

Lavendar in the future instead of a Star Cloak, if you already opened the chest in the past. So it could be that leaving it alone in the past causes it to contain a Star Cloak later.]

Q: How do I use these items like Pelt, Coral, Cordyceps, etc?

A: No doubt you've found or received items like these from enemy drops. These are called Valuables and you can't actually use them like other items. Their only purpose is to be sold for extra cash. Different towns will pay different prices for these items, so try to find the place offering the best price in order to make the most out of them. You can make yourself a fortune in the blink of an eye if you know where to sell them!

Q: How do I fix Chester's Bow? Arsia's Manor isn't in this version!

A: Since Arsia doesn't exist in the PS1 version, fixing Chester's Bow requires a different (and thankfully, non-missable) sidequest. Simply go to the Elven Village bowyer after Chester rejoins and pay 20,000 Gald to fix Chester's Bow into the Elven Bow. After entering the last dungeon, you can do another sidequest to upgrade the bow even further.

Interestingly, there is a location called "Arsia's Manor" in the debug mode of ToP PS1, so perhaps they planned to put her in at one point but didn't have enough time.

Q: Help! How do I clear the Cave of Darkness?

A: To begin with, you need the Green Torch, Blue Candle, and Red Lantern from Graham's Treasure Hunt sidequest and the bottom of the Moria Mine in order to even get through the cave. You also need the Amethyst Pact Ring from the Cave of the Spirits to form a pact with Shadow. You have to use the lamps to open up the different doors depending on what clue the dungeon gives you.

A few floors down you'll find the first puzzle. It requires you to stand on the right tile so your shadow resembles a clock at the 4:48 position, then fire the Sorcerer's Ring:

photobucket.com/albums/i166/Zeromus_X/top_walkthrough_cod_ring.png

The last puzzle is the most problematic. Without going into the details of why: step on the northwest and southeast circles, then stand on the circle in the middle of the room for about 30 seconds to open the door.

Q: How do I get Pluto in this version?

A: Pluto is on floor 21 of the Moria Mine, where Chameleon would be in the SNES/GBA versions. He requires the Emerald Pact Ring you can find in the Cave of Darkness. Since getting that requires the Red Lantern that's also on Moria floor 21, you essentially have to go all the way down Moria two times in order to get Pluto (to say nothing of actually fighting him). Have fun!

Q: How do the Sephira/Blue Sephira and Dark/Demon's Seal work?

A: These accessories can be confusing. They increase your earned Gald and exp by 1.5/2x respectively. However, sometimes it can seem like they don't actually do what they say. For the Sephira and Blue Sephira, you won't get

be used with the X button during battle, and use Triangle to remove them. On Auto mode, and for all other characters that aren't in the first slot, you can use the Square button to enable or disable certain skills you don't want them to use.

See [TOPL_ABIL] for a list of all the Abilities in the game and how to obtain them.

--Equipment-----

Click on Equipment to alter your characters' equipment to change their stats and give other bonuses during battle.

Equip.....: Equip your character manually. Can remove equipment with Triangle.

Remove.....: Remove equipment, can also use Triangle. Cannot remove weapons from characters other than Cless.

Optimize...: Automatically equip your character. Note that the game chooses the "optimal" equipment purely on the Attack and Defense stats, and not on any other benefits like Accuracy, Luck, elemental attributes, etc. Cless has different options for optimization depending on the weapon with the highest slash stat, thrust stat, or average between the two.

Press Square when the cursor is over a piece of equipment to toggle between its description and other information like its stats and elemental attribute.

--Items-----

Enter the Item menu to use the various items you find throughout the game.

Different items will have different symbols before their names:

Green O...: This item is usable from the item menu, recovery items, herbs, and so on are usually like this.

Red B.....: This item is only usable during battle, tools like Flare Bottle or Spectacles are like this.

Green E...: This item is a piece of equipment, and you can "use" it from the item menu to equip it to a character. Accessories equipped in this way will always take the second accessory slot.

Red X.....: This item isn't usable from the menu at all; tools like the Pickaxe, valuable items, and items with other purposes are usually like this.

