

Cielgris Fantasm (Import) FAQ

by Goemon

Updated to v1.4 on Oct 20, 2004

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Kuroi Hitomi no Noir: Cielgris Fantasm
(Noir's Dark Eyes: Cielgris Fantasm)

FAQ

by Goemon (goemon_san@outgun.com)

This is the fifth version of this FAQ.
It was completed on 10/20/04.

The first version of this FAQ was completed on 2/10/03.

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This document looks best at 800X600 resolution or higher.

Update: September 30, 2004

Version 1.4

NEW FEATURES:

- Fixed a few bad translations to the correct ones.
 - Changed all of the dungeon names to the correct translations
 - "Demon Cord" is now "Magical Steel"
- Added a few more items to the Items List
- Added much more information about the characters
- Added details about the Scroll Sidequest
- Added "Extra Monster in the First Battle"
- Added "Battle with Lucia"

-Redid the Items section to have more detail and organization.

Update: October 19, 2003

Version 1.3

NEW FEATURES:

- Fixed a few bad translations to the correct ones.
"Rector's Fruit" is now "Growth Fruit"
"Noujyu's Juice" is now "Nojyu's Sap"
"???" is now "Sadness Jar"

Update: March 20, 2003

Version 1.2

NEW FEATURES:

- Added a section on Monster Combining
- Added information on Experience Points and Items
- Added the Scroll Sidequest
- Added the Spells sidequest
- Added a few more characters to the Bio's section
- Added descriptions to the Spell List
- Fixed many translation errors
- Translated most of the item names
- Added a Gameplay Overview section

Update: March 6, 2003

Version 1.1

NEW FEATURES:

- Added a Table of Contents
- Added a section on Jewel Trading
- Added Character Bio's
- Added descriptions of all the cities
- Added a Speed Guide

Cielgris Fantasm is an RPG that combines a standard adventure with monster collecting. Think of it as a more mature version of Pokemon. Although Cielgris Fantasm is much more fun than Pokemon, it is far more difficult and involved.

Getting the best ending is a major challenge. In fact, getting any ending besides the worst one requires quite a bit of skill and patience. That's why this FAQ is here.

This guide assumes basic knowledge of Japanese, including all the Kana and some Kanji. For translations of item, place and character names, please refer to the Cielgris Fantasm Translation Guide. (Work in progress - should be done soon!)

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GAME OVERVIEW

Your goal in Cielgris Fantasm is to defeat the demon Chanos and save your friend Disteen before his time runs out. To do this, you have to get through the magical barrier blocking the cave where the portal to Hell (Chanos' domain) is located. The secrets to unlocking the barrier are found in the many ancient dungeons scattered throughout the world. Your goal is to find and complete all the dungeons, and then defeat Chanos and save your friend.

CHARACTERS

Noir: Your main character, Noir is a timid young girl living with her father in the quiet village of Shamool. After Chanos turns Disteen to stone, Noir goes on a quest to save him.

Disteen: Noir's daring and reckless friend who also lives in Shamool. One day, he found a cave hidden in a grotto, and Noir reluctantly went to explore it with him. He accidentally awakened the thousand-year old demon Chanos, who turned him into stone for disturbing his slumber.

Baron: Noir's father who also lives in Shamool. He's not overly protective of Noir, since he lets her go on a quest to save Disteen. He does care for her, though, and lets her rest at home whenever she needs to. His wife, Violetta, died of illness before the game began.

Bernarl: A traveling adventurer who helps Noir out throughout the game. When he was attacked by a griffon, an adventurer saved his life. This adventurer was Disteen's father, Balza. Since that time, Bernarl looked up to Balza, and found his calling in life as an adventurer.

Seriena: A childhood friend of Bernarl. She grew up as the only daughter in a rich, domineering household. Although her life's dream is to adventure with Bernarl, she hasn't lost her taste for luxury...

Duran: A priest of the Earth Goddess Nil. After telling Noir to travel to save Disteen, Nil sent Duran to guide her to the various temples and ruins. Duran lives in Basta with his wife, Rosetta, and his daughter, Michelle. Duran knows all the legends about Nil and Cielgris, and occasionally educates Noir on such subjects. He carries a magical "rainbow disk" that lets him see his family while he's away.

Toto: Noir's little pet who looks like a cross between a racoon, a dog and a cat. She finds Toto as he is being attacked by a vicious amoeba. Toto befriends her after she fights off the blob. Toto doesn't like the name "Bonebone."

Rosetta: Duran's wife. She lives in the sleepy little village of Basta.

Michelle: Duran's daughter who Noir literally runs into in Basta.

Lucia: A mysterious young girl who wanders around the world with her pet wolf, Wazu. Noir initially helps out Lucia by paying for a room at an inn when Lucia and the innkeeper get into an argument about the dog staying. Both of Lucia's parents died, and her only company is her wolf, Wazu. She sees Noir as a big sister, and the two occasionally run into each other along the course of the adventure.

Nil: The Earth Goddess who advises Noir during her quest to save Distein and to defeat Chanos. Nil was originally a dragon, the daughter of the creator dragon Cielgris. During the Great Demon War, Nil's dragon form was defeated in battle by a demon. Her spirit was taken back into Heaven, where she was revived by the power of Earth. She returned to the world to observe the demons. Her body's individual will wants to be a dragon again...

CITIES

Shamool Village: Noir's hometown, located in the forests north of Sel. It's very close to a number of dungeons.

Industrial City Sel: A big city far to the south of Shamool. A giant arena is located there, where the best monster trainers in the world go to battle.

Commercial City Hiruhira: A city in the middle of the Upper Land where you can trade jewels later in the game.

Royal Capital Soleilant: A big royal city west of Sel and Hiruhira, located near vicious swamplands. The royal family lives there, and you can train your monsters at the Academy.

Basta Village: A sleepy little town far to the north of Soleilant. Duran's family lives there.

Sky City Efan: A small city located between the Upper and Lower lands. It's not all that important in the long run.

Waterside City Aldina: A busy port city on the shores of the ocean in the Lower Lands.

Nikay Village: A small island village east of Aldina.

GAMEPLAY OVERVIEW

NAVIGATION

There are three different methods of navigating through the world of Cielgris Fantasm.

CITIES: In towns and cities, you're given a menu listing possible places to go. You can select different places from these menus. These places include Inns, shops and houses of people you've met.

WORLD MAP: On the world map, you can move the cursor around to select a city or dungeon to enter. The number of days it takes to travel there is displayed. Once you confirm this, Noir will start walking towards

her destination. While walking, chances are that you will encounter random battles.

DUNGEONS: In dungeons, you can move around freely in an isometric area. The control pad moves Noir, and you activate events (battles, treasure chests, etc) by bumping into them. Random battles are a way of life here, and there are non-random ones to contend with as well.

BATTLES

RANDOM: In dungeons and on the world map, you will encounter random groups of enemies. The number of enemies in a group is dependant on how many party members you have. For instance, if you only have Noir, you will encounter one or two enemies in a group. If you have six members, you will rarely encounter fewer than four monsters at a time.

NON-RANDOM: Indicated by big, black, evil looking pillars, these battles are always the same. They usually block important paths, and force you to fight powerful and sometimes rare enemies. Boss Battles are the same as non-random battles, but they're more difficult and consist of rare and powerful foes.

ARENA: In The Industrial City of Sel, you can participate in the combat Arena. Like non-random battles, the enemies are always the same. Unlike non-random or random battles, the enemies are always the same strength. As you and your monsters level up, dungeon and world map enemies do as well. In the Arena, your enemies stay at the same power level from the beginning to the end of the game. Also, you cannot capture enemy monsters in the Arena.

CREATURES

CAPTURING: To capture creatures, you have to wait for the "Get" sign to flash next to their HP bar. You can use Noir's "Capture" command to attempt to tame them. You can only capture one monster per battle. If a monster is captured, you and your creatures get reduced experience for it. After you win the battle, you can name your new creature. If Noir is KO'ed, the creature is not fully captured and returns to the wild. All captured creatures, no matter how powerful they were when you fought them, start at level 1.

TRAINING: After a creature is captured, you should train it. Creatures learn spells and abilities as they level up. (Abilities are spells that Noir cannot use.) Their stats improve gradually as their levels rise, as well. Creatures (and Noir, for that matter) have a maximum level of 30. You can train them above 30 by feeding them special fruit you can buy at item shops or find in dungeons. The Academy at Soleilant also offers training that doesn't increase EXP. Creatures that remain in your arsenal and do not participate in combat gain EXP, but very slowly. After battles, EXP is divided between surviving participants. The fewer creatures who participate in the battle, the more EXP each creature or Noir gets. You can choose to "Unsummon" creatures for this reason.

STATS: Each creature has 5 stats that determine its power. These are:

HP: How much damage your monster can take before it's KO'ed and leaves battle

MP: How much magical energy your monster has. Spells use this energy to work

STR: How much damage your monster can deal physically. Also, how well it

can take physical damage

INT: How much damage your monster can deal using spells. Also, how well it can take damage from spells

AGI: How quickly your monster recharges between turns

These stats also apply for Noir (and, once in a while, Bernarl)

ITEMS

PURCHASING: There are 2 regular Item Shops in the game: one in Sel, the other in Basta. There, you can buy and sell regular items, like bread, meat and cheese. You can also buy rare items, like elixirs and magical fruit. You can also have items you found in dungeons identified for 50 Silver. There are also independant merchants (one in Hiruhira, the other in Aldina) who you can barter with for rare items. If you try to talk their prices down too low, they may refuse to do business with you.

Note: You can only carry 50 items at once, so be selective!

FINDING: In dungeons, you will encounter many treasure chests. In these chests, you will find either silver or items with a "?" at the end of their names. These items can be used as is, but it's a better idea to have them identified at an Item Shop.

WINNING: After winning a battle, you may randomly get an item. These range from "?" items to rare items used for monster combining at the Academy. Don't count on winning rare stuff every time, since it's totally random.

