

# Star Ocean: The Second Story FAQ/Walkthrough

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Star Ocean 2 - The Second Story  
Walkthrough (version 0.99)

Based on: PS1, PAL version (SCES-02159, SCES-12159)

- A single save file uses 1 block of space.
- Regarding the PAL conversion, the frame rate is optimized while the resolution isn't.
- You can find a version of this guide based on the NTSC-J version if you follow the link in my GameFAQs info.
- The game has only two mandatory characters: Claude and Rena. You'll have to choose one of them as the main character at the start of a playthrough. The events of the game will be viewed from the perspective of the main character, with relatively minor differences between the two.
- There are 10 optional characters, of which you can have at most 6 join your party. Some of them are mutually exclusive.
  - a. Ashton | Opera (& Ernest)
  - b. Precis | Bowman
  - c. Leon (C only) | Dias (R only)
- Base physical damage is still ATP - DFP. Damage from enemies is multiplied by 1,5. Enemies generally have low defense. Critical hits work the same as before. Elemental resistance is also the same, although equipment can now make you weak to elements. A higher level resistance will supersede a lower level resistance (including weakness).
- As a result of the random variable, damage varies between approximately 98-108%.
- There are no longer any attacks that have the energy-based attribute.
- Attacks can only be blocked from the front.
- Healing spells don't use a random variable this time.
- Battle skills now level up from use. There are no ougis to be learned the same way as in S01.
- Stats:
  - Str | Base ATP
  - Con | Base DFP
  - Dex | Base Accuracy
  - Agl | Base Evade
  - Int | Base Magic
  - Stm | Stamina at the start of battle. Post-battle recovery is still remaining Stamina/8 (percent).
- The game uses the same Exp chart as S01 and S03.
- Incapacitated (killed, paralyzed or petrified) characters don't gain any Exp. Resting will not heal paralysis or petrification. You can't heal the HP or MP of a paralyzed character with magic, but they can't take damage either.
- You can no longer switch weapons or characters during battle and you still can't enable or disable spells during battle.
- You only have two slots for wazas this time. Some wazas behave differently depending on whether they're used at SR or LR.
- Wazas have priority values that determine which one the AI will focus

on using.

- When the target is above the ground, the AI will ignore moves that don't have the "air flag." Some enemies that are merely floating a little above the ground are considered to be in the air.
- If both moves have the same value, either both moves are used evenly or the first one takes priority (the latter mainly happens with high priority moves).
- The AI will use normal attacks on a target whose current HP is low enough for the character to kill them in a single hit. If it's not quite that low, they'll use a lower priority waza instead.
- A lower priority waza will also be used if the higher priority one deals no damage due to elemental resistance (Sword Bomber being an exception (likely an oversight)). Likewise, a lower priority move may be used if the enemy is weak to its element.
- If the character's base damage is high enough, whatever move is in the first slot will be given priority. This won't happen with most moves with a value of 1 unless the damage is much higher than the threshold. The thresholds are roughly as seen below. If you're hovering just around the threshold, you can see both moves being used.
  - 1000: Opera
  - 2000: Chisato, Ernest
  - 3300: Claude, Precis, Ashton, Bowman, Dias
- Priority values seem to change with proficiency. The values I've listed are all based on max level waza.
- If a character can't deal any damage to an enemy, they'll only use normal attacks.
- Fighters will use healing moves when below 25%.
- Rena's AI settings:
  1. Cast healing spells only (when below 2/3 HP). Avoid the enemy.
  2. Cast all types of spells. Heal when below 2/3 HP. Avoid the enemy.
  3. Healing only. Heal when at or below 50% HP. Avoid the enemy.
  4. Don't cast spells. Avoid the enemy.
  5. Don't cast spells. Engage the enemy.
  6. Do nothing.
- The AI won't consider a character to be a valid target for a healing spell if their max HP is less than 2/3 of the spell's base power.
- The AI will still not cast a multi-target healing spell instead of a single target spell if single target spells are disabled.
- The AI will cast Growth on a fighter whose base damage is less than 1/16 of an enemy's HP (no attacks required) (takes Auto-Anger into account) (elemental resistance not taken into account).
- The AI will cast Protection on a character if an enemy's extended base damage is more than 1/6 of the character's max HP (no attacks required) (special attacks with increased ATP are not taken into account).
- Enemies usually target the character closest to them, but also have a habit of going after a character that damaged them. Keep that in mind when using offensive spells.
- When choosing a blue target during battle, left and right lets you scroll the characters in the order as seen in the status bar, whereas up and down use y-axis values. When choosing a hostile target, the cursor moves "visually."
- The game does not prevent you from picking up items that you already have 20 of.
- The Check accessories have been de-nerfed.
- Poison: 1/33 HP (both in battle and on the field).
- Characters reach 9999 HP between Lv100-110 and 999 MP around Lv180.
- The game will use teal for unequipped items as if they were new. This is likely unintentional.
- New pieces of equipment were visible in teal in the equipment menu in the Japanese version, but this is no longer the case in the PAL

version.

- When shopping, pressing Confirm will now complete the transaction(s). You can still buy and sell at the same time.
- IC works pretty much the same way as it did in SO1. Hold Confirm to speed up the animation (PAL-version only). The game no longer takes you back to the IC menu after an attempt, which makes it easier to do IC with a character who isn't the best at the skill. Also, if more than one character is the best at a skill, the game no longer chooses one in random, but instead selects the one at the highest slot number.
- The amount of SP gained when leveling up is about the same as your level figure.
- The amount of bonus SP gained when learning a new Talent is now 100.
- Skill levels are no longer rounded up.
- Some characters start with levels in some skills (even without having bought the sets that include those skills). However, the characters will not receive any of the stat bonuses you would normally receive from raising the skill to that level.
- There's no way to turn off the music or voice acting. (I play the game on mute myself)
- If two spells are cast pretty much at the same time, it may produce a spell fusion effect, resulting in a more powerful spell. Regardless, magic is just not a good source of damage, so it doesn't really matter.
- I'd only recommend playing Second Evolution if you want Trophies.

Here are some of the changes:

- The screen is zoomed in, and areas that don't scroll on the x-axis have been stretched. All in all, the field visuals look worse, whereas the battle visuals look better.
- Voice Collection is gone.
- Voice acting has been re-done and dialog is voiced.
- Bug fixes
- Characters can do a combo with their normal attacks.
- Characters are no longer interrupted if an enemy or another character is pushed on to them.
- Four elements have been removed: Thunder, Star, Vacuum and Void.
- In surprise encounters, your characters start off stunned.
- One new playable character.
- Piety only increases a random stat by 1.
- On the PS4, the game automatically highlights the least recent file in the save data screen. If you're doing two playthroughs at the same time, you need to be very careful when saving the game.

#### Voice Collection

- Similar to SO1, the game features a sound player where you can listen to the voice clips you've triggered. Unlocking a certain number of voices now gives you access to new features (such as higher difficulty levels). There are 1279 voice clips in total. Each fighter has about 90 clips, whereas each mage (4) has about 120. There are 3 bosses who are also part of the collection (about 20 each).
- Unfortunately, the game doesn't provide a figure for how many clips you've obtained, and checking your collection is rather tedious, as you can only browse them in order, one by one. Getting from the beginning to the end takes 51 seconds.
- It's also regrettable that the collection doesn't have its own save file. Instead, it relies entirely on the game save files on the memory cards.
- An optimized way of getting as many voices as possible would involve using the following four parties.
  - a. [R] Precis, Opera, Ernest, Dias, Chisato, Celine
  - b. [C] Bowman, Opera, Ernest, Leon, Chisato, Noel
  - c. [R] Bowman, Ashton, Dias, Chisato, Celine, Noel

d. [C] Precis, Ashton, Leon, Chisato, Celine, Noel

- Getting your collection even close to max is a colossal task, however, and I really wouldn't recommend trying unless you're \*incredibly\* motivated. Getting those rare alternate clips takes ages.
- There are 8 clips that are beta leftovers and thus unobtainable. These are: 489, 774, 787, 797, 1087, 1097, 1103, 1117.
- You can listen to an unobtained voice if there's an obtained voice adjacent to it. Just move the cursor immediately after hitting X.
- For some reason, Rena's Tractor Beam clip is not part of the collection.

#### Bugs

- If you revive / heal an incapacitated character after using the Escape command, the character will take minutes to run away.
- Accessories that increase or decrease stats by a proportional figure are shown to only increase the base stat even though they actually affect the total figure.
- If you change waza settings and leave the menu quickly, you won't have any encounters so long as you don't do anything that makes the game load something. The bug will deactivate if you spend about half a second anywhere in the menu after setting a waza.
- When using Hop Step, Precis may jump hundreds of meters into the air if the enemy was above her.
- The AI does not acknowledge lowered MP costs. As a result, the AI won't use a move if the regular MP cost is higher than their current MP.

#### New Game

- You'll go through some settings when you start a new game, but you can freely tweak them later. The three different "Battle Modes" are simply 3 different presets for the targeting, camera and movement settings.
  - If you have more than one difficulty level available, this is the one choice you can't change after the game has started.
- If you have the patience, keep resetting (or load a save file where you can quickly get a game over (incapacitate all your characters on the field, then trigger a battle) until your main character starts with Dexterity. It's not a big deal if you don't have it, though.

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##### Walkthrough

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Arlia / Salva / Salva Drift  
Cross / Herlie  
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Mars / Heraldry Forest  
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Lacour  
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##### Disc 2 - Energy Nede

Central City / Cavern of the Red Crystal  
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Field of Love  
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Fienal

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---- Disc 1 ----

Inventory: Communicator (Key) [Claude]        \\ Milocinia ||  
Default (Claude Lv1): Scientific Ability Lv1, Functionality Lv1  
- Check the panel, then just move north.

[Rena]                    \\ Arlia ||  
Items: Resurrection Bottle, 200 Fol, Leather Armor, Strawberry Jam,  
Blackberry, Rose Hips, Blueberry  
Inventory: Rena's Pendant (Key), Rena's Hairpin (Key)  
Default (Rena Lv1): Knuckles, Robe, Kitchen Knife Lv1, Recipe Lv4, Good Eye L1  
PC: Claude

Shop:

Blueberry	60 F
Blackberry	200 F
Aquaberry	105 F
Spectacles	8 F

- Tweak the settings. Here's what I use:

Message Speed 1  
Vibration Off  
Confirm R1  
Cancel R2  
Menu L1  
Misc L2  
Waza 1 Square  
Waza 2 X  
Left Triangle  
Right O

- There are 3 different targeting modes. You should probably go with Auto, as it allows you to attack at the highest pace.

1. Auto: No manual target selection. You'll automatically target the nearest enemy.

2/3. Semi-Auto / Manual: Pressing Confirm or one of the waza buttons triggers target selection and pressing one of them again executes the action. On Semi-Auto, the nearest enemy is the default target.

- If you set movement to the analog stick only, pressing the misc. button will zoom out the camera to show all enemies and characters.

- I can't tell any difference between the two camera modes.

- Head to the forest to meet Claude, then return home. Afterwards, you need to talk to some of the villagers to make Claude appear on the west side. Hook up, then return home again.

- Next, go see the village elder and return.
- The next day, go to the forest again.

Item (nc): Long Sword [Claude] \\ Arlia ||

- Go to Rena's house, then visit all the other houses in the village before going back to Rena's place again.
- After some lengthy events, you are free to head out to the world map. Your destination is the next town, which isn't far, but you'll definitely want to get a few levels first. You can rest at the elder's house.
- You should feint the Lizard Axes (by moving away, not sideways). After swinging the air, there's a decent chance they'll do nothing thus allowing you to get a hit in.

Party: Claude [Claude] \\ Salva ||

Items: Heavy Ring, Portrait B

Shop:

Leather Armor	300 F	Iron	200 F
Leather Greaves	50 F	Silver	200 F
Leather Helm	50 F	Gold	300 F

- Visit the mansion, then return to Arlia.

Party: Rena [Rena] \\ Salva ||

- You'll end up stuck in some mansion. There's a hidden path in a room on the first floor.

[Claude] \\ Salva ||

Item (nc): Rena's Hairpin (Key)

- Use the hidden path in the mansion.

[Rena/Claude] \\ Salva Drift ||

Default (Claude2): Long Sword, Leather Armor

PC: Claude Lv2 / Rena Lv1

Boss: Alen Tax

a7	
/	a1: Save Point
A-A	A2: Rose Hips, Blackberry
-A6-5-4	A3: Silver, Blueberry
	A4: Iron
A3-A2	A5: Save Point, Blueberry, Gold, Spectacles
	A6: Gold
a1	a7: Alen Tax (Boss)

- Capital letters indicate areas with items.
- [R] You are in a very vulnerable position seeing as Rena is never really meant to do physical battle. The enemies can strike you down with ease. You should save between every battle at first.
- [R] You've got Heal and you can also return to the mansion to rest.
- [R] There's really not much you can do to optimize your performance here, since most of the enemies have you beat in speed. You may as well just button mash and hope for the best, which consists of the following two scenarios:
  - The enemy decides to do nothing.
  - You get too close to the enemy (or otherwise off-mark), so the enemy will back away to get into optimal range, thus giving you the leverage you so desperately need. If there's a way to do this intentionally and consistently, I don't know what it is.

- [R] You may not want to fight the Vorpall Bunnies. Their attacks are easy to evade, but they hit the hardest, so you can't afford as many mistakes or as much bad luck. When you see one getting in range to attack you up close, feint it in order to (likely) gain an opening. The other ones might still hit you with their ranged attack, so if you don't feel like taking your chances, just flee. The ranged attack will actually miss you so long as you don't move any closer to them.
- Hitting multiple enemies with a normal attack is technically possible, but very rare.

[Boss]

- 400 HP, 150 Exp, 500 Fol
- Party: Rena, Claude
- The ogre-type enemies' smack attack uses double ATP.

\\ Arlia ||

- [C] Go see the elder to get... more dialog (agh...).
- [R] Try to go upstairs, then try to go to the forest.
- [R] After some more talking time, you'll find yourself on the world map.
- Camera rotation on the world map is fixed to L1 and R1. You can toggle the map with Start. Different types of terrain don't usually have different encounter sets.
- [R] You'll want to set Claude as the default controlled character during battle (in the formation menu). Get him some levels to boost his DFP. (The controlled character is actually set to the position, not the character.)
- [C] Rena will need some levels, although no amount of levels will ever allow her to survive for long if and when targeted.
- Although Claude swings his sword horizontally, it doesn't really have any horizontal range. It's got some reach, though, so if the enemy lines up neatly, then, yeah, you can hit multiple enemies, but, otherwise, no.

Item (nc): Ring of Happiness (Artifact) \\ Salva ||

- Go talk to Alen to get the ring. It's got some stat bonuses (MAG +10, Stamina +10, Luck +50), but they don't make any real difference.
- Nc items are items that are obtained on the field through means other than examining treasure chests.

- Do *not* attempt to explore the mountain (west from Cross)! Not quite yet.

Party: Rena, Claude \\ Cross ||

Items: Wooden Shield, Leather Helm, 500 Fol

Items (nc): Passport (Key), 600 Fol, Treasure Map (Key)

PC: Celine Lv8

Default (Celine): Rod, Robe, Pin Heels, Ruby Earring, Prism Ring, Mineralogy Lv1, Craft Lv1, Esthetic Sense Lv5, Scientific Ability Lv2, Fairyology Lv2

Shop:

Resurrection Bottle	3600 F	Knowledge 1	300 F
Cure Paralysis	180 F	Sensibility 1	400 F
Cure Stone	450 F	Technique 1	400 F
Egg/Dairy Products	10 F		

- Go to the hotel.
- Pick up your first skill sets. No need to get any new gear.
  - Knowledge Lv1: Herbal Medicine, Mineralogy, Recipe.
  - Sensibility Lv1: Esthetic Sense, Good Eye, Patience, Courage.
  - Technique Lv1: Kitchen Knife, Whistling, Sketching, Copying.
- Do *not* put any SP into anything until you've maxed out Perseverance

(unless it only costs 1 point).

- If Rena didn't start with Sense of Taste, she can easily learn it.
- If you want Opera in your party (and, by extension, Ernest), you need to start a PA here, then head to the second area where you will briefly run into Ernest. Don't forget that Opera and Ernest are mutually exclusive with Ashton.
- Go to the castle. Once you're allowed to explore the place, just talk to pretty much any NPC and you'll be able to see the king.
- As you're heading out of town, Celine will join your party (you can try to decline, but she won't take no for an answer). She's one of the two offensive mages in the game. However, you'll likely find her to be of more use in Item Creation and possibly stealing. At the end of Cross Cave, you'll need to decide whether to keep her in your party or not. If you're not planning on keeping her, make sure you get the most out of her brief stay. Max out her Playfulness (see below), craft some accessories (Silver Rings, Emerald Rings), and create some minerals for elemental resistance.
- Celine's default spells: Firebolt, Wind Blade, Thunderbolt.
- Talents Celine can easily learn (if she doesn't start with them): Originality, Dexterity, Design Sense, Sense of Rhythm, Sense of Pitch and Sixth Sense.
- [C] You could now get a unique accessory called Leaf Pendant by doing a couple of PAs in Salva. It increases DFP by 30%, which is nice, but it can only be equipped by mages, so I wouldn't bother.
- Head to the east end of the continent. If you run into a Robber Axe, run away.

\\\ Herlie ||

Items: Ring of Sadness, Ringed Mail, Sinclair Sabre, 1200 Fol, Leather Boots  
Shop:

Ruby Wand	600 F	Knowledge 2	1500 F
Brigandine	3500 F	Sensibility 2	1600 F
Silk Robe	1800 F	Combat 1	400 F
Plate Greaves	800 F	Magic Canvas	1000 F
Knight's Shield	1000 F	Magical Clay	600 F
Bandit's Gloves	40 000 F	Seltzer	(100 + 250 * Min) F

- The second batch of skill sets.
  - Knowledge Lv2: Biology, Tool Knowledge, Musical Notation.
  - Sensibility Lv2: Playfulness, Danger Sense, Perseverance, Poker Face.
  - Combat Lv1: Spirit Force, Below the Belt, Strong Blow, Cancel.
- Perseverance costs only 8 SP per level and decreases the SP cost of all skills by 2 points per level. While Doryoku was a terrible investment in S01, this one should be maxed out first thing.
- Raising Playfulness gives you money (a total of 100 000 Fol from the 10 levels).
- There are two ways to easily get the money for the Bandit's Gloves:
  1. Increase Playfulness
  2. Create Silver Charms (10k) and Silver Earrings (7,5k) with Celine.
- Claude can easily learn Design Sense.

\\\ Mars ||

Items: Sour Syrup, Purple Mist, Silence Card, Silk Robe

Shop: Fame Helm - 500 Fol, Magical Hat - 600 Fol

- You can access Heraldry Forest from the west side, although you can't explore most of it yet.
- Some people like to level up in the Lasguss Mountains at this point

in the game, but I really wouldn't recommend that. There's just no need.

Theft: Treasure Chest (Old man - east side)      \\ \\ Mars ||

- You can use the Treasure Chest to obtain 3 random items from a pool of 223 items. Getting a good one isn't hard, but getting one in specific is another matter. I always settle for the first decent thing I get.

̄ Claude / Dias: Oriental Blade, Veil Piercer, Ignite Sword, Force Sword, Marvel Sword

̄ Ashton: Shield Sword, Scyther, Lotus Eater

̄ Opera: Light Box, X Box, Alpha Box, Lunatic Earring

̄ Precis: Ultra Punch, Fire Punch, Great Punch, Atomic Punch

̄ Bowman: Hecatoncheire, Sorceress Knuckles

̄ Ernest: Rose Whip, Light Whip, Spark Whip

Items: Luna Tablet, Crystal      \\ \\ Mountain Palace ||

Items: Lyre, Vegetables, Grain, Seafood      \\ \\ Clic ||

Theft: Mischief (Unique) (Filia [PA])

- One more time: while this is indeed your only brief opportunity to steal the Mischief accessory, I don't think it's worth the effort. If your main character is your thief, feel free to give it a few shots, but don't hesitate to just let it go. If you're determined to get it, get your Pickpocket to at least Lv8. And you \*will\* need that Dexterity on your main. Otherwise, forget it.

- You \*will\* need to trigger the event with Filia if you want to be able to fight the stronger version of the final boss. (There's another event you still need to trigger later, so this one alone has no impact.)

- Right, so, if you're not planning on keeping Celine, have her do some crafting and alchemy now before she leaves. I recommend:

- Alchemy: Ruby, Sapphire, Crystal, Green Beryl.

- Metalwork: Silver Ring, Emerald Ring, Blue Talisman.

- If you have the SP to spare, increase Claude's Danger Sense for a Stamina boost to increase post-battle regeneration and thus help you master those wazas (not that the early ones are particularly good, but still).

Boss: (2x Gargoyles)      \\ \\ Cross Cave ||

C5	A3: Blueberry
c4	A5: Blackberry, Iron
C1b9----b8	A7: Artemis Leaf, Sweet Syrup
B6-b3	A8: Cure Poison
b7   \	A9: Reverse Doll -ID, Lavender, Rock -ID
C2 B5-b4 b1B2	B2: Magic Canvas, Tri-Ball
\ /	B5b: Feather Pen, 600 Fol, Resurrection Mist
c3-A9	B6: Aquaberry -ID
	B5a: Blackberry, Cure Poison
a-A8	C1: Stink Gel, Sweet Syrup
A76-a4A5	C2: Lavender
	c4: Save Point
A3a2	C5: Ancient Writings(Key), 700 F, Green Beryl,
a1	Heart Barriers, 2̄ Gargoyle (Boss)

- It would seem that not every member of the slime and grell families can divide this time.

- If you still have the Strawberry Jam from the beginning of the game, use it right before you pick up the Resurrection Mist to have it placed at the top of your inventory.

- The boss is actually optional. The battle is triggered by examining

the chest at 2 o'clock in C5.

[Boss]

- 1500 HP, W:L, 1000 Exp, 1700 F01 in total

- As you're about to leave the dungeon, you'll be given the choice to keep Celine in your party or part ways (first option to keep). I doubt you've been very impressed with her spells (except perhaps for Energy Arrow), and they're not really going to get any more useful. While the base values for spell damage are hovering around the same figures as before, the problem is that enemies have a lot more HP this time. Even if you do keep her, it's recommended that you replace her with a physical attacker. If you want to use her in Alchemy, you'll need to keep leveling her up for some time to get it to max (and don't forget that you can't create the high-end metals without the support item).
- If you're not keeping her, remove her gear before she leaves.

Theft: Berserk Ring (Angry sailor, harbor)      \\ \\ Clic ||

- Once you've gone through the events here, Clic will become unavailable.
- The sailor with the Berserk Ring won't appear until you've completed Cross Cave. The Berserk Ring doesn't have a DFP penalty this time. If you can't get it in a few tries, just move on.
- Talk to the captain of the ship, then visit the fountain area. Go back and talk to the kid at the harbor who's not moving, then go to the first area to get your money back. Go talk to the two kids again. Talk to the captain and leave the harbor. After the FMV, talk to the captain and go see Ketil.

Item (nc): Mud Boots (Unique)      \\ \\ Mars ||

PC: Dias Lv35 [R] / (Celine) [C]

Default (Dias): Flame Blade, Brigandine, Plate Helm, Mind Ring, 200 SP

- Rena and Claude will split up for the next dungeon.
- Go to the elder's house.
- [R] Go talk to Claude, then talk to Dias (first option).
- [C] Celine will temporarily rejoin the party if you chose not to keep her. Talk to the elder.

Party [R]: Rena, Dias      \\ \\ Heraldry Forest ||

Party [C]: Claude, Celine

Item (nc) [R]: Hut Key (Key)

Boss: Azamgil (& 4x Shielder) [R] / Vermillion [C]

- As already mentioned, you can access the forest from the west side of town.
- [R] Dias comes with the Fire-elemental Flame Blade, but you can certainly use it here.
- [R] ATTENTION! Do \*not\* use Dias's SP on anything that increases his stats. If or when he rejoins the party, his stats (including his level and SP) will reset back to default, although his skill levels won't.
- You'll need to equip the Mud Boots here.
- You'll get a bunch of Ori from the fixed encounters.

b4-B3	
	A1: Rose Hips -ID, Save Point
-a9-b2	A5: Amber Robe
/ B1	A7: Smelling Salts
A8	A8: Dummy Doll
	B1: Flame Blade
A7	a9: Save Point
A5	B3: Mandrake, Vermillion (Boss) [C]
a6-a4-a3	b4: Azamgil (Boss) [R]

[Boss] [R]

- 2000 HP (Azamgil), 1400 HP (Shielder), 1840 Exp, 3750 Fol

- [R] Remove Dias's gear, as he's about to leave the party.

[Boss] [C]

- 3000 HP, W:FL, 1000 Exp, 1000 Fol

\\ Herlie ||

- If you're planning on getting Ashton (which prevents you from getting Opera and, by extension, Ernest), you need to talk to the two guys at the entrance to make Ashton appear at the Salva Drift (this alone won't bar you from getting Opera). Before you head back there, though, you should take the ship to the Lacour continent to get the remaining skill sets as well as Precis (if you want her instead of Bowman).

- It's difficult for me to recommend Bowman, as he's the only character who can't equip a single piece of armor that prevents Paralysis or Petrification.