Again, you can press Square when the cursor is over a piece of equipment to toggle between its description and other information like its stats and elemental attribute.

At the top of the screen, you'll see a number of symbols. Press up from the item list and then select one of the symbols to sort the items by newest first, battle items first, by type, name, and so on.

Press up again to reach the Key Items screen. You can view the items important to the story here.

See [TOPL_ITEM] for a list of all items in the game and how to obtain them.

--Strategy-----

Select Strategy to set up your characters' AI settings during battle (doesn't apply to the character in the first slot you control, unless they're on Auto). Different characters have different AI settings.

For Cless, Chester, and Suzu:

Don't hold back.....: "Forget about TP! Unleash your most powerful abilities!"

Conserve TP.....: "Fight using mostly normal attacks. Use abilities if your enemy has a lot of HP."

Hold your position...: "Don't go out of your way to attack. Attack enemies if they come within range."

Don't use TP.....: "Don't use any TP. Fight using only normal attacks."

Defend yourself.....: "Don't worry about attacking or dealing damage, just defend yourself."

For Mint:

Focus on healing.....: "Don't worry on support abilities. Focus on keeping everyone healed."

Focus on support.....: "Don't hold back or worry about TP. Support the party with everything you've got."

Support as needed....: "Use support magic in moderation. If circumstances call for it, cast away."

Don't use TP.....: "Don't use any abilities that consume TP."

Defend yourself.....: "Don't worry about attacking or dealing damage, just defend yourself."

For Klarth and Arche:

Don't hold back.....: "Use your most powerful magic. Now isn't the time to hold back!"

Conserve TP.....: "Use spells, but be mindful of TP consumption based on the situation."

Target nearby enemies: "Target the nearest enemies with spells."

Don't use TP.....: "Don't use any abilities that consume TP."

Defend yourself.....: "Don't worry about attacking or dealing damage, just defend yourself."

--Formation-----

Adjust the party's formation during battle. Press Circle to select a character and move them to the left or right, then Circle again to replace them. Then you can either press Circle to confirm the change, or press up and hit "Undo" to cancel the change. Near Undo is "Replace", where you can change the lineup of the in-battle party once you have more than four characters. You can also use Replace by pressing down on the Formation screen instead.

--Title-----

Change your characters' titles that they can obtain throughout the story and by other means. Titles only show up on the Title or Status screens, and are purely cosmetic; they don't give any actual gameplay benefits.

See [TOPL_TITL] for a list of all the Titles in the game and how to obtain them.

--Cooking-----

Select a character to cook a number of recipes you can obtain throughout the game. Recipes use up food items to restore HP, TP, and status ailments.

See [TOPL_COOK] for more info on Cooking and a list of all recipes and how to obtain them.

--Status-----

Click on Status to view a character's stats.

Name.....: The character's name. You can rename them by pressing Circle.

Title.....: The character's title.

Level.....: The character's current level. As characters gain EXP, they level up and gain stat bonuses and increases to HP and TP.

HP.....: The character's HP (Hit Points). Lists the character's current HP out of maximum HP.

TP.....: The character's TP (Technical Points). Lists the character's current TP out maximum TP.

EXP.....: The character's total EXP (Experience Points).

Next level...: The amount of EXP the character needs to reach the next level.

Strength.....: The character's Strength. The character's base Attack without any equipment bonuses.

Stamina.....: The character's Stamina. The character's base Defense without

any equipment bonuses.

Agility.....: The character's Agility. The character's base Accuracy (minus 100) and Evasion (minus 30) without any equipment bonuses.

Luck.....: The character's Luck. Affects various things in battle such as the occurrence of critical hits and the chance of enemies dropping items. Also seems to affect the success of blocking [Still need confirmation]. Changes each time you rest or stay at an inn.

Attack.....: The character's Attack. The character's Strength stat combined with all equipment bonuses. Affects how much damage physical attacks deal. Cless has two different Attack stats, Slash (affects slashing attacks) and Thrust (affects thrusting attacks). You can tell what type of attack Cless is using from the sound effect it makes.