*** Controls ***

O Button: Confirm

X Button: Cancel

Triangle Button: Bring up Main Menu (Cannot be used in battle)

Control Pad: Select options, move Noir around, select destination on World Map

R1: Toggle Dungeon Map ON/OFF

*** The Quest Begins! ***

When you start a new game, you will be treated to a lengthy cutscene. The first third of it is voiced (and quite well, at that) and the rest is all text.

The main character's friend, Disteen, found a cave in the woods outside their hometown. He went to explore it with Noir (The main character) and accidentally awakened a thousand-year old demon. The demon turned Disteen into stone. While running out of the cave, Noir encountered the Earth Goddess, Nil. After talking with Nil, Noir went home and tried to explain everything that happened. She went to the Inn, and a drunk guy started to harass her. Luckily for her, a man named Bernarl beat up the drunk and saved her. Noir decided to go with Bernarl to find a way to get Disteen back.

Village of Shamool

This is the village where the real game begins! Noir's house acts as a free inn, so if you want to save money, stay here.

First Option: Inn

Second Option: Noir's House
Third Option: Disteen's House
Fourth Option: Exit to World Map

Options at the Inn:

Talk
Stay
Jobs

There are many different kinds of jobs you can do to get some quick cash. The map at the right side of the screen tells you where the job is. Some jobs require you to escort someone to a certain town. Some jobs require you to exterminate certain monsters. (this is a GREAT way to get powerful monsters early on) Still others have you chasing chickens, washing dishes and waiting tables. Be careful, though: These jobs take valuable time, and if you want to get the best ending, you cannot be distracted by work.

Buy Jewels (Not accessible for a while, though)

Exit

Options at Noir's House:

Sleep
Leave

MAIN MENU

Press the Triangle button while in a city, a dungeon, or on the world map to bring up the Main Menu. The options on this menu are:

Party: change party members with this option.
Magic: View your spellbook.
Items: View and use items you have bought/found.

Memory Card: Save your game, or load another file. (You can only use this option in a city)

Configure: Change various options

Quit

COMBAT

Fighting is a key part of Cielgris Fantasm! Here are the options found in the combat menu:

NOIR

Attack: Attack an enemy with your physical attack. Only effective in the beginning.

Magic: Cast any magic spell you have bought/learned.

Summon: Summon a monster from your arsenal to fill an empty slot in combat.

Capture: Catch a weakened enemy monster and add it to your collection.

Wait: Skip your turn.

Run: Attempt to run from combat. If successful, your entire party flees.

CREATURES

Attack: Attack an enemy with a physical attack.

Magic: Use one of the creature's spells.

Escape: Unsummon the creature.

Wait: Skip the creature's turn.

Run: Have the creature attempt to run from combat. If successful, your entire party flees.

COMBAT METERS

There are three meters that track the vital statistics of all characters in battle.

The top meter is the Time Meter. When a character's Time Meter is full, that character takes its turn. There is no turn order. Whoever can charge his/her Time Meter the quickest has a definite advantage.

The orange (or red, depending on your television) meter beneath the Time Meter is the character's HP meter. Unlike many other RPG's, you can see your enemy's HP as well as your own. The same goes for MP and Time. This allows you to plan your actions more carefully, and makes it easy to judge when to capture an enemy. To capture an enemy creature, use Noir's "Capture" command when the Japanese word "Get" flashes in white to the left of the monster's HP meter. The faster it flashes, the greater your chances for success are.

When a character runs out of HP, it is removed from combat. When Noir runs out of HP, combat is over and none of your characters gain any EXP. You do not get a "Game Over" for running out of HP. Instead, you lose a day and are deposited back into the dungeon with very little HP left.

The green meter underneath the HP meter is the MP meter. It works just about the same as the HP meter. When a character runs out of MP, he/she cannot cast spells.

Next to the HP and MP meters is a little number. This number represents the character's HP or MP level. The level represents how many times the meter "repeats" itself. When the meter runs out, the number is reduced by 1 and the meter is refilled. When the number hits zero and the meter runs out, the character either runs out of MP or "dies", depending on which meter it is.

YOUR FIRST BATTLE

After you leave Shamool, Bernarl joins your party until you reach Sel. Since Noir is at Level 1, Bernarl will do the bulk of the combat in your first battle.

BERNARL'S STATS

Lv. 9
HP: 124
MP: 79
STR: 86
INT: 76
AGI: 62

SPELLS

Fireball
Mist
Energy Bolt
Heal Water
Poison
Nightmare
Fire Weapon

After you win this battle, you'll get a Goblin and Amoeba to add to your party.

CITY OF SEL

When you enter this city, you'll have a long dialogue with Bernarl. He'll leave your party, and three other cities will open up on the world map.

Rest in the Inn if you need to, and leave.

You're not yet strong enough to fight in the Arena, and you won't be dungeon-crawling for a little while now, so you don't need any items.

First Option: Inn

Second Option: Item Shop

Third Option: Arena

Fourth Option: Exit to World Map

After finishing up in Sel, go to the World Map and head for Hiruhira. On the way there, you should run into a little animal being attacked by a big, mean Amoeba. Defeat (or, better yet, catch) the Amoeba to save the animal. It takes a liking to Noir, who names it Bonebone. (Bo-ne-bo-ne, not Bone-Bone) Of course, the creature isn't too fond of the name, so Noir changes it to Toto. Toto lets out a "Myu" of approval, and your party gets on their way.

HIRUHIRA CITY

Upon entering this city, you'll engage in another dialogue with Bernarl. He introduces you to Seriena.

First Option: Inn

Second Option: Magic Shop

Third Option: Exit to World Map

Options at the Magic Shop:

Buy Spells

Sell Spells

Sell Monsters

Catching and selling monsters is a very good way to make money at the beginning of the game. The more powerful a monster is, the higher its price.

Exit

Spells for sale at the Hiruhira Magic Shop:

Resist Fire	320
Resist Water	300
Resist Earth	330
Resist Wind	310
Fireball*	660
Heal Water*	590
Snare	600
Sonic Boom	720
Energy Bolt*	390
Blind	510
Poison	690
Confusion	880
Quick	1120
Lightning	4720
Death	10040
Firestorm	7750
Freeze	3890
Drop Rocks	6250
Sleep Cloud	1760
Wolf Fang	310
Mad Hornets	680
Branch Arrow	740

*You start with these spells.

After buying any spells you need, leave Hiruhira and go back to Sel.

I'm not sure if this is random or not, but in Sel, you'll run into a big guy carrying a lance. His name is Duran. He says he knows Nil, but that's not important. The important thing is that meeting him opens up the first dungeon! Now, the quest is getting somewhere!

Before entering this dungeon, though, you need to level up your party and get more creatures on your side. Leave Sel and go back to Hiruhira. Rest up at the Inn if you need to, and then go West to Soleilant.

Soleilant

Upon entering Soleilant, you'll talk to Duran and an old guy.

First Option: Inn

If you sleep at the Inn here, chances are that you'll have a dream where you meet the White Dragon. I don't know if it's random or not.

Second Option: Magic Shop

When you enter the Magic Shop, you'll have a LONG chat with Seriena.

Third Option: Castle

Fourth Option: Exit to World Map

Spells for Sale at the Soleilant Magic Shop:

Fire Weapon	450
Freeze Weapon	380
Earth Weapon	420
Wind Weapon	440
Pre-Fire	920
Mist	670
Earth Heal	2020
Panic Cloud	860
Cure Disease	400
Blush	480
Force	690
Holy Praise	910
Angel Tear	1090
Battle Song	5270
Holy Rain	12460
Acid Rain	8750
Turtle Seal	1320
Undead Claw	1780
Bird Attack	3350

Although you cannot select it yet, you will eventually gain access to the Academy, one of the most useful institutions in the game. Be patient: you'll get into it soon!

After buying any spells you desire, make the long trek back to Shamool Village. Stop at each city along the way, in case you are defeated by random monsters.

When you reach Shamool, you'll probably encounter Duran. You'll show him the cave where Disteen met his fate, and the stone version of your best friend. After this event, you will be able to select the cave on the world map. You can go there, but you cannot enter it alone... yet.

Rest up in Noir's house and get ready for the journey ahead.

The Earth Temple

Monsters:

Armor Dragon
Fairy
Gargoyle
Gigantes
Golem
Hobgoblin
Slime
Witch

Items:

FLOOR 1
Rope?
Rope?
Tree Nut?
Small Bottle?
600G
1800G
FLOOR 2
Small Bottle?
Small Bottle?
Tree Nut?
750G
500G
FLOOR 3
Tree Nut?
Tree Nut?
1500G
1000G
Rope?
Ring?
BASEMENT
Bread?
Tree Nut?
Tree Nut?
Tree Nut?
Stone?
300G
320G

Upon entering the dungeon, you'll notice that you're FINALLY able to move around freely! There are a few things worth noting. As you move around, you will encounter random battles. The monsters here are much more difficult to defeat than those outside. Before attempting to complete the dungeon, it's a good idea to make a few trips in and out, resting at Noir's house nearby whenever your HP gets too low. Remember that you can replace fallen creatures on your side by using Noir's "Summon" command. (See "COMBAT" for details.) This proves to be very useful when fighting a party of super-powerful enemies. Try to capture a few of them. The most useful creatures here are Gargoyles, Gigantes and Golems.