\\ Hilton ||

Theft: Pyre Tear (Artifact) (Celine - hotel [PA])

Shop: Iron Helm - 1200 Fol, Technique Lv2 - 1600 Fol, Combat Lv2 - 1600 Fol

- Technique Lv2: Craft, Writing, Mech Knowledge, Animal Training.

- Combat Lv2: Gale, Mental Training, Feint, Flip.

- DON'T EVER INCREASE FLIP!

- SE: Gale now also gives you a chance of flying to your target at lightning speed.

- That's the first of only 3 Pyre Tears in the game. It makes you weak to Water, but converts 10% of magical damage to MP.

- Staying at the hotel triggers an optional event. This will even happen in the post-game at which point it really doesn't make sense anymore.

- You can now get the remaining skill sets. You can also start writing skill books, but they're not very useful this time.

- In SE, Strong Blow, Provocation and Float have been removed, while 3 new combat skills for mages have been added.

- Trance: Chance to increase magical damage / healing power.

- Concentration: Chance to avoid being interrupted when casting.

- Recast: Reduce casting cooldown.

\\ Lacour Region ||

- Shyness Ladies cast Dark Saber (but only twice) (500 pod in a linear area) and all members of their family can double the ATP of other enemies.

\\ Linga ||

PC: (Precis Lv15)

Default (Precis): Magic Hand, Brigandine, Boots, Round Shield, Talisman,

Functionality Lv3, Mech Knowledge Lv1, Mech Operation Lv1, 100 SP

Shop:

Amber Robe	4000 F	Knowledge Lv3	2700 F
Smith's Hammer	250 F	Technique Lv3	3600 F
Material Kit	1200 F		
Fountain Pen	460 F		

- Knowledge Lv3: Mental Science, Fairyology, Piety.

- Technique Lv3: Scientific Ability, Musical Instrument, Metal Casting, Mech Operation.

- One more time: Precis and Bowman are mutually exclusive.

- To get Precis, trigger a PA event (on the north side with Claude,

south side with Rena) after the initial non-PA event.

- If Precis doesn't start with Originality, Dexterity or Design Sense, she can easily learn them.
- Bowman isn't available until after the events in Lacour. You can explore Linga Sanctuary right away, though, if you feel like it.
- Get Precis's Machinery to Lv6 or so, so you can create an Iron Punch. Use it to create a Great Punch (Lv5 Customize is enough). Whether or not you got Precis, you'll want to use Machinery to create IC support items. Seeing as the kits are a bit pricey, I'd give it 5 tries before reloading (unless you're missing only a few items).
- If you want more money, this is the stuff that's worth the most: Erlenmeyer Flask, Element Analyzer, Graphic Software, RIRICA, Survival Kit (for some reason, the Magician's Hand is considered less valuable than the Bandit's Gloves)
- Note that the IC menu wraps, so to get to Machinery, you only have to press up.
- If you're planning on getting Opera as well, there's no need to try and create all of the support items right away.

PC: (Ashton Lv17)

\\ Salva Drift ||

Default (Ashton): Twin Swords, Ringed Mail, Fame Helm, Boots, Talisman, Useless Decoration, 100 SP

- One more time: Ashton and Opera are mutually exclusive (and Opera is required to get Ernest). It's possible to explore the dungeon without Ashton joining you, however.

```

          a7
B1      /
||      A-A      A6: Maple Syrup
A9-A8-A6-5-4      A8: Brigandine
|        |      B1: Aquaberry, Iron, Gold Earring
B2      A3-A2      A9: Cinderella Glass
          | |      B2: Save Point, Diamond, Star Ruby
          a1
          |

```

- When you catch up with Ashton in B2, he'll ask you to help him with his situation (1st option to agree). If you refuse, you can still get Opera instead, but if you approach Ashton again, he'll join you without giving you a choice. If you want the treasure (which is nothing impressive), but don't want him, you have two choices:
  - Refuse to help him, then leave Salva, and he'll be gone.
  - Don't trigger the scene in B2 and come back after the events in Lacour.
- Ashton can easily learn Originality, Dexterity, Sense of Rhythm and Sense of Pitch.
- I don't think there's anything you can do to get rid of Ashton, so completing his sidequest is entirely optional (you need to do it for the Trophy, though).

[Ashton] \\ Mars ||

- Check one of the bookshelves at the elder's house (3rd option).

Item (nc): 3000 Fol [Ashton] \\ Cross ||

- Go see the king.

Item (nc): Silver Goblet (Key) [Ashton] \\ Mountain Palace ||

Boss: Nightmare

- The map is three pages down.
- Talk to the guard to rest.

[Boss]

- 9000 HP, 4000 Exp, 2200 Fol, Heal Ring

Item (nc): Tears of the King (Key) [Ashton] \\ Lasguss Mountain ||

Boss: Xine

- Just follow the left path to the nest.
- Pyre Shelly can cast Blood Scylla (310 pod, U) and Eruption (900 pod, F).

[Boss]

- 20 000 HP, R:FI, 8300 Exp, 3200 Fol, Luna Talisman

- The large avians' Master Attack has double ATP.

- Afterwards, return to the area where Ashton first joined the party.

\\ Desert ||

Lost & Found: Damascus / Orichalcum (Sandworm),

Fairy Glass / Orichalcum (Rolesher)

- You'll find this place beyond the Lasguss mountains. The xp is bad for some reason, but you can easily hoard up on Damascus and Ori.

- That said, do create some weapons once your Customize is high enough. You could also create some armor using Blacksmith. The success rate is refreshingly high in that one.

- In the PSP version, you can use left and right to scroll pages in some of the menus.

\\ Lacour ||

Item: Star Ruby

Items (nc): (Star Ruby, Rainbow Diamond), (One of a-d), Tournament Pass (Key), Sharpness (Unique, Temp)[R], Sharp Edge (Unique), 6500 Fol

a. Sinclair Sabre, Brigandine, Plate Helm, Silver Greaves, Buckler  
(100 ATP, 99 DFP)

b. Long Edge, Leather Armor, Leather Helm, Leather Greaves, Wooden Shield  
(285 ATP, 16 DFP)

c. Gusguine, Banded Mail, Banded Helm, Plate Greaves, Knight's Shield  
(250 ATP, 46 DFP)

+ 2x Sweet Syrup, Mixed Syrup, Blackberry (a, b, c) [C]

d. Walloon Sword, Ringed Mail, Iron Helm, Iron Greaves, Round Shield  
(240 ATP, 59 DFP)

+ Fruit Syrup, Fresh Syrup, Attack Vial, Violence Pill [C]

Theft: Fairy Tear (Artifact) (Guy in blue - first area north),

Pyre Tear (Woman - area before the castle)

PC: Dias [R]

Shop: Sensibility 3 - 2700 Fol, Combat 3 - 4500, Smith's Hammer, Fountain Pen

- The last two skill sets:

- Sensibility Lv3: Functionality, Effort, Radar.

- Effort has been boosted in SE and now gives 50% xp to next level.

- Combat Lv3: Counterattack, Body Control, Parry, Motormouth, Provocation.

- Level 1 Provocation is enough to get the voices.

- You can't buy any equipment yet.

- The item shop is on the east side like the other ones, but it's a little hard to notice. It's in the same area as the ingredient shop.

- If you want an extra Rainbow Diamond (in addition to the one you'll soon find in a dungeon), you can do a PA here where you have to buy Gold on the east side for an old woman on the west side.

- The woman with the Pyre Tear will be gone once you've been to the castle. The guy with the Fairy Tear will also disappear after some of the events here.

- Steal the Tears, then enter the castle, but leave right away, then go

back and talk to the other receptionist to sign up for the tournament.

- You won't be able to fight in the tournament using any of your own gear.

You have to use the items provided by one of the four possible sponsors found on the east side of town (3 on the street, 1 inside a shop).

- Once you've made your choice (I take d myself), go save your game, then stay at the inn.

- [R] Visit the west alley for a scene, then talk to the warriors at the bar and try to leave. Afterwards, return to your room. Next, make your way to the stadium and talk to the receptionist. You will briefly team up with Dias again. He'll come with whatever equipment you left him with. Go to Gamgee's shop on the west side of town then the bar. Next, go talk to the receptionist at the stadium. Dias leaves at this point. Next, go talk to Claude among the audience, then Gamgee on the other side, then return to the north side. After the battles, just leave and come back.

- [R] Claude will be controlled by the AI in these battles.

- [C] Make your way to the stadium and talk to the receptionist, then the fighters in the waiting room. After the first and third battles, go talk to your party members in the audience on the north side. You can't win the battle against Dias. If you fail to make it to the final round, reset. You'll get to keep any of the healing and support items you didn't use (they'll remain at the top of the item list unless you already have them in your inventory).

- Once the tournament is over, go see Gamgee to obtain the Sharp Edge. DO NOT MISS THIS WEAPON! You'll only get it if Claude reached the final match in the tournament.

- Go talk to your sponsor to receive the equipment you used.

- Leave the city and come back, and the shops will be open for business again.

Shop:

\\ Lacour ||

Walloon Sword	3900 F	Plate Helm	7000 F
Gusguine	4500 F	Silver Greaves	5200 F
Long Edge	12 300 F	Buckler	650 F
Twin Edge	3000 F	Sweet Syrup	300 F
Hard Whip	3000 F	Fresh Syrup	800 F
Crest Rod	1200 F	Mixed Syrup	500 F
		Fruit Syrup	600 F

- If you're getting Opera, buy her a Plate Helm, Silver Greaves and a Buckler, and create a Plate Mail, Barrier Armor or Core Plate.

[Opera] \\ Hilton ||

- If you didn't get Ashton and want Opera instead, go to the bar to run into Opera (assuming you saw Ernest back in Cross) (not a PA).

Item (nc): 10 000 Fol [Opera] \\ Cross ||

- Go see the king (4th option).

\\ Salva ||

- Ruddle is once again in need of directions. Tell him Herlie is to the north (1st option).

\\ Mars ||

- Find Ruddle at the shop. Tell him to go east (1st option).

\\ Hilton ||

- 1st option.

Item (nc): Funny Slayer (Artifact) \\ Herlie ||

- Find Ruddle at the inn.

[Opera]                    \\ Mountain Palace ||

PC: Opera Lv21

Default (Opera): Booster Box, Ringed Mail, Banded Helm, High Heels,  
Reverse Doll, Craft Lv1, Metal Casting Lv1, Functionality Lv1,  
Mech Operation Lv3

Boss: 2x Flare Lizards

C1		A1: Luna Tablet, Crystal
b6-B7-b8-b9	E2	A8: Artemis Leaf -ID
	d9-e1-e3	B4: Shiny Earring -ID,
b3-b2	e4	Resurrection Bottle
b5-B4	E8765	B7: Cure Stone, Sweet Syrup
a9b1c2	d8	b9: Save Point
c3	??	C1: Cestus, Orichalcum -ID,
A8a7-a6 c4	c9-d1-d2-d3d4d5	Nightmare (Boss) [Ashton]
		D7: Fairy's Statue, Emerald Ring
a5-a4c5c6c7	D7-d6	d8: Save Point
		d9: 2x Flare Lizard (Boss) [Opera]
a3-a2-c8		E2:Crest Rod,AmberRobe,Damascus-ID
A1		E8:Damascus,FairyCologne,Wolfsbane

- You'll catch up with Opera in d1. Choose the 1st option to have her join.
- Opera can easily learn Originality, Design Sense, Sense of Rhythm and Pitch.
- The door in d5 doesn't seem to have a purpose.

[Boss]

- 5000 HP, W:W, R:FT, 8000 Exp, 16 000 Fol, 2x Reflection Rings
- The large lizards are among the most dangerous enemies in the game. If you're prevented from being pushed back, their breath attack will repeatedly hit you at an incredibly high rate. You can easily avoid it when in manual control, but the AI-controlled characters won't stay standing for long, not on a battlefield this small. Aside from that, there's their normal attack, which is simply too fast to evade.

Item (nc): Seventh Ray                    [Opera]                    \\ Arlia ||

- If you want Opera but not Ernest, do \*not\* trigger this event.
- Go to the forest for a scene. You'll receive the weapon if you have Precis in your party.

- Both Precis and Opera have some battle skills that they can only learn from items they've created through Machinery. Of these, I would only recommend Precis's Barrier (from Plasma Zap-Stick).

\\ Linga ||

- Go to Kieth's house, then talk to Bowman at his shop.

Boss: (3x Visseyer)                    \\ Sanctuary of Linga ||

	A1: Lavender (nc), Ruby, Might Chain
	A2: Rose Hips (nc)      A3: Aceras (nc)
B2	A4: Wolfsbane (nc), Mixed Syrup, Bubble Lotion
AA7\ /	A6: Artemis Leaf (nc)
8A7-A9B1	A5: Mandrake (nc), Rainbow Diamond,
_	Clarisage (Key) / Lavender(nc),Clari/Aceras(nc)
/ A5A6	A7: Poison Check, Clarisage / Lavender (nc)
A	A8: Clarisage / Rose Hips (nc)
3-A4	B1: Dill Whip (Key) / Lavender (nc)
\	A9: Straight Punch, Dill Whip / Aceras (nc),

- You need to get either a Clarisage or a Dillwhip. Once you've gotten one of either, the remaining ones will turn into common herbs.
- If you're planning on putting Dias in your active party, make sure you hold on to that Rainbow Diamond.

[Boss]

- 10 000 HP, W:TL, I:V, 12 600 Exp, 21 000 Fol
- Normally I would advise you to run away from the slug-type enemies, but since this is a boss, you don't have that option. The reason I would tell you to avoid these enemies should quickly become apparent. Any character that gets close to them is very likely to end up eaten and thus incapacitated. If all characters get eaten, it's game over. Each slug can only hold one character at a time. They'll spit out the character if attacked. Since you likely have a party of 4 characters, you don't really have to worry about this one.
- If there's anything you'd like to buy in Lacour or anything you'd like to do on the Cross continent, do it now.

PC: (Bowman Lv25)

\\ Linga ||

- Default (Bowman): Cestus, Brigandine, Suede Boots, Herbal Medicine Lv5,  
Biology Lv4, Mental Science Lv2, 100 SP
- Return to Bowman, then go see the linguist. At Bowman's place, go see Bowman. If you don't have Precis, he'll offer to join the party.

Item: 10 000 Fol

\\ Lacour ||

- Items (nc): Plate Mail, Link Combo (Artifact)  
(T)PC: Leon Lv30
- Default (Leon): Thick Book, Amber Robe, Suede Boots, Mineralogy Lv3,  
Scientific Ability Lv4, Fairyology Lv1
- Go to the castle's basement. Talk to Gamgee in the main hall on your way.
  - [R] Since there's no way to keep Leon in your party, you should max out his Playfulness before he leaves after the next dungeon.
  - Link Combo has been brutally nerfed. It requires an accessory slot, only allows you to link two moves, and, last but not least, requires that you prevent another character from using waza.
  - If you still haven't started wearing Stone Checks and Paralysis Checks, now's a good time. You can easily make both with Rena.

\\ Hilton ||

- You can't take a ship to the Cross continent until you're done with the next dungeon. The shops in Lacour will not re-open until the post-game, though.
- Take the ship to the continent where the Hoffman Ruins are. You can sail back anytime you want.

Item (nc): Energy Stone (Key)

\\ Hoffman Ruins ||

PC: (Ernest Lv25)

- Default (Ernest): Leather Whip, Brigandine, Boots, Herbal Medicine Lv5,  
Patience Lv5, Whistling Lv4
- Bosses: 2x Harfainx, (Ghost)

A6: Cure Stone      A7: Recoil Bracelet  
A8: Angel Hair, Light Box  
a9: Save Point

	a9*/ \	B2: Holy Mist, Green Beryl
	b1 B3 B5	B3: Cure Paralysis
	\ / \	B5: Zephyr Earring, Orichalcum,
	D2-D1 b4	1-Up Pudding, Gold
	\	B6: Hyperball
A8	/ B6	B7: Diamond, Spring Water
A7-a b1*	/	B8: Fruit Syrup, Hot Syrup,
A6-5-a9	C9 B7-B8	Peep Half / Walloon Sword
a4	/ B9	B9: Material Kit, Peep-Peep Bomb
	c7-c8-C1	C1: Blackberry, Green Beryl
a2 a3		C2: Sturm Ring
a1	C6C5 d3 C2	C3: Spring, Save Point
	/	C5: Paralysis Check
	c4-C3	C6: Sour Syrup, Artemis Leaf -ID
		C9: Hexagram Card D1: Aquaberry
		D2: Dictionary, Cure Paralysis

- Within the dungeon, you'll find some explosives that you can detonate, although only in one case (b4) does it do anything other than damage your party.

- You'll get either a Peep Half or a Walloon Sword from one of the chests in B8. I don't know how it's determined. Simply loading the game doesn't affect it.

[Boss] (d3) FWTIESULDV

- 36 700 HP, 40 000 Exp, 10 000 Fo1 R WR RRWWI  
- Thunderstorm: 750 pod (3 times each)

- If you triggered the scene in Arlia involving Opera's crashed ship, you'll fight another boss as you're about to leave.

[Boss] (a1)

- 8200 HP, W:L, 5200 Exp, 8500 Fo1  
- Opera is unavailable in this battle.

- You'll now have to choose whether to keep Opera in your party or not (1st option to keep). If you do, Ernest will join as well.

Theft: Battle Suit (Artifact) (Ernest [PA]) \\ Mars ||

Theft: Battle Suit (Artifact) (Ernest [PA]) \\ Linga ||

- The Battle Suit has a DFP of 500 and can be equipped by everyone. It's so powerful I'd have to recommend against using it until later.

\\ Lacour ||

- Go see the king. Leon leaves the party.

- If there's anything you'd still like to do on Expel (besides the mandatory story events), do it now.

Item (nc): Thunder Punch \\ Lacour Front Line ||

PC: (Dias Lv35) [R]

Default (Dias2): Flame Blade, Brigandine, Plate Helm, Silver Greaves,  
Fine Shield, Mind Ring, 200 SP

Shop:

Gusguine	4500 F
Long Edge	12 300 F
Plate Mail	13 400 F
Fine Shield	6800 F

- Head to the commander's office, then go talk to Dias.

- [R] You'll now get to choose whether or not to have him join the party. He's managed to lose the weapon he used in the tournament,
- Head to the north end.
- Talk to a few people and a scene should occur when you enter the hallway from the stairway. When fighting Shin, you just need to survive for a while and the battle soon ends.
- Next, visit the commander's office then the infirmary. If you have Precis, you'll receive a Thunder Punch during the next event.
- You need to lose in the second battle against Shin.

\\ Eluria Colony ||

Items (nc): Veil Piercer, Fine Shield, Plate Mail, Plate Mail, Rune Cap, Giant Fists, Silver Greaves, Silver Greaves, Metal Fangs, Silver Robe, Silver Robe, Shield Sword, ID Card (Key)

PC: (Leon) [C]

- Go see the elder.
- [C] You'll now have to choose whether to keep Leon in your party or not (2nd option to keep).
- You can find the items in the house where you can buy supplies.

\\ El Continent ||

Lost & Found: Barrier Shield (Defender), Hermit Helm (Elder Magius)

Lost & Found: Chaos Mail (Darth Widow)                      \\ Eluria Tower ||

Theft: Battle Suit (Cadet) [C]

Boss: Shin (+ 2x Stone Statues)

b8	A2: Meteor Ring, X Box, Steel Helm,
B6-B7	Stone Check, Holy Mist
/B5	A4: Crestier Guard, Trickster (Unique),
b4	Musical Software (Artifact)
b3	A3: Cure Paralysis, Sapphire, Aquaberry
b2	a5: Save Point
b1 A8	A6: Star Ruby, Cure Stone
a9 A7	A7: Crystal, Ultra Punch
A6	A8: Fresh Syrup, Crestier Guard, Core Plate -ID,
a5	Card Key (Key) (nc)
A4A3	b2: Save Point                      b3: Shin (Boss)
A2	B5: Splinter, Spring Water
	B6: Giant Fists, Murasame
a1	B7: Gale Earring

- The Cold Lizard's breath attack is Water-elemental, so you probably don't want to use the Melufa here.
- Trickster may give you Mithril, Rune Metal and Rainbow Diamonds.
- The password is 'Apoca.'
- [C] After entering the password, go save the game in b2 before approaching the west side of b1. You can steal the Battle Suit from the NPC on the right side of the door. Talk to Ronix to return.

[Boss] (b3)                      FWTIESULDV  
 - 21 000 HP                      RRRRRRRRRR  
 - 45 400 Exp, 52 100 Fol, Emerald Ring

- Make sure you get the remaining chests before you go to b8.
- You have to survive for a while in the battle against Berle. Afterwards, you'll be given the chance to save as Disc 1 ends.

\\ Central City ||

Theft: Fairy Tear (Woman with heart bubble - inn), Treatise (blue guy - 3rd floor of City Hall)

Shop:

Ignite Sword	17 000 F	Plate Mail	13 400 F
Electro Gun	15 000 F	Silver Robe	10 000 F
Great Punch	14 000 F	Steel Helm	16 000 F
Scyther	18 000 F	Lezard Flask	120 000 F
Pain Cestus	15 000 F	Beret	40 000 F
Hecatoncheire	16 200 F	Silver Rod	9800 F
Light Whip	14 000 F	Heraldry	7000 F

- Having the Lezard Flask allows you to create Rune Metal, Rainbow Diamonds, Moonite, Sage's Stones, Meteorites and Mithril in Alchemy. (You can buy Iron in North City.)

- Equipping the Beret slightly increases your rate of success in IC.
- If you still don't have Stone Checks for everyone, dupe the one you found at Eluria Tower.
- Make sure you see Chisato on the west side.

Boss: Synard

\\ North City ||

Shop:

Eagle's Claws	20 000 F	Harmonica	500 F
Steel Armor	52 000 F	Lyre	5000 F
Mithril Coat	15 000 F	Cembalo	8000 F
Jeanne's Helm	8600 F	Organ	12 000 F
Crestier Guard	36 600 F	Violin	21 000 F
High-Laced Shoes	4100 F	Piano	30 000 F
Steel-Toed Boots	3200 F		

- Pick up the instruments if you want to use Orchestra.
- Go to the Psynerd center office to trigger a scene.

[Boss]

- 43 000 HP, W:T, 80 000 Exp, 20 000 Fol, Mind Ring

\\ Noel's House ||

Items: Nature's Life Force, Pet Food, 50 000 Fol

PC: Noel Lv40

Default (Noel): Metal Fangs, Mithril Coat, Suede Boots, Poison Check, 290 SP

- If you're not keeping Noel, use his SP to max out Playfulness.
- There are some cases where Noel is a better choice than Rena. While he doesn't learn Raise Dead or Anti, he does learn Bless, which increases accuracy. I still stick to Rena, though (she can increase accuracy too with Angel Feather, although not as much).

Boss: 2x Arcmene

\\ Cavern of the Red Crystal ||

A4-A5-a6	A2: Resurrection Bottle
\ a8	A3: Moonite -ID, Dream Bracelet, Heraldry
A2\ A7	A4: Cinderella Glass
a1 A3	A5: Flying Hawk Robes, Chisato's Job ID (Key)
	A7: Save Point, Fruit Syrup, Meteorite -ID

[Boss] (a8)

- 40 000 HP, W:T, 78 000 Exp, 52 000 Fol

- Afterwards, you'll obtain a Synard and get to choose whether or not to keep Noel in your party (1st option to keep). If you're down to your

last slot, then it's a choice between him and Chisato, I would recommend Chisato.

Items (nc): Rune Codes (Key), Link Combo      \\ Central City ||

PC: Chisato Lv40

Default (Chisato): Stun Gun, Mithril Coat, Jeanne's Helm, Silver Greaves, Gale Earring, Copying Lv4, 290 SP

- Find Chisato on the second floor of the city hall (1st option to have her join).

- Go see Narl. Next, you need to get the jewels from the four Fields. You can do them in any order.

- If you're going to use Chisato, get her to Lv60. The Field of Power is the best place to do so. Her weapon of choice should be the Electron (the Psychic Gun would quickly drain her MP).

\\ Armlock ||

Theft: Musical Software (NPC on the left - Skill guild)

Shop:

Force Sword	50 000 F	Lotus Eater	188 000 F
Lightning Gun	158 000 F	Ruin's Fate	190 000 F
Atomic Punch	170 000 F	Spark Whip	160 000 F
Alpha Box	139 900 F	Ruby Rod	80 000 F
Rune Full Moon	50 000 F	Grizzly Claps	140 000 F
		Encyclopedia	50 000 F

- If you missed the Music Software back in Eluria Tower, you'll have to steal one. Apparently, it has no effect on Orchestra, though.

Item: Fairy Glass      \\ Giveaway ||

Shop:

Dictionary	20 000 F	Paralysis Check	6000 F
Holy Cloak	30 000 F	Stone Check	7000 F

- If you *still* don't have Stone Checks for everyone, then... Yeah.

\\ Snowfields ||

Lost & Found: Meteorite / Orichalcum (Mount Snow),

Rune Metal / Rainbow Diamond (Snowman)

- The giant-type enemies' smack attack uses double ATP.

\\ Fake Gallery ||

Shop:

Mithril Mesh	250 000 F	Sacnoth's Helmet	12 000 F
Wizard's Mail	240 000 F	Tri-Emblem	31 419 F
Mithril Helm	83 400 F	Magical Rasp	350 000 F
Wizard's Hat	65 200 F		
Mithril Greaves	76 000 F		
Rare Gauntlets	105 000 F		

- This one's on the first little island south of Giveaway.