Defense.....: The character's Defense. The character's Stamina stat combined with any equipment bonuses. Reduces the amount of damage from physical attacks.

Accuracy.....: The character's Accuracy. The character's Agility stat plus 100 and any equipment bonuses. Affects how often you hit the enemy without them blocking. [Still need confirmation].

Evasion.....: The character's Evasion. The character's Agility stat plus 30 and any equipment bonuses. Affects how often you successfully block the enemy's attacks. [Still need confirmation].

Weapon,.....: Lists the character's currently equipped equipment.
Armor, etc

--Customize-----

Change a number of gameplay and other options for your convenience with the Customize menu (also the same as the Custom menu on the title screen).

Message Speed.....: Change how fast text is displayed in the game, 1 being fastest and 5 being slowest.

Window Color.....: Adjust the red/green/blue color for main windows, enemy windows, and explanation windows in the game. Holding square will let you adjust the color in increments of 10.

Controller Vibration...: Turn the controller vibration function on or off.

Sound Settings.....: Change the sound between Mono or Stereo output.

Volume Settings.....: Adjust the BGM, SFX, and voice volume. Holding square will let you adjust the volume in increments of 10.

Event Voices.....: Turn voices in events on or off.

Battle Voices.....: Turn voices in battle on or off.

Party Display.....: Select between character sprite, face portrait, or (if

Pressing Select on the world map lets you activate Skits. Skits are chats between the characters accompanied by different face portraits. Most skits are conversations about current events to help you figure out where to go next, but some are just there for laughs or to help develop the characters more. You can press Start during a skit to skip it if you've already seen it before.

Far into the game, you gain the Rhea-Birds which help you fly across the world map. You can activate them by pressing Circle. Using Circle again lets you accelerate, and X lets you land. Pressing up or down lets you adjust the camera, left or right let you change your position. Finally holding Square lets you freely move the Rhea-Birds with the D-Pad/Analog stick.

--Towns-----

Towns and other non-hostile areas are one of the two types of 2D areas you can enter from the world map. Again, like your standard RPG, there are inns, shops, and plenty of NPCs you can interact with.

NPCs

NPCs, or non-player characters, townspeople and other individuals you can talk to in towns. Make a habit of talking to everyone you see in order to get hidden skills, backstory, or various tips/hints.

Inns

You can rest at inns for a small fee in order to completely restore the party's HP, TP, and status ailments.

Shops

Hit up the shops to stock up on supplies and outfit your characters with the latest gear. Shops have four options: Buy, Sell, Equip, and Leave.

When buying or selling, use up or down to select an item, and left or right to adjust the quantity. You can use Square to toggle between descriptions and stats. Use Circle to confirm the purchase or X to cancel. Equip lets you set up your equipment just like in the main menu, and Leave or the X button exits the shop.

The green number to the right of the price/quantity of the item is how many of that item you have in your inventory. Also on the right of your screen are the graphics of your characters. When buying equipment, different icons may appear over these graphics. An up arrow indicates that equipment has higher attack or defense than the one they currently have equipped. A down arrow indicates it has lower attack/defense. A sideways arrow with an E indicates they already have that piece equipped. Finally faded character graphics indicate that character can't equip that piece of equipment.

--Dungeons-----

Dungeons are the second type of 2D area in ToP. Like on the world map, you'll encounter enemies through random encounters in dungeons, so make sure you're prepared before venturing in.

side of the screen will make an escape gauge appear; continue walking to gradually fill up the gauge. If it fills up fully, you'll successfully retreat from battle. The speed at which the gauge fills seems to depend on how many enemies are on the screen, so generally it's a bad idea to try and run away when you're outnumbered. Enemies can also hit you out of escaping, so it's not a good idea to run if you're cornered either. Boss battles and other types of forced encounters are of course unescapable. You can decrease the time needed to escape with the Magic Mist or White Mist accessories.

--Attacking, Guarding, and Special Abilities-----

Of course, to actually win battles you'll need to attack enemies in order to defeat them.