Upon entering the dungeon, you will be in a room with a staircase and a big, evil-looking "pillar" blocking the way to the next room on the right. These "pillars" are non-random battles. By walking into them, you are immediately thrust into battle with some very tough foes. The one immediately to your right contains some slimes, a fairy, and a gargoyle. Unlike the other non-random

battles in the dungeon, this one is a breeze. Defeat them, and go to the room farthest to the right. Take the stairs up to the next floor. Go to the left and fight the non-random battle there. Try to capture the Golem. Golems are VERY strong, and can probably K.O. Noir with one hit at this point. They are very weak against magic, and Noir's Fireball attack seems to hurt them quite a bit. After defeating them, continue to the left. Open the treasure chest for 750 Silver. Continue to the left and take the stairs to the third floor. Go one room south and open the three chests. One contains 1000 Silver. The others contain "?" items. Go back down the stairs. Fight the non-random battle directly to the north. You will fight a witch, a golem, and two will-o-wisps. If you caught the golem earlier, they should be no trouble. In the room they were guarding, you will find another "?" item and 1500 Silver. Go back up the stairs and fight the random battle directly to the east. You will encounter two goblins, a witch, and another golem. Beat them, take the "?" treasure and get ready for a VERY important battle!

Go up the stairs and fight the non-random battle. You will encounter THREE golems and a DRAGON!!!! Your goal is to capture the dragon. It will make life MUCH easier for you if you do. Concentrate your attacks on one opponent at a time. The dragon recharges much more slowly than the golems. (That's really saying something.) This is when it is good to have an amoeba or a slime on your side. Not only do they recharge incredibly fast, but some of them can get the "Aqua Bubble" technique. This can deal major damage to the golems, accelerating your victory. When the "Get" sign starts flashing next to the dragon, have Noir stop shooting fireballs and start trying to tame the dragon. If you can get its HP down far enough, you will have a new pet Armor Dragon!

Behind the dragon is a treasure chest with a "?" item and a staircase. Take the stairs.

Congratulations: you just finished the first dungeon! Not that hard, huh? Speak with Bazault, the giant dragon. (Sorry, you can't catch this one.) He will teach you the Earthquake spell, one of the more powerful attacks in the game. He'll also give you a slight stat boost. After speaking with Nil for a little while, she and Bazault will leave. Use a Rope (or "Rope?") to teleport out. Go back to Shamool and get some well-deserved rest.

To The Fire Temple

After taking a nap back at Noir's house, go to the Inn and meet Duran. He'll tell you about the Fire Temple to the west. Before going there, you should take a little side trip to the Arena at Sel.

SEL ARENA

The idea of the Arena is to fight a bunch of monsters to gain Points. You can use the points to buy items that become VERY useful a bit later on. There are five ranks, starting with "E" and going up to "A". You start at the E-Rank. You cannot capture enemies in the Arena, which is unfortunate because some of the higher ranks are full of powerful creatures.

After winning the E-Rank, you can enter the D-Rank tournament. The enemies here are much more difficult, though, and you'll probably have trouble if you try to fight them now.

Exit back to the World Map and go past Soleilant to Basta. To the west of Basta is the Fire Temple. On the road between the village and the dungeon live some regular green Dragons. If you accidentally killed the Armor Dragon in the

Earth Temple, you can pick up a generic dragon here. In fact, it's a good idea to get a few, anyway. The magic shops pay lots of money for dragons!

The Academy

This is one of the most important events in the entire game. After getting through the Earth Temple, go to Soleilant. If you go there after a certain date, you will encounter Seriena, who will show you the Academy. Here, you can make new monsters by combining existing ones with items you found or won from the Arena. You can also teach your creatures spells you know, give them training or rename them. It's a very important place where you will spend lots of time and money throughout the rest of the game.

The options on the Soleilant screen now are:

Inn
Magic Shop
Royal Castle
Academy
Exit to World Map

Go into the Academy!

Academy Options:

Combine Creatures

Choose a new creature from a list
See your new creature!

Teach Creatures Spells

Select a creature from your collection
Select a spell you own

Creature Training

Select a creature
Select which stats to train
Select how many days to train for
Select intensity of training
Confirm and Pay

Pick up a Creature

Rename Creatures

Select a Creature
Type in its new name

Creature Combining Chart

If you are having trouble keeping up with the enemies in the Fire Temple, try beefing up your monsters by training them here.

Fire Temple

Enemies:

Dragon
Fairy
Gargoyle
Golem
Hell Hound
Sprite
Will-o-Wisp

Items:

First Floor:

Rope?

Tree Nut?

Tree Nut?

Small Bottle?

300G

1500G

Basement 1:

Small Bottle?

Stone?

Tree Nut?

1200G

Basement 2:

Meat?

Meat?

Small Bottle?

Tree Nut?

Tree Nut?

500G

600G

800G

800G

700G

1200G

Basement 3:

Rope?

Book?

Fire?

The first floor of the Fire Temple is a great place to get more creatures and build your levels. Go down the hallway and turn south in the first room. This area is very maze-like. Go to the East and you'll find a non-random battle. If you didn't get any Dragons on the way here, this is a great time to catch \ one. You'll encounter a golem, two dragons and a fairy. Beyond this battle are three chests. One has a "?" item, and the other two hold lots of money. Beyond the chests is another battle. You'll encounter the same group as before. Take the stairs.

The next floor has another "?" item in a chest. Follow the path to a room with 1200 Silver in another chest. The next room has yet another "?" item and two non-random battles: one to the West and another to the North. Both the battles are the same: two dragons, two sprites, a fairy and a golem. The north-west battle leads to a flight of stairs. Beyond these stairs is a room full of silver! The north-east battle leads to a room with a "?" item and a set of stairs in a room further northwest. Take these stairs.

The next level has many "?" items and a non-random battle. Earthquake works wonders here. Even though the fairy is unharmed, it deals near-fatal damage to the golem and dragons. Take the chest with 1200 Silver in it and continue to the stairs.

Take the lower path and navigate the maze-like passage (it's not that tricky) to get to a flight of stairs. Take the 1400 Silver there (in two chests) and go back down. Take the upper path this time and fight another non-random battle. You'll be facing two Hell Hounds, a Dragon and a Fairy. Try to catch one of the Hell Hounds, as they may prove useful later. Besides, they're vicious and can easily defeat your party. They recharge very quickly, and can take out many

other creatures in one strike!

After the battle, heal up and get ready for a boss battle!

Enemies: 3 Fire Dragons, 2 Hell Hounds

This is one heck of a fight! You really should catch one of the Fire Dragons. The best strategy here is to use Noir's Earthquake as early as possible. This will weaken the dragons by about 2/3. Once the "Get" sign by one of the dragons is flashing, have Noir try to capture it. Confusing the other dragons is another good tactic. Since their attacks are powerful, they're perfect for taking out the Hell Hounds, or each other! Only do this after you have captured one of the dragons, since a confused one could kill the one you are trying to catch.

After taking the treasure in the chest, take the stairs to the final room! You will meet the giant fire dragon Daltifisse, who gives you a stat boost and the second best spell in the game, Crimson Flare! After learning it, use a rope to get out of the dungeon

To the Tower of the White Star!

After conquering the Fire Temple, go to Sel. You'll meet up with Duran. After that, head back to Shamool and go to your house. Baron will give you directions to the White Star Tower.

The dungeon is just to the east of Shamool.

Unless you're trying to beat the game as quickly as possible, you should do a few other things first.

Go to the Arena in Sel and try and beat the E-Rank if you have not yet done so. With Crimson Flare, it should be a breeze. If you have enough MP to last through the fights, try to beat the D-Rank as well. Seriena and her two powerful pet Dragons are the bosses of the D-Rank, and Crimson Flare comes in VERY handy then.

Fight in the Arena until you have managed to get at least 40 points. Cash in your points for a "Growth Fruit" (See the "Arena Prizes" section for more details) and go to the Academy in Soleilant. Select the first option there and see the new monsters you can get! If you captured a Hell Hound in the Fire Temple, this is your chance to turn it into the ultra-powerful Cerberus. (The black dog with red eyes) Another good feature of the Academy is the monster training. You can make your creatures incredibly strong and ready to take on the Tower of the White Star. Spend a little cash and iron out their weaknesses before embarking on the most difficult part of your quest thus far!

The Tower of the White Star

Enemies:

Angel

Dark Angel

Fairy

Hipogrif

Hobgoblin

Pixie

Sprite

Wood Golem

Items:

First Floor

Rope?

Tree Nut?
Tree Nut?
Tree Nut?
2500SP
Second Floor
Tree Nut?
Small Bottle?
Small Bottle?
Tree Nut?
Bread?
Cheese?
Stone?
Third Floor
Stone?
Small Bottle?
1500SP
Tree Nut?
Fourth Floor
Cheese?
Decoration?
Small Bottle?
Tree Nut?
Stone?
Fifth Floor
100SP
2800SP
Stone?
Small Bottle?
4000SP
Sixth Floor
Tree Nut?
Tree Nut?
Bracelet?
Basement 1
Tree Nut?
Meat?
Stone?
Tree Nut?
Tree Nut?
Cheese?

This is, without a doubt, the second most annoying dungeon in the entire game! With so many rooms, staircases and passages, it seems to go on forever! It doesn't, though; you're just wandering around in a big circle! This section of the guide is focused on getting you to the end of the dungeon as quickly and efficiently as possible.

Inside the dungeon, enemies swarm at you en masse. You should run from most of the battles, unless you want to catch some of the monsters. (Most of them have been seen before in other areas, though.)

In the first room, go straight from the entrance, between the left pair of Dragon statues. Take the first right turn you see, then take the stairs up in the next room. On the next floor, go left into the next room. In this room, take the exit down to another room. Go right here, and you will find four staircases. If from your point of view, the lowest one is south, take the north stairs.

On the next floor, go left into a large room and take the stairs in the center. On the next floor, go down and then to the right to another staircase. On the next floor, go left and then down. You will see two non-random battles

right next to each other. Fight either one of them to open the way. Enter the first room on the right and take the stairs.

On the next floor, there is a boss battle in between the dragon statues and water. Get ready to fight!!!

Boss Battle: Wood Golem, Dark Angel, 2 Gigantes, 2 Angels

In this battle, you are faced with two new enemies: Wood Golem and Dark Angel. You have to choose one of the two to capture. This is a very tough choice. I suggest catching the Wood Golem, since you can easily make a Dark Angel at the Academy. Since three of your enemies are flying, Earthquake is pretty much out of the question. The best spell to use here is Crimson Flare, so long as you have enough MP. If you don't have enough, prepare for a long and tiring fight. The Wood Golem and the two Gigantes are weak against magic attacks, while the Angels are weak against physical attacks.