- Having the Magical Rasp changes the items you can create through Blacksmith. Make sure you've already created everything you need before buying it. I recommend getting these for all the characters you use:

- Barrier Armor (Ori): Ashton, Opera, Bowman, Chisato
- Mithril Dress (Mit): Rena
- Mithril Shield (Mit): Claude, Ernest, Dias
- Jeanne's Shield (Mn): Precis, Chisato
- Star Greaves (Met): All fighters who don't have Bunny Shoes
- Star Guard (Met): Opera, Ashton, Bowman

- Witch Boots (Mn): Rena
- Once you have the Rasp, you should get these:
  - Duel Suit (Dam): Claude, Ashton, Dias
  - Sylvan Mail (Met): Chisato, Precis, Opera
  - Mirage Robe (RM): Rena
  - Duel Helm (Dam): Claude, Ashton, Bowman, Ernest, Dias
  - Pallas Athena (Mit): Claude, Precis, Ernest, Dias
- With these, you can finally let go of the Check accessories for most characters. You'll want to replace them with Berserk Rings, Atlas Rings and Might Chains. Opera and Ashton can't get immunity to Paralysis from anything other than the accessory, but having one character vulnerable to it is no big deal. As already mentioned, Bowman gets the short end of the stick, as he can't equip a single piece of armor that would protect him from Paralysis or Petrification.
  - The Atlas Ring makes you weak to all elements, but this should only occasionally become an issue.
- When using Blacksmith, I usually give it two tries before I load the game.

Theft: Bunny Shoes (Guy in bunny suit)            \\ Fun City ||

Shop:

Evening Dress	5000 F
All-Purpose Knife	12 000 F

- You can get more Bunny Shoes from the Bunny Races. Forget the stats. Just bet on the shoes whenever they show up. The odds aren't that good, so if it feels too tedious, just move on.
- The arena has four modes: Duel Battle, Bullying Battle, Team Battle, and Survival Battle.
  - Duel Battle involves fighting 4 battles one-on-one. You can win each prize once with each character. If you've already won an item with a specific character, you'll get a cash prize of 10 000 Fol instead.
  - Bullying Battle involves fighting 3 groups of enemies with a single character.
  - Team Battle involves fighting up to 5 one-on-one battles with up to 5 different characters. It ends once you've either won or lost 3 matches. The enemies are fought in random order except for the fifth one. A single character can be chosen more than once but not in consecutive battles. If a character chosen more than once falls, they'll be revived with 1 HP in their next battle. If a character is paralyzed or petrified, they will not be healed and thus will inevitably lose their subsequent matches. You can get the prizes 3 times.
  - Survival Battle involves fighting 50 battles with a single character. The reward is the Fortune accessory (Unique). I've never actually gotten it myself, though.
- Like before, you'll be provided with a few healing items (as seen below) and you can't use any of your own. You can't keep any of the items the enemies may drop.
  - Duel: 3x Blueberries, Blackberry, Aquaberry
  - Bullying / Team: 5x Blueberries, Blackberry, Aquaberry
  - Survival: 5x Blueberries, 5x Blackberries, 3x Aquaberries, 3x Maple Syrup, 5x Sweet Syrup, 5x Sour Syrup, Fruit Syrup, 5x Lavender, 5x Artemis Leaves, 5x Energy Tonics, Medical Rinse, Attack Vial, Fairy Glass, Skanda Compress, Kamikaze Tonic, Smoke Oil, Paralysis Oil, Shock Oil, Smoke Mist, Paralysis Mist, Madness Mist, Bubble Lotion,

Bitter Lotion, Melting Lotion, Stink Gel, Mental Pot, Natural High,  
Lilith Tonic, Pixie Cologne

#### Duel Battle

E Rank | a. Peep Half (fighters) / b. 5x Frog (mages)  
D Rank | a. Flare Bomb, Assault Bomb, Tetra-Bomb, Protection Bomb, Nuclear Bomb  
| b. Star Ruby, Damascus, Rune Metal, Orichalcum, Moonite,  
| Meteorite, Mithril  
C Rank | a. Shark Potstickers, Bird's Nest Soup, Peking Duck, Ishidaya Tea  
| b. Apple Cider, Aged Berry Juice, Yaegaki Tea, Yukiyucho Tea,  
| Root Beer  
| c. 5x Seltzer (?)  
B Rank | a. Moon Tiara / b. Magical Drops  
A Rank | Claude: Windsley                      Dias: Cromlea  
          Chisato: Aero Gun                     Ernest: Cat o' 9 Tails  
          Precis: Hyper Punch                  Rena: Fellper Nails  
          Opera: Psycho Box                   Celine: Prime Prayer  
          Ashton: Doubledemon Sword        Noel: Death Fangs  
          Bowman: Flare Burst                Leon: Book of Awakening

#### Bullying Battle

F Rank | 1000 Fol, 2 SP  
E Rank | 5000 Fol, 5 SP  
D Rank | 10 000 Fol, 15 SP  
C Rank | 20 000 Fol, 30 SP  
B Rank | 40 000 Fol, 50 SP  
A Rank | 80 000 Fol, 100 SP

#### Team Battle

F Rank | Purple Mist  
E Rank | Zephyr Earring  
D Rank | Magic Cross  
C Rank | Dream Crown (Artifact)  
B Rank | Right Cross  
A Rank | Star Guard

- Without the new Blacksmith gear, your chances of getting past any Ericoduses aren't too good. Even with it, characters with low Con (such as Chisato) will need a little luck.
- Reflect Guardians can be tricky, but they'll occasionally just wander around giving you a chance to hit them in the back. The following wazas also work: Barrier, Bloody Mary, Head Splitter (from an angle), Dead Triangle.
- Dragon Axes will only attack you if you attack them or get close to them.
- Foragers will likely block all of your frontal attacks. If they're going to use their jump attack or fireball attack, you can hit them in the back by executing a fast close-range waza while close to them in an angle.
- Make sure you pick up a Dream Crown for Rena.

Item (nc): Jewel of Courage (Key)                      \\ \\ Field of Courage ||

Boss: Guardian

A6-a5-----A7	A2: Sour Syrup
	A3: Spring Water
A4--\ /--A8	A4: Jeanne's Shield
\ b2	A6: Warrior Statue (Key) (nc)
A3/ b1-A9	A7: Scyther
/--/   b5	A8: Mithril Greaves
-A2--a1-----b3-b4	A9: Stone Check
	b5: Save Point, Guardian (Boss)

- In most areas, if you try to move back to the previous area, you'll end up looping or be taken to a1 or A2.
- The Fenrir Beast's breath attack is Water-elemental.
- The Riki-type enemies' crash attack uses double ATP.
- Once you have the Warrior Statue, you can use the elevator in b4.

[Boss]

FWTIESULDV

- 130 000 HP RR R W
- 150 000 Exp, 64 000 Fol

\\ Field of Intelligence ||

Items: Jeanne's Helm, Alpha Box, Mirror of Wisdom, Rune Metal, Great Punch, Fruit Syrup, Fairy Glass  
 Item (nc): Jewel of Intelligence (Key)  
 Lost & Found: Silver / Mithril Shield (Reflect Guarder)  
 Boss: Magic Hand, 2x Magicboxes, Workbox, Guardbox  
 - No map this time. It's easy to navigate, though.  
 - The Controllers can take control of a character and make them run around while periodically losing 5% HP.  
 - Once you've activated all the thingies, head out to save before taking the new warp pad.

[Boss] FWTIESULDV  
 - Magic Hand: 60 000 HP RRR RRR R  
 - Magic Box: 30 000 HP, 1000 DFP A R W  
 - Work Box: 30 000 HP, 1000 DFP R W A  
 - Guard Box: 30 000 HP, 1000 DFP W A A  
 - 80 800 Exp, 82 200 Fol, Rare Gauntlet

Item (nc): Jewel of Power (Key) \\ Field of Power ||

Boss: Guardian

b4	
b3	
\	
b2	
	A2: Jeanne's Armor, Assault Bomb, Melting Lotion
B1	A3: Marvel Sword
	A4: Rune Full Moon
-----A8-a9	A5: Blackberry
	A8: Mithril Helm -ID
-a6A5A4/	B1: Atlas Ring
\	b2: Save Point
A3---A4	b3: Guardian (Boss)
a7--/	
/	
a1-A2	

- There are 5 fixed Yeti encounters here. The Yetis don't really attack you much. Instead, they'll try to get to the switch that's behind you at the start of the battle. If one of them does, the battle ends and the path will end up blocked.
- In A4, there's a spot where you'll be given the choice to shout. Doing so kicks you off the mountain. If you fail too many Yeti encounters, this will be the only way you can leave the dungeon.
- In SE, the Marvel Sword can't be blocked, which makes it one of the best weapons in the game.

[Boss] FWTIESULDV  
 - 130 000 HP RR R W  
 - 150 000 Exp, 64 000 Fol

\\ Field of Love ||

Items: Serpent's Tooth, Resurrection Mist, Holy Rod, Hot Syrup  
 Item (nc): Jewel of Love (Key)  
 Boss: Lover (+ 2x Breakwings)

- A very short and linear dungeon.
- Master Wizards can cast Shadow Flare (2200 pod, D).

[Boss]

- 60 000 HP, W:L. 55 200 Exp, 38 040 Fol in total.
- Breakwings can cast Star Flare three times (2400 pod, L)

\\ Central City ||

- Go see Narl.
- You need to lose in the battle against Marsilio.

\\ Armlock ||

- Narl is waiting at the north end.

Item: Mind Ring \\ Heraldry Weapons Laboratory ||

- After a couple of events, you're supposed to go to the south end of the first area.

Item (nc): Key to the Mihne Cave (Key) \\ Armlock ||

- Go to Mirage's house.

\\ Mihne Cavern ||

Item (nc): LEA Metal (Key, Temp)

Lost & Found: Moon Tiara (Artifact) (Breakwing)

Boss: Bark

a6	
	A1: Fruit Syrup, Damascus -ID
A3 a5	A2: Encyclopedia, Fresh Syrup, Meteorite, Wonder Drug
	A3: Smelling Salts, Mithril Mesh, Spring Water,
A2-A4	Smith's Hammer a6: Save Point, Bark (Boss)
	A4: Lightning Gun, Dummy Doll, Aceras
A1	

- The enemies will be gone after you defeat the boss.

[Boss] (a6)

- 150 000 HP, 59 800 Exp, 55 000 Fol

Item (nc): NFID (Key) \\ Armlock ||

- Return to Mirage (in the other room). Having the NPID means you won't have to buy tickets to get into Fun City.

\\ Fun City ||

Items (nc): Sacred Tear (Unique), Fallen Hope (Unique), Void Matter (Key)

Bosses: Marsilio, Shigeo

- Choose the third option to proceed.

[Boss] FWTIESULDV

- 150 000 HP, 72 000 Exp, 50 000 Fol R R R R

[Boss]

- 160 000 HP, 83 000 Exp, 54 000 Fol, Pyre Tear
- He's really quick and can petrify you.

Boss: Berle \\ Armlock ||

[Boss] FWTIESULDV

- 170 000 HP, 99 000 Exp, 58 000 Fol RRRRRRRR
- Meta-Guard makes him invincible for 10 seconds.

\\ Fun City ||

Items (nc): Silver Cross, Slayer's Ring (Artifact)

- Start a Private Action, then head for the arena. Afterwards, talk to Marianna twice to get the accessories.

- You should create some healing items before heading into the final dungeon (you already got the armor, right?). If you're planning on doing post-game, you should level up Fairy Light as well. Get it to 500.

- Unless most of the possible results are something you want, you should dupe a healing item instead of using Compounding.

- If you want MP healing food, go with fish.

\\ L'Aqua ||

- Event.

\\ Fienal ||

Lost & Found: Sylvan Mail (Medusa Lizard), Flying Hawk Robes (Weird Avia)

Bosses: Ruprecht & Nicolus & Jibril, Vesper & Decus, Cyril, Indalecio

g1			
f9			
f8			
e3----	e4----	e5	
e2			
e1 345		e6	
d9 d2		e7	a2: Ruprecht & Nicolus & Jibril (Boss)
d8 d1		e8	A7: Mithril Shield, Heraldry Book
d7 c9		e9	A9: Spark Whip, Nuclear Bomb, Left Cross
d6-c4-c3		f1	B5: Pet Food -ID, Resurrection Mist
c5		f2	C8: Beta Box, Lotus Eater
c6 c2		f3	D3: Atomic Punch
B5 C8		f4	D4: Sylvan Boots, Mithril, Titan's Fists
b4 c1			D5: Rune Shoes
b3----	b6----	f5	e4: Save Point
	b7	f6	f8: Vesper & Decus (Boss)
b2	b8 A7	f7	
	b9 a6/		
b1 A9	/		
\a8-a3-a4a5			
a2			
a1			

[Boss] (a2)

- Ruprecht: 105 800 HP.
- Nicolus: 45 500 HP, W:FESD
- Jibril: 85 200 HP
- 72 000 Exp, 70 000 Fol in total

- The Niquias can actually do something here. While they don't attack, they can use Version Up to combine with another mechanical enemy, in which case the Niquia's stats are added to the other enemy's and they also start using new attacks. They can even do it to an enemy that has already taken one Niquia, resulting in a further boost.

[Boss] (f8)

FWTIESULDV

- Vesper: 180 000 HP, 300 MP, 1100 ATP, 600 DFP AWIIIRIIRI
- Decus: 140 000 HP, 200 MP, 1100 ATP, 520 DFP
- 185 000 Exp, 65 000 Fol, Fairy Tear
- This one can be very hard if you're not well prepared. They'll spam

their special attacks at a relentless pace if you can't keep them busy.

- Give Rena Witch Boots. Disable Antidote, so she doesn't have to waste time casting it. Or you can just equip Poison Checks.
- Vesper's Spicule hits all characters and deals 4x damage. Better have some Fire resistance. You have about half a second to interrupt it. His Explode does 5500 pod (occasionally also uses Eruption and Cure All).
- Decus's Mind Blast hits characters in a linear path and does double damage. His physical attacks can Poison and Petrify you. His more common normal attack is a laser that hits multiple times at 0,5x damage in a linear path. He can cast Blood Sucker (1500 pod, his most common spell), Tractor Beam (3000 pod, uncommon) and Mind Absorber (330 MP).
- Each one has 23 clips for the voice collection, with a few incredibly difficult ones. You may have to create save files solely for those clips. I wouldn't bother. At least get the easy ones, though. After the battle, save to another slot, then get wiped out (use Nightmare Pots or Mandrakes on all four characters, then start a battle), so you can go check them. The rare ones are 1232, 1245, and the alternate spell clips. When trying to get the alternate opening clips on a subsequent playthrough, use a Nuclear Bomb to quickly get a game over.

```

      13
J7      |
j6-----j9
j5      | k1
j4 89 | k2
j3 k765k4k3
j2
j1
\
  I9
  i8
  i7-i6
I5      |
i4-i3-i2
      i1
      h9
      |
h5 h7-h8 G8
| |      |
h4-h3-h2 g7
      | |
h1-g9-g5-g6
|      | |
g3-g2-g4 h6
|

```

G8: Pleiad Sword, Spring Water,  
Fresh Syrup  
I5: Spark  
i6: Save Point  
i8: Cyril (Boss)  
I9: Clap Rod  
J7: Duel Helm, Sage's Stone  
K8: Flash Pot, Aceras  
K9: Duel Suit, Goddess Statue, Cure Stone  
k5: Save Point  
l4: Indalecio (Final Boss)

- DO NOT PRESS THE SWITCH IN g3! Doing so will permanently shut the door to G8.

[Boss] (i8) FWTIESULDV  
- 300 000 HP, 5900 MP, 1533 ATP, 900 DFP IIIRIIIRR  
- 460 000 Exp, 80 000 Fol

- Wind of Destruction is Wind-elemental and hits all characters at 3,5x damage. You have a small fraction of a second to interrupt it. His normal attack is Thunder-elemental. He can cast Word of Death and Demon's Gate (3500 pod, V). Might take a while before he uses Demon's Gate. Set your fighters on Manual and just wait.
- Since he's a floater, the AI won't be using anything you want it to use (except for Opera). You can remedy that by constantly switching between two (or maybe even three) characters. [This has been changed

in the PSP version, which makes things so much easier.]

- He's got 23 clips as well. 18 of them are easy.

[Boss] (14)

- 500 000 HP, 10 000 MP, 1267 ATP, 443 DFP

- His normal attack is Star-elemental and deals 3x damage.

- Divine Wave is a ripple that hits multiple times at 0,5x damage. He uses it a lot, which is really bad for you, seeing as a single one will quickly kill any characters that come into contact with it. Try jumping over them.

- Divine Comedy hits all characters at 3,5x damage.

- Spells: Star Flare, Noah, Southern Cross, Explode, Earthquake, Curse, Angel Feather, Fairy Heal (8440 HP).

- Star Flare: 4000 pod, L

- Noah: 4100 pod, W

- Southern Cross: 7000 pod, S

- Explode: 13 000 pod, F

- Earthquake: 13 000 pod, E

- Phase 1: Divine Wave, Star Flare, Noah, Fairy Heal

- Phase 2 (below 2/3 HP): + rest & float status

- Phase 2 won't actually start until he's used Time of Truth. You have a very small window for interrupting it, so if you just keep him stunned, he'll never get to use it.

- He can cast spells while moving.

- Stun bombs don't seem to work.

- The dialog during the second part of the ending runs automatically, although you can speed it up with manual input.

- After using the final save point, you can return to Expel by talking to an old man at the arena in Fun City.

- If you do a Private Action in Central City, there's an event you can trigger in Narl's office that will make the final boss even harder than he already is. This process is irreversible and I do \*not\* recommend it.

Theft: Santa's Boots (little kid)                    \\ \\ Arlia ||

- To return to Energy Nede, talk to the penguin and choose the 2nd option.

- None of the optional characters can join you anymore at this point.

- There's an optional dungeon on the southwest island.

\\ \\ Cave of Trials ||

\\ \\ Level 1 ||

Boss: Dark Feather (+ 2x Weird Knights)

L3\*            a4

b5 b6-A2-A3

\ | a1 |

b4            a5A7

| B7\* |

B3b2-B1-A8

A2: Nectar

A3: Link Stock (Key)

A7: Nuclear Bomb

A8: Tri-Emblem

(A8 ->) A9: Juicy Beef, Wonder Drug

B3: Blueberry

B1: Dark Feather (Boss), Bunny Shoes (nc)

- There are no save points in this dungeon.

- Warlocks cast Southern Cross (2000, S) and Light Cross.

- The Link Stock allows you to use Link Combo without having to sacrifice another character's ability to use waza.

- If you keep walking around the northern side of b5, you'll fall all

the way to Level 9.

[Boss] (b1)

- 160 000 HP. 372 000 Exp, 22 400 Fol in total.

\\ Level 2 ||

Boss: Blood Gerell (+ 4x Hunting Gels)

C9*b9	
c3-B7-B8-c1	B8: Purity Leaf
c4-c7	C2
c6 c8	

(c4->) C5: Reflective Armor, Resurrection Mist  
B7: Blood Gerell (Boss), Seraphic Garb (nc)

- C2: Milene (south), Luke (north). Check the ground between the statues.
- c4: Feria (east), Yufie (south)
- c6: Lloyd (east), Cistina (south)
- c8: Sharon (west)

[Boss] (b7)

- 60 000 HP. 65 000 Exp, 32 000 Fol in total.

\\ Level 3 ||

Boss: 3x Dream Shades

e4-e5-d3-d4	
	D2: Sylvan Mail
E3 e6-D2-d5	D7: Juicy Beef, Dream Crown, Wonder Drug
	E1: Fruit Nectar
e2-C9-d1-d6	E3: Fruit Nectar, Slayer's Ring
	C9: 3xDream Shades (Boss), Magical Drops (nc),
E1-d9-d8-D7	(-> E7)

- There are 16 areas on this level as indicated by the panels in C9. Entering an area switches the panel between yellow and red. You need to get all of them red. Reset them by leaving the level. Once the door's open, it'll stay open, so you can head up to save.

[Boss] (c9)

- 35 000 HP. 180 000 Exp, 90 000 Fol in total.
- They use a special attack called Dream Peace that freezes your characters for a short while (also interrupts their actions).

\\ Level 4 ||

Boss: Miel 32

f7F8*	E7: Fruit Nectar, Extinction (spell)
	(E7 ->) E8: Black Earring
F5 f2	(E7 ->) E9: Peep Non
f6-E7-F1-f3	F1: Resurrection Mist, Purity Leaf
	F4: Seraphic Garb
	F5: Illusive Shamisen (Unique)
	f7: Miel 32 (Boss)

- The walls are not always what they seem.
- In F5, you can get the Illusive Shamisen if one of your characters has Musical Talent at Lv10 (Talents don't matter).

[Boss] (f7)

FWTIESULDV

- 190 000 HP, 400 000 Exp, 50 000 Fol RRRRRRRRR

\\ Level 5 ||

Bosses: 3x Dream Shades, Weird Beast

g1 G3	F8: Fresh Syrup, Slayer's Ring
---G2-G4 g6	G3: Wonder Drug
\g5	G2: Juicy Beef
F89	G4: Seraphic Garb
h1g9g8G7	G7: 3x Dream Shades, Weird Slayer (Afc) (nc)
H2	H2: Fruit Nectar, Fairy Ring
\h3h4*	F9: Weird Beast, Red Lotus Gem (Temp) (nc)

- Greater Goats cast Earthquake (2900 pod) and Silence.
- It's technically possible to beat the Weird Beast without the Weird Slayer, but it would take hours.

[Boss] (G7)

- 35 000 HP. 180 000 Exp, 90 000 Fol in total.

- The Weird Slayer can be equipped by Rena, Chisato and Precis. It's the strongest weapon Chisato can equip and also makes moves like Senpui and Tear Gas more effective due to having reduced force of impact.

[Boss] (F9)

- 165 252 Exp, 52 000 Fol

\\ Level 6 ||

Boss: Funny Thief Lv99 (+ Dream Shade & 3x Funny Thieves)

Shop:

Go-Home Frog	300 001 F
Tri-Emblem	5 000 000 F
Santa's Boots	10 000 000 F

H8-h7-H9	H8: Dream Crown
	H9: Cure Poison
i3* h6-h5-h4	I2: Funny Thief Lv99, Funny Slayer (nc)
I2 /	Emergency Exit
i1	

- If you have it, use the Funny Slayer to take out Metal Chinkes. If you don't, don't waste your time and MP on them. They have 300 HP and only take 1 pod from all attacks.
- A good place to level up (despite the Funny Thief encounters (you can just run away from those)). I build up to Lv200 before taking on the next level.
- You may find Santa in h6.
  - Using a Go-Home Frog will warp you out of the dungeon.

[Boss] (I2)

- 40 000 HP. 260 018 Exp, 50 030 Fol in total

\\ Level 7 ||

Boss: Mithril Eater

J7*	I7: Purity Leaf	(i6 ->) I8: Peep Non
I7 J6	I9: Weird Slayer	J1: Tri-Emblem
i6-i5-J1-j2-J5	J3: Fresh Syrup	
	J4: Ganze Sea Urchin, Resurrection Mist	
i4 J3	J5: Cracked Gem (Temp)	

| | |  
I9-i3 J4

J6: Mithril Eater, Million Staff (nc),  
Bunny Shoes, Ishidaya Tea, Yukiyucho Tea

- Equip 2 Blue Talismans on each of your fighters to avoid getting wiped out by the Lv99 Funny Thieves. Not only are they fast, but their attack does 2 hits. The Blue Talisman's multipliers are factored separately, so if you start off with 1000 DFP, it'll become 1690. You can also opt to run away if your level is high enough (175+).
- Maguses cast Noah (1700 pod)
- Use Metalwork to fix up the Cracked Gem into another Red Lotus Gem.

[Boss] (J6)

- 600 000 HP, 242 000 Exp, 60 000 Fol

\\ \ Level 8 ||

Lost & Found: Star Guard (Star Guarder)

Boss: E-Beast

K2	J7: Lavender
k1--J9-k9	K2: Special Tuna, Peep Non
	K3: Slime Jelly, Soda-Pop,
K3k5J9-k6-K8	Million Staff (Artifact)
K4 j8	K4: Wonder Drug, Fresh Syrup, Ganze
J7 K7	K7: Funny Slayer
	K8: Seraphic Garb, Amoeba Soup
	J9: E-Beast, Gelatin Steak (nc), (-> 11)

- Weird Devils can cast Demon's Gate (2200 pod, V).
- The Food God in J9 first asks for delicious food. After giving it a bunch, it'll ask for something bad (like Pet Food).
- Use the short cut from now on.

[Boss] (J9)

FWTIESULDV

- 450 000 HP, 300 000 Exp, 42 000 Fol RRRRRRR R

\\ \ Level 9 ||

1516--1718	
	L3: Artemis Leaf, Valiant Boots (Artifact)
M4   L	L4: Resurrection Mist
m3m2m1 9	L9: Wonder Drug
	M4: (Boss), (-> m5)
L4--11--L3	
12	

- Nothing happens here. Not yet.
- Once you've gotten the stuff, you should probably leave and save the game.