Normal Attacks

Pressing Circle lets your character use a normal attack. These are weak attacks you can use to link into your stronger special Abilities. Melee characters have multiple normal attacks they can link together, using Circle and the D-Pad to use different attacks, while support characters just have one simple attack for interrupting enemies.

Special Abilities

Pressing X lets you use your Abilities. These are stronger special attacks or spells that cost TP; you can set up to four of them to be used with X and the D-Pad. Melee characters can link Abilities from their normal attacks, and depending on what kind of Abilities are used, you could even link multiple Abilities together for longer combos.

Spellcasting characters can cast spells with different effects, needing to stand uninterrupted for a few seconds in order to cast the spell. How powerful the spell is determines how long the spell takes before it can be cast, and most spells stop time once they're cast in order to play out a fancy animation. You can also hold down the Ability button to delay the casting of a spell if you're playing a magic user. You'll see the word "READY" over their TP when it's done, then just let go of the button in order to cast it whenever you want.

The Attack Stat and Critical Hits

Normal attacks and physical abilities deal damage based on the Attack stat. For Cless's attacks, they're broken down into two separate attack stats: Slash and Thrust. You can tell if an attack is a slashing or thrusting attack by the sound effect and color graphic it makes. Physical attacks can also deal critical hits; which deal more damage and push/launch/knock down the enemy further away. You can tell when you get a critical hit by the louder sound effect and orange graphic upon attacking.

Guarding

Of course, defending yourself is important too. Holding Square lets you guard to take reduced damage and prevent staggering from enemy attacks. If you see an incoming enemy attack, or are expecting a counterattack, be sure to guard. Don't rely on it too often though, as enemies can break through your guard if

you use it all the time. All spells and some enemies' special attacks can't be guarded against, as well. If you're playing a magic user, you can use guarding to cancel the casting of a spell.

--Control Modes-----

Pressing Select lets you change your control mode. What control mode you use is very important and can change the entire way you play the game. At first you'll only start out with Semi-Auto for player control, but later on Manual mode becomes available.

Auto ----

The first control mode is Auto, or Automatic. Like it suggests, a character controlled this way will be controlled automatically by the computer, depending on what strategy they have set and what abilities they have enabled. You can command the character to use specific skills with the Ability menu. All non-player characters are under Auto control by default, though you could put the 1st slot character under Auto control too if you ever wanted.

Semi-Auto -----

Next is Semi-Auto, or Semi-Automatic. This is the default control mode for the character in the first slot. In Semi-Auto, the character will automatically dash up to the enemy to perform an attack or ability, before running back to their original position. This can get very annoying sometimes, but thankfully you can hold forward on the D-Pad in order to prevent your character from running back. However, the running back can be useful for dodging enemy attacks, so don't completely disregard it. While Semi-Auto can be convenient, it is also very limiting, only allowing you to dash or jump if you are attacking a far away or flying enemy.

Manual -----

Finally, the last control scheme is Manual mode. Manual mode gives you complete control of your character. You dash when you want, jump when you want, and can attack and use abilities when you want, right where you stand. Unfortunately, Manual control isn't available by default. You need a certain accessory equipped before you can use it, which is only available somewhat far into the game, so you'll have to make do with Semi-Auto until then. Though it takes a bit more effort to use than Semi-Auto in regards to positioning your character, the freedom Manual mode provides makes the game much easier once you master it. I highly recommend using it right when it becomes available.

--The Battle Menu-----

Pressing Triangle will open up the battle menu. After pressing it you can hold down Square and up or down to zoom the battlefield in or out. You can also hold L1 or R1 to scroll the battlefield left or right to get a better view. The battle menu has four options: Ability, Strategy, Formation, and Item.

Ability and Shortcuts -----

Ability lets you set up your Abilities like in the normal Ability menu. However, in battle, there are a few more things you can do. You can command your Auto-controlled party members to use their skills using the Ability menu. Just select a character, an ability, and then a target to use it on, and the character will try to use that ability as soon as they are able. You can also set up to two skills to "Shortcut" buttons. Select a character as normal, but when selecting an ability, use L2 or R2 instead. Then select a target for that character to use the skill on. Every time you press L2/R2, the assigned character will automatically use that skill. For melee characters, holding down the button will make them constantly use that skill until you let go. For spellcasters, holding down the button can delay the casting of the spell (you'll see the word "READY" over their TP) until you let it go.