After defeating them, go up the stairs and into the final room! Note the absence of any dragons here. You will instead meet Elza, the Wind Goddess. You'll learn the Meteor spell and get another stat boost. Meteor is hardly as good as Crimson Flare, but it costs a few less MP.

To the Red Sun Ruins

Use a rope to exit the dungeon after talking to Elza, and go back to Shamool. Talk to Baron in your house, and you'll get a little cutscene. Stay the night.

Go to Soleilant and enter the Inn. After talking to Bernarl for a while, he'll open the Earth Temple on the world map. It's north of Soleilant. Before embarking on your next adventure, though, you should beef up your monsters. Go to the Academy and train some of them.

After your monsters are all beefy, head north to the Red Sun Ruins!

The Red Sun Ruins

ENEMIES:

Bone Bishop
Dragon
Generator
Giant
Goblin Mage
Sand Worm

This dungeon is quite a bit like the Tower, only larger. Luckily, it is not as confusing, and there are fewer non-random battles. This place is chock full of treasure, and you won't have to worry about running low on items for a long time!

In the first room of this dungeon, you'll see five staircases. If the one at the top of the screen is north, take the one that is farthest south.
(The lower-left one)

This room has three sets of stairs. Take the lower-right set.

In this room, take the stairs leading up.

This room is laid out like a giant cross. Take the stairs up located at the right end of it.

Go to the left and take the stairs up.

Follow the path to another flight of stairs going down.

In this room, you'll be faced with four staircases to choose from. Choose the upper-left set of stairs.

Take the one staircase that is accessible to you at this point.

On this floor, continue to the left, ignoring the stairs going down. Go around the dragon statues and take the stairs going up.

Go straight until you reach a large room, and take the stairs to the right.

Go down until you find a room with stairs going down. Ignore the left turn here.

On this floor, take the first set of stairs you see up.

Instead of going straight here, take a right turn and go up the stairs. The path is fairly straightforward from this point on. In the room with the pools of water, get ready for another boss battle!

BOSS BATTLE

Enemies: 2 Angel, Gigantes, Giant, Golem, Generator

If you haven't yet gotten a Generator from the Academy, now is a good time to catch one of these little guys. The Electric Ball class of creature is quick to recharge and can deal a fair amount of damage.

After dealing with the giants and angels, go up the stairs to end this dungeon-crawling experience. You'll meet Agria, another one of those Goddesses. She teaches you the spell Judgment, the best spell in the game! After a minor stat boost and a quick chat, she'll leave and you are free to rope on out!

To the Wind Dungeon

Travel over to Hiruhira City and meet Bernarl. He'll open up... a giant tree? No, this isn't the Wood Dungeon. This tree is actually a portal between this upper half of the world and the lower half.

THE MILLENIUM TREE

The tree is easy to navigate. Get off on the third level down. You'll open the Wind Dungeon. Don't enter it just yet. Go back into the tree and explore some more. Exit the tree on the fourth level down to get to the city of Efan. Exit on the sixth level down to reach the port city of Aldina.

THE PORT OF ALDINA

First Option: Inn

Second Option: Magic Shop

Third Option: Leave

Spells for sale at the Aldina Magic Shop:

Fire Wall:	1810
Repair Water:	1440
Stone Shower:	2630
Air Bind:	920
Nightmare:	820
Hellfire:	950

Life Steal:	1680
Curse:	2790
Dark Field:	5850
Hell's Gate:	6220
Demon Scream:	8540
Explosion:	11200
Crystal Barrier:	7410
Death Cloud:	9980
Call Bear:	3040
Wild Boa:	6760

After buying anything you need, leave Aldina and go back to the Wind Dungeon.

The Wind Dungeon

ENEMIES:

Angel
Archangel
Bear Eater
Fairy
Gigantes
Griffin
Guarder
Hipogrif
Pixie
Rock
Sprite
Tiamat

Upon entering, go left and up and fight the battle blocking the passage. At your level, it should be easy. It's just a golem, two gigantes, a sprite and a fairy. There are a few other battles on this level against the same group of enemies. Since they're good for leveling up, fight them and raise your levels a bit. After you're done, take the left-most passage and keep on going until you find a staircase in the northwest corner of this area.

From the staircase, go right and keep on going until you see a lit doorway. Enter it.

In this next area, keep on going straight. Do not take the south passage. Instead, stay on the straight path and take the stairs.

This next passage snakes around. Go down, then left, then down again. At the next intersection, go up. Go straight and take the stairs.

Take the passage to your right and go up at the first intersection. From there, go up and fight a boss battle.

BOSS BATTLE

Enemies: Tiamat, 2 Dragons, 2 Angels, Archangel

Try to capture Tiamat during this battle. There really isn't much to say about this one; it's rather routine as boss battles go.

After beating the bosses, go down the stairs and see the dragon!

In the final room, you will encounter Raphel, who will teach you the Hurricane spell and give you another stat boost.

To the Water Temple!

After getting out of the dungeon via rope, go back to Aldina. Talk to the Innkeeper (use the first command there) and she will open Nikay for you.

Cross the water and go to Nikay. You'll meet Duran there, and the Water Temple will open on the world map.

The Water Temple

ENEMIES:

Blue Dragon
Crab
Iron Scissor
Kraken
Mermaid
Sea Serpent
Siren

This temple is just a bunch of connected narrow paths swarming with enemy sea creatures. It is very easy to get lost here, and hard to give directions. Even so, the path below is the fastest way to get to the boss and the end of this dungeon.

Upon entry, go right (your right, not Noir's right) and follow the path until you enter a large platform. Take the right passage and enter the door.

This part is very complicated. Since the view is isometric, it is difficult to give directions. Go right at the first intersection and then take the first left. Avoid touching the battle and go right. Take the left curve and then take the first right turn you see. Then, follow the path past the first left turn, and take the second one. Enter the doorway.

Go south and go around the pool of water. At the intersection, go south and make the left turn. Enter the lit doorway.

In this room, take the right fork (Your right, not Noir's right) and then take the Left fork. You'll encounter a boss battle at the end of the passage.

BOSS BATTLE

Enemies: 2 Iron Scissor, Mermaid, Siren, Blue Dragon, King Kraken

This battle is way too easy. A Crimson Flare or Meteor attack can wipe out most of the enemies here. Make sure you catch the Blue Dragon before sending destruction raining down! These enemies like to use spells like Mist to blind you and your monsters, so magic attacks seem to be the way to go. Physical attacks work best on the Siren and Mermaid; they can only stand one or two hits from a powerful creature. All the Blue Dragon seems to do is cast Mist, so it shouldn't be too much of a problem.

After beating the bosses, go straight and go down the stairs to the end room of this dungeon! You'll meet Fluve, a blue dragon who teaches you Cure Rain, a powerful healing spell. After another little stat boost, it's time to use a Rope and get out of there.

After leaving the dungeon, go back to Nikay and rest at the Inn.

In order to advance to the next dungeon, you have to beat the B-Rank in the Sel Arena.

See the section on the Arena battles for more information on this.

To open the Pale Moon Ruins, after beating the B-Rank in the Arena, go to Aldina. You'll meet up with Kopei, the former boss of the B-Rank. After chatting with her, go to the Inn and talk with the Innkeeper. The Pale Moon Ruins will be opened on your map. It's just to the west of Aldina.

There's a second way to open the Ruins. After beating the Water Dungeon, go to Efan. Duran should be at the Inn. He'll tell you to talk to Jina, the innkeeper at Aldina. Talk to her, and a new option will open up on the Aldina menu. Use that to talk to Gaul, the trader, who will open up the Ruins.

Pale Moon Ruins

ENEMIES:

Archdemon
Bone Bishop
Demon
Ghoul
Golem
Griffin
Skeleton Knight
Stone Golem
Warlock
Wraith
Zombie

This is the toughest dungeon in the game, period. It has the maze-like qualities of the White Star Tower, the narrow paths of the Water Dungeon, and swarms of hard-to-beat undead enemies. Luckily, there's enough silver hidden here to keep you well funded for a long time.

When you first enter the dungeon, you'll encounter a large room after a narrow passage. Take the first left passage you see. Then, take the next left passage. This one leads to a staircase.

Go out into the room and go towards the right-hand end of it. (your right, mind you.) At the T intersection, go left and take the stairs.

This is the most confusing part in the dungeon. From the stairs, go up until you reach a corner, then go left. Continue left, and take the second passage down. It should lead to a room with a staircase. Do not take these stairs. At the other end of this room, there is a passage with a different set of stairs in it. These stairs are opposite the first flight of stairs.

Take the left path and go down the stairs at the end of it.

From the stairs here, take the stairs to the near left.

From the staircase, take the path down and climb yet another set of stairs.

This part is fairly straightforward. Just walk along the path and take the stairs down at the end. Don't make any turns.

Take the left fork (Again, it's your left, not Noir's) and follow it until you reach another fork. Take the left fork here and climb the stairs.

This is a very strange part of the dungeon. Take the first right turn you see, and keep on that path, ignoring the fork to the left and the one to the right soon after. There is a staircase hidden on this path. You cannot help but to climb down it. Just climb back up and keep on going. Take the stairs you find at the end.

From the stairs, take the path down and fight some enemies. Then, fill your pockets in the treasure room! With all this silver, you shouldn't have money trouble for a while. Take the path at the lower end of the treasure room and get ready for a boss battle!

BOSS BATTLE

Enemies: Tiamat, Stone Golem, Archdemon, Golem, 2 Demon

This battle is a case study of why Judgment is the best spell in the game! It can at least bring each of the enemies in this battle down to HP level 1, if not destroy them outright. Have Noir cast Judgment on Tiamat first, then the Stone Golem, then the Archdemon, then the regular Golem. Have the creatures destroy the weakened enemies and the two regular Demons.