\\ \ Level 10 ||

Boss: Geo-Guardian

N7-n8-n9-01	N3: Funny Slayer	N7: Bunny Shoes
	N5: Valkyrie Boots	M6: Fresh Syrup
N3-n4-N5-N6	M7: Rainbow Diamond, Valkyrie Boots (Afc),	
	Sage's Stone	
m9-n1-n1-N2	M8: Valiant Boots	N2: Purity Leaf
	N6: Million Staff, Meteor Swarm (spell)	
m5-M6-M7-M8	O1: Tri-Ace (waza), Geo-Guardian, (-> o2)	

- Just run away from the enemies (especially if you're at 0 MP). If you're

not running away that quickly, you need to level up.

- The Live Flayer is one of the most dangerous enemies in the game. They're very fast and fire multiple shots that spread out horizontally. Aside from making yourself immune to their attacks, I don't see any other way to take them out.
- The Mind Flayer deals MP damage only. They'll quickly drop you to 0 MP should you choose to engage them.
- You need to step on the panels to open the doors between the areas. You can only activate 5 panels at a time. Leave the floor to reset them.
- Moving in areas that have a yellow or red glow will drain your HP and MP.

[Boss] (O1)

- 400 000 HP, 300 000 Exp, 100 000 Fol, Valiant Guard (non-guaranteed)

\\ \ Level 11 ||

Boss: Dragon Tyrant

o4*O3	O3: Dragon Tyrant, Float (skill)(nc),
	Emergency Exit
o2	

- Weird Mages can cast Explode (3000 pod), Growth and Anti.

[Boss] (O3)

- 550 000 HP, 2534 ATP, 1 800 000 Exp, 1 200 000 Fol, Valiant Guard (non-g.)
- This guy's a flyer and can petrify you.

- Use the emergency exit. The next time you enter the CoT, you'll be given the choice to explore the dungeon with only two characters (your main and one other character of your choice). This is the only way you can get past the door in O3. After taking out the next boss, you can use your full party again. I'd go with Rena and Claude. The other characters will have their accessories unequipped. The option to use two characters will remain available until you've killed Gabbie.

\\ \ Level 12 ||

Boss: nx Phoenix

p1*o9	
O6	O6: Phoenix (Boss)xn, Farwell (nc)
	O7: Battle Suit, Valkyrie Guard (Unique)
O7-o5-08	O8: Battle Suit, Bunny Shoes
o4	

[Boss] (O6)

- 350 000 HP, 2167 ATP, I:F, R:I, 1 000 000 Exp, 500 000 Fol
- It doesn't fly as low as the Weird Avia, so you can't use Kyou.
- Phoenix will respawn every time you leave the dungeon (until you've defeated Gabby).

Item (nc): Levantine

\\ \ Level 9 ||

Boss: Wise Sorcerer (+ 3x Dream Shades)

- Check the coffin to fight the boss.

[Boss] (M4)

FWTIESULDV

- 700 000 HP, 3667 ATP, 2250 DFP R RRR
- 1 180 000 Exp, 390 000 Fol in total + Valiant Mail (non-g.)
- He can cast Shadow Flare (19 000 pod) and Word of Death.

Lost & Found: Valkyrie Garb (Rock Demon)

Boss: Gabriele Celesta

Q2		
p3-p2-p7		P5: Valiant Mail
		P9: Valiant Guard
p4 p1 p8		P2: Gabriele Celesta (Boss),
		Silver Trumpet (Unique)(nc),
p6-P5	P9-q1	Angel Armband

- The enemies here aren't that bad, but their levels are high, so running away will likely be slow. You can certainly forget about running away from the Hell Servant.
- Soul Masters can cast Extinction (5800 pod, V) and Fairy Light.
  - In SE, Extinction is non-elemental, so two of those in a row will wipe you out. You can easily run away when the Soul Masters are accompanied by Dream Shades. Otherwise, you really have no choice but to fight them. Cast Reflection and/or Ray and you should be okay.

[Boss] (Q2)

- 1 000 000 HP, 3333 ATP, 2250 DFP, I:S, A:L
- 2 200 000 Exp, 80 000 Fol, Holy Sword Farwell
- The main problem is, of course, the fact that she's a floater. You may want to turn off the AI for your fighters and micromanage them.
- She has an energy wave attack that travels in a straight line and hits multiple times, likely killing any characters within its path.
- She shoots sparkles when blocking, so you may want to equip Feet Symbols (unless it leaves the character's ATP too low).
- She can cast Noah, Foehn and Star Flare.
  
- There will be no encounters afterwards until you re-enter the CoT. The emergency exits are temporarily offline as well.
  
- While the Silver Trumpet allows you to fight Iselia Queen. I would only recommend doing so if you're playing one of the Trophy-enabled versions (in which case you'll likely want to give the alternate Gabe a shot as well). You might feel confident, having made it this far without the AI fix, but, trust me, these two super bosses are in a league of their own.
- If you choose to proceed, you can start by getting to Lv255 (fighting the Dragon Tyrant using the Trumpet gets you there pretty quickly), I recommend you use Piety to boost your Dexterity in the original (Int for Rena) and Agility (or nothing\*) in SE.
  - \*10 point increase isn't much, so it's arguably not worth the time and effort (doing a single character takes around 30 minutes).

Lost & Found: Angel Armband / Maken Levantine (Iselia Queen)

Bosses: Iselia Queen, Indalecio/Gabriel (limiter off)

[Boss]

- 3 300 000 HP, 3867 ATP, 2250 DFP
- She has the same normal attacks as Gabbie, with the addition of petrification.
- She can cast Word of Death, Shadow Flare and Meteor Swarm.

[Boss]

- 1 500 000 HP, 2250 ATP, 2250 DFP
- His physical attacks can now petrify you and their multipliers are higher (Divine Wave is 1,0x and Divine Comedy is maybe 6x).

- Rock Rain and Explosion will hit you for max damage even with normal resistance.
- Divine Comedy may also hit you for max damage. He can use it from the very beginning.
- He moves around a lot and does so very quickly.
- Start off with Anti/Reflection and then just do your best to try and keep him stunned. Some luck is required, so don't give up that easily.

Misc.

A01

Healing items

Maple Syrup	Heal 20% HP
Blueberry	Heal 22% HP [52%]
Sweet Syrup	Heal 30% HP
Fresh Syrup	Heal 100% HP
Angel's Statue	Heal 30% HP (all)
Fairies' Card	Heal 50% HP (all)
Holy Mist	Heal 60% HP (all)
Blackberry	Heal 22% MP [52%]
Sour Syrup	Heal 30% MP
Herbal Oil	Heal 30% MP
Merlin Drink	Heal 100% MP
Goddess Statue	Heal 30% MP (all)
Mixed Syrup	Heal 30% HP & MP
Fruit Syrup	Heal 45% HP & MP
Hot Syrup	Heal 70% HP / MP
Marionette Pill	Revive and heal 10% HP and increase ATP by 50%
Smelling Salts	Revive and heal 30% HP & MP
ResurrectionBottle	Revive and heal 60% HP
Resurrection Mist	Revive and heal 100% HP
Revival Card	Auto-Life (revives with 100% HP)
Aquaberry	Heal Poison + 10% HP
Cure Poison	Heal Poison + 10% HP
Artemis Leaf	Heal Poison + 10% HP
Cure Stone	Heal Petrification + 10% HP
Cure Paralysis	Heal Paralysis + 10% HP
Spring Water	Heal status
Wonder Drug	Heal status / Revive with 1 HP
Nightmare Pot	Heal status + 30% HP / Inflict Petrif. (if no ailment)
Care Tablet	Immune to ailments
Lavender	Heal 3% HP
Rose Hips	Heal 2% HP
Aceras	Heal 2% HP
Danger Pot	Heal 30% HP + inflict Poison/Paralysis/Petrif.
Odd Medicine	Heal 100% HP / Inflict Death
Violence Pill	Heal 100% MP / Inflict Death
Risky Liquid	Revive and heal 100% HP + inflict Poison/Paralysis/Petrif.
Energy Tonic	Swap HP and MP figures

Wolfsbane | Inflict Poison  
Mandrake | Inflict Death

### Locations

#### Expel

##### Cross Continent

Arlia, Salva (& Salva Drift), Cross, Cross Cave, Clic,  
Mars (& Heraldry Forest), Harley, Lasguss Mountains, Mountain Palace

##### Lacour Continent

Hilton, Lacour, Linga, Sanctuary of Linga, Lacour Front Line

##### Hoffman Island

Hoffman Ruins

##### El Continent

Eluria Colony, Eluria Tower

##### Southwest Continent

Cave of Trials

#### Energy Nede

Center | Field of Intelligence, L'Aqua, Field of Love

North | Noel's House, Cavern of the Red Crystal

Northeast | Fienal Tower

East | Fun City

Southeast | Armlock

South | Field of Courage, Mihne Cavern

Southwest | Central City, North City, Field of Power

West | Giveaway

### Stat ranking (Lv255)

Str	Con	Dex	Agl
Dias 1550	Claude 775	Chisato 1000	Chisato 144
Claude 1500	Precis 525	Dias 975	Ernest 144
Ashton 1500	Ashton 525	Precis 950	Opera 115
Chisato 1250	Bowman 525	Claude 725	Dias 114
Bowman 1250	Dias 525	Ashton 725	Ashton 99
Ernest 1250	Chisato 400	Bowman 725	Bowman 99
Precis 1000	Opera 400	Ernest 725	Claude 98
Opera 1000	Ernest 400	Opera 700	Precis 81

  

Mov	Stm	Luck	Guts
Bowman 4,4s   1,136	Bowman 185	Precis 153	Ernest 195

Chisato	4,7s		1,064	Dias	180	Opera	142	Dias	185
Dias	4,7s		1,064	Claude	170	Claude	132	Claude	180
Claude	5,0s		1,0	Ashton	170	Ernest	121	Opera	180
Precis	5,0s		1,0	Chisato	62	Chisato	119	Chisato	175
Ernest	5,0s		1,0	Ernest	53	Bowman	118	Ashton	175
Ashton	5,3s		0,943	Opera	51	Dias	96	Bowman	175
Opera	5,7s		0,877	Precis	48	Ashton	18	Precis	170
Noel	5,7s		0,877	Noel	60				
Rena	6,2s		0,806	Leon	53				
Celine	6,7s		0,746	Celine	44				
Leon	6,8s		0,735	Rena	40				

- IC bonuses (included): 360 Str, 20 Con, 92 Dex, 94 Agl, 30 Stm, 30 Guts.
- Agility and Luck don't increase from leveling up. Only Claude, Ashton, Dias and Bowman gain Stamina from leveling up.
- Guts maxes out at 255.
- Mov is the time it takes for the character to run the length of the Cave of Trials battlefield (with Lv10 Gale).

### Trophies

#### P| Platinum

- B | Start a new game (Claude)
- B | Start a new game (Rena)
- B | Defeat Alen Tax
- B | Recover the stolen weapon in Lacour
- B | Fight Dias in the Lacour Tournament
- B | Defeat Shin
- B | Fight Metatron
- B | Complete Disc 1
- B | Reach Central City
- B | Obtain the Psynard
- B | Complete Yuuki no Field
- B | Complete Chi no Field
- B | Complete Chikara no Field
- B | Complete Ai no Field
- B | Complete the events in the Monshouheiki Kenkyuujo
- S | Defeat Zaphkiel
- B | Complete the events in L'Aqua
- G | Complete the game (Claude)
- G | Complete the game (Rena)
- S | Defeat Gabrie Celesta
- G | Defeat Iselia Queen
- S | Defeat Gabriel (limiter off)
- B | Celine joins the party (permanently)
- B | Precis joins the party
- B | Complete Ashton's side quest
- B | Welch joins the party
- B | Opera joins the party
- B | Bowman joins the party
- B | Ernest joins the party
- B | Dias joins the party (permanently)
- B | Leon joins the party (permanently)
- B | Noel joins the party (permanently)
- B | Chisato joins the party
- B | Max party (8 characters)
- B | Purchase a skill set
- B | Learn a Tokugi

- B | Create an item
- B | Learn a Super Tokugi
- B | Learn all Super Tokugis
- B | Use Come on, Bunny unsuccessfully a bunch of times
- B | Use Pickpocket successfully numerous times on both Expel and Nede \*1
- B | Escape from battle 10 times
- B | Get angered during battle
- B | 100 successful Guts rolls \*2
- B | Perform a Renzokuwaza
- B | Beat Yarma in the Cooking Master mini-game \*3
- S | Win an item at the Bunny Races
- S | Beat Duel Battle - Rank A

- \*1: Stealing 20 items on both Expel and Nede is enough.

- \*2: Not sure if this is about critical hits or defend rolls or both.

In any case, you're guaranteed to get it organically as you get other Trophies.

- \*3: You can challenge Yarma after beating the mini-game a bunch of times. Equip the Bannoubouchou and Beret Bou. The opponent will have a score between 800-1200. Higher Pressure decreases your odds of success, so get it very low before you try to work on the rare ingredients that are worth more points, but also harder to cook. Pressure drops from successful cooking and also from receiving rare ingredients. While strategy is fairly important, in the end it all comes down to luck. You need to get lucky and get rare ingredients quickly enough and you need to get lucky and successfully cook about 15 of those.

-----

### Battle Skills

A02

Rena

Celine (Def Lv8)

- |                      |       |                       |       |
|----------------------|-------|-----------------------|-------|
| -   Heal             |       | -   Firebolt          | 2, F  |
| Lv3   Antidote       |       | -   Wind Blade        | 2, I  |
| Lv5   Press          | 7, V  | -   Thunderbolt       | 4, T  |
| Lv8   Deep Mist      |       | Lv9   Ray             | 10, L |
| Lv10   Cure Light    |       | Lv12   Energy Arrow   | 17, U |
| Lv12   Silence       |       | Lv15   Forget         | 10    |
| Lv14   Ray           | 10, L | Lv17   Starlight      | 10, S |
| Lv18   Energy Net    |       | Lv19   Reflection     | 8     |
| Lv20   Cure All      |       | Lv22   Mind Absorber  | 1     |
| Lv22   Delay         |       | Lv27   Neutral        | 17    |
| Lv25   Dispel        |       | Lv28   Bless          | 18    |
| Lv28   Gravity Press | 24, V | Lv31   Thunderstorm   | 28, T |
| Lv30   Light Cross   | 18, L | Lv34   Eruption       | 30, F |
| Lv33   Protection    |       | Lv39   Curse          | 20    |
| Lv36   Tractor Beam  | 22, S | Lv43   Lunar Light    | 38, L |
| Lv42   Haste         |       | Lv49   Southern Cross | 42, S |
| Lv47   Growth        |       | Lv55   Thundercloud   | 40, T |
| Lv52   Fairy Heal    |       | Lv59   Anti           | 40    |
| Lv54   Anti          |       | Lv66   Explode        | 54, F |
| Lv60   Raise Dead    |       | Lv76   Angel Feather  | 30    |
| Lv63   Star Flare    | 26, L | +   Meteor Swarm      | 82, S |
| Lv65   Fairy Light   |       |                       |       |
| Lv71   Angel Feather |       |                       |       |

Claude

Precis (Def Lv15)

Lv3	Air Slash	-	Rocket Punch
Lv7	Shooting Stars	-	Hop Step
Lv13	Head Splitter	Lv17	Mole
Lv20	Energy Sword	Lv25	Ally-Oop
Lv28	Burst Knuckle	Lv38	Parabola Beam
Lv38	Ripper Blast	Lv49	Bang-Bang Attack
Lv45	Twin Slash	Lv57	Bloody Mary
Lv53	Dragon Howl	+	Barrier
Lv62	Sword Bomber	+	Mujin-kun Super Beam
Lv70	Mirror Slice	+	Holo-Holograph

Ashton (Def Lv17)

Opera (Def Lv21)

-	Twin Stab	-	Flame Launcher
-	Cross Slash	-	Photon Prison
-	Leaf Slash	Lv24	Alpha-on-One
Lv18	Northern Cross	Lv34	Spread Ray
Lv22	Piercing Swords	Lv41	Cold Wind
Lv45	Hurricane Slash	Lv54	Gravity Shell
Lv53	Dead Triangle	Lv69	Lightning Blade
Lv64	Dragon Breath	+	Healing Star
Lv70	Sword Dance	+	Laser Bit
+	Tri-Ace		

Bowman (Def Lv25)

Ernest (Def Lv25)

-	Spirit Attack	-	Dimension Whip
-	Poison Pills	-	Spiral Whip
-	Pillyory	Lv32	Arc Attack
-	Firebird Attack	Lv41	Thousand Whip
Lv28	Secret Medicine	Lv49	Cloud Dust
Lv35	Death Siege	Lv58	Broken Heart
Lv43	Whirlwind Fist	Lv65	Thunder Whip
Lv51	Burst Fist	Lv73	Sonic Whip
Lv66	Explosion Pills		
Lv74	Sakura Attack		

Dias (Def Lv35)

Chisato (Def Lv40)

-	Air Slash	-	Twister
-	Chaos Sword	-	Burning Cards
-	Cross Wave	-	Whirlwind
-	Crescent Wave	Lv44	10 000 Volts
Lv40	Gale Stab	Lv53	Flamethrower
Lv48	Crescent Moon Slash	Lv62	Rising Dragon
Lv56	Hawk Scream Blast	Lv68	Tear Gas
Lv63	Full Moon Slash	Lv76	Preparation
Lv70	Illusion		
Lv78	Firebird Shockwave		

Leon (Def Lv30)

Noel (Def Lv40)

-	Ice Needle	2, W	-	Heal	3
-	Wounds	4, D	-	Cure Light	11
-	Shadow Bolt	7, D	-	Wind Blade	2, I
-	Acid Rain	7	-	Grave	4, E
-	Deep Mist	11	-	Tetanus Wind	10, I

-		Black Saber	14, D	-		Earth Grave	16, E
-		Deep Freeze	15, W	-		Sonic Saber	11, I
-		Word of Death	18	-		Mind Absorber	1
Lv32		Protection	18	-		Energy Arrow	17, U
Lv34		Starlight	10, S	-		Magnum Tornado	18, I
Lv36		Delay	18	Lv41		Silence	14
Lv39		Shadow Flare	32, D	Lv41		Cure All	18
Lv42		Haste	20	Lv45		Neutral	17
Lv50		Growth	22	Lv49		Blood Sucker	12, U
Lv54		Noah	35, W	Lv52		Foehn	25, I
Lv60		Gremlin Lair	26, V	Lv55		Fairy Heal	30
Lv66		Daemon's Gate	37, V	Lv60		Dispel	24
Lv78		Dark Circle	65	Lv66		Curse	20
+		Extinction		Lv72		Bless	18
				Lv77		Fairy Light	40
				Lv82		Earthquake	65, E

- There are no wazas that use ATP multipliers.
- f: air flag

=====  
 Claude  
 ===== (Def: Lv1)

	Obt.	MP	Ele	Pri.	Prof.
Air Slash	Lv3	4		1	200

-----  
 SR: Shouretsuha (0,5x -> 1,0x). Even worse than last time.  
 LR: Kuuhan (1,0x -> 1,5x). Because of the greater distances, this one's not really useful anymore.

Shooting Stars	Lv7	7		1	200
----------------	-----	---	--	---	-----

-----  
 SR: Ryuuseishou. A flurry of punches (0,5x), very limited range. Worth using on heavy enemies or if you can pin the enemy down.  
 LR: Kikoushou (1,0x). You can't spam it since Claude has to move pretty close to use it.

Head Splitter	Lv13	9		3f	260
---------------	------	---	--	----	-----

-----  
 Jump on the enemy. 1,5x -> 2,0x -> 2,5x damage. Tends to miss, but you could still use it to quickly get to a distant enemy (such as a spellcaster).

Energy Sword	Lv20	11		s	200
--------------	------	----	--	---	-----

-----  
 Heal 20% HP -> 40% -> 60%.

Burst Knuckle	Lv28	12	F	2	100
---------------	------	----	---	---	-----

-----  
 SR: Fire punch. 1,5x -> 2,0x. Very little range.  
 LR: Fire blast. 1,0x -> 1,5x.

Ripper Blast	Lv38	17	E	4	270
--------------	------	----	---	---	-----

-----  
 1,0x, 1-2 hits -> more hits.

Twin Slash	Lv45	15		4	160
------------	------	----	--	---	-----

-----  
 1,0x. 2 -> 4 hits. Pretty solid. Good for flying/hopping enemies.

Dragon Howl | Lv53 | 28 | | 4 | 500 |

-----  
0,5x, multiple hits. Pretty good.

Sword Bomber | Lv62 | 32 | F | 4f| 420 |

-----  
Ranged attack. 1,0x, 2 -> 5 hits.

Mirror Slice | Lv70 | 38 | | 4 | 460 |

-----  
1,0x, 4 -> 9 hits, 3s. Nice.

=====  
Chisato (Def: Lv40)

Twister | Def | 5 | | 5 | 240 |

-----  
1,0x, 1-2 hits -> more hits. It's not that bad, but most enemies will interrupt it if they've decided to attack Chisato with a SR attack. Also, if you're ganging up on a single target, the other characters will often get in the way and prevent it from hitting.

Burning Cards | Def | 10 | | 3 | 200 |

-----  
Throw 3 cards -> 5 cards -> 3 + 5 cards. 1,0x. The cards spread out horizontally, so it's unlikely to hit a single target many times.

Whirlwind | Def | 14 | | 1 | 200 |

-----  
1,0x, 2 -> 4 hits max, 1,5s. A fairly solid choice. The second and fourth hits will miss all but the heaviest enemies unless the enemy is kept in place or Chisato is equipped with the Weird Slayer, which has reduced force of impact.

10 000 Volts | Lv44 | 22 | T | 2f| 200 |

-----  
Send 3 -> 5 pillars of lightning. 1,0x, Slow start-up. It's possible for a pillar to do multiple hits, but this only happens in some special cases.

Flamethrower | Lv53 | 20 | F | 2 | 200 |

-----  
0,25x -> 0,75x, multiple hits -> 4 hits max. Slow start-up. Another one that gets a little worse when fully leveled.

Rising Dragon | Lv62 | 17 | | 6 | 200 |

-----  
1,0x, 3 -> 7 hits max, 2,5s. Again, only the heaviest enemies will take all the hits.

Tear Gas | Lv68 | 32 | | 4 | - |

-----  
Ranged attack. 0,375x, multiple hits, 2,5s. Slow start-up (1,5s). The most damaging move in the game.

Preparation | Lv76 | 25 | | 6f| 240 |

-----  
Call in an air strike. 1,5x, 3 -> 6 hits max. ETA is 6 seconds.

Chisato can't move until the strike is over, and if she's hit before the bombs drop, it gets cancelled. Way too slow to be worth using.

===== Precis ===== (Def: Lv15)

Rocket Punch | Def | 4 | | 4f| 120 |

-----  
Ranged attack. 1,0x -> 1,5x. Certainly better than her normal attack.

Hop Step | Def | 5 | | 1f| 140 |

-----  
1,5x -> 2,0x. Attempt to jump on the enemy. Tends to miss.

Mole | Lv17 | 7 | | 2 | 100 |

-----  
1,0x, 1 hit -> 2 hits. Attack the enemy from underground.

Ally-Oop | Lv25 | 8 | | 2f| 220 |

-----  
Ranged attack. 1,0x, 1 hit -> 2 hits.

Parabola Beam | Lv38 | 12 | | 3 | 240 |

-----  
Ranged attack. 0,5x, 2 hits -> more hits.

Bang-Bang Attack | Lv49 | 15 | | 4 | 510 |

-----  
1,0x, 1 hit -> 4 hits. Only possibly worth using if fully leveled, and you'll likely learn Bloody Mary before that. Either way, it's unattractive because of the limited range and slowish start-up.

Bloody Mary | Lv57 | 32 | | 4 | 360 |

-----  
0,75x, 3 -> 7 hits max, 2,5s. Good stuff. The start-up is a \*tad\* slow (0,7s) but not too bad.

Barrier | IC | 28 | | 1f| 200 | (Plasma Zap-Stick)

-----  
Ranged attack. 1,5x (-> 2,0x) in a fairly large area. Can do multiple hits on all but the heaviest enemies. Pretty good. You got to watch your MP, though.

Mujin-kun Super Beam| IC | 24 | L | 1 | 120 | (Mech Launcher)

-----  
Ranged attack. 1,5x -> 2,0x. Slow and only does one hit.

Holo-Holograph | PA | 20 | | | 130 |

-----  
I've never gotten this one, as it requires you to have both Precis and Ashton join the party. You can then obtain the move by triggering a PA in Fun City (Ashton needs to have Sword Dance and the two characters need to have high affinity).

===== Opera ===== (Def: Lv21)

Flame Launcher | Def | 7 | F | 4 | 200 |

-----  
SR: Flamethrower. 1,0x, 2-4 hits.

LR: Ranged attack (like all the other ones). 1,0x, 2 hits.

If Opera is set with this and Spread Ray or Cold Wind, Spread Rain / Cold Wind will be used when she's at SR.

Photon Prison | Def | 10 | | - | 270 |  
-----

Fire a shot that may freeze the enemy for a short while. No damage.

Alpha-on-One | Lv24 | 23 | | 4f | 440 |  
-----

1,0x, Shoot 3 -> 5 energy balls that home in on the target. Probably Opera's best move.

Spread Ray | Lv34 | 16 | | 3 | 540 |  
-----

1,0x, 2 hits -> 5 hits. Too slow.

