining Poms gives you the maximum number of Sepiths you can get for a single battle, not only that, if your party level is low, these foes yield a HUGE amount of experience points that basically power level your entire party. Sounds awesome doesn't it? The only problem is, how do you kill them?

There are generally two approaches that people take:

1. S-Crafts
2. Shadow Spear
3. Deathblow 2

I threw in a third method since you do get these rare Quartz during the course of the game, but they are hard to come by and as far as I know, you can't farm them. However, Deathblow 2 does guarantee 100% instant death, in theory, if you successfully landed your attack on Shining Poms, whether it's melee or spells, they will be eliminated. But there are only so many Deathblow 2 available... unless you cheat, it's not the most cost-effective approach.

So that leaves us with S-Crafts and Shadow Spear. There are pros and cons to each, and there is no "which one's better" editor's choice. Use whichever one that makes the most sense to you.

o=o=o=o=o=o=o=o
 S-CRAFTS METHOD
 o=o=o=o=o=o=o=o

Let's talk about the S-Crafts approach first. To effectively kill Shining Poms, you need to make sure at least two people in your party have CP at 200. Now, when you see the Pom on your map, do not run up to it head on, instead, assault it from behind. This warrants a preemptive strike, which is important for two reasons:

1. You can act first, which is required for spell casting
2. You can escape and retry if you do not see a critical turn bonus

I'll explain the second point first because it's more relevant here. You're more than likely require a critical turn bonus to finish the Poms off in one strike. This is especially true for later chapters

where Shining Poms have higher DEF and HP. However, critical turn bonuses appear randomly and it's likely that you won't see any when you enter a battle with these creatures. If you have preemptive strike, you can choose to run right on the first turn. When you're back on the field map, just stand there until your invincibility status disappears to re-enter the battle. You'll get preemptive strike again, if you still don't see any critical turn bonus, repeat the procedure until you do. The turn bonus does NOT have to appear next to your characters' turns, when you execute S-Crafts and start S-Breaks, you can hi-jack enemy turn to steal this bonus.

During early periods of the game, characters such as Estelle and Joshua are only limited to one single target S-Craft (this is not true if you're on your second playthrough with everything carried over). Since Shining Poms come in groups of three, if the Bright kids are your only party members, it'd takes quite a bit of luck to defeat all three Poms. If you're farming Sepiths, this shouldn't be a problem, two Shining Poms will max out the Sepiths obtained over a single battle, killing the third Pom generates no Sepiths.

When Joshua learns his S-Craft Black Fang at level 23, things will become much easier. Black Fang is an all attack that damages every single enemy. Combine this with a critical turn bonus, and you can have fried Shining Poms for dinner. If for some reason, Joshua was unable to finish them off, you can seal the Poms' fate with other members in your party. I should also mention that Deathblow 1, which you get after reaching a specific Bracer Rank, helps tremendously if you equipped it on Joshua. This Quartz inflicts 10% K.O. like Shadow Spear, except, if you use Joshua's Black Fang, you're essentially adding the effect of Shadow Spear on every single enemy. Thus, even if Joshua couldn't finish the Poms off with his Black Fang, if he has Deathblow 1 equipped on him, the Quartz might just fill in the gaps for you!

Sounds pretty easy, eh? Here's the problem: raising CP to 200 is a pain in the ass, especially when you don't have GLADIATOR BELT equipped. You'll have to fight quite a few battles before you can replenish the bars to their designated value. The task becomes even more tedious if your characters' levels are higher than the baddies you fight in the area. Normally, if the monsters are much stronger than you, hitting them or getting hit by them rapid increases your CP; if you're over-leveled, however, the rate of CP regeneration declines drastically. GLADIATOR BELT, which automatically refills the wearer's CP bar at the beginning of each turn is a godsend, and is the most efficient way for CP regeneration. You can get one during your first playthrough, definitely take advantage of them. You can also combine GLADIATOR BELT and GLADIATOR HEADBAND for max CP gain, but unless you're on your second+ playthrough, this doesn't really mean much.

o=o=o=o=o=o=o=o=o
SHADOW SPEAR METHOD
o=o=o=o=o=o=o=o=o

If you find CP regeneration too tedious and too time consuming for farming Shining Poms, you might want to give this approach a go. Shadow Spear is a low-tier Time elemental Orbal Art that instant kills an enemy with 10% chance. Shining Poms are NOT resistant to instant K.O., hence you can exploit this to your advantage. When you execute this spell, its damage on the Pom will be 0, but if you're

Kimi no kage hoshi no you ni
asa ni tokete kiete yuku
Ikisaki wo nakushita mama
omoi wa afuretekuru

Tsuyosa ni mo yowasa ni mo
kono kokoro wa mukiaeta
Kimi to nara donna ashita ga
kite mo kowakunai no ni

Futari aruita toki wo
shinjiteite hoshii

Shinjitsu mo uso mo naku
yoru ga akete asa ga kuru
Hoshizora ga asa ni tokete mo
kimi no kagayaki wa wakru yo

Soyonara wo shiranai de
yumemita no wa hitorikiri
Ano koro no kimi no me ni wa
nani ga utsutteita no?

Futari tsunaida toki wo
dare mo kese wa shinai

Kodoku toka itami toka
donna kimi mo kanjitai
Mou ichido mitsumeaereba
negai wa kitto kanau

Yoake mae madoromi ni
kaze ga hoho wo nagareteiku
Kimi no koe kimi no kaori ga
subete wo tsutsunde michiteiku

Omoide wo habatakase
kimi no sora e maiagaru
Hoshizora ga asa ni tokete mo
kimi no kagayaki wa wakaru

Aishiteru tada sore dake de
futari wa itsuka mata aeru

o=o=o=o=o=o=o=o=o=o
English Translation
o=o=o=o=o=o=o=o=o=o

Your shadow, like the stars,
dissolved and vanished into the morning sky.
Having lost your whereabouts,
my mind is overflown with thoughts of you.

Whether it's strong or weak,
my heart will always seek out for you.
As long as I'm with you,
I won't fear what tomorrow will be like.

I want you to believe,
the time we spent together.

You may not plagiarize or copy any of the contents in this guide. I'm fairly lenient about posting my guide on your site, just email me and ask. If under any circumstances I run into your site which has my guide posted without my prior consent or knowledge, you will be prosecuted. I reserve all rights to modify and change the contents in this guide.

All game-related terminologies and translations such as character names, locations, skills, etc. are copyrighted by Falcom and XSEED Games.

This document is copyright yangxu and hosted by VGM with permission.