After beating the boss, enter the final room! You'll meet the Water Goddess Ayna. She teaches you the "Curse Field" spell and gives you a much-needed stat boost. After that, Ayna gives you an item that can break the force field around the cave by Shamool. After talking to Nil a bit, you should rope out.

To the Shamool Cave!

When you leave the dungeon, after walking a little bit, you'll see a cutscene where the three jewels start talking and the cave barrier is destroyed.

Go back to Shamool and meet Bernarl. Stay the night at your house, and then go to the cave in the morning. The force field will break, and you'll be allowed in. Walk up and look at the statue of your friend, Disteen. After you're done weeping, step on the portal to enter the final area!

Hell

Yup, you're in Hell! It's a fairly straightforward area, but there are many, many enemies to deal with here.

ENEMIES

Banshee
Blood Worm
Dark Angel
Demon
Demon King
Dragon
Gigantes
Golem
Guarder
Hell Hound
Lich
Necromancer
Phantom
Warlock

Despite the name, Hell isn't that Hellish. In fact, it's actually pretty straightforward and easy. When you first enter on the transporter, take the left passage right next to you. Take the stairs. A non-random battle awaits in the next area. Beat the enemies and go down the stairs. This next area is also very direct. Take the next flight of stairs. To easily go through this twisty passageway, just hold down Left on the control pad. Go up and around and up the stairs. A piece of the floor in this next room is hidden by a wall, but it is there. At the "T" intersection, go left and down the stairs.

Another twisty passageway... hold Right this time. At the end of the passageway, make a Left turn and go straight. It doesn't matter which road you

take up ahead. They both end in the same place. Go down the stairs.

This part is easy. Just walk to the left and take the stairs.

Now, it's starting to look a bit more Hellish! Just keep on walking in a straight line until you reach the stairs.

In this next area, when you reach the intersection, take the wide road. At the end of the road, take the stairs.

The next part is also easy. Just take the stairs right in front of you!

You're back in the castle area. Walk down the hall until you reach the stairs.

The next area is pretty much the same as the last. Walk down the hall, take the stairs The final level of Hell is made up of crystal bricks. Get ready for a BIG fight!

BOSS BATTLE

Enemies: Armor Dragon, Blue Dragon, Brass Dragon, Tiamat, Fire Dragon, Valkyrie

This is your ONE CHANCE IN THE GAME to catch a Valkyrie, the most powerful creature in all of Cielgris Fantasm! Use spells that target multiple enemies to take out the Dragons. Have Noir use Judgment to destroy them one by one. Once only the Valkyrie is left, have your best attackers bring her down to capturable status. Make sure everyone is well healed during this fight.

After catching the Valkyrie, you may use a Rope to get out of Hell and train it. If you're in a hurry to win the game, don't bother catching it and go straight ahead to the final boss!

FINAL BOSS

After defeating the dragons, continue walking down the crystal path until you reach a path made of rings and a giant demon. That's Chanos, the final boss! It's time to avenge Disteen!

Your party's setup for the final battle should look something like this:

HEALER ATTACKER

NOIR ATTACKER

MAGIC ATTACKER

You NEED to have someone other than Noir to heal injured party members. Noir will probably be too busy casting Judgment to use Cure Rain every turn. Another magic caster is a good idea, as well. Although he/she cannot use Judgment, it can provide some backup. The three main attackers are there to inflict combat damage on Chanos, as well as act as decoys so that Noir won't be attacked as often.

Chanos uses many powerful attacks, including Meteor and Curse Field. He can poison your entire party and bring anyone down to 1 HP. He is the toughest enemy in the game. When a flame shoots up from under him, that signals that he has doubled his defense... and offense! Before he shoots the flame, Judgment should do at least 400 damage a shot.

A simple Slime makes a fine healer. Teach it Earth Heal and Angel Tear at the Academy, and you have one fine medic! It recharges quickly, has lots of MP, and can attack in a pinch. Two of the best attackers in the game are Cerberus and Valkyrie. These two are must-haves if you want an easy win against Chanos. For your magic user, it's your call. Chanos isn't hurt by status ailments, so most of the wizard types are out. Dark magic doesn't hurt him either, since he's the king of darkness. Angels are good magic casters, since they know some holy

magic already. Teach them Holy Rain, if they don't learn it naturally, and send them into battle. For the final attacker, I tend to go with an Iron Golem. They're strong, shiny, and can take Chanos' physical attack like it is nothing. As for Noir, she just has to know Judgment and Cure Rain, and not much else. Since you have a quick healer, you should be able to repair her should Chanos wound her.

If you keep beating on Chanos and healing whenever he attacks or poisons you, you should defeat him in due time. I estimate that he has about 10,000 to 20,000 HP. (No actual number is given) Enjoy your ending!

Side Quests & Secrets

SOLEILANT CASTLE

If you're in the mood for a sidequest, after beating Rank C in the Sel Arena, go to the Soleilant Castle. They'll let you in. Prince Kadin, who you beat in the Arena, wants a rematch on his home turf!

BOSS BATTLE

Enemies: Kadin, Valkyrie, Blue Dragon, Archangel

This is one of the more difficult battles in the game. The Valkyrie is the biggest worry here. She charges extremely fast, can kill most monsters in two or three hits, and is vulnerable to neither magic nor physical attacks. She also can't be hurt by status ailments, like sleep, poison, confusion or curse. Just fighting her would be a tough enough boss fight, but you have a powerful angel, a dragon, and a ticked-off guy to deal with alongside the Valkyrie. Use Noir's Judgment attack to kill the Blue Dragon in one hit. Although it is tempting, Judgment only deals about 30 damage to the Valkyrie, as opposed to the 200-300 it deals to other foes. The angel should be the next to fall. Have your strongest creatures attack it while Noir uses Cure Rain on the party each turn. This makes sure that the Valkyrie cannot deal enough damage to kill your best attackers. The angel should be a quick kill. Defeat Kadin next. Just use the same attackers who defeated the angel to defeat him. Now, here comes the tricky part - beating the Valkyrie! It has very high defense, so your attacks won't do much damage to it. Even so, every point counts. Have your best attackers constantly beating on it while Noir constantly heals them with Cure Rain, so long as her MP lasts. The Valkyrie should fall eventually. Don't feel bad, though - you'll be getting one soon!

After you defeat Prince Kadin, you'll speak with King Koldia. You'll then dine with the royals and meet Queen Karen, Brandor, and Seiroun.

GOBLIN EXTERMINATOR!

After completing the Pale Moon Ruins, go to Sel. With any luck, you'll trigger a random event. When you first enter town, the Innkeeper will ask you to investigate a Goblin cave found near the city. If you agree to go, you'll creep in, and then you'll fall into a massive swarm of goblins! They start out easy, but then Hobgoblins, Goblin Lords and Goblin Mages start to enter the fray. After a few battles, you'll escape back to the Inn. It's a good way to get some quick EXP before the final battles!

ARENA CONQUEST

In some ways, beating the A-Rank in the Arena can be harder than defeating the final boss. You cannot heal between rounds, you have to fight up to 6 enemies at a time, and you have to start all over again if you lose. The following is a list of enemies for each battle of each arena rank.

E-RANK

BATTLE 1: v. Wolf, Amoeba, Will-o-Wisp, Witch (1 Point)

BATTLE 2: v. 2 Amoebas, Wolf, Boy (1 Point)

BATTLE 3: v. 2 Wolves, Wolf Leader, Boy (1 Point)

BATTLE 4: v. 3 Golems, Will-o-Wisp, Magician (2 Points)

LAST BATTLE: v. 2 Goblin, Griffin, Ghost, Wizard (4 Points)

D-RANK

BATTLE 1: v. Dragon, Skeleton Knight, Goblin Mage, Boy (2 Points)

BATTLE 2: v. Griffin, Guarder, Wolf Leader, Warlock (2 Points)

BATTLE 3: v. 2 Mad Wood, 2 Sprites, Witch (3 Points)

BATTLE 4: v. Serpent, 2 Sand Worms, Magician (4 Points)

LAST BATTLE: v. 2 Dragons, Treant (5 Points)

C-RANK

BATTLE 1: v. Mad Dog, Wolf Leader, Fairy, Archangel, Magician (4 Points)

BATTLE 2: v. 3 Ghouls, 2 Sprites, Witch (5 Points)

BATTLE 3: v. 5 Lizardmen, Boy (6 Points)

BATTLE 4: v. Hipogrif, Wood Golem, Goblin Lord, Warlock, Bear Eater (8 Points)

LAST BATTLE: v. Valkyrie, Blue Dragon, Archangel, Trainer (10 Points)

B-RANK

BATTLE 1: v. 2 Gargoyles, 2 Pixies, Goblin Lord, Witch (9 Points)

BATTLE 2: v. Lizardman, Iron Golem, Stone Golem, Banshee, Magician (10 Points)

BATTLE 3: v. 2 Blood Worms, 2 Purple Worms, Boy (12 Points)

BATTLE 4: v. 2 Phantoms, 2 Bone Bishops, Skeleton King, Necromancer (15 Points)

LAST BATTLE: v. 2 Stone Golems, 2 Pixies, Trainer (18 Points)

A-RANK

BATTLE 1: v. 2 Sea Serpent, Dragon, Magician (13 Points)

BATTLE 2: v. 2 Hell Hounds, 2 Pixies, Blood Worm, Boy (14 Points)

BATTLE 3: v. 2 Blood Worms, 2 Phantoms, Demon King, Necromancer (16 Points)

BATTLE 4: v. 3 Skeleton Kings, 2 Lichs, Necromancer (19 Points)

FINAL BATTLE: v. Tiamat, Armor Dragon, Fire Dragon, Demon King, Dark Angel,

JEWEL TRADING

At a random point around the middle of the game, you will be able to access a new area at Hiruhira City. You'll meet John and Millina. Millina likes fine jewels, and every few months, she'll tell you what jewel she particularly wants to acquire. After finding out what she wants and when she wants it by, you can go to any inn and find out what cities are selling that jewel and for how much. Go to the city where you can buy the jewel for the cheapest and do so. Go back to Hiruhira and sell it back to Millina for a good profit! This takes too much time to be effective during a quick game, but if time isn't important to you, lots of money can be made this way! John will also buy random jewels you have sitting around in your inventory for lots of money, but sometimes, he will take some important items from you. Sell to Millina instead!