Cold Wind | Lv41 | 25 | W | 3f | 300 |  
-----

0,25x, 2-4 hits, SR. Could be used for stunlocking, but I'd go with something with better damage output.

Gravity Shell | Lv54 | 20 | D | 1 | - |  
-----

2,0x.

Lightning Blade | Lv69 | 20 | T | 2f | 200 |  
-----

SR: 1,0x. 3 -> 5 lightning bolts swirl around Opera.

LR: 1,0x. 2 -> 4 hits.

Healing Star | IC | 9 | | s | - | (White System)  
-----

Heal the party for 200 + 5\*Prof.

Makes the screen flash white, which is none too pleasant to look at.

Laser Bit | IC | 8 | | 3 | 300 | (Black System)  
-----

1,0x, 3 -> 7 hits max. Fairly slow and easily gets 0 hits.

Hyper Launcher | IC | | | | 500 | (Green System)  
-----

Most players never get this one even if they try. Unless you're willing to spend hours burning through thousands of Material Kits, just forget it. It's good, but it's not worth it.

===== Ashton ===== (Def: Lv17)

Twin Stab | Def | 4 | | 2 | 100 |  
-----

1,0x -> 1,5x, 2 hits. Fairly slow.

Cross Slash | Def | 8 | | 2 | 100 |  
-----

1,0x -> 1,5x, 2 hits.

Leaf Slash | Def | 19 | | 6 | 200 |

-----  
1,0x, 2 -> 3 hits. Warp and slash. Pretty slow, but you could still use it to quickly get to a distant enemy.

Northern Cross | Lv18 | 9 | W | 5 | 200 |

-----  
3 hits max, last one at 1,0x -> 2,0x. Way too slow.

Piercing Swords | Lv22 | 12 | | 7 | 130 |

-----  
Ranged attack. 0,75x, 2 -> 5 hits. Quite slow.

Hurricane Slash | Lv45 | 16 | | 3 | 200 |

-----  
A couple of hits (1,0x -> 2,0x) followed by a little hurricane (0,5x -> 1,5x). This one's actually worth using.

Dead Triangle | Lv53 | 19 | | 1f| - |

-----  
3,0x. Very slow. It freezes the enemy in place until they're hit by someone (or the move is interrupted), but that someone is likely going to be another character. As such, the target will often avoid it. Won't hit anything that's a fair bit above the ground (which makes the presence of the air flag rather mystifying) and it can't freeze bosses.

Dragon Breath | Lv64 | 28 | F/W| 7 | 140 |

-----  
0,5x, multiple hits, slow start-up. Uses one of either element until fully leveled up at which point it uses both.

Sword Dance | Lv70 | 32 | | 7 | 400 |

-----  
6 -> 12 hits, last at 1,0x, others at 0,5x. 4s. Good stuff.

Tri-Ace | CoT | 45 | | 4f| 140 |

-----  
1,5x -> 2,0x, hit all enemies. The start up is slow (3,5s), and it freezes time like a spell.

=====  
Bowman ===== (Def: Lv25)

Spirit Attack | Def | 4 | | 3 | 200 |

-----  
Shoot an energy blast. 1,0x, 1 hit -> 3 hits. Pretty good.

Poison Pills | Def | 5 | | 5 | 250 |

-----  
Throw bombs that may inflict poison. 1,0x, 1 hit -> 7 hits max. Very good unless the enemy moves (and they do like to move), in which case you'll likely get 0 hits.

Pillory | Def | 6 | | 2f| 380 |

-----  
Jump on the enemy (warp at LR). 1,5x -> 2,33x. Tends to miss.

Firebird Attack | Def | 10 | F | 8f| 400 |

Ranged attack. 1,0x -> 2,0x. Too slow.

Secret Medicine | Lv28 | 8 | | s | 999 |

-----  
Heal 100 + 2\*Proficiency HP.

Death Siege | Lv35 | 13 | | 6 | 200 |

-----  
1,0x, 2 -> 4 hits max. The enemy can't move much, and even then, it's too slow.

Whirlwind Fist | Lv43 | 15 | | 1f| 400 |

-----  
0,5x, 2-4 hits, floats the enemy. Slow start-up. Garbage. The whirlwind gets bigger from leveling up, but nothing else changes.

Burst Fist | Lv51 | 28 | | 4f| 200 |

-----  
2,0x -> 3,0x. Not bad, but he's got better ones.

Explosion Pills | Lv66 | 20 | F | 7f| 200 |

-----  
Throw bombs. 1,0x. 1-2 hits -> 4 hits. It does fewer hits than Poison Pills but has a larger area of effect.

Sakura Attack | Lv74 | 36 | | 8 | 250 |

-----  
A flying kick combo (+ 3 energy blasts). 1,0x, 6 -> 9 hits. 4s. It's a cool move but not always a practical choice. It won't hit small enemies.

===== Ernest ===== (Def: Lv25)

Dimension Whip | Def | 5 | | 4f| 240 |

-----  
1,0x, 1 hit -> 4 hits. Not that bad once you level it up. The enemy can't move much, though.

Spiral Whip | Def | 7 | | 3 | 120 |

-----  
SR: 1,0x, 2 hits -> + whirlwind (1,5x). Too slow.  
LR: This one has the whirlwind from the get-go. Used at mid-range, so unless the enemy moves closer, only the whirlwind will hit.

Arc Attack | Lv32 | 7 | | 2 | 200 |

-----  
1,0x, 1 hit -> 3 hits. Deliver a kick / a series of kicks from a whip swing. There's no use for this one.

Thousand Whip | Lv41 | 10 | | 3 | 120 |

-----  
1,0x, 2 -> 3 hits max. Okay if the enemy is pinned down (or heavy).

Cloud Dust | Lv49 | 18 | | - | 100 |

-----  
Increase Evade.

Broken Heart | Lv58 | 17 | | 5 | 200 |

1,0x, 2 -> 4 hits. Pretty good.

Thunder Whip | Lv65 | 22 | T | 5 | 200 |

-----  
1,0x, 1 hit -> 3 hits, medium range. It can get an extra, non-elemental hit if the enemy gets closer. Easily outclassed.

Sonic Whip | Lv73 | 25 | | 1f| 200 |

-----  
2,0x -> 3,0x. Hardly worth using.

===== Dias ===== (Def: Lv35)

Air Slash | Def | 4 | | 1 | 100 |

-----  
SR: Shouretsuha (0,5x -> 1,0x).

LR: Kuuhazan (1,0x -> 1,5x). A lot faster than Claude's.

Chaos Sword | Def | 5 | | 3 | 120 |

-----  
SR: 1,0x -> + 2,0x. Fairly good.

LR: 1,0x, 1 hit -> 2 hits. Similar to Majinken. Have to run up close to use it.

Cross Wave | Def | 8 | | 4f| 120 |

-----  
2 hits at 1,0x -> 1,5x. Hardly that good.

Crescent Wave | Def | 10 | | 2 | 130 |

-----  
1,5x -> 2,0x. Don't bother.

Gale Stab | Lv40 | 10 | | 4 | 130 |

-----  
2,0x -> 2,5x. A bit too slow and can be blocked by other characters.

Crescent Moon Flash| Lv48 | 13 | | 1 | 100 |

-----  
1,0x -> 2,0x. Ranged attack. This one's okay.

Hawk Scream Blast | Lv56 | 16 | | 5 | 100 |

-----  
SR: 1,0x, 2 hits (-> second at 2,0x).

LR: 1,5x -> 2,0x. Ranged attack. Used at the very edge of long range. Can only be spammed if the enemy doesn't move any closer. That said, you're better off sticking to CMF or Kuuhazan for your ranged damage.

Full Moon Slash | Lv63 | 25 | | 1f| 100 |

-----  
1,0x. Slow, ranged attack. Becomes faster when leveled up, and he'll also be able to hit enemies that come close to him. Even then, it's an easy pass.

Illusion | Lv70 | 21 | | 6 | 420 |

-----  
2 -> 4 hits, 1,0x, 1,3s. Pretty solid, nothing impressive. That's as good as it gets with Dias. The second hit can easily miss lighter enemies.

-----  
 Turn into a bird and crash into the enemy. 1,0x, 1-3 hits on enemies on the ground, can do more hits on enemies in the air and heavy enemies. Quite unreliable.

===== Rena ===== (Def: Lv1)

	Lv	MP	Tgt	Base	Battle Bonus
Heal	-	3	s	100	MAG/4, Prf/2
Cure Light	10	11	s	800	MAG/2, Prf
Cure All	20	18	A	1200	MAG, Prf
Fairy Heal	52	30	s	2800	2*MAG, 4*Prf
Fairy Light	65	40	A	2200	2*MAG, 4*Prf

- In the menu, the bonus is Int/4, Prf/2.
- Stat boost effects wear off if the character is incapacitated.

Dispel	25	24	Heal status.
Protection	33	18	Increase DFP by 25%.
Growth	47	22	Increase ATP by 50%.
Anti	54	40	Halve magical damage \ all.
Raise Dead	60	45	Revive with 50% HP.
Angel Feather	72	30	Increase ATP, DFP and some other stuff by 25%.

-----  
 Equipment List

A03

F - Fire	R = Resistant (half damage)	R   Rena
W - Water	I = Immune	C   Claude
T - Thunder	A = Absorb	I   Celine
I - Wind	W = Weak (double damage)	D   Dias
E - Earth		A   Ashton
S = Star		O   Opera
U = Vacuum		P   Precis
L - Light		B   Bowman
D - Dark		L   Leon
V - Void		E   Ernest
		N   Noel
		H   Chisato

- ~ means that a specific metal or mineral is required, whereas a number of different weapons can be used. = means that the exact combination is required. Lvn+ means that your odds aren't good at all at that level, but it's still possible. If your Customize level is much higher than the recommended level, you can use lower quality materials.

Claude

Funny Slayer	1			-	(Hilton), (CoT)x2
Long Sword	30			200	(Arlia [C]), D:C2, Salva
Broad Sword	60			400	Cross
Sinclair Sabre	100			860	(Herlie), Clic, Lacour
Flame Blade	160		F	4800	Mars, D:D, (Heraldry Forest)

Sharp Edge	222			-	(Lacour)
Walloon Sword	240			3900	Sargwen, Lacour, Front Line
Gusguine	250			4500	LongSD+Ori/Dam(L2+/3+), Lacour/LFL
Long Edge	285			12 300	LongSD+Ori/Dam(L4+/5+), Lacour/LFL
Veil Piercer	480			-	Gus/Long Edge + Ori (Lv5)
Heart Breaker	550			-	=Veil Piercer + Dia (Lv6)
Minus Sword	599		U	-	=Sharp Edge + Mit (Lv5), R:S, A:U
Grand Stinger	620		S	-	Walloon + Ori (Lv5+), R:S, A:U
Ignite Sword	720			17 000	~Long Edge + SR (Lv6), Central
Force Sword	908			50 000	IC, Armlock, -2 MP per hit
Sawed	990			-	Veil Piercer + Ori (Lv6+)
Marvel Sword	1100			-	(Power), Dupe, 100 Hit
Aura Blade	1200		L	-	HeartBrk + Dam (Lv10)
Silvance	1210		L	-	~Ignite + Ori(L7+),A:L,I:D, 99 Hit
Sacred Tear	1250			-	(Fun City), 50 Hit, 1/2 MP cost
Windlsey	1400	SULD		-	(Fun City)
Eternal Sphere	1600	RIAI		-	=MinusSD+Mit (L8), 70 Hit,Sparkles
Farwell	1900			-	(CoT), Santa Boots, 70 Hit, ATP+ a
Levantine	3000			-	Wise Sorc.IQ, 50 Hit,Stm+50,ATP+ b

#### Chisato

Stun Gun	200			-	D:H, Dupe (ID), IC
Electric	280			-	IC
Shock Gun	380			-	~Stun Gun + Mit
Electro Gun	410			15 000	Central City
Voltage	460			-	Electro + Dam
Flame Gun	550		F	-	~Lightning + SR (Lv7+), Crit +50
Freeze	600		W	-	=Shock Gun + Sapp (Lv7), Crit +50
Lightning Gun	650		T	158 000	Electro + Ori (Lv5), Armlock
Cracker	660			-	~Lightning + Dam (Lv5), Echo +2
Spark	750			-	Electro+Mit (Lv6), Crit +80,Echo+2
Aero Gun	800		I	-	(Fun City)
Electron	830			-	Spark + Mit (Lv6), Crit +60
Psychic Gun	980			-	=Cracker+SgS (Lv10), -2 MP per hit
Weird Slayer	1000			-	(CoT)x2, 50% HP drain

#### Precis

Magic Hand	125			-	D:P, Dupe, Treasure Chest
Iron Punch	165			-	Machinery (P)
One-Two Punch	280			-	IronPunch + Ori (Lv3),Machinery(P)
Ice Punch	380		W	-	~One-Two Punch + Sapph (Lv6)
Straight Punch	400			-	Machinery (P)
Thunder Punch	420		TU	-	~One-Two Punch + Dia (Lv5), R:T
Burning Hand	600		F	-	~Great Punch + SR (Lv7)
Ultra Punch	650			-	One-Two/Iron Punch + Ori (Lv4/5)
Spark Hand	650		TIL	-	~Great Punch + RD (Lv6)
Fire Punch	699		F	-	~One-Two Punch + Ruby (Lv6)
Great Punch	850			14 000	Ultra Punch + Ori (Lv5), Central
Weird Slayer	1000			-	(CoT)x2, 50% HP drain
Atomic Punch	1120			170 000	Great Punch + Ori (Lv6), Armlock
SD Punch	1150			-	Atomic/Great + Ori (Lv7/8)
Hyper Punch	1250			-	(Fun City)
UGA Punch	1300			-	=SD Punch + Dam (Lv7+)
SDUGA Punch	1600			-	=UGA Punch + Met (Lv7+)

#### Opera

Booster Box	128			-	D:O, Machinery (O)
Radio Box	162			-	IC
Black Box	200			-	Booster Box + Iron
Seventh Ray	280	R:SULD	SL	-	(Arlia),=LightB+RD, halves mag. dmg

Light Box	490		L	-	Booster Box + Ori (Lv3)
X Box	500			-	Light/Booster Box + Ori (Lv4/5)
Magic Box	650			-	=Light Box + RM (Lv6), 2/3 MP cost
Alpha Box	690			139 900	X Box + Ori (Lv5), Armlock
Beta Box	690			-	Alpha/X Box + Ori (Lv6/7)
Gamma Box	750			-	Alpha Box + Ori (Lv8)
Burst Box	780			-	=Magic Box + Sage (Lv5)
Pulse Box	1000			-	~Beta Box + Ori (Lv9)
Psycho Box	1050			-	(Fun City)

Ashton

Twin Swords	40			-	D:A, Dupe, Treasure Chest
Both Shaver	130			850	Salva
Guard Sword	160			-	Both Shaver + Silver
Smaller	180			2000	Cross
Twin-Edge	340			3000	Both Shaver + Ori, Lacour
Pair Nuts	380			-	=Smaller + Moonite
Shield Sword	490			-	=Guard Sword + Iron (Lv7+)
Twin Picks	500			-	Both Shaver + Ori (Lv4)
Doubledemon Sword	700			-	(Fun City), Auto-Anger
Double Masher	799			-	Both Shaver + Ori (Lv6)
Scyther	820			18 000	Twin Picks + Ori (Lv7), Central
Lotus Eater	1150			188 000	Scyther + Ori (Lv7+), Armlock
Gemini	1200	W:F	S	-	=Lotus+Met(Lv6), A:L, R:D, Echo +1
Holy Cross	1240			-	Lotus + Ori (Lv9+), 60 Hit
Melufa	1320	W:W		-	=Scyther+Dam(L10),HP+30%, R:L, A:D
Farwell	1900			-	(CoT), Santa Boots, 70 Hit, ATP+ a
Levantine	3000			-	Wise Sorc.,IQ,50 Hit,Stm+50,ATP+ b

Rena / Bowman / Noel

Knuckles	30	-		110	D:R, Salva
Hard Knuckles	58	10		(300)	Clic, Dupe
Cat's Fangs	120	-	R N	-	IC (N), Echo +2, W:T
Cestus	140	20	RB	1400	Mars, Hilton
Bagh Nakh	165	-	B	1400	IC, Lacour Front Line
Metal Fangs	400	50	R	-	Knuckles + Ori (Lv5)
Dragon's Claws	450	100	R	-	~Cestus + Mn (Lv6)
Giant Fists	470	-	B	-	Cestus + Ori (Lv4),Stm +80,Crit+26
Pain Cestus	580	80	R	15 000	~Cestus + Dam (Lv5), Central
Blaze KnucklesF	599	70	RB	-	Giant Fists + Ori (Lv5+), Echo +1
Tiger's Fangs	600	100	N	-	=Cat Fangs + Ori (Lv8+)
Hecatoncheire	630	-	B	16 200	Central City, Crit +27, Echo +2
Magical Gloves	688	60	RB	-	PainCes+Ori(L7),Mag-dmg +50%
Asura	750	-	B	-	=Titan Fist + Cry (Lv9+), Echo +2
Eagle's Claws	760	110	N	20 000	North City, Echo +1
Grizzly Claps	840	200	N	140 000	Armlock
Platinum Nails	850	300	N	-	=Tiger Fangs + Mit (Lv8+), Echo +2
Rune Full Moon	900	150	RB	50 000	Armlock
Serpent's Tooth	900	150	N	-	=Eagle + Sapp (Lv8+), AtkEfc:Mahi
Sorceress Knuckle	1000	180	RB	-	=Magical Gloves + RM (Lv8)
Fallen Hope	1000	300	R	-	(Fun City), DFP +50, 1/2 MPc
Titan's Fists	1000	-	B	-	Giant Fist+Ori(Lv7+),30 Hit,Stm+50
Weird Slayer	1000	-	RB	-	(CoT)x2, 50% HP drain
Kaiser Knuckles	1100	200	RBN	-	Magical Gloves + Ori (Lv7+)
Fellper Nails	1200	30	R N	-	(Fun City)
Moon Fists	1200	-	B	-	=RuneFM+Dia(L10+),60Ht,Ev+30,HP+30%
Empresia	1220	300	R	-	=Kaiser + Mn (Lv8)
Flare Burst	1300	-	B	-	(Fun City)
Death Fangs	1350	-	N	-	(Fun City)

## Ernest

Leather Whip	60			-	D:E, Dupe, Treasure Chest
Splinter	460			1300	Hilton
Hard Whip	550			3000	Lacour, Front Line
Rose Whip	600			-	Hard Whip + Ori (Lv4)
Molecule Wire	799			-	Light Whip + Ori (Lv6)
Flare Whip	800		F	-	~Molecule Whip + SR (Lv4)
Freeze Whip	800		W	-	~Molecule Whip + Sg (Lv4)
Light Whip	820		TU	14 000	Hard Whip + Ori (Lv6), Central
Twin-Tail	860			-	=Rose Whip + Silver (Lv6), Echo +1
Invisible Whip	950			-	Molecule + Ori (Lv6), 150 Hit
Spark Whip	1080		T	160 000	~Molecule Whip + RD (Lv5), Armlock
Dark Whip	1100		D	-	=Molecule + Damascus (L9+)
Cat o' 9 Tails	1280			-	(Fun City), Echo +2

## Welch

Handy Stick	150			-	D:W
Munyaa	250			-	IC:non-sp.
Playful	350			-	~ + Gold
Tedious	500			-	~ + Green Beryl, (Hoffman)
Fuzzy	600			15 000	IC:non-sp., Central
Worrying	700			-	IC:non-sp.
Annoying	800			45 000	=Worrying + Dam, Armlock
Furious	900			-	=Annoying + RD
Stern	1000			-	IC:non-sp.
Final	1600			-	=Stern + Moonite
Violent	2000			-	(Fun City), 60 Hit

## Dias

Long Sword	30	CD			200	(Arlia [C]), D:C2, Salva
Bastard Sword	150	CD			-	IC
Flame Blade	160	CD		F	4800	Mars, D:D, (Heraldry Forest)
Baselard	180				-	IC
Sharp Edge	222	CD			-	(Lacour)
Walloon Sword	240	CD			3900	Sargwen, Lacour, Front Line
Oriental Blade	448				-	Walloon + Ori
Murasame	552				-	Walloon + Ori (Lv4), Echo +2
Minus Sword	599	CD		U	-	=Sharp Edge + Mit (Lv5), R:S, A:U
Grand Stinger	620	CD		S	-	Walloon + Ori (Lv5+), R:S, A:U
Ignite Sword	720	CD			17 000	~Long Edge + SR (Lv6), Central
Hope of Breeze	770			I	-	Ignite + Ori (Lv6), Echo +2
Whirlwind	780			I	-	~Breeze + Met (Lv3)
Soul Slayer	982				-	~Breeze + SR (Lv7), -2 MP per hit
Ruins' Fate	1000				190 000	=Grand Sting + Dam (Lv7+), Armlock
Hard Cleaver	1100				-	=Breeze Hope + RD (Lv5)
Crimson Diablos	1100	R:LDV			-	=Hard Cl+Dam (Lv10), ATPx2, Stm+50
Marvel Sword	1100	CD			-	(Power), Dupe, 100 Hit
Pleiad Sword	1200				-	Ruins' Fate + Ori (Lv9), R:F, A:W
Silvance	1210	CD		L	-	~Ign/Saw+Ori(L8/7), A:L, I:D
Cromlea	1399				-	(Fun City)
Farwell	1900				-	(CoT), Santa Boots, 70 Hit, ATP+ a
Levantine	3000				-	Wise Sorc., IQ, 50 Hit, Stm+50, ATP+ b

## Celine

Magical Rod	150		-		-	Crest Rod + Ori (Lv4)
Rod	10		5		10	Cross
Ruby Wand	70		20		600	Mars
Crest Rod	100		25		1200	Lacour
Tongue Twister	300		25		-	Crest Rod + Ori (Lv6), 2/3cast time
Rod of Snakes	700		50		-	Holy Rod + Ori (Lv8), 1/2 MPc

Prime Prayer		1000		80			-		(Fun City)
Holy Rod		520		240		L	-		~Tongue/Ruby Rod +Ori(L4/5),3%HPrg
Silver Rod		350		250			9800		~Crest Rod + Mit (Lv1), Central
Ruby Rod		680		300			80 000		~Magical Rod+SR (Lv4),Atk=Firebolt
Silvermoon		1000		300			-		=Silver Rod + Mn(Lv7+),2%MPreg-10s
Dragon's Tusk		990		360			-		=Holy Rod + SR (Lv8)
Million Staff		800		800			-		(CoT)x3, convert 20% dmg to MP

Leon

Thick Book		180		15			-		D:L, Dupe, Treasure Chest
Illustrated Book		320		22			-		IC
Reference Book		280		50			2300		Linga
Dictionary		340		50			20 000		IC, (Hoffman), Giveaway
Mental Revolution		680		60			-		Reference + Ori (Lv6), 2/3 MPC
All About ESP		780		70			-		Mental + Ori (Lv6), 2/3 MP cost
Book of Darkness		700		80		D	-		~Mental + Damascus (Lv3), A:D, I:L
Brain Structure		890		80			-		ESP + Ori (Lv7), 1/2 MP cost
Book of Awakening		50		88			-		(Fun City)
Heraldry		290		100			7000		~Mental + RM (Lv4), Central
Encyclopedia		500		100			50 000		Reference + Ori (Lv4), Armlock
Heraldry Book		500		100			-		=Heraldry + Moonite (Lv6), 1/2 MPC
Holy Scriptures		920		199		L	-		=Darkness + Mit (Lv6), 3% HP regen
Ancient Wisdom		800		380			-		=Chaos + Dam (L9), 1/2 MPC,2%MPreg
Treatise		50		390			-		Pickpocket, Authoring
Book of Chaos		950		400		DV	-		=Darkness+Dam(L10),Stm=0,I:DV, W:L
Million Staff		800		800			-		(CoT)x3, convert 20% dmg to MP

Robe		3		RIL			10		D:RI, Cross
Leather Armor		6		all			300		(Arlia), Salva
Banded Mail		12		a-RIL			600		Cross
Silk Robe		12		RIL			1800		Mars, Herlie, (Mars)
Ringed Mail		20		a-RIL			1200		Mars
Mithril Dress		20		Fm		RR RRR	-		IC:Mit, MAG +220, Eva +120
Brigandine		30		a-RIL			3500		Herlie
Evening Dress		30		Fm			5000		Fun City, MAG +100
Amber Robe		30		RIL		FWTIESULDV	4000		(Heraldry Forest), Linga
Silver Robe		70		RIL		R	10 000		(EluriaCl)x2,Centr1,MAG+120
Mithril Coat		88		a-CAD		R R	15 000		North City, MAG +80
Plate Mail		90		a-RIL			13 400		IC:Iron, Front Line,Central
Barrier Armor		92		a-RIPL		RR R	-		IC:Ori
Chaos Mail		99		a-RIPL		W W W	-		DWidow,Insane Lord, Stm=0
Core Plate		100		a-RIPL		R R	-		IC:Dam, (Eluria)
Holy Cloak		100		RIL			30 000		Giveaway, MAG +100
Bloody Armor		144		a-RIPL		WWW W WW	-		Dark Crusader,A-Invc.HPdrn
Steel Armor		150		a-RIPL			52 000		North City
Flying Hawk Robes		170		RIL		RR R	-		(RedCrys.), IC:RM(MR),MAG+150
Jeanne's Armor		180		POH		RR	-		IC:Mn, (Power)
Mithril Mesh		200		a-RIL			250 000		IC:Mit,Fake Gallery, (Mihne)
Wizard's Mail		200		RILN			240 000		IC:RM, Fake Gallery
Star Cloak		220		RIL		A	-		IC:Met, MAG +220
Isthar's Robe		230		RIL			-		IC:Mn (MR), Stm +50,MAG+230
Mirage Robe		230		RIL		I IIII	-		IC:RM(MR),Stm+50,MG+150:I:Pt
Sylvan Mail		240		POH			-		IC:Met (MR),MedLizard,I:Pet
Reflective Armor		290		a-RILE		RRRRRI A	-		IC:Ori (MR),2%MPreg-5s,I:Dly
Duel Suit		300		CAD			-		IC:Dam (MR), I:Petrif.
Seraphic Garb		400		all		R R	-		(CoT)x4, SBoots,Stm+50,DFP+
Valkyrie's Garb		480		Fm			-		Rock Demon, DFP+
Valiant Mail		500		M1			-		(CoT), Wise Sorceria