Strategy

Strategy lets you adjust your characters' AI settings just like outside of battle.

Formation

Formation lets you alter the battle formation, though you can't switch party members like outside of battle. The formation you assign basically makes your other characters move with the character you control during battle. If one character was set far to the left of the character you control, they'll try to maintain that relative position throughout the entire battle. If they're close to you, they'll try to stay nearby throughout the entire battle.

Knowing how the battle formation works will give you greater control over your party members and a bigger advantage in battle. For example, you could use it to get the party to one side of the screen during a pincer attack, or reverse the formation if you get ambushed.

Pressing L1 during battle can make characters hold their position if you don't want them to move around, and pressing it again can quickly reverse the formation so you don't have to go through the menu.

Items

Finally, Items lets you use items like you'd expect. Pick an item then select a character to use the item, then a target if necessary. Characters that are in the middle of using a skill or spell won't use the item until they're done, and you can't command that character to use another item until they've already started to use the previous item you told them to. But that said, you can have the entire party use items at once if you wanted, there is no real "wait time" inbetween individual item uses.

--Spells and Elements-----

As mentioned before, normal attacks and physical abilities use the Attack stat for damage. Spells however, work a bit differently. Each spell deals a set range of damage, which varies somewhat, but doesn't really increase no matter how much you level up. The damage can be increased or decreased depending on what kind of elemental defense the enemy has, and what elemental attribute the spell is. Spells in ToP are divided into 8 elements: Non-Elemental, Earth, Wind, Fire, Water, Thunder, Light, and Darkness.

Elemental Defense

Enemies have varying elemental defenses against the elements, which you can view in the in-game Monster Encyclopedia. There are four types of elemental defense in ToP:

Weak.....: The enemy is weak against the element, and will receive increased damage.

Strong.....: The enemy is strong against the element, and will receive decreased damage.

Nullify....: The enemy has a chance to nullify the element, taking no damage.

Absorb.....: The enemy takes no damage from the element, and recovers some HP from it instead.

In addition, enemies have varying elemental defense depending on what color the word is in the Monster Encyclopedia. The closer it is to a blue, the less severe it is, while the closer it is to a white, the more severe it is.

Party members are neutral to all elements by default, but with certain pieces of equipment, you can make them strong against, give them a chance to nullify, or absorb certain elements.

Elemental Attack

Spells aren't the only attacks with elemental properties, certain monsters have attributes added to their attacks as well. By using the right equipment, you can greatly decrease the damage from certain monsters.

Many weapons and Abilities have an elemental properties as well. Be careful using elemental weapons against enemies that nullify, or absorb that element. In the case that a weapon and special Ability have different elements, the Ability will take priority. So if you run into an enemy that's strong against your weapon, you can still damage them by using different elemental skills.

Finally, it's worth noting that there is also a hidden "Physical" element that isn't shown in-game. All physical attacks are classified as this. This is the reason why certain enemies (usually ghosts, golems, or major bosses) can nullify your physical attacks even when you don't have an elemental weapon equipped.

--Status Effects-----

Like most RPGs, Tales of Phantasia has a number of standard status effects you need to watch out for. Enemies can inflict status ailments on the party with their attacks, and the party can inflict a couple of statuses with Mint's spells. Most ailments have the appropriate "Check" accessory which prevents your characters from suffering them while equipped, and you can use the Liqueur Bottle item to prevent all status effects for a short time during battle.

Poison

Signified by green bubbles, Poison gradually drains your HP, inside or outside of battle. During battle, your character will lose 3% of their max HP every few seconds, and outside of battle, lose 1% of their max HP every few steps. Poison is non-fatal outside of battle, but can be deadly if not treated during battle. Can be treated by Panacea Bottle and Mint's Antidote and Recover spells.

Paralysis

Signified by two lightning bolts, Paralysis prevents your characters from moving, though holding left or right will allow you to try escaping battle while paralyzed. If all party members become paralyzed, game over. Can be treated with Panacea Bottle, Basilisk's Scale, or Mint's Recover spell.