SCROLL SIDEQUEST

At a totally random point in the game, the Soleilant Innkeeper will ask you to go to an abandoned house for him. A magician has been squatting there, and the Innkeeper will pay you 500 silver pieces to get rid of him. When you enter the house, there is nobody there, but you do find a scroll. This scroll turns out to be the plans to assassinate the king! After returning to the Inn, the Innkeeper tries to buy it from you for 2000 silver pieces. You shouldn't sell it to him, however. You should hold onto the scroll. If you choose to do so, you will encounter Bernarl upon leaving the inn. Tell him the truth about the whole thing (the first option) and you'll go to the castle. You'll be thrown in the dungeon for having the assassination plans, but Bernarl will use an invisibility potion to break you out. You will have to fight alongside Bernarl for the second time in the game. Once you're out of the dungeon, you'll be brought before the King. He'll give you 5,000 silver pieces and a Passage License that allows you to enter and leave the castle as you please.

GIANT SQUID

There is a little random event that occurs after you beat the Pale Moon Ruins. Go to the Inn at Aldina and talk to the Innkeeper. Then, leave the Inn. If you're lucky, you'll run into a sailor named Baites. If you choose to go sailing with him, you'll fight a boss: a giant squid!

BOSS BATTLE

Enemy: Squid

Since this is a major battle, there is no HP or MP meter for the boss. His attacks include Mist, Freeze, and an occasional physical attack. Almost all the time, though, it's just Mist. Keep on pummeling him with your attackers and have Noir throw fireballs at it. (The more expensive spells are just a waste of MP against him) After a while, it'll die. If it freezes your characters, have Noir use Cure Rain to heal them. If your best attacker is blinded, have someone use "Cure Disease" to heal it. This fight isn't too tough; it's just very long.

After beating the squid, Jina the Innkeeper will give you some money and tell you to go with Baites to Nikay. Go there, and you'll see that a new option has appeared on the town menu! Select it, and you'll talk with Toto and Baites. It's the new Fishing minigame!

GAUL THE TRADER

After completing the Water Dungeon, talk to Duran at Efan. He'll tell you to

talk to Jina, the Innkeeper at Aldina. After talking to her, a new option will open up at Aldina. It's the shipping port! You can barter with Gaul, the trader, for items. To do this, select an item on the menu. You can use various options to talk him into lowering the price. When it's low enough for your liking, you can purchase it by using the first option. If you try to talk it down too much, he won't sell it to you at all, so be careful!

SPELLS IN THE EARTH TEMPLE

There are three spells you can get if you search hard enough in the Earth Temple. Here are the directions to them:

From the entrance to the dungeon, go NE for three rooms, then go SE and then SW. You should be in a room with two staircases. Take the stairs going up.

Go NE to the next room and take the stairs up.

This next area is simple enough! Enter the next room and take the stairs.

In the next room, go to the SW and fight the Boss Battle!

BOSS BATTLE: 2x Golem, Dragon

Unlike the other Boss Battle, this time you have to fight a regular dragon. If you won the previous battle, this one should be easy. In fact, now would be a great time to test out the Earthquake spell that Bazault taught you!

In the room beyond the boss battle, you'll find treasure chests containing the spells Resist Earth, Earth Weapon and Snare. You'll also get a few "?" items, including a valuable "Stone?" item.

If you go to the NW instead, you'll encounter another Boss Battle after a few rooms. It's the same enemies as last time, only this time they're guarding three "Tree Nut?" items.

EXTRA MONSTER IN THE FIRST BATTLE

This one's pretty simple, but also easy to overlook. In the very first battle in the game (the battle against a Goblin and Amoeba you fight alongside Bernarl) you can capture one of the creatures. At the end of the battle, regardless of whether or not you captured any of them, you will get the two monsters in your party. So, you can start the game with an extra Goblin or Amoeba.

BATTLE WITH LUCIA

Around the time of the Fire Temple, (1/6/26 or 1/7/20) on a road near Basta, you may encounter Lucia. Her dog, Wasu, has been wounded by a giant serpent. After taking Lucia and Wasu back to Rosetta's house in Basta for first-aid, Noir sets out to slay the serpent. Lucia decides to go along. Just before the battle, you need to put Lucia somewhere in your party.

LUCIA'S STATS

Lv.6
HP: 61
MP: 99
STR: 27
INT: 99
AGI: 59

SPELLS

Bird Attack
Mad Hornets
Cure Rain (!)
Wolf Fang
Call Bear

BOSS: Venom Serpent

At this point in the game, the Venom Serpent is very difficult to defeat. It uses the powerful Venom attack to quickly poison your monsters, and puts your best attackers to sleep with its Nightmare ability. Luckily, its physical attack isn't all that strong.

To make up for that, though, it has a deadly Acid Rain attack that can wipe out your entire party in one hit.

Battling this monster is very, very tough. Lucia knows the powerful Cure Rain spell, which comes in very handy throughout this battle. The Serpent has a high magical defense, so physical attacks work best. Have Noir spend the first few turns casting various weapon spells on the attackers. These spells can deal extra damage with each hit. Fire Weapon deals an extra 45 damage. Wind and Earth Weapons deal between twenty and thirty, and Freeze Weapon only deals ten or less. It helps to have a second healer, like a Slime or Amoeba. Make sure it knows Heal Water and Cure Disease, since those are the two most important spells for this battle. Here's what your party should look like -

HEALER ATTACKER

NOIR ATTACKER

LUCIA ATTACKER

Have Noir cast the elemental weapon spells during the first few turns. Make sure that all three attackers have Fire Weapons at the very least. A four-hit combo of Normal/Fire/Wind/Earth can deal over a hundred damage a turn.

Whenever a party member takes damage, have someone heal him or her. You never know when the Venom Serpent will cast Acid Rain, and you need as many surviving party members as possible after that attack. Lucia is automatically eliminated after an Acid Rain attack, and if Noir is under Level 7, she will be as well and your fight will be over. Make sure that Noir is Level 7 or above. After the Acid Rain attack, heal everyone, starting with Noir, then the healer, then the attackers.

SPEED GUIDE

To get the best ending in the game, you have to defeat Chanos before Distein dies inside his stone tomb. Here are some ways to beat the clock and win the game in record time:

- Make powerful monsters as soon as you gain access to the Academy. The best monster to make early on is Cerberus. You can get him by combining a Hell Hound (found in the Fire Temple) and Growth Fruit from the Arena. He's one of the best monsters, and very easy to get.
- Instead of using Inns and expensive items, have a few monsters who act as healers. Use Blob-class monsters (Slimes are the best) to heal Noir and your monsters during battles. Have a few of these, in case one runs out of MP.
- Even with healing creatures, still carry around as many healing items as possible. Have items to heal your HP and MP. Use Ropes to quickly escape from dungeons after completing them. To raise enough money to buy these items,

sell all the captured monsters you are not using at any magic shop. Higher level monsters sell for more, so if you find that you aren't using some of your good monsters, turn them into cash and items!

- Have all "?" items you find identified. "Stone?" items can turn out to be worth thousands of silver pieces, and "small bottles?" can turn out to be valuable Elixirs!
- There is a way to get into the Shamool Cave before completing all the dungeons. I've done it before, but I haven't been able to figure out how. I'll update the guide when I find the secret. If anyone knows, please contact me.
- Running from random battles is a good idea. Although you do need to gain EXP if you want to beat Chanos, you don't need to fight swarms of Fairies and Angels to do so. Get your EXP from non-random battles instead.
- To make some quick cash, do odd jobs at the various Inns across the world. Battling jobs, where you have to defeat monsters for cash, are risky because you don't know how powerful your opponents will be. If you get too beat up, you might have to spend some time healing. Although catching and selling monsters is faster, Inn jobs are good in a pinch.
- To cut down on MP use, try to keep Noir from using powerful spells unless you're in a really tough situation. Using Crimson Flare to wipe out a swarm of fairies is not suggested. Using it to destroy a swarm of golems... now, that might be a bit wiser.
- Judgment is the best spell in the game because it can kill most tough monsters in one or two hits. If Noir has some MP to spare, use Judgment against the various dragons and golems you come across. It doesn't work well against magically inclined enemies, though.
- You can sell Noir's spells at magic shops for lots of money! Spells that you never use, like Meteor and Hurricane, can be pawned for insane amounts of cash! Curse Field is the best one to sell, since it's totally worthless against Chanos anyway.
- Don't wander around the world map looking for fights. Every step you take on the world map equals one day, and wandering from Shamool to Sel to Shamool again and again can eat up a huge chunk of your time. Likewise, don't constantly travel to Shamool to take advantage of the free room and board at Noir's house.

Appendix

MINIGAMES

CHICKEN CORRAL

How to get: Randomly occurs on the job list at any Inn.

How to play: The arrow keys move Noir around. Press the O button to put a chicken in your backpack.

Object: Your goal is to get as many chickens into the pen (located at the upper-left corner of the screen) as possible. There's a catch, though. If you touch a chicken while carrying one, you lose both the chickens and you are stunned for a moment.

DISHWASHING

How to get: Randomly occurs on the job list at any Inn.

How to play: Tap the O button as quickly as possible.

Object: Your goal is to wash as many dishes as possible in thirty seconds.

FISHING

How to get: After completing the Pale Moon Ruins, defeat the Squid with Baites and go to Nikay. Select the second option.