Battle Suit	500	all			-	S:Ernest x2 (Mars, Linga), Cadet (C only), (CoT)x2
Crown	-				-	400
Golden Crown	-				-	1250
Moon Tiara	-	RI		W	-	(Fun City)x3, Breakwing
Dream Crown	-	RILN	RRR R	WR	-	(Fun City)x3, (CoT)x2
Beret	-	all			40 000	Central City, IC success up
Leather Helm	3	all			50	Salva
Banded Helm	6	a-RIL			120	Cross
Magical Hat	10	RIL			600	Mars
Fame Helm	12	a-RIL			500	Mars
Iron Helm	25	a-RIL	FWTIESULDV		1200	Hilton
Rune Cap	26	RILN			-	(EluriaColony), Dupe, MPc2/3
Wizard's Hat	29	RILN			65 200	IC RM, Fake Gallery
Bloody Helm	33	a-RIPL	W W W		-	Insane Lord, MP drain
Hermit's Helm	35	RIL	R		-	IC:Ori, Elder Magius
Plate Helm	38	a-RIL			7000	Lacour, Front Line, D:D
Steel Helm	50	a-RIL			16 000	Central City
Odin's Helm	50	CAD		R	-	IC:Ori (MR), Stm +60
Isis Tiara	50	RIL			-	IC:Mn (MR), Magical dmg +50%
Sylvan Helm	50	POH			-	IC:Met (MR)
Jeanne's Helm	56	POH	R	R	8600	North City, IC:Mn, (Int)
Mithril Helm	65	a-RIL			83 400	Fake Gallery, (Power)
Duel Helm	100	CABEDN			-	IC:Dam (MR)

Glass Slippers	1	Fm			-	30
Sandals	1				10	Arlin
Pin Heels	3	IOH			300	D:I, Fun City
Boots	3	all			40	Cross
Secret Boots	3				80	Herlie
Leather Greaves	5	a-RIL			50	Salva
Suede Boots	5	all			200	Mars
High Heels	5	IO			120	Hilton
Leather Boots	6	all			105	Hilton, (Herlie)
Steel-Toed Boots	8	all			3200	North City
Iron Greaves	10	a-RIL			110	Cross
Bunny Shoes	10	all			-	(Fun City)xn, Stm+80, Speed+
Plate Greaves	18	a-RIL	FWTIESULDV		800	Herlie
Neo Greaves	20	a-RIL	R		-	IC:Ori
Rune Shoes	20	RILN	II		-	IC:RM, (Fienal)
High-Laced Shoes	25	RIL			4100	North City
Silver Greaves	30	a-RIL			5200	Lacour, Front Line, D:D
Witch's Boots	34	RIL	I	R	-	IC:Mn, I:ID
Mithril Greaves	45	a-RIL			76 000	Fake Gallery
Star Greaves	60	a-RIL		R I	-	IC:Met
Sylvan Boots	60	POH			-	IC:Met (MR)
Valkyrie Boots	250	Fm			-	(CoT)x2, Speed+
Valiant Boots	260	CAED			-	(CoT)x2, Speed+

Buckler	1	all			30	Lacour - 650 F
Wooden Shield	2	CPED			50	Cross - 120 F
Round Shield	4	CPED			60	Mars - 500 F
Rune Buckler	5	RILN			60	IC:RM, (Sanct.), I:Paralysis
Knight's Shield	10	CPED			60	Herlie - 1000 F
Fine Shield	15	CPED	FWTIESULDV		70	Guarder, LFL - 6800 F, D:D
Crestier Guard	20	CPED	R		80	(Eluria)x2, NCity-36k, Fireballs
Rare Gauntlets	20	all			30	Fake Gallery - 105 000 F

Pallas Athena		20	CPED	RRRRRRRRRW		80		IC:Mit (MR)	
Barrier Shield		24	CPED	RR		40		IC:Ori, Defender	
Jeanne's Shield		30	PH	R R		80		IC:Mn, (Courage), I:Paralysis	
Armband of Kali		30	Fm		R		30		IC:Mn (MR)
Mithril Shield		31	CPED	R	RR		60		IC:Mit, ReflectGrd, I:Paralysis
Star Guard		33	a-RILN				121		IC:Met, (Fun City)x3, Sparkles
Algol		40	PH				80		IC:Dam (MR), Stm +50
Valkyrie Guard		100	Fm				120		(CoT), Fireballs
Valiant Guard		120	Ml				120		Geo-Guardian, (CoT), Sparkles

FWTIESULDV

Paralysis Check				Fe		I:Paralysis
Stone Check				Fe		I:Petrification
Berserk Ring				Rb		Auto-Anger (double ATP) (no DFP penalty)
Might Chain				GB		1,3 * ATP, Stm +30
Atlas Ring			WWWWWWWWW	RD		2 * ATP
Fairy Ring				GB		1/2 MP cost
Emerald Ring				GB		2/3 MP cost, Stm +10
Blue Talisman	Fgt		R		Sp	DFP +30%, Stm +12
Feet Symbol					Sp	ATP +10%, Accy +30%
Angel Armband			ARARRARRR			Sparkles, Guts & Luck +60

FWTIESULDV

Bandit's Gloves						Use Pickpocket	
Magician's Hand						Use Pickpocket+	
Pyre Tear			RW		Br	Convert 10% of magical damage into MP	
Fairy Tear			WR		Ba	Convert 10% of magical damage into MP	
Flash Earring	IOH		R		Di	Convert 10% of Thunder damage into MP	
Shiny Earring	IOH			R		Di	Convert 5% of magical damage into MP
Black Earring	IOH				Fe	Convert 5% of magical damage into MP	
Mental Ring					Sg	2% MP regen (every 5 seconds)	
Mind Ring			W		Sg	2% MP regen (every 10 seconds)	
Regeneration Ring					RD	3% HP regen (every 5 seconds)	
Lunatic Earring	IOH			W		Mn	2 * ATP; 0,5 * Accy
Talisman					GB	DFP +10%, Stm +8	
Promised Ring					Di	Guts & Stm +20, Luck & Crit +10	
Silver Ring				RRR		Ag	Stm +10
Magic Cross				RRR		RD	20% chance to divert damage
Recoil Bracelet					Rb	10% chance to divert damage	
Moon Earring	Fm				Mn	10% chance to divert damage	
Blood Earring	IOH				Rb	10% chance to drain damage	
Holy Ring					Cr	10% chance to nullify magical damage	
Prism Ring					Cr	5% chance to nullify damage	
Moonlight					Mn	HP & MP +20%	
Luna Tablet					Mn	MP +30%	
Princess Ring	Fm				Cr	MP +100	
Magic Mist					RD	Escape faster	
Purple Mist					Sp	Escape faster	
Attack Earring	I				Di	Increase encounter rate	
Demonlayer Ring					Sg	Lower encounter rate	
Surrender Pendant					Cr	Lower encounter rate	
First Earring	RIOH				Di	Less likely to get ambushed	
Healing Ring					Sg	3% HP regen on the field	
Poison Check					Fe	I:Poison	
Peep Non					Sg	I:Stun	
Peep Half					Sg	Half stun time	
Santa's Boots						Get items while resting	

Mischief			W			Get items while walking
Trickster			W			Get items while walking
Fortune			W			Get items while walking
Hard Earring		IOH			Fe	1,3 * ATP; 0,9 * Accy
Hard Ring			W		Fe	1,2 * ATP; 0,95 * Accy
Ring of Sadness						0,7 * ATP; 1,3 * DFP
Tri-Emblem			RRRRRRRRRR			Stm +50
Zephyr Earring		IOH			RD	
Sacnoth's Helmet		A				DFP +40, Eva +15
Right Cross			RWRRRWWRW			DFP +20, Eva +40, MP +100%
Left Cross			WRWWRRRRWR	RD		Accy +40, HP +1000
Silver Cross			W RR		Ag	Chance to survive a fatal blow, breaks
Reverse Doll			RRRRRRRRRR	Di		Auto-Life (10% HP), breaks
Stardust Ring					SR	50% chance to nullify Star
Fire Ring		RIL	RW		Rb	Fire magic+
Thunder Ring		RIL	WR		Di	Thunder magic+
Ring of Happiness		R				(Salva)

FWTIESULDV

Mithril			R			
Meteorite			R			
Sage's Stone			RRR			
Moonite			R			
Rainbow Diamond			R R			
Orichalcum			RR			Sandworm
Rune Metal			R			
Damascus			R			Sandworm
Star Ruby			R		R	
Diamond			R			9000 (North City)
Crystal			R			500 (Lacour Front Line)
Green Beryl			R			500 (Hilton)
Sapphire			R			800 (Hilton)
Ruby			R			400 (Hilton)
Gold						300 (Salva, Hilton)
Silver						200 (Salva, Hilton)
Iron						200 (Salva, Hilton)

FWTIESULDV

Emerald Earring		I		R		GB	Motormouth Lv5
Star Necklace		Mg				SR	Motormouth Lv3
Star Earring		I		R		SR	Motormouth Lv3
Tri-Emblem							DFP +12
Gold Bracelet						Au	DFP +10
Sturm Ring						Au	Accy & Eva +15
Misty Symbol						Sg	MAG +10%
Silver Charm		RI				Ag	10 000
Silver Earring		RI				Ag	7500
Silver Barrette		RI				Ag	325
Silver Pendant						Ag	250
Angel Hair		Fm				Ag	125
Gold Earring		I				Au	625
Gold Ring						Au	500
Necklace						Au	300
Ruby Pendant						SR	400
Shield Ring						SR	250, 1/10 physical damage, breaks
Resistance Ring						Cr	250, 1/10 magical damage, breaks
Heavy Ring			W WW			Fe	150
Green Bracelet						GB	150
Anklet						Sp	100
Flare Ring			RW			Rb	750, 50% chance to nullify Fire

Aqua Ring		WR	Sp	750, 50% chance to nullify Water
Ruby Earring	I		Rb	2400
Pretty Idol			Di	2500
Lot Bracelet			Gb	Damage taken varies between 50-200%
Luna Talisman			Mn	HP +20%
Battalia Ring		W WW W W	Mn	DFP +30
Infinity Ring		WWWWWWWWWW	Sg	Gain 1 xp from walking
Slayer's Ring				Echo +2, Stm +30
Meteor Ring			SR	Echo +1, Stm +10, Sparkles
Gale Earring	IOH	R	Sp	Echo +1, Gale Lv10, Crit +15
Protection Ring			SR	Drain physical damage, breaks
Reflection Ring			Cr	Drain magical damage, breaks
Shield Earring	IOH		Rb	Reduce damage by 80%, breaks
Lunatic Ring			Mn	Invincible & stunned, breaks
Wisdom Ring			Sg	HP&MP +20%, protect status, breaks
Dream Bracelet			RD	Increases level by 1
Eclipse Ring	Fgt		SR	Strong Blow Lv3
Link Combo	Fgt			
Insanity Ring			Mn	

Berserk Ring		S:Sailor (Clic), Dupe		
Atlas Ring		(Field of Power)		
Bandit's Gloves		Herlie - 40 000 Fof		
Magician's Hand		Machinery		
Pyre Tear		S:Celine (Hilton [PA]), Woman (Lacour, initial event), D:Shigeo		
Fairy Tear		S:Guy in blue (Lacour, initial events), Woman (CentralCt), D:Vesper/Decus		
Mischief		S:Filia (Clic [PA])		
Trickster		(Eluria Tower)		
Slayer's Ring		(Fun City [PA]), (Cave of Trials)x2		

Notes

- Accessories that increase or decrease stats by a proportional figure are shown to only increase the base stat, even though they actually affect the total figure. Eg. the Atlas Ring doubles your ATP, although, in the menu, it only shows your base ATP being doubled.
- Echo hits can miss. The damage for echo attacks is not halved further.
- Fireballs: 0,125x damage, 8 balls, F.
- Sparkles: 0,25x damage, 8 hits max, S.
- The Crimson D's double ATP is not the same as Auto-Anger and can indeed stack with that. The AI fails to take this special double ATP into account.
- When using a Farwell, the character's ATP increases by 10% with each hit (stacks up to 9 times). The effect remains even if the character is incapacitated.
- When using a Levantine, the character's ATP increases as the character's HP drops.
- The Bloody Armor makes the wearer invincible but also drains their HP at a rate of about 1000 HP per second.
- The Seraphic Garb and Valkyrie Garb increase the wearer's DFP by 10% for every 10% HP they're below max (only the first two decimals count, so you'll get the boost once you're at or below x099 HP).
- Speed+: Doubles movement speed.

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Base Skills and Combat Skills

	1	2	3	4	5	6	7	8	9	10			
Sketching	5	10	20	30	50	70	90	90	90	90	545	373	(43)
Musical Notation	2	4	8	16	32	90	40	50	70	90	402	256	
Musical Instrument	2	4	8	16	32	90	40	50	70	90	402	256	
Tool Knowledge	1	5	9	13	17	21	25	29	33	37	190	50	
Mineralogy	1	2	4	6	9	12	16	20	40	70	180	78	
Herbal Medicine	2	3	5	8	12	17	23	30	38	47	185	64	
Craft	2	4	7	11	16	22	29	37	46	56	230	95	
Esthetic Sense	10	20	30	40	50	60	70	80	90	99	549	361	
Writing	3	4	6	8	11	14	20	25	40	60	191	72	
Effort	20	30	40	50	60	70	80	90	90	90	620	421	
Perseverance	8	(10)	(12)	(14)	(16)	(18)	(20)	(22)	(24)	(26)			
		8	8	8	8	8	8	8	8	8		80	
Patience	2	4	7	11	16	22	29	37	46	56	230	95	
Danger Sense	2	3	5	7	10	13	17	21	26	40	144	34	
Biology	12	22	32	42	62	80	82	85	90	95	602	411	(79)
Mental Science	8	14	20	26	32	52	62	82	90	95	481	302	(21)
Kitchen Knife	2	4	8	16	32	40	50	55	65	90	362	216	(16)
Recipe	1	1	2	2	3	3	5	5	10	20	52	9	(5)
Good Eye	2	4	6	8	10	20	22	24	26	28	150	26	(5)
Whistling	1	2	4	6	12	20	25	30	35	40	175	56	
Animal Training	20	21	22	23	24	25	26	27	28	30	246	47	
Metal Casting	3	6	12	24	48	58	68	78	88	98	483	325	(35)
Scientific Ab.	6	10	14	18	22	32	42	52	62	80	338	174	(6)
Fairyology	40	41	42	43	44	45	46	47	48	50	446	246	(110)
Radar	20	30	40	50	60	70	80	90	90	99	629	430	
Piety	5	7	9	11	13	33	43	53	63	80	317	177	
Playfulness	12	14	16	18	20	22	24	26	28	30	210	35	
Functionality	15	25	35	45	55	65	75	75	85	85	560	366	
Courage	1	2	4	5	7	28	30	31	43	55	206	92	
Poker Face	5	7	9	11	13	33	43	53	63	80	317	177	
Copying	40	50	50	60	60	70	80	90	90	99	689	489	(160)
Mech Knowledge	6	10	14	18	22	32	42	52	62	80	338	174	(6)
Mech Operation	12	22	32	42	62	80	82	85	90	95	602	411	(79)
Below the Belt	40	40	50	50	60	60	70	70	80	80	600	400	
Strong Blow	20	21	22	23	24	25	26	27	28	30	246	47	
Flip	12	14	16	18	20	22	24	26	28	30	210	35	
Counterattack	5	10	15	20	40	50	60	70	85	99	454	288	(24)
Feint	12	22	32	42	62	80	82	85	90	95	602	411	
Mental Training	4	7	14	21	28	35	42	49	56	63	319	157	(12)
Motormouth	40	50	50	60	60	70	80	90	90	99	689	489	
Body Control	10	20	30	40	50	60	70	80	90	99	549	361	
Spirit Force	20	30	40	50	60	70	80	90	90	99	629	430	
Parry	12	22	32	42	62	80	82	85	90	95	602	411	
Cancel	10	20	30	40	50	60	70	80	90	99	549	361	
Gale	5	7	9	11	13	33	43	53	63	80	317	177	
Provocation	20	30	40	50	60	70	80	90	90	99	629	430	
Float		97	6	5	17	1	1	18	8	12			

- The numbers in brackets show you how much SP you'll save by using skill books.

Knowledge L1	Cross	300	Herbal Medicine, Mineralogy, Recipe
Knowledge L2	Herlie	1500	Biology, Tool Knowledge, Musical Notation
Knowledge L3	Linga	2700	Mental Science, Fairyology, Piety
Sensibility 1	Cross	400	Esthetic Sense, Good Eye, Patience, Courage
Sensibility 2	Herlie	1600	Playfulness, Danger Sense, Perseverance, PokerFace
Sensibility 3	Lacour	2700	Functionality, Effort, Radar
Technique L1	Cross	400	Kitchen Knife, Whistling, Sketching, Copying
Technique L2	Hilton	1600	Craft, Writing, Mech Knowledge, Animal Training
Technique L3	Linga	3600	Scientific Ability, Musical Instrument, Metal Casting, Mech Operation
Combat Lv1	Herlie	400	Spirit Force, Below the Belt, Strong Blow, Cancel
Combat Lv2	Hilton	1600	Gale, Mental Training, Feint, Flip
Combat Lv3	Lacour	4500	Counterattack, Body Control, Parry, Motormouth, Provocation

Used in (x: can increase with skill books)

Sketching	x	Art
Musical Not.	x	Musical Talent (+ Orchestra)
Musical Instr.	x	Musical Talent (+ Orchestra)
Tool Knowledge	x	Identify (+ Identify All)
Mineralogy	x	Metalwork, Alchemy, Identify (+ Identify All)
Herbal Med.	x	Identify (+ Identify All), Compounding, Survival
Craft	x	Metalwork, Customize (+ Blacksmith)
Esthetic Sense		Metalwork, Art
Writing	x	Authoring (+ Publishing)
Effort		Practice (+ Comprehension)
Perseverance		Practice (+ Comprehension)
Patience		Practice (+ Comprehension), Survival
Danger Sense		Scout
Biology	x	Compounding
Mental Science	x	Compounding
Kitchen Knife	x	Cooking (+ Master Chef)
Recipe	x	Cooking (+ Master Chef)
Good Eye	x	Cooking (+ Master Chef)
Whistling		Familiar (+ Come on, Bunny)
Animal Training		Familiar (+ Come on, Bunny)
Metal Casting	x	Customize (+ Blacksmith)
Scientific Ab.	x	Alchemy
Fairyology	x	Alchemy
Radar		Oracle
Piety		Oracle
Playfulness		Oracle
Functionality		Customize (+ Blacksmith)
Courage		Pickpocket (+ Reverse Side)
Poker Face		Pickpocket (+ Reverse Side)
Copying	x	Reproduction
Mech Knowledge	x	Machinery
Mech Operation	x	Machinery
Mental Training	x	-
Counterattack	x	-

#### Talents

Originality	Sense of Taste
Dexterity	Sense of Design
Writing Ability	Sense of Rhythm
Sense of Pitch	Love of Animals
Sixth Sense	Blessing of Mana

Learn Talent by using

Originality	Metalwork
Sense of Taste	Cooking
Dexterity	Metalwork
Sense of Design	Art
Writing Ability	Authoring
Sense of Rhythm	Musical Talent
Sense of Pitch	Musical Talent
Love of Animals	Familiar
Sixth Sense	Scout
Blessing of Mana	-

Easily learned by (without Orchestra)

Originality	RCIPAOBLE-NH	
Sense of Taste	R L DNH	-: Always starts with it
Dexterity	RCIPA- ED H	x: Cannot learn
Sense of Design	IPxOB E NH	
Writing Ability	RC B-E N-	
Sense of Rhythm	RCIPAOBL- NH	
Sense of Pitch	RCIPAOBLE NH	
Love of Animals	RCxP xBLE NH	
Sixth Sense	x I AxBLEDN	

- When learning Sixth Sense, the odds drop drastically after the first attempt. It resets when you move to another area.

Skills

(Super)

Art	Customize	Master Chef	Orchestra
Identify	Metalwork	Comprehension	Come on, Bunny
Authoring	Compounding	Publishing	Identify All
Cooking	Alchemy	Blacksmith	Reverse Side
Survival	Reproduction		
Machinery			

Musical Talent

Practice  
Oracle  
Scout

Customize	Functionality (K3)   366     T: Originality
	Craft (G2)   95   x   I: Magical Rasp
	Metal Casting (G3)   325   x
Blacksmith	Customize
	Alchemy
Metalwork	Mineralogy (C1)   78   x   T: Dexterity
	Esthetic Sense(K1)   361     T: Originality
	Craft (G2)   230   x   I: Soldering Iron
Alchemy	Mineralogy (C1)   78   x   T: Blessing of Mana
	Scientific Ab.(G3)   174   x   I: Erlenmeyer Flask
	Fairyology (C3)   246   x

Compounding	Herbal Med.	(C1)	64	x	T: Dexterity
	Biology	(C2)	411	x	I: Antiseptic Gloves
	Mental Science	(C3)	302	x	
Authoring	Writing	(G2)	72	x	T: Writing Ability
					I: Text Software
Identify	Herbal Med.	(C1)	64	x	I: Element Analyzer
	Mineralogy	(C1)	78	x	
	Tool Knowl.	(C2)	50	x	
Reproduction	Copying	(G1)	489	x	T: Design Sense
Musical Talent	Musical Not.	(C2)	256	x	T: Sense of Rhythm & Pitch
	Musical Instr.	(G3)	256	x	I: Musical Software
Orchestra	Musical Talent				
	Art				
Pickpocket	Courage	(K1)	92		T: Dexterity
	Poker Face	(K2)	177		
Scout	Danger Sense	(K2)	34		T: Sixth Sense
Art	Sketching	(G1)	373	x	T: Design Sense
	Esthetic Sense	(K1)	361		I: Graphic Software
Familiar	Whistling	(G1)	175		T: Love of Animals
	Animal Tr.	(G2)	246		
Survival	Herbal Med.	(C1)	64	x	I: Survival Kit
	Patience	(K1)	95		
Cooking	Kitchen Knife	(G1)	102	x	T: Sense of Taste
	Recipe	(C1)	52	x	I: All-Purpose Knife
	Good Eye	(K1)	150	x	
Master Chef	Cooking				T: Sense of Taste
	Compounding				I: All-Purpose Knife
Reverse Side	Pickpocket				
	Reproduction				
Comprehension	Practice				
	Survival				
Publishing	Authoring				I: Text Software
	Machinery				
Identify All	Identify				
	Metalwork				
Come on, Bunny	Familiar				
	Scout				
Practice	Patience	(K1)	230		
	Perseverance	(K2)	170		
	Effort	(K3)	575		

Oracle	Playfulness	(K2)	35	
	Piety	(C3)	177	
	Radar	(K3)	430	

- IC skills have two rolls that determine the result of the process: a success roll and an item roll. If and when the success roll fails, you'll see a glimpse of the item you rolled.
- A Super Specialty becomes available once two characters have the primary skill (the first one listed) at Lv4 or higher and at least one character has the secondary skill at Lv1 or higher.
- The level of a Super Specialty is the combined level of every character's primary skill divided by 3.

#### Customize

- Item used: none.
- Create weapons. There are 3 types of formulas: non-specific, semi-specific (~), and specific / unique (=).
  - A non-specific formula can produce different results. Each character has 5-7 different weapons they can create this way.
  - A semi-specific formula has only one possible (successful) result and requires a specific metal/mineral, whereas the weapon needs to have a certain customization value (above or below a certain figure, or falling within a certain range).
  - A specific formula has only one result and requires both a specific metal/mineral and a specific weapon.
- The success roll for (semi-)specific formulas involves the value of the result vs the combined values of the weapon, metal/mineral and the random factor.
  - The weapon values range from 0 to 30. In practice, you won't be using anything with a value higher than 24.
  - The metal/mineral values range from 0 to 20.
  - The random factor ranges from 0 to x, where x is SLv\*5.
  - The most powerful weapons require you to roll vs a value of 80.

#### Blacksmith

- Item used: Smith's Hammer - 250 Fol (Linga, North City)
- Create armor. You can only create class a items without a Magical Rasp (can be bought on Disc 2) and class b items with one.