Stone

Like Paralysis, Stone petrifies your character and prevents them from moving. Again, you can hold left or right to try escaping battle while petrified. If all party members become paralyzed, game over. Can be treated with Panacea Bottle or Mint's Recover spell.

Silence

Silence prevents your character from using their Abilities in battle. Needless to say, this is bad news, especially for spellcasters. Silence is available to the party via Mint's Silence spell. Can be treated with Mint's Dispel spell.

Sleep

Signified by three Zs, Sleep prevents your character from doing anything at all. Even escaping is impossible while asleep. Thankfully, Sleep goes away after a short time and can be prevented by simply guarding.

Stun

Signified by birds flying above your character's head, Stun leaves your character unconscious for a short time. Critical hits, attacks that break your guard, and attacks that launch you into the air or knock you away seem to have a high chance of causing Stun. Goes away after a short time, and can be shortened with a Stun Charm accessory. Also known as "dizzy" or "peeped".

Incapacitated

When a character's HP reaches 0, they become incapacitated and unable to fight. If all party members' HP reach 0, game over. If your character becomes incapacitated, don't panic, you can still move around your character's spirit to move the party or try to escape. Can be treated with Life Bottle, Basilisk Scale, or Mint's Raise Dead spell.

(Close range) Circle, Circle.....: Downward slash followed by a thrust
 (Close range) Up + Circle, Circle.....: Upward slash followed by a downward slash
 (Close range) Down + Circle, Circle...: Thrust followed by an upward slash
 (Long range) Circle.....: Running jump with a slash
 (Long range) Down + Circle.....: Running jump with a downward thrust
 (Long range) Up + Circle.....: Running jump with an upward slash

(Manual)

Double Tap Left or Right.....: Dash
 Up, Up-Left, Up-Right.....: Jump

Circle, Circle.....: Downward slash followed by a thrust
 Up + Circle, Circle.....: Upward slash followed by a downward slash
 Down + Circle, Circle.....: Thrust followed by an upward slash

(In the air) Circle.....: Jumping downward slash
 (In the air) Down + Circle.....: Jumping downward thrust
 (During dash) Up + Circle.....: Jumping upward slash

--Chester Barklight-----

Age.....: 17
 Height.....: 175 cm
 Weight.....: 62 kg
 Voice Actor.....: Kentarou Itou
 Weapon of choice...: Bows

Initial Stats	Initial Equipment	Average Stat Gain On Level Up
-----	-----	-----
Level.....: 1	-Short Selfbow	
HP.....: 137	-Leather Armor	HP: 79
TP.....: 12		TP: 7
Strength...: 9		Strength: 1.3
Stamina....: 3		Stamina: 0.7
Agility....: 17		Agility: 1.0

Cless's best friend, Chester is an orphan who lives with his little sister Ami. Chester practices archery and goes hunting with Cless often to sharpen his skills. Although Chester is a diligent worker, he can be rather hot-blooded and quick to anger at times.

In battle Chester uses his bow and archery skills to deal death from a distance.

Chester gains all of his Abilities from leveling. Chester is an excellent support character, with a variety of elemental skills that are great at interruption and damage from afar. Some of his skills are quite spammable, making him an excellent party member to use later on.

Controls

(Semi-Auto)

(Close range) Down + Circle.....: Shove
(Close/Long range) Circle.....: Forward arrow
(Close/Long range) Up + Circle.....: Upward arrow
(Long range) Down + Circle.....: Running jump, then downward kick

(Manual)

Double Tap Left or Right.....: Dash
Up, Up-Left, Up-Right.....: Jump

Circle.....: Forward Arrow
Up + Circle.....: Upward Arrow
(In air) Circle.....: Jumping kick

--Mint Adnade-----

Age.....: 18
Height.....: 162 cm
Weight.....: 42 kg
Voice Actor.....: Junko Iwao
Weapon of choice...: Staves

Initial Stats	Initial Equipment	Average Stat Gain On Level Up
-----	-----	-----
Level.....: 3	-Rod	
HP.....: 192	-Cloak	HP: 70.0
TP.....: 35		TP: 10
Strength...: 9		Strength: 0.9
Stamina....: 3		Stamina: 0.5
Agility....: 11		Agility: 0.8

A young woman Cless meets early on in the game, Mint is a user of the mysterious art of Methodism. Mint is unfailingly well-mannered and polite to everyone she meets.