How to play: The control pad moves the boat around and raises/lowers the line. The O button reels a fish in.

Object: Your goal is to catch as many fish as possible in thirty seconds. Make sure you maneuver the boat correctly so that they land inside of it!

LAUNDRY DROP

How to get: After completing the Tower of the White Star, fetch the scroll for the Soleilant Innkeeper.

How to play: The Left and Right arrow keys move Noir around. Touch laundry to grab it.

Object: Your goal is to catch as much falling laundry as possible within the time limit. Socks fall the fastest, then shirts, and towels fall slowest.

Watch out for falling flower pots! Those K.O. you for a brief moment.

WAITRESS

How to get: Randomly occurs on the job list at any Inn

How to play: There are eight tables in the Inn. Each one has a button on the control pad. (Left, Right, Up, Down, Triangle, Circle, Square and X.)

Object: Your goal is to deliver food to people by pressing the right button the moment it comes up. Any delay will count as a miss, and so will delivering food to the wrong table.

COOKING

How to get: Randomly occurs on the job list at any inn.

How to play: Move Noir left and right with the arrow keys.

Object: On the left of the screen, a chef throws vegetables. Noir's job is to bounce them off of a plate on her head and into a soup pot on the right.

Don't worry about missing vegetables - letting some of them drop doesn't count against you.

SPELLS

There are eight classes of spells. They are:

Fire

Water

Earth

Wind

Holy

Dark

Energy

Monster

Each class has eight spells that Noir is able to learn, bringing the grand total of Noir's full spellbook to 64 different spells!

SPELL LIST

These are the spells that Noir can use in battle.

Resist Fire

Class: Fire

Level: 1

MP: 2

The spell's target takes less damage from fire elemental attacks and spells

Resist Water

Class: Water

Level: 1

MP: 2

The spell's target takes less damage from water elemental attacks and spells

Resist Earth

Class: Earth

Level: 1

MP: 2

The spell's target takes less damage from earth elemental attacks and spells

Resist Wind

Class: Wind

Level: 1

MP: 2

The spell's target takes less damage from wind elemental attacks and spells

Cure Disease

Class: Holy

Level: 1

MP: 3

Cures all of the target's status ailments

Nightmare

Class: Dark

Level: 1

MP: 5

Puts the target to sleep

Energy Bolt

Class: Energy

Level: 1

MP: 3

Deals a small amount of energy-elemental damage to the target

Wolf Fang

Class: Monster

Level: 1

MP: 2

Deals a small amount of non-elemental damage to the target

Fire Weapon

Class: Fire

Level: 2

MP: 3

Gives the target's attacks the element of fire

Freeze Weapon

Class: Water

Level: 2

MP: 3

Gives the target's attacks the element of water

Earth Weapon

Class: Earth

Level: 2

MP: 3

Gives the target's attacks the element of earth

Wind Weapon

Class: Wind

Level: 2

MP: 3

Gives the target's attacks the element of wind

Flash

Class: Holy

Level: 2

MP: 4

Blinds the target

Hellfire

Class: Dark

Level: 2

MP: 4

Deals a small amount of dark-elemental damage to the target

Blind

Class: Energy

Level: 2

MP: 4

Blinds the target

Mad Hornets

Class: Monster

Level: 2

MP: 8

Deals a little non-elemental damage to all enemies

Fireball

Class: Fire

Level: 3

MP: 4

Deals a little fire-elemental damage to one target

Heal Water

Class: Water

Level: 3

MP: 4

Restores a little HP to one target

Snare

Class: Earth

Level: 3

MP: 4

Lowers one target's agility

Sonic Boom

Class: Wind

Level: 3

MP: 4

Deals a little wind-elemental damage to one target

Force

Class: Holy

Level: 3

MP: 5

Deals a little holy-elemental damage to one target

Life Steal

Class: Dark

Level: 3

MP: 9

Deals a little dark-elemental damage to one target and gives the caster half of the damage dealt in HP.

Poison

Class: Energy

Level: 3

MP: 4

Poisons the target

Branch Arrow

Class: Monster

Level: 3

MP: 5

Deals a little bit of damage to one target

Pre-Fire

Class: Fire

Level: 4

MP: 6

Raises target's agility until his/her next turn

Mist

Class: Water

Level: 4

MP: 3

Blinds one target

Earth Heal

Class: Earth

Level: 4

MP: 15

Heals a medium amount of HP of one target

Panic Cloud

Class: Wind

Level: 4

MP: 6

Confuses one target

Holy Praise

Class: Holy

Level: 4

MP: 12

Raises target's agility

Curse

Class: Dark

Level: 4

MP: 10
Curses one target

Confusion

Class: Energy
Level: 4
MP: 6
Confuses one target

Turtle Seal

Class: Monster
Level: 4
MP: 8
Raises one target's defense against physical attacks

Fire Wall

Class: Fire
Level: 5
MP: 10
Deals lots of fire-elemental damage to one target

Repair Water

Class: Water
Level: 5
MP: 11
Heals 999 HP of one target

Stone Shower

Class: Earth
Level: 5
MP: 12
Drops stones on one target, causing earth-elemental damage

Air Bind

Class: Wind
Level: 5
MP: 6
Lowers the Agility of one target

Angel Tear

Class: Holy
Level: 5
MP: 8
Restores a medium amount of HP to one target

Dark Field

Class: Dark
Level: 5
MP: 14
Poisons all enemies

Quick

Class: Energy
Level: 5
MP: 10
Raises one target's agility

Undead Claw

Class: Monster

Level: 5
MP: 7
Poisons one target

Firestorm

Class: Fire
Level: 6
MP: 12
Deals a medium amount of fire damage to all enemies

Freeze

Class: Water
Level: 6
MP: 9
Deals lots of water-elemental damage to one target

Drop Rocks

Class: Earth
Level: 6
MP: 9
Drops rocks on all targets, causing earth-elemental damage

Sleep Cloud

Class: Wind
Level: 6
MP: 8
Puts one target to sleep

Battle Song

Class: Holy
Level: 6
MP: 22
Raises party's attack power

Hell's Gate

Class: Dark
Level: 6
MP: 8
Deals dark-elemental damage to one target

Lightning

Class: Energy
Level: 6
MP: 10
Deals non-elemental damage to one target

Bird Attack

Class: Monster
Level: 6
MP: 17
Deals some non-elemental damage to all enemies

Explosion

Class: Fire
Level: 7
MP: 25
Deals lots of fire-elemental damage to all enemies

Acid Rain

Class: Water

Level: 7

MP: 26

Deals lots of water-elemental damage to all enemies

Crystal Barrier

Class: Earth

Level: 7

MP: 10

Gives one target resistance to all elements and prevents most physical damage

Death Cloud

Class: Wind

Level: 7

MP: 21

Lowers one target's HP to 1

Holy Rain

Class: Holy

Level: 7

MP: 23

Deals lots of holy-elemental damage to all enemies

Demon Scream

Class: Dark

Level: 7

MP: 12

Deals lots of dark damage to one target

Death

Class: Energy

Level: 7

MP: 20

Lowers one target's HP to 1

Call Bear

Class: Monster

Level: 7

MP: 12

Deals lots of non-elemental damage to one target

Crimson Flare

Class: Fire

Level: 8

MP: 47

Deals incredible amounts of fire-elemental damage to all enemies

Cure Rain

Class: Water

Level: 8

MP: 30

Restores 999 HP to your entire party

Earthquake

Class: Earth

Level: 8

MP: 29

Deals incredible amounts of earth-elemental damage to all ground-based enemies.

Hurricane

Class: Wind

Level: 8

MP: 34

Deals incredible amounts of wind-elemental damage to all enemies

Judgment

Class: Holy

Level: 8

MP: 26

Deals insane amounts of holy-elemental damage to one target

Curse Field

Class: Dark

Level: 8

MP: 50

Deals insane amounts of dark-elemental damage to all enemies

Meteor

Class: Energy

Level: 8

MP: 41

Deals lots of energy-elemental damage to all enemies

Wild Boar

Class: Monster

Level: 8

MP: 22

Calls a stampede of wild boars to deal lots of non-elemental damage to all enemies

ITEMS LIST

This is a list of the useable items in the game and what they do.

NORMAL ITEMS

These items can be purchased in shops, found in dungeons, or dropped by enemies.

Reshi Nut: Restores 30 HP

Bread: Restores 60 HP

Dried Meat: Restores 90 HP

Hill Goat Cheese: Restores 120 HP

Potion: Restores 50% of HP

High Potion: Full HP Restoration

Manama Fruit: Restores 30 MP

Mana Potion: Restores all MP

X-Potion: Restores all HP and MP

Elixir: All characters' HP and MP fully restored

Return Rope: Exit any dungeon

Moldy Bread: Lowers your HP by 60

Rotten Meat: Lowers your HP by 90

Rotten Cheese: Lowers your HP by 120

Namama Fruit: Lowers your MP by 30

Poison Potion: Lowers your HP by 50%. Also used in monster combining.

Death Potion: Lowers your HP to 1. Also used in monster combining.

PRECIOUS STONES

Precious stones are usually found as "Stone?" items. They can be appraised at an item shop and sold or traded.

Garnet (Precious Stone A): A jewel that you can sell for cash!

Amethyst (Precious Stone B): A jewel that you can sell for cash!

Aquamarine (Precious Stone C): A jewel that you can sell for cash!

Diamond (Precious Stone D): A jewel that you can sell for cash!
Emerald (Precious Stone E): A jewel that you can sell for cash!
Pearl (Precious Stone F): A jewel that you can sell for cash!
Ruby (Precious Stone G): A jewel that you can sell for cash!
Third Onyx (Precious Stone H): A jewel that you can sell for cash!
Sapphire (Precious Stone I): A jewel that you can sell for cash!
Topaz (Precious Stone K): A jewel that you can sell for cash!
Turquoise (Precious Stone L): A jewel that you can sell for cash!
Imitation (Precious Stone M): A glass "jewel" of little value.