Iron	a. Banded Helm, Ringed Mail, Knight's Shield, Plate Helm,   Plate Greaves, Plate Mail, All-Purpose Knife
	b. Plate Mail, All-Purpose Knife
Damascus	a. Bloody Helm, Bloody Armor, Chaos Mail, Core Plate
	b. Algol, Duel Helm, Duel Suit
Orichalcum	a. Barrier Shield, Hermit's Helm, Neo Greaves, Barrier Armor
	b. Odin's Helm, Reflective Armor
Rune Metal	a. Rune Shoes, Rune Buckler, Wizard's Hat, Wizard's Mail
	b. Flying Hawk Robes, Mirage Robe
Moonite	a. Witch Boots, Jeanne Shield, Jeanne Helm, Jeanne Armor
	b. Isis Tiara, Ishtar Robe, Armband of Kali
Meteorite	a. Star Necklace, Star Cloak, Star Greaves, Star Guard
	b. Sylvan Boots, Sylvan Helm, Sylvan Mail
Mithril	a. Mithril Coat, Mithril Dress, Mithril Shield, Mithril Mesh
	b. Pallas Athena

#### Alchemy

- Item used: Iron - 200 F (Salva, Hilton, North City, Fun City)
- \*: Unlocked with the Lezard Flask (Central City - 120 000 F).

Lv1 | Silver, Gold  
 Lv2 | Sapphire, Ruby  
 Lv3 | Green Beryl, Crystal  
 Lv4 | Diamond  
 Lv5 | Star Ruby  
 Lv6 | Damascus (ID), Rune Metal\* (ID)  
 Lv7 | Orichalcum (ID), Rainbow Diamond\*  
 Lv8 | Moonite\* (ID), Sage's Stone\*, Meteorite\* (ID), Mithril\* (ID)  
 Lv9 | -  
 Lv10 | -

#### Metalwork

- Crafting results are now limited to certain characters.
- Not used in crafting: Damascus, Rune Metal, Orichalcum, Meteorite, Mithril.
- There are tens of items you can create, but only a small number of them are of significance.
  - Iron: Paralysis Check, Stone Check, Black Earring (Rena)
  - Silver: Silver Ring (Claude, Celine)
  - Sapphire: Feet Symbol, Blue Talisman (Rena, Celine)
  - Ruby: Berserk Ring (Claude, Precis, Chisato)
  - Green Beryl: Might Chain, Fairy Ring (Claude, Precis, Chisato), Emerald Ring (Rena, Celine)
  - Rainbow Diamond: Atlas Ring (Claude, Chisato), Magic Mist (Rena), Magic Cross (Rena, Precis)
  - Sage's Stone: Mental Ring (Claude, Celine, Precis, Chisato)

#### Machinery

- Item used: Material Kit - 1200 Fol (Linga, North City).
- Items of note: Support items, IC items (Magician's Hand, RIRICA), weapons for Precis and Opera.
- There are also the 5 waza items (2 for Precis, 3 for Opera), but they've got pretty low odds (one of them incredibly low).

#### Support Items

Alchemy | Erlenmeyer Flask  
 Metalwork | Soldering Iron  
 Identify | Element Analyzer  
 Compounding | Antiseptic Gloves  
 Art | Graphic Software  
 Authoring | Text Software  
 Survival | Survival Kit

#### Compounding

Rose Hip + Rose Hip | Cure Poison, Mixed Syrup, Cure Paralyse, Maple Syrup  
 Rose Hip + Lavender | Fruit Syrup, Sweet Syrup, Fresh Syrup, Holy Mist  
 Lavender + Lavender | Resurrect Bottle, Medical Rinse, Mixed Syrup, Herbal Oil  
 Lavender + Artemis | Medical Rinse, Wonder Drug, Resurrect Mist, Smelling Salts  
 Lavender + Mandrake | Maple Syrup, Smoke Oil, Nightmare Pot, Merlin Drink  
 Aceras + Aceras | Skanda Ointment, Resurrect Bottle, Smelling Salts, Fairy Mist  
 Aceras + Lavender | Fresh Syrup, Resurrect Mist, Energy Tonic, Holy Mist  
 Aceras + Rose Hips | Kamikaze Tonic, Succubus Cologne, Mental Pot, Skanda Ointment  
 Aceras + Mandrake | Energy Tonic, Risky Liquid, Herbal Oil, Hot Syrup  
 Artemis + Artemis | Spring Water, Fairy Glass, Care Tablet

Artemis + Aceras	Wonder Drug, Spring Water, Herbal Oil, Flash Pot
Artemis + Mandrake	Sweet Syrup, Spring Water, Danger Pot, Sour Syrup
Artemis + Rose Hip	Skanda Compress, CureParalyse, CurePoison, Marionette Pill
Artemis + Wolfsbane	Hot Syrup, Sour Syrup, Fruit Syrup, Violence Pill
Wolf + Wolf	Bitter Lotion, Madness Mist, Stink Gel, Melting Lotion
Wolf + Mandrake	Fairy Cologne, Lilith Tonic, MeltingLotion, Bubble Lotion
Wolf + Aceras	Lilith Tonic, Bubble Lotion, Pixie Cologne, Shock Oil
Wolf + Rose Hips	Succubus Cologne, Paralyze Mist, Nightmare Pot, Danger Pot
Wolf + Lavender	Melting Lotion, Stink Gel, Paralyze Oil, Bitter Lotion
Mandrake + Mandrake	Violence Pill, Crush Pill, Risky Liquid, Natural High
Mandrake + Rose Hip	Kamikaze Tonic, Smoke Mist, Attack Vial, Flash Pot

#### Art

- Items used: Magic Canvas / Magical Clay (Herlie, Linga, Central City)
  - a. Magic Canvas (1000 F): Fairies' Card, Revival Card
  - b. Magical Clay (600 F): Angel's Statue, Goddess Statue

#### Authoring

- Item used: Fountain Pen - 460 Fol (Linga, Lacour, Central City)
- Writing has been heavily nerfed; You can only write books for skills the author has at Lv5, and the books can only increase a skill up to Lv5. Combined with Perseverance, there's really not much use you can get out of this skill now. If it's something that only costs 1 SP, I'd just use SP.
- I suggest giving each character 3 books for Biology, 2 books for Mental Science, 1 book for Kitchen Knife, 2 books for Metal Casting and 1 book for Mental Training and Counterattack.

Biology	Nature's Life Force
Herbal Medicine	All About Herbs
Mental Science	Heart Barriers
Mineralogy	The Land's Secret
Tool Knowledge	Pocket Encyclopedia
Recipe	Today's Dish
Musical Notation	Musical Theory
Animal Training	Forest Friends
Fairyology	Mystical Beings
Good Eye	Choose Ingredients
Craft	Gold/Silversmith
Mech Knowledge	Engineering
Mech Operation	Operation Manual
Kitchen Knife	Cook from the Heart
Musical Instr.	Pieces for Learners
Sketching	Pose Collection
Copying	Before Tea's Ready
Metal Casting	No Need for Words
Scientific Ab.	The Hermes Theory
Counterattack	On Revenge
Mental Training	On Training

#### Musical Talent

- Compose (Feather Pen - 20 Fol (Hilton)).
- Play (Conductor's Baton - 85 Fol (Hilton)).

#### Orchestra

- Perform music with multiple instruments (uses Baton). Greatly increases the success rate of IC as well as the odds of learning new

Talents. Requires at least 8 pieces and the instruments needed to play them (no need for duplicates). Doesn't affect Super Specialties.

- The performance lasts for 29 seconds.

#### Familiar

- Item used: Pet Food.

Lv1-2 | Blueberry, Blackberry, Aquaberry, Spectacles

Lv3-4 | Rose Hips, Wolfsbane, Lavender, Flare Bomb

Lv5-6 | Cure Paralyze, Cure Stone, Resurrection Bottle, Mandrake, Mind Bomb

Lv7-8 | Cooking ingredients

Lv9-10 | Blueberry, Blackberry, Aquaberry, Resurrection Bottle, Spring Water, Aceras, Spectacles, Magic Canvas

#### Practice

- Increase Exp gained at the cost of ATP and DFP. The increase and decrease are 20% at most (combined skill levels divided by 4).

#### Identify All

- Raise / lower prices for one shopping session (3\*SLv %).

#### Come on, Bunny

- Call a bunny that you can ride on the world map. There are no encounters while riding.

#### Survival

- Use 4 MP to find items from nature. Technically, the odds vary depending on the location, but in practice, they're always abysmal. It seems that, when you fail, the game teases you with one of the possible results (even the exceedingly rare ones).

#### Reverse Side

- Create items of dubious nature. Lowers affinity. Item used: Vellum Paper.

#### Oracle

- Receive messages. That's it. No warping.

#### Combat Skills

##### Lv1

##### Spirit Force

- Chance to increase DFP (by 100% at Lv10).

##### Below the Belt

- Chance to ignore DFP completely.

##### Cancel

- Chance to be able to execute waza immediately after a normal attack.

##### Strong Blow

- Increase knockback when attacking. DON'T EVER INCREASE THIS SKILL!

##### Lv2

##### Gale

- Increase movement speed. You can turn the skill off, but this does nothing.

##### Feint

- Chance to increase Accuracy.

### Mental Training

- Chance to increase ATP (by 1/3 at Lv10).

### Flip

- Try to run behind the enemy when attacking. DON'T EVER INCREASE THIS SKILL!

### Lv3

#### Counterattack

- Chance to counterattack by pressing Confirm when hit.

#### Motormouth

- Chance to reduce incantation time.

#### Body Control

- Chance to resist a status ailment.

#### Parry

- Chance to increase Evade.

#### Provocation

- Taunt the enemy by pressing Select (only once in total per battle).  
Makes the enemy likely to target that character.

#### Float (CoT)

- Chance to float the enemy.

### Stat bonuses / Perks

	1	2	3	4	5	6	7	8	9	10	
Biology	10	30	50	70	90	110	130	150	170	190	
	10	40	90	160	250	360	490	640	810	1000	HP (10*Lv^2)
Kitchen Knife	Str +200	(20*Lv)									
Scientific Ab.	Str +100	(10*Lv)									
Functionality	Str, Dex, Agl, Int +60	(6*Lv)									
Danger Sense	Stm +30	(3*Lv)									
Patience	Con +20	(2*Lv)									
Metal Casting	Dex +20	(2*Lv)									
Writing	Dex +12	(Lv+2)									
Craft	Agl +12	(Lv+2)									
Musical Not.	Agl +11	(Lv+1)									
Musical Instr.	Agl +11	(Lv+1)									
Poker Face	Guts +30	(3*Lv)									
Mental Science	MP +50	(5*Lv)									
Mineralogy	Int +30	(3*Lv)									
Fairyology	Int +11	(Lv+1)									
Piety	Str / Con / Dex / Agl / Int / Luck / Stm / Guts * 1,03	per lv									
	1	2	3	4	5	6	7	8	9	10	
Playfulness	100,700,1900,3700,	6100,	9100,12	700,16	900,21	700,27	100				
	100,800,2700,6400,12	500,21	600,34	300,51	200,72	900,	100k				
	100	000	Fol	(100*Lv~3)							
Perseverance	Lowers SP cost of skills by 20	(2*Lv)									
Effort	Gives xp equal to 0,04 * SLv * xp	to next level									
Tool Knowledge	+30% selling price	(3*Lv)									
Herbal Medicine	+30% Blueberry and Blackberry	(3*Lv)									

Good Eye | Food healing potency up (1% per level)  
 Radar | Gives an item chosen randomly from a pool of 15 items  
 (nothing you can't get some other way)

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 Enemy List

A05

	HP	ATP	Xp	Fol	FWTIESULDV	
Funny Thief	3	32	6	10		Arlia / Salva
Lizard Axe	60	38	10	18	W	
Kobold	65	39	15	30	W W	
Vorpall Bunny	120	47	16	25	W	
Alraune	120	62	38	34	W	Cross Region
Armed Knight	180	61	40	25	W	
Land Worm	200	64	35	40	W	
Slime	200	64	45	40	W	
Magius	20	57	150	120	R RR R	Heraldry Forest
Blood Worm	600	100	125	100		
Robber Axe	400	104	130	105	W	
Bugbear	600	114	130	90	W W	
Stingray	588	111	150	250	W	
Karura Eagle	800	112	300	260	W W W	
Gerell	600	147	380	120	W	Salva Drift
Gelatin Cube	460	167	160	130	WR	
Sandglass	780	167	400	260	W W	
Scylla	880	174	520	337	W	
Werewolf	750	147	270	130	W	
Beast Master	840	120	300	130		
Slime Pool	1600	190	420	134	R R	Mountain Palace
Fudd	850	187	280	147	W	
Hound Dog	750	190	310	130	W	
Archer	200	174	295	155	W	
Petro Gerell	656	193	600	360	W	
Shout	700		400	150	W	Lasguss Mountains
Pyre Shelly	500	187	590	200	R RR R	
Kobold King	800	200	600	150	W W	
Sargwen	850	207	580	130	W	
Flying Ray	1000	217	800	150	W	
Cockatrice	1200	181	1000	250	W W W	
Sandworm	1000	240	50	210	R	Lasguss Desert
Shadow Flower	1200	214	151	220	W	
Rolesher	3000	267	250	150	WWW	
	HP	ATP	Xp	Fol	FWTIESULDV	
Mandrake	800	240	880	280	W	Lacour Region
Killer Rabi	2000	280	1600	260	W	
Wolfhead	600	227	840	200	W	
Shyness Lady	1000	220	900	280		
Ooze	2300	260	850	350	R R	Linga Sanctuary

Black Hound	1100	237	940	288	R	W							
Black Slime	3600	267	1100	350		W	Hoffman Ruins						
Doom Axe	3200	267	1020	310		W							
Kitty	60	300	4000	1200	IIIIIIIIII								
Guarder	200	234	1000	410	IIII								
Giant Bow	600	248	1000	320	W								
Salamander	5000	307	6000	2000	RWR	R							
Elder Magius	800		2000	510	R RR R		Eluria Tower						
Defender	800	394	1820	410		W W							
Timekeeper	3500	424	1800	480	W W								
Gelatin Float	3000	534	4000	900	WR								
Darth Widow	6700	434	3000	1000	W								
Goathead	3000	420	1900	450	W	W							
Cold Lizard	13 000	387	13 000	4000	WRR								
	HP	ATP	Xp	FoI	F	W	T	I	S	U	L	D	V
Bang	4000		2400	1040		W		Energy Nede					
Ray Stinger	4000	480	2600	660	W								
Hellhound	8300	567	2300	654	R	W							
Otif	8000	587	3650	800	R	W							
Peryton	12 500	497	2800	50	W	W	W	Red Crystal					
Saber Bunny	18 600	624	4000	5000	W			Snowfields					
Mount Snow	20 700	934	3000	50	W	R	R	R	R	R	R	R	R
Snowman	58 700	1147	5200	32800	W	I	I	I	I	I	I	I	I
Rikiro	10 000	547	3900	800	R	W		Courage					
Dark Crusader	10 000	614	4500	1000	R		W	R					
Fenrir Beast	25 000	667	22 000	1500	W	R	R						
Niquia HG	1300		1000	50				Intelligence					
Controller	8000	587	3100	550									
Rikii	10 000	547	3500	850		W							
Reflect Guarder	3000	667	3300	10	R	R	R	R	R	R	R	R	R
Wizard	20 000	600	4600	2000	R	R	R	R	R	R	R	R	R
Athul Athul	5000	534	3800	50				Power					
Insane Lord	8000	640	4950	1200			W	R					
Ghast	20 000	520	4800	50	W	R	W						
Yeti	20 000	80	6500	18000	W								
Control Key	14 000	800	6200	2000				Love					
Rikiha	15 000	767	5500	50		W							
Master Wizard	35 000	867	13 000	2200	R	R	R	R	R	R	R	R	R
Gelatin Block	80 000	1067	65 000	6000	R	I	I	R	I	I	I	I	R
Burst	6000		4800	600			W	Mihne Cavern					
Evil Water	40 000	1000	6600	50	R	R							
Breakwing	30 000	734	7600	2020	W								
Pad Master	6500	404	2100	50				Jack-in-the-Box					
	HP	ATP	Xp	FoI	F	W	T	I	S	U	L	D	V
Niquia LM	2300	74	2000	50	R	R	R	R	R	R	R	R	R
Succubus	21 000		3000	2800									
Miel 64	18 000	1014	9900	2000	W								
Takicodus	25 500	667	9000	50	R	W	R	R	R	R	R	R	R

Ericodus	5500	614	9800	650	R W R	
Kidonia	14 700	814	8500	1020	W W	
Riverside	5200	854	12 000	50	W W	
Medusa Lizard	38 000	967	74 000	4600	RR R	690 DFP
Weird Avia	100 000	947	160 000	30000	R R	520 DFP

Cave of Trials

Warlock	14 500	1334	15 000	2000	RR RR	Level 1
Weird Knight	23 000	1267	11 000	1200	I R	
Living Armor	11 800	1300	12 000	910	IIIIIIIIIIII	
Gloom Wing	30 000	1267	15 000	1200		

Hunting Gel	20 000	1400	10 000	3000		Level 2
Weird Axe	23 500	1400	20 000	1500		
Cave Sting	18 000	1400	23 000	1850		
Giant	29 000	1467	20 000	3200		

Weird Goat	24 600	1334	27 000	3500		Level 3
Blood Gerell	60 000	1534	25 000	20000		
Lesser Devil	21 200	1267	27 000	2450		

Punk Ponk	37 000	1434	31 000	4000		Level 4
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Greater Goat	29 700	1334	36 600	4080		Level 5
Dragon Axe	26 550	1800	30 000	10		
Atlas	30 000	1480	35 200	2955		
Gloom Sting	22 000	1604	30 000	2250		
Lady Chimera	27 500	1667	36 000	4000		

Metal Funny	300	1000	131 070	10000		Level 6
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Magus	17 510	1334	48 000	6200	RRRR	Level 7
Orbiter Beast	84 000	1774	120 000	6000	RR	
Last Avenger	26 500	1767	48 000	3800		
Robin Fake	18 200	1747	30 000	1024		
Funny ThiefLv99	40 000	1734	200 000	20000		

Dream Shade	35 000	1534	60 000	30000		Level 8
Forager	28 200	1867	51 000	1800	W	
Weird Devil	27 800	1867	60 000	6100		
Killer Giganto	35 000	1880	52 000	4200		
Star Guarder	26 650	1800	50 000	3500	IIIIIIIIIIII	

Weird Mollusk	28 000	1867	62 500	5000		Level 9
Robin Master	22 000	1800	50 000	2000		
Brigant Ogre	36 200	1877	60 200	3200		
Cockatrice King	29 800	1867	60 000	5000		

Mind Flayer	66 500	1614	120 000	2000		Level 10
Miel 128	49 000	2267	70 000	6000	W W W	
Crab Gunner	48 500	1934	67 000	4834		
Gastric Gel	39 000	2075	105 000	4260		
Live Flayer	48 500	2134	67 000	4000		

Hell Master	60 000	2067	180 000	10		Level 11-12
Weird Mage	45 000	2374	80 000	10000		
Owlbear	300 000	2667	800 000	100k		2400 DFP

Soul Master	50 000	2667	200 000	10		Level 13
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Rock Demon	550 000	5334	950 000	50000			2325 DFP
Hell Servant	450 000	2667	600 000	100k	R R		Lv4 2325 DFP
Phoenix	350 000	2167	1m	500k	I I		Lv2 Silver Trumpet
Mythril Eater	600 000	5667	242 000	60000			Lv5 1275 DFP
Erishin Beast	450 000	2000	300 000	42000	RRRRRRR	R	Lv6
Geo Guardian	400 000	3000	300 000	100k			Lv7 1650 DFP
Dragon Tyrant	550 000	2534	1,8m	1,2m			Lv8 1200 DFP
Wise Sorceria	700 000	3667	1m	300k	R RRR		Lv9 2250 DFP
Iselia Queen	3,3m	3867	4m	50000		A	Lv10 2250 DFP

Duel Battle - E Rank

FWTIESULDV

Lizard Axe	60	38	10	18		W	Arena
Vorpal Bunny	120	47	16	25	W		
Armed Knight	180	61	40	25	W		
Alraune	120	62	38	34	W		

Duel Battle - D Rank

Karura Eagle	800	112	300	260	W W W		
Beast Master	840	120	300	130			
Gerell	600	147	380	120	W		
Scylla	880	174	520	337	W		

Duel Battle - C Rank

Salamander	5000	307	6000	2000	RWR	R	
Goathead	3000	420	1900	450	W	W	
Cold Lizard	13 000	387	13 000	4000	WRR		
Ray Stinger	4000	480	2600	660	W		

Duel Battle - B Rank

Dark Crusader	10 000	614	4500	1000	R	WR	
Ogre	4200	467	1000	850			
Rikiha	15 000	767	5500	50		W	
Breakwing	30 000	734	7600	2020	W		

Duel Battle - A Rank

Ericodus	5500	614	9800	650	R W R		
Miel 64	18 000	1014	9900	2000	W		
Kidonia	14 700	814	8500	1020	W	W	
Medusa Lizard	38 000	967	74 000	4600	RR R		690 DFP

Bullying Battle - F Rank

Funny Thief	3	32	6	10			
Lizard Axe	60	38	10	18		W	
Slime	200	64	45	40		W	

Bullying Battle - E Rank

Kobold	65	39	15	30	W W		
Robber Axe	400	104	130	105		W	
Magius	20	57	150	120	R RR R		
Karura Eagle	800	112	300	260	W W W		

Bullying Battle - D Rank

Bang	4000		2400	1040		W	
Hellhound	8300	567	2300	654	R	W	
Peryton	12 500	497	2800	50	W W W		

Bullying Battle - C Rank

Dark Crusader	10 000	614	4500	1000	R	WR	
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Otif	8000	587	3650	800	R	W		
Insane Lord	8000	640	4950	1200			WR	

Bullying Battle - B Rank

Reflect Guarder	3000	667	3300	10	RRRRRRRRRR			
Wizard	20 000	600	4600	2000	RRRRRR			
Breakwing	30 000	734	7600	2020	W			
Takicodus	25 500	667	9000	50	RWR	RR		

Bullying Battle - A Rank

Niquia LM	2300	74	2000	50	RR	RRR		
Takicodus	25 500	667	9000	50	RWR	RR		
Ericodus	5500	614	9800	650	R	W	R	
Riverside	5200	854	12 000	50	W	W		
Kidonia	14 700	814	8500	1020	W	W		
Warlock	14 500	1334	15 000	2000	RR	RR		
Weird Knight	23 000	1267	11 000	1200	I		R	

Team Battle - F Rank

Gerell	600	147	380	120	W			
Scylla	880	174	520	337	W			
Goathead	3000	420	1900	450	W	W		
Salamander	5000	307	6000	2000	RWR		R	
Takicodus	25 500	667	9000	50	RWR	RR		5

Team Battle - E Rank

Funny Thief	3	32	6	10				
Dark Crusader	10 000	614	4500	1000	R		WR	
Wizard	20 000	600	4600	2000	RRRRRR			
Miel 64	18 000	1014	9900	2000	W			
Dragon Axe	26 550	1800	30 000	10				5

Team Battle - D Rank

Dark Crusader	10 000	614	4500	1000	R		WR	
Breakwing	30 000	734	7600	2020	W			
Last Avenger	26 500	1767	48 000	3800				
Dragon Axe	26 550	1800	30 000	10				
Riverside	5200	854	12 000	50	W	W		5

Team Battle - C Rank

Reflect Guarder	3000	667	3300	10	RRRRRRRRRR			
Breakwing	30 000	734	7600	2020	W			
Punk Ponk	37 000	1434	31 000	4000				
Orbiter Beast	84 000	1774	120 000	6000			RR	
Medusa Lizard	38 000	967	74 000	4600	RR	R		5 690 DFP

Team Battle - B Rank

Otif	8000	587	3650	800	R	W		
Forager	28 200	1867	51 000	1800			W	
Medusa Lizard	38 000	967	74 000	4600	RR	R		x2 690 DFP
Weird Avia	100 000	947	160 000	30000	R	R		5 520 DFP

Team Battle - A Rank

Kidonia	14 700	814	8500	1020	W	W		
Takicodus	25 500	667	9000	50	RWR	RR		
Medusa Lizard	38 000	967	74 000	4600	RR	R		690 DFP
Weird Avia	100 000	947	160 000	30000	R	R		520 DFP
Orbiter Beast	84 000	1774	120 000	6000			RR	5