In battle Mint uses staves and rods as her weapon. These have very low attack power, so they're only good for interrupting the enemy.

Mint's Methodism supports the party with recovery and buff spells, and enfeebles the enemies with debuffs or status effects. Being the healer, Mint is an invaluable party member throughout the entire game.

Controls

For Mint's support spells, press R1 while casting to target a character.

(Semi-Auto)

(Close range) Circle.....: Normal attack
(Close range) Up + Circle.....: Anti-air attack
(Long range) Up + Circle.....: Running anti-air attack

(Long range) Circle.....: Running normal attack

(Manual)

Double Tap Left or Right.....: Dash

Circle.....: Normal attack

Up + Circle.....: Anti-air attack

--Klarth F. Lester-----

Age.....: 29
Height.....: 176 cm
Weight.....: 62 km
Voice Actor.....: Kazuhiko Inoue
Weapon of choice....: Books

Initial Stats	Initial Equipment	Average Stat Gain On Level Up
-----	-----	-----
Level.....: 9	-Necronomicon	
HP.....: 545	-Cloak	HP: 75.5
TP.....: 89		TP: 9
Strength...: 19		Strength: 1
Stamina....: 8		Stamina: 0.6
Agility....: 16		Agility: 0.9

Klarth is a scholar of magic who lives in Euclid with his assistant, Mirald. While searching for a way for humans to use magic, Klarth rediscovered the lost art of Summoning, and offers to help the party if they help him look for Summon Spirits. Klarth is the most experienced of the group and is often the one in charge of negotiation.

In battle Klarth uses books imbued with magical power; characterized by high accuracy and various elemental properties. They have higher attack power than the other mages' weapons, so Klarth can be a good backup meat shield if Cless is busy with other enemies.

Klarth can call forth various Summon Spirits to deal elemental damage and interrupt enemies. In order to summon them, Klarth will need to form pacts with them throughout the story or in optional sidequests. Klarth starts out quite powerful early on, but later in the game his Summons start to get outclassed by the other characters' Abilities.

Controls

(Semi-Auto)

(Close range) Circle.....: Normal attack

(Long range) Up + Circle.....: Anti-air attack

(Manual)

Double Tap Left or Right.....: Dash

Circle.....: Normal attack
Up + Circle.....: Anti-air attack

--Arche Klaine-----

Age.....: 17
Height.....: 157 cm
Weight.....: 39 kg
Voice Actor.....: Mika Kanai
Weapon of choice....: Brooms

Initial Stats	Initial Equipment	Average Stat Gain On Level Up
-----	-----	-----
Level.....: 12	-Broom	
HP.....: 660	-Cloak	HP: 71.1
TP.....: 133		TP: 9.0
Strength...: 20	-Blue Ribbon	Strength: 1.0
Stamina....: 10		Stamina: 0.6
Agility....: 20		Agility: 0.9

A young Half-Elf witch who lives with her father in the Lone Valley. While cheerful, Arche is very informal with everyone she meets and can seem a bit childish at times.

In battle, Arche flies on and attacks with her broom. This allows her to avoid many ground-based attacks. She's also the only character who can dash and attack freely in Semi-Auto mode. Her normal attack is very spammable and good for interruption.

Arche can use the power of Sorcery to deal elemental damage and interrupt enemies. Arche starts with only a few spells upon joining, and has to learn more from spellbooks you can get from the story or find throughout the world. Arche's spells stay pretty powerful throughout the entire game, and although the physical attackers might outclass her later on, she's still great at interrupting and stunlocking enemies.