ABILITY BOOSTERS

Agility Fruit:

PRECIOUS ITEMS

Precious Items are often found as "?" items in dungeons.

Supreme King's Sword: Precious Item A.

Magic Rope Bracelet: Precious Item B.

Falling Star Circlet: Precious Item E.

Books of Truth: Precious Item H.

Legend Slate: Precious Item I. It's in the Earth Dungeon on the floating island
in the Basement level as a "Stone?" item.

Grief Ring: Precious Item L.

Moon Drop: Precious Item M.

Blood-Colored Devil Statue: Precious Item N.

LEGENDARY TREASURES

Star Jewel

Solar Jewel

Rebirth Treasure

IMPORTANT ITEMS

Passage License: Allows you to enter and exit Magool Palace in Soleilant.

Friendship Ring

Champion's Medal: The medal you win when you conquer the A rank in the Arena.

There are some items that resemble Bread, Meat, Cheese, et cetera, that drain
HP or MP instead of restoring it. Throw these items away if you win them in
battle or find them in a dungeon. A few, like the Poison and Death Potions, can
be used in making monsters at the Academy.

"?" Items List

Small Bottle?

Stone?

Tree Nut?

Meat?

Cheese?

Bread?

Book?

Ring?

Bracelet?

Sword?

Stone Statue?

Fire?

Decoration?

The reason that "?" items are good is because, for a fee, you can have them appraised at item shops. The appraisers then tell you what the item is, and it's given back to you in its new, more valuable form.

List of Possible "?" Item Transformations

Small Bottle: Potion

High Potion

Mana Potion

Poison Potion

Death Potion

X-Potion

Elixir

Tree Nut: Reshi Nut

Manama Fruit

Agility Fruit

Growth Fruit

Stone: Garnet

Amethyst

Aquamarine

Diamond

Emerald

Pearl

Ruby

Third Onyx

Sapphire

Topaz

Turquoise

Imitation

Thunder Stone

Magical Steel

Legend Slate

MONSTER LIST

This is a list of all the monsters in the game. This list is sorted like the Combination List at the Soleilant Academy.

BLOBS

Amoeba

L.5: Aqua Bubble

L.10: Melt

Slime

Acid Slime

Poison Slime

Venom Jelly

Bloody Jelly

ENERGY BALLS

Will-o-Wisp

L.1: Energy Bolt

L.1: Flash

Sprite

Spirit

Generator

Dark Matter

DOGS

Wolf

Wolf Leader

Mad Dog

Hell Hound

Cerberus

L.1: Hellfire

L.1: Fireball

L.1: Fire Weapon

L.1: Resist Fire

L.5: Hell's Gate

L.10: Explosion

ANGELS

Angel

Archangel

Dark Angel

BIRDS

Guarder

Rock

Bear Eater

Phoenix

GIANTS

Gigantes

Giant

Titan

Poseidon

SQUID

Kraken

King Kraken

CRABS

Crab

L.1: Turtle Seal

L.5: Aqua Bubble

L.10: Resist Water

Iron Scissor

King Crab

GRIFFIN

Griffin
Hipogrif
Sphinx

GHOSTS

Ghost
 L.1: Mist
Wraith
 L.1: Evil Force
 L.5: Hellfire
Phantom
Lich

GOLEMS

Golem
Wood Golem
Stone Golem
Iron Golem

GOBLINS

Goblin
 L.1: Branch Arrow
 L.5: Goblin Attack
 L.10: Earth Weapon
Hobgoblin
 L.1: Call Bear
 L.1: Earth Weapon
 L.5: Goblin Attack
Goblin Mage
Goblin Lord

SKELETONS

Skeleton
 L.1: Blind
 L.5: Skull Shell
 L.10: Nightmare
Bone Bishop
Skeleton Knight
Skeleton King
Dragon Tooth

BANSHEES

Dryad
 L.1: Snare
 L.1: Mad Hornets
 L.1: Wolf Fang
 L.1: Heal Water
 L.5: Branch Arrow
Siren
Banshee

ZOMBIES

Zombie
Ghoul
Ghast

DEMONS

Gargoyle
 L.1: Hellfire
Demon

Archdemon
Demon King

DRAGONS

Dragon
Brass Dragon
Blue Dragon
Fire Dragon
Armor Dragon
L.20: Earthquake
Tiamat

TREES

Mad Wood
L.1: Wolf Fang
L.1: Riddle
L.1: Snare
L.5: Branch Arrow
Treant

MAGES

Wizard
L.5: Blind
Warlock
Necromancer

SERPENTS

Serpent
Sea Serpent
King Serpent
Hydra

FAIRIES

Fairy
L.1: Resist Wind
L.1: Cure Disease
L.1: Blind
L.1: Wind Weapon
L.1: Energy Bolt
L.5: Air Bind
Pixie

WORMS

Purple Worm
L.1: Earth Weapon
L.1: Stone Shower
L.1: Resist Earth
Sand Worm
Blood Worm

OTHER

Lizardman
L.1: Resist Earth
L.5: Earth Weapon
Mermaid
L.1: Freeze Weapon
L.5: Heal Water
L.10: Battle Song
Witch
L.1: Quick

L.1: Nightmare
L.5: Confusion
L.10: Lightning
Werewolf
L.5: Wolf Fang
L.10: Moonlight

Valkyrie

ARENA PRIZES

As you fight in the Arena in Sel, you gain points. You can use these points like cash to buy items from the Arena Store.

The prizes are:

Elixir: 20 Points
Manama Nut: 2 Points
Mana Potion: 40 Points
Growth Fruit: 40 Points
Burning Earth: 36 Points
Thunder Stone: 48 Points
Dark Soul Liquid: 67 Points
Noujyu's Sap: 54 Points
Cold Fire: 59 Points
Forest Tear Stone: 60 Points
Dueling Sword: 47 Points
Magician's Staff: 47 Points
Monk's Crown: 47 Points
Dragon Fang: 85 Points
Magical Steel: 74 Points
Sadness Jar: 80 Points

All of the items from the "Growth Fruit" on down are used at the Soleilant Academy for combining monsters. They have no other use in the game with the exception that they can be sold for lots of money.

MONSTER COMBINATION CHART

At the Soleilant Academy, you can combine monsters with items to make new, more powerful monsters. The chart at the Academy is gradually filled in as your level goes up. Of course, this prevents you from finding out what the best combinations are near the start of the game. Below is the nearly complete (missing 3) list of the game's monster combos.

KEY: New Monster = Old Monster + Item

Slime = Amoeba + Growth Fruit
Acid Slime = Slime + Rotten Meat
Poison Slime = Slime + Poison Potion
Venom Jelly = Poison Slime + Growth Fruit
Bloody Jelly = Amoeba + Dark Soul Liquid
Spirit = Will-o-Wisp + Growth Fruit
Generator = Spirit + Thunder Stone
Dark Matter = Spirit + Dark Soul Liquid
Wolf Leader = Wolf + Growth Fruit
Mad Dog = Wolf + Noujyu's Sap
Hell Hound = Wolf Leader + Burning Earth
Cerberus = Hell Hound + Growth Fruit
Archangel = Angel + Growth Fruit

Dark Angel = Archangel + Dark Soul Liquid
 Guarder = Bear Eater + Growth Fruit
 Rock = Bear Eater + Magical Steel
 Phoenix = Guarder + Cold Fire
 Gigantes = Giant + Growth Fruit
 Titan = Gigantes + Magical Steel
 Poseidon = Gigantes + Aquamarine
 King Kracken = Kracken + Growth Fruit
 Iron Scissor = Crab + Magical Steel
 King Crab = Crab + Growth Fruit
 Griffon = Hipogrif + Growth Fruit
 Sphinx = Griffon + Growth Fruit
 Wraith = Ghost + Growth Fruit
 Phantom = Wraith + Growth Fruit
 Lich =
 Wood Golem = Golem + Forest Stone
 Stone Golem = Golem + Growth Fruit
 Iron Golem = Golem + Magical Steel
 Hobgoblin = Goblin + Growth Fruit
 Goblin Lord = Hobgoblin + Dueling Sword
 Goblin Mage = Hobgoblin + Magician's Staff
 Bone Bishop = Skeleton + Monk's Crown
 Skeleton Knight = Skeleton + Dueling Sword
 Skeleton King = Skeleton Knight + Growth Fruit
 Dragon Tooth = Skeleton King + Dragon Fang
 Dryad = Siren + Forest Tear Stone
 Banshee = Siren + Sadness Jar
 Ghoul = Zombie + Poison Potion
 Ghast = Ghoul + Death Potion
 Archdemon = Demon + Growth Fruit
 Demon King = Archdemon + Dark Soul Liquid
 Brass Dragon = Dragon + Growth Fruit
 Blue Dragon = Dragon + Aquamarine
 Fire Dragon = Dragon + Ruby
 Armor Dragon =
 Tiamat =
 Treant = Mad Wood + Growth Fruit
 Warlock = Wizard + Growth Fruit
 Necromancer = Warlock + Dark Soul Liquid
 King Serpent = Serpent + Growth Fruit
 Hydra = King Serpent + Poison Potion
 Sea Serpent = Serpent + Aquamarine
 Pixie = Fairy + Growth Fruit
 Sand Worm = Purple Worm + Burning Earth
 Blood Worm = Purple Worm + Rotten Meat

```

                MMMMMMMMMB      MM
            M MM              aMM
                ZM                      WM :MMM
                MM  B   MMM      .MMZ MM MM
    SMMMMMMMMM   MM      :MMMM8MS  MZ
                MM      MM  ZMMM   MM
                SM0      MM@0MM   MM   MM2
                MM      MM0     MM    MM,
    MM
  
```

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If you spot any mistranslations, mistakes, et cetera, please tell me.

Kuroi Hitomi no Noir: Cielgris Fantasm is a copyright of Gust Co.

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