Survival Battle HP      ATP      Xp      Fol      FWTIESULDV

Lizard Axe	60	38	10	18	W		
Armed Knight	180	61	40	25	W		
Slime	200	64	45	40	W		
Bugbear	600	114	130	90	W W		
Karura Eagle	800	112	300	260	W W W		
Gerell	600	147	380	120	W		
Scylla	880	174	520	337	W		
Slime Pool	1600	190	420	134	R R		
Shout	700		400	150	W		
Sargwen	850	207	580	130	W		10
Mandrake	800	240	880	280	W		
Salamander	5000	307	6000	2000	RWR	R	
Black Slime	3600	267	1100	350	W		
Cold Lizard	13 000	387	13 000	4000	WRR		
Hellhound	8300	567	2300	654	R W		
Peryton	12 500	497	2800	50	W W W		
Reflect Guarder	3000	667	3300	10	RRRRRRRRRR		
Fenrir Beast	25 000	667	22 000	1500	WRR		
Dark Crusader	10 000	614	4500	1000	R	WR	
Otif	8000	587	3650	800	R W		20
Reflect Guarder	3000	667	3300	10	RRRRRRRRRR		
Breakwing	30 000	734	7600	2020	W		
Ericodus	5500	614	9800	650	R W R		
Miel 64	18 000	1014	9900	2000	W		
Funny Thief	3	32	6	10			
Kidonia	14 700	814	8500	1020	W W		
Takicodus	25 500	667	9000	50	RWR	RR	
Riverside	5200	854	12 000	50	W	W	
Wizard	20 000	600	4600	2000	RRRRRR		
Medusa Lizard	38 000	967	74 000	4600	RR R		30 690 DFP
Weird Avia	100 000	947	160 000	30000	R R		520 DFP
Weird Knight	23 000	1267	11 000	1200	I	R	
Warlock	14 500	1334	15 000	2000	RR RR		
Hunting Gel	20 000	1400	10 000	3000			
Giant	29 000	1467	20 000	3200			
Blood Gerell	60 000	1534	25 000	20000			
Punk Ponk	37 000	1434	31 000	4000			
Lady Chimera	27 500	1667	36 000	4000			
Greater Goat	29 700	1334	36 600	4080			
Dragon Axe	26 550	1800	30 000	10			40
Funny ThiefLv99	40 000	1734	200 000	20000			
Last Avenger	26 500	1767	48 000	3800			
Magus	17 510	1334	48 000	6200	RRRR		
Orbiter Beast	84 000	1774	120 000	6000		RR	
Star Guarder	26 650	1800	50 000	3500	IIIIIIIIII		
Forager	28 200	1867	51 000	1800		W	
Cockatrice King	29 800	1867	60 000	5000			
Miel 128	49 000	2267	70 000	6000	W W W		
Crab Gunner	48 500	1934	67 000	4834			
Hell Servant	450 000	2700	600 000	100k	R R		50 2325 DFP

Arlia	Xp	Fol	
Gark	10	300	(event)
Salva Drift [Temp]			
3x Funny Thief	18	30	
5x Funny Thief	30	50	
7x Funny Thief	42	70	(drop)
Kobold	15	30	(/ back)
Lizard Axe, Kobold	25	48	
2x Lizard Axe	20	36	
2x Lizard Axe, Funny Thief	26	46	(pincer)
2x Vorpall Bunny	32	50	
3x Vorpall Bunny	48	75	
Arlia Region			
2x Funny Thief	12	20	(/ pincer)
3x Funny Thief	18	30	
6x Funny Thief	36	60	
Kobold	15	30	(back)
2x Lizard Axe	20	36	(/ back)
2x Lizard Axe, Funny Thief	26	46	(pincer)
3x Lizard Axe	30	54	
West Cross Continent Region			
3x Funny Thief	18	30	
2x Lizard Axe	20	36	
3x Lizard Axe	30	54	
2x Lizard Axe, Funny Thief	26	46	(pincer)
2x Alraune	76	68	
2x Armed Knight	80	50	
3x Land Worm	105	120	
3x Land Worm	105	120	
2x Slime	90	80	
Robber Axe, Magius	280	225	
West Cross Continent Forests			
2x Lizard Axe, Funny Thief	26	46	(pincer)
2x Alraune	76	68	
2x Armed Knight	80	50	(/ pincer)
3x Land Worm	105	120	
2x Slime	90	80	
Robber Axe, Magius	280	225	
2x Bugbear, Robber Axe	390	285	(pincer)
4x Sandglass	1600	1040	(back)
Cross Cave			
2x Alraune	76	68	
2x Armed Knight	80	50	(/ pincer)
3x Armed Knight	120	75	
Armed Knight, Slime	85	65	
2x Land Worm	70	80	
3x Land Worm	105	120	
2x Land Worm, Slime	115	120	
Slime, 4x Alraune	197	176	
2x Slime	90	80	
4x Slime	180	160	(drop)
Heraldry Forest			
4x Magius	600	480	
5x Magius	750	600	

4x Blood Worm		500		400	
Robber Axe, Magius		280		225	
Robber Axe, 3x Magius		580		465	
3x Robber Axe		390		315	(/ drop)
Bugbear, 2x Magius		430		330	
Bugbear, Robber Axe, Magius		410		315	
2x Bugbear		260		180	
2x Bugbear, Robber Axe		390		285	(pincer)
Stingray, 2x Magius		450		490	
2x Stingray		300		500	
Karura Eagle, Robber Axe		430		365	(back)
Karura Eagle, Robber Axe, Magius		580		485	
2x Karura Eagle		600		520	
3x Bandit		900		1080	(event)x3
Bandit		300		360	(event-R)

#### Hilton Region

Petro Gerell, Slime Pool		1020		494	
2x Petro Gerell, 2x Slime Pool, Archer		2335		1143	
3x Kobold King, 2x Sargwen		2960		710	
Flying Ray, Pyre Shelly, Shout		1790		500	
3x Flying Ray		2400		450	
2x Cockatrice		2000		500	
Cockatrice, Sargwen, Pyre Sherii		2170		580	

#### Lacour / Linga Region

Petro Gerell, Slime Pool		1020		494	
2x Petro Gerell, 2x Slime Pool, Archer		2335		1143	
4x Mandrake		3520		1120	
2x Cockatrice		2000		500	
3x Killer Rabi		4800		780	(drop) (/back(for.))
Shyness Lady, 2x Wolfhead		2580		680	
Shyness Lady, 3x Wolfhead		3420		880	
Killer Rabi, 2x Black Hound		3480		836	(pincer) (forest)
2x Doom Axe, 2x Black Slime		4240+		1320+	(pincer) (forest)
Salamander		6000		2000	(back) (forest)

#### Salva Drift

Gerell		380+		120+	
Gerell, Magius		530+		240+	(pincer)
2x Gerell		760+		240+	(/ back)
6x Gerell		2280+		840+	
2x Sandglass		800		520	
2x Sandglass, Gerell		1180+		640+	
2x Sandglass, 2x Gerell		1560+		760+	
4x Gelatin Cube		640+		520+	
6x Gelatin Cube		960+		780+	
Scylla		520		337	
Scylla, Sandglass, Gerell		1300+		717+	
2x Scylla		1040		674	
Beast Master, 2x Werewolf		840		390	

#### Mountain Palace

2x Slime Pool		840		268	
3x Slime Pool		1260		402	
4x Sandglass		1600		1040	(back)
3x Fudd		840+		441+	
6x Fudd		1680+		882+	(drop)
Archer, 4x Funny Thief		319		195	
2x Archer, 4x Funny Thief		614		350	

3x Archer, Slime Pool		1305		599	
2x Archer, Fudd		870+		457+	(pincer)
2x Archer, Hound Dog, Fudd		1180+		587+	
2x Archer, 3x Hound Dog		1520		700	
3x Archer, 3x Hound Dog		1815		855	
Petro Gerell, Slime Pool		1020		494	
Petro Gerell, Archer, 2x Slime Pool		1735		783	
2x Petro Gerell, Archer, 2x Slime Pool		2335		1143	

#### Lasguss Mountains

2x Shout		800		300	
3x Shout		1200		450	(back / drop)
7x Shout		2800		1050	(drop)
2x Pyre Shelly		1180		400	
3x Sargwen, 2x Pyre Shelly		2920		790	
Kobold King, Pyre Shelly		1190		350	
2x Kobold King, Pyre Shelly		1790		500	
2x Kobold King, 2x Pyre Shelly		2380		700	(pincer)
3x Kobold King, 2x Sargwen		2960		710	
Flying Ray, Pyre Shelly, Shout		1790		500	
2x Flying Ray, Pyre Shelly		2190		500	
3x Flying Ray		2400		450	
Cockatrice		1000		250	
Cockatrice, Flying Ray		1800		400	
2x Cockatrice		2000		500	
Cockatrice, Sargwen, Pyre Shelly		2170		580	

#### Lasguss Desert

3x Sandworm		150		630	
5x Shadow Flower		755		1100	
Rolesher, 2x Sandworm		350		570	(pincer)
3x Rolesher		750		450	(/ back)

#### Lacour

Gladiator		500		10	(event-C)
3x Armed Knight		120		75	(event-R)
-		(200)		550	(event)
Troll		800		50	(event)
-		(410)		800	(event)
Ogre		1000		850	(event-C)
Ogre		(1000)		850	(event-R)
Dias		N/A		N/A	(event)

#### Sanctuary of Linga

2x Ooze		1700		700	
3x Ooze		2550		1050	
3x Black Hound		2820		864	
4x Mandrake		3520		1120	
3x Mandrake, 3x Black Hound		5460		1704	
Killer Rabi, Ooze		2450		610	
Killer Rabi, 2x Black Hound		3480		836	(pincer)
2x Killer Rabi		3200		520	(drop)
3x Killer Rabi		4800		780	(drop / back)
2x Killer Rabi, 2x Mandrake		4960		1080	
2x Wolfhead, 2x Black Hound		3560		976	
Shyness Lady, 2x Wolfhead		2580		680	
Shyness Lady, 3x Wolfhead		3420		880	

#### Hoffman / North Lacour Region

Petro Gerell, Slime Pool		1020		494	
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2x Petro Gerell, 2x Slime Pool, Archer		2335		1143	
4x Mandrake		3520		1120	
2x Cockatrice		2000		500	
Salamander		6000		2000	
Salamander, 2x Doom Axe		8040		2620	
2x Salamander		12 000		4000	

#### Hoffman Ruins

4x Black Slime		4400+		1400+	
2x Doom Axe		2040		620	
3x Doom Axe		3060		930	
2x Doom Axe, 2x Black Slime		4240+		1320+	(/ pincer)
5x Doom Axe		5100		1550	(drop)
Kitty		4000		1200	
2x Kitty		8000		2400	
7x Guarder		7000		2870	
4x Guarder, 2x Giant Bow		6000		2280	
Salamander		6000		2000	(/ back)
Salamander, 2x Doom Axe		8040		2620	
Salamander, 2x Giant Bow		8000		2640	
2x Salamander		12 000		4000	

#### Lacour Front Line

Shin		N/A		N/A	(event)x2
3x Stone Statue		600		150	(event)

#### El Continent

Elder Magius, 3x Defender		7460		1740	
2x Elder Magius, 2x Defender		7640		1840	
3x Goathead		5700		1350	
2x Goathead, Timekeeper, Elder Magius		7600		1890	

#### Eluria Tower

2x Elder Magius, 2x Defender		7640		1840	
Elder Magius, 3x Defender		7460		1740	
3x Goathead		5700		1350	(/ drop / back)
4x Goathead		7600		1800	
Goathead, Timekeeper, 2x Defender		7340		1750	
2x Goathead, 3x Timekeeper		9200		2340	(pincer)
3x Gelatin Float		12 000+		2700+	
2x Darth Widow, 2x Timekeeper		9600		2960	
2x Darth Widow, 2x Elder Magius		10 000		3020	
3x Darth Widow		9000		3000	
Cold Lizard		13 000		4000	
Cold Lizard, 2x Goathead		16 800		4900	
2x Cold Lizard		26 000		8000	
Berle		N/A		N/A	(event)

#### --- Energy Nede ---

#### Energy Nede Fields

3x Bang		7200		3120	
3x Ray Stinger		7800		1980	
2x Hellhound, Ray Stinger, Bang		9600		3008	
4x Hellhound		9200		2616	
5x Otif		18 250+		4000+	
3x Rikii, Wizard		15 100		4550	
3x Dark Crusader		13 500		3000	

#### Energy Nede Forests

2x Hellhound, 2x Bang		9400		3388		(pincer)
2x Hellhound, Ray Stinger, Bang		9600		3008		
4x Hellhound		9200		2616		
3x Otif		10 950+		2400+		(drop)
5x Otif		18 250+		4000+		
3x Dark Crusader		13 500		3000		
6x Insane Lord		29 700		7200		(pincer)

#### Cavern of the Red Crystal

3x Bang		7200		3120		
5x Bang		12 000		5200		(drop)
3x Ray Stinger		7800		1980		
3x Ray Stinger, Bang		10 200		3020		
2x Hellhound, 2x Bang		9400		3388		(pincer)
2x Hellhound, Ray Stinger, Bang		9600		3008		
3x Hellhound		6900		1962		(back)
4x Hellhound		9200		2616		
5x Peryton		14 000		250		

#### Energy Nede Snowfields

2x Saber Bunny		8000		10 000		(back)
3x Saber Bunny		12 000		15 000		
2x Snowman		10 400		65 600		
2x Mount Snow		6000		100		
3x Mount Snow		9000		150		(pincer)

#### Arena - Bullying Battle - F Rank

3x Funny Thief		18		30		
3x Lizard Axe		30		54		
3x Slime		135		120		

#### Arena - Bullying Battle - E Rank

3x Kobold		45		90		
3x Robber Axe		390		315		
Karura Eagle, 2x Magius		600		500		

#### Arena - Bullying Battle - D Rank

3x Bang		7200		3120		
3x Hellhound		6900		1962		
3x Peryton		8400		150		

#### Arena - Bullying Battle - C Rank

3x Dark Crusader		13 500		3000		(pincer)
4x Otif		14 600+		3200+		(pincer)
5x Insane Lord		24 750		6000		(pincer)

#### Arena - Bullying Battle - B Rank

4x Reflect Guarder		13 200		40		(pincer)
3x Breakwing, Wizard		27 400		8060		(pincer)
3x Takicodus		27 000		150		(pincer)

#### Arena - Bullying Battle - A Rank

2x Ericodus, Takicodus, 3x Niquia LM		34 600		1500		(pincer)
4x Riverside		48 000		200		(pincer)
2x Weird Knight, 2x Warlock, 2x Kidonia		69 000		8440		(pincer)

#### Field of Courage

Otif, 3x Rikiro		15 350+		3200+		
3x Otif		10 950+		2400+		
5x Otif		18 250+		4000+		

3x Dark Crusader	13 500	3000	(/ back)
4x Dark Crusader	18 000	4000	
8x Dark Crusader	36 000	8000	(pincer)
2x Fenrir Beast	44 000	3000	

#### Field of Intelligence

4x Niquia HG	4000	200	
2x Controller	6200	1100	(pincer)
4x Controller	12 400	2200	(drop)
2x Rikii, 2x Controller	13 200	2800	
3x Rikii	10 500	2550	
3x Rikii, Wizard	15 100	4550	
3x Rikii, 2x Wizard	19 700	6550	
Reflect Guarder, Wizard, Rikii, Controller	14 500	3410	
Reflect Guarder, Wizard, 2x Rikii	14 900	3710	
3x Reflect Guarder	9900	30	(/ back)
3x Wizard, 2̄ Reflect Guarder	20 400	6020	

#### Field of Power

5x Athul Athul	19 000	250	
3x Dark Crusader, 2x Athul Athul	21 100	3100	
3x Insane Lord	14 850	3600	(back)
3x Insane Lord, 3x Athul Athul	26 250	3750	
5x Insane Lord	24 750	6000	(drop)
6x Insane Lord	29 700	7200	(/ pincer)
3x Ghast	14 400	150	
3x Ghast, 3x Athul Athul	25 800	300	
3x Yeti	(19 500)	(54 000)	(event) [+4+n]

#### Field of Love

3x Niquia HG	3000	150	
2x Reflect Guarder	6600	20	(drop)
Rikiha, Control Key	11 700	2050	
3x Control Key	18 600	6000	
2x Rikiha	11 000	100	
3x Rikiha	16 500	150	
Master Wizard, 4x Reflect Guarder	26 200	2240	
Master Wizard, 5x Reflect Guarder	29 500	2250	
2x Master Wizard, 2x Rikiha	37 000	4500	
2x Master Wizard, 3x Reflect Guarder	35 900	4430	(back)
2x Master Wizard, 4x Reflect Guarder	39 200	4440	(pincer)
Gelatin Block	65 000+	6000+	

#### Fienal

Takicodus, Miel 64	18 900	2050	(event)x2
Marsilio	N/A	N/A	(event)

#### Mihne Cavern (Temp)

3x Burst	14 400	1800	
Evil Water	6600	50	
2x Evil Water	13 200	100	
3x Breakwing	22 800	6060	(/ pincer / drop)
3x Breakwing, Burst	27 600	6660	

#### Fun City (Temp)

2x Darth Widow, 2x Elder Magius	10 000	3020	[event]xn
3x Rikii	10 500	2550	[event]xn
2x Rikiha	11 000	100	[event]xn
4x Controller	12 400	2200	[event]xn
3x Dark Crusader	13 500	3000	[event]xn

Reflect Guarder, Wizard, 2x Rikii	14 900	3710	[event]xn
3x Reflect Guarder	9900	30	[event]xn
3x Reflect Guarder, Wizard	14 500	2030	[event]xn
3x Ghast	14 400	150	[event]xn
2x Takicodus	18 000	100	[event]xn

#### Jack-in-the-Box

5x Pad Master	10 500	250	(drop)
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#### Fienal

3x Miel 64	29 700	6000	
5x Miel 64	49 500	10 000	(drop)
Succubus, 4x Dark Crusader	21 000	6800	
Succubus, 2 Master Wizard, 2 Dark Crusader	38 000	9200	
Ericodus, 2x Miel 64, 2x Niquia LM	33 600	4750	
Takicodus, Miel 64, Kidonia	27 400	3070	
2x Takicodus, 2x Niquia LM	22 000	200	
Takidocus, Ericodus, 2x Niquia LM	22 800	800	
2x Ericodus	19 600	1300	(/ back)
2x Ericodus, 2x Niquia LM	23 600	1400	
2x Ericodus, 3x Miel 64	49 300	7300	
2x Kidonia, Ericodus, Miel 64	36 700	4690	(pincer)
3x Riverside	36 000	150	
3x Kidonia	25 500	3060	
Riverside, 3x Kidonia	37 500	3110	
2x Riverside, 2x Kidonia	41 000	2140	
2x Medusa Lizard	148 000	9200	
Weird Avia	160 000	30 000	

#### Cave of Trials

##### Level 1

3x Weird Knight	33 000	3600	
2x Weird Knight, Warlock	37 000	4400	(back)
3x Weird Knight, 2x Warlock	63 000	7600	
5x Weird Knight	55 000	6000	
2x Living Armor, 2x Weird Knight	46 000	4220	(pincer)
4x Living Armor	48 000	3640	(drop)
5x Living Armor	60 000	4550	
Gloom Wing, 3̄ Warlock	60 000	7200	
2x Gloom Wing	30 000	2400	
2x Gloom Wing, Living Armor, Warlock	57 000	5310	
Gloom Wing, 2x Living Armor, 2x Warlock, 2x Weird Knight	91 000	9420	
3x Gloom Wing, Warlock	60 000	5600	

##### Level 2

4x Hunting Gel	40 000+	12 000+	
5x Hunting Gel	50 000+	15 000+	(/ drop)
3x Weird Axe	60 000	4500	
2x Weird Axe, 2x Hunting Gel	60 000+	9000+	(back)
3x Weird Axe, 2x Hunting Gel	80 000+	10 500+	
4x Weird Axe	80 000	6000	
4x Cave Sting	92 000	7400	
3x Giant	60 000	9600	(/ pincer)
2x Giant, 3x Hunting Gel	70 000+	15 400+	
4x Giant	80 000	12 800	

##### Level 3

Weird Goat, Blood Gerell, Warlock	67 000+	25 500+	
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7x Lesser Devil	189 000   17 150
4x Lesser Devil, 2x Warlock	138 000   13 800
4x Weird Goat	108 000   14 000
3x Weird Goat, Warlock	96 000   12 500
4x Weird Goat, Warlock	123 000   16 000   (back)
2x Weird Goat, 4x Warlock	114 000   15 000
2x Blood Gerell, 2x Weird Goat	104 000+  47 000+
3x Blood Gerell	75 000+  60 000+
4x Blood Gerell	100 000+  80 000+  (/ pincer)

#### Level 4

2x Punk Ponk	62 000   8000
2x Punk Ponk, 2x Hunting Gel	82 000+  14 000+  (pincer)
3x Punk Ponk	93 000   12 000   (drop / back)
4x Punk Ponk	124 000   16 000

#### Level 5

Dragon Axe, Greater Goat	66 600   4090
2x Dragon Axe	60 000   20
2x Dragon Axe, 2x Greater Goat	133 200   8180   (back)
4x Dragon Axe	120 000   40   (drop)
5x Dragon Axe	150 000   50
Gloom Sting, 3x Dragon Axe	120 000   2280
3x Atlas	105 600   8865
3x Gloom Sting	90 000   6750
Lady Chimera, 2x Dragon Axe	96 000   4020   (pincer)
3x Lady Chimera	108 000   12 000
4x Lady Chimera	144 000   16 000
Weird Beast	N/A   N/A   (event)

#### Level 6

3x Funny Thief	18   30
4x Funny Thief	24   40
5x Funny Thief	30   50
8x Funny Thief	48   80   (drop / pincer)
4x Punk Ponk	124 000   16 000
2x Dream Shade	120 000   60 000
Metal Funny	131 070-  10 000-
2x Metal Funny	262 140-  20 000-
2x Metal Funny, Dream Shade	322 140-  50 000-
2x Metal Funny, 3x Dragon Axe	352 140-  32 240-
3x Metal Funny, 5x Funny Thief	393 240-  30 050-
4x Metal Funny	524 280-  40 000-  (back)

#### Level 7

Orbiter Beast, Magus	168 000   12 200
2x Orbiter Beast	240 000   12 000
3x Last Avenger, 2x Magus	288 000   27 600
4x Last Avenger, 2x Magus	288 000   27 600
2x Robin Fake, 2x Last Avenger, Magus	204 000   15 848
4x Robin Fake	120 000   4096
Funny Thief Lv99, 2 Last Avenger, 2 Magus	392 000   40 000
2x Funny Thief Lv99, Last Avenger, Magus	496 000   50 000   (pincer)
3x Funny Thief Lv99	600 000   60 000
3x Funny Thief Lv99, 2x Robin Fake	660 000   62 048
2x Funny Thief Lv99, 3x Last Avenger	544 000   51 400   (back)
6x Funny Thief Lv99	1 200 000   120 000   (drop)

#### Level 8

Dream Shade, Weird Devil	120 000   36 100
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2x Weird Devil	120 000	12 200	
Killer Giganto, Weird Devil	112 000	10 300	
4x Forager	204 000	7200	
4x Forager, Dream Shade	264 000	37 200	
5x Forager, Dream Shade	315 000	39 000	(back)
Weird Devil, 2x Forager, 2x Star Guarder	262 000	16 700	(pincer)
3x Dream Shade	180 000	90 000	(drop)
4x Dream Shade	240 000	120 000	
4x Killer Giganto	208 000	16 800	
4x Star Guarder	200 000	14 000	
5x Star Guarder	250 000	17 500	

#### Level 9

2x Weird Mollusk	125 000	10 000	(back)
3x Weird Mollusk	187 500	15 000	
4x Weird Mollusk	250 000	20 000	(/ drop)
2x Robin Master, Weird Mollusk	162 500	12 000	
2x Robin Master, 2x Brigant Ogre	220 400	13 400	
4x Robin Master	200 000	14 000	
5x Robin Master	312 500	17 500	
4x Brigant Ogre	240 800	12 800	
3x Cockatrice King	180 000	15 000	(pincer)
2x Cockatrice King, 3x Robin Master	270 000	20 500	
4x Cockatrice King	240 000	20 000	

#### Level 10

5x Mind Flayer	600 000	10 000	
5x Miel 128	350 000	30 000	(drop)
6x Miel 128	420 000	36 000	
2x Crab Gunner, 2x Miel 128	274 000	21 668	(pincer)
2x Crab Gunner	134 000	9668	
4x Crab Gunner	268 000	19 336	
4x Gastric Gel	420 000	17 040	
4x Gastric Gel, Dream Shade	480 000	47 040	
2x Live Flayer, 2x Crab Gunner	268 000	17 668	
3x Live Flayer, Crab Gunner	268 000	16 834	(back)
4x Live Flayer	268 000	16 000	
5x Live Flayer	335 000	20 000	

#### Level 11-12

5x Mind Flayer	600 000	10 000	
3x Mind Flayer, Dream Shade	420 000	36 000	
2x Hell Master	360 000	20	
2x Weird Mage, Hell Master	340 000	20 010	
2x Weird Mage, 2 Dream Shade, Mind Flayer	400 000	82 000	
4x Weird Mage	320 000	40 000	
Gastric Gel, Weird Mage, Dream Shade	245 000	44 260	(back)
4x Gastric Gel	420 000	17 040	
2x Gastric Gel, Weird Mage, 2 Dream Shade	410 000	78 520	(pincer)
Owlbear	800 000	100 000	(/ drop)

#### Level 13

2x Soul Master, 3x Dream Shade	580 000	90 020	(drop)
3x Soul Master	600 000	30	
4x Soul Master	800 000	40	(back / pincer)
3x Soul Master, 2x Dream Shade	720 000	60 030	
Rock Demon	950 000	50 000	
Hell Servant	600 000	100 000	

Phoenix	1 000 000	500 000	Lv2
Crab Gunner	67 000	4834	Lv3
Hell Servant	600 000	100 000	Lv4
Mythril Eater	242 000	60 000	Lv5
Erishin Beast	300 000	42 000	Lv6
Geo Guardian	300 000	100 000	Lv7
Dragon Tyrant	1 800 000	1,2m	Lv8
Wise Sorceria	1 000 000	300 000	Lv9
Iselia Queen	4 000 000	50 000	Lv10

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