Controls

(Semi-Auto and Manual)

Double Tap Left or Right.....: Dash
Hold Up or Down.....: Adjust altitude

Circle.....: Normal attack

--Suzu Fujibayashi-----

Age.....: 11
Height.....: 135 cm
Weight.....: 28 kg
Voice Actor.....: Taeko Kawata
Weapon of choice....: Ninto (Ninja Swords)

Initial Stats	Initial Equipment	Average Stat Gain On Level Up
-----	-----	-----
Level.....: 31	-Ninto Botan	
HP.....: 1699	-Kisaragi	HP: 77.0
TP.....: 221		TP: 7.0
Strength...: 42		Strength: 1.0
Stamina....: 21		Stamina: 0.6
Agility....: 39		Agility: 1.1

Suzu is a young ninja girl from the Ninja Village that the party runs into late in the game. Her upbringing as a ninja has made her incredibly formal, almost to the point of coldness. Although she was a NPC in the original Tales of Phantasia, Suzu is fully playable in the PS1 version if certain steps are taken.

Suzu uses ninja swords in battle, characterized by short range and a variety of elemental attributes.

Suzu starts out with a few ninja Abilities upon joining, and has to learn the rest from scrolls you can find or buy from wandering ninja around the world. Although Suzu isn't very impressive when she first joins, once she gets better equipment and skills she's quite a force to be reckoned with.

Controls

Like Cless, you can just press the attack button once to use a single attack.

(Semi-Auto)

- (Close range) Circle, Circle, Circle...: Normal combo
- (Close range) Up + Circle x3.....: Anti-air normal combo
- (Long range) Circle x3.....: Running normal combo
- (Long range) Up + Circle x3.....: Running anti-air combo
- (Long range) Down + Circle.....: Throw kunai

(Manual)

- Double Tap Left or Right.....: Dash
- Up, Up-Left, Up-Right.....: Jump

- Circle, Circle, Circle.....: Normal combo
- Up + Circle, Circle Circle.....: Anti-air normal combo
- Down + Circle.....: Throw kunai straight
- Down + Circle, Up or Forward.....: Throw kunai diagonally
- (In air) Circle.....: Anti-air single attack

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x Walkthrough: Part 1.....[TOPW_PAR1] x
x                                                                                               x
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You'll also receive a <<Channeling>> accessory. The Channelling lets another player control a character in the 2-4P slots with it equipped. If you have three Channelings and a PlayStation multitap, up to four people can play. Just make sure you set the character the other player wants to control to Semi-Auto mode in the Abilities menu first.

Speak with the swordsman in the weapon shop twice to learn about Abilities. Speak with the innkeeper in the inn and move the statue for her to gain <<10 Gald>>.

Enter the item shop and speak with the shopkeeper to get an <<Apple>>. Go into the stable and get the <<Apple Gummi>> from the pouch, then open up the chest directly below it for a <<Spectacles>>.

--A word on Spectacles-----

Spectacles are an item you can use in battle to reveal information on the enemy. Later in the game you'll get an item called the Monster Encyclopedia that keeps track of all the enemies you encounter, so if you're a completionist you'll want to use the Spectacles on every new monster you encounter. You can buy more Spectacles for next to nothing at the item shop, and many enemies drop them frequently. Many enemies in the game aren't available after a certain point in the story, so you'll definitely want to use Spectacles whenever you can if you care about filling in the encyclopedia.

--[MISSABLE ALERT!]-----

If you go back to Ami in Chester's House and give her the Apple from the shopkeeper, Chester will get the <<Kind Brother>> title. You can now go back to the item shop to buy items if you want.

Try to leave the village and Master Tristan will speak with you. Once you leave the village you'll learn about skits.

--Preparation, getting used to the battle system-----

You may want to spend some time fighting battles on the world map to get acquainted with the battle system and gain some EXP. Observe the various enemies and experiment with different attacks with Cless. For the flying enemies like the bees and owls, you can run and attack them from long range, then run back to avoid attacks if there are other enemies near by. If they're alone, you can hold forward to prevent running back, and combo them with close range normal attacks. If Chester attacks one of the enemies, take the opportunity to move in and attack while they're interrupted. If an enemy blocks an attack, make sure to guard to reduce damage from an oncoming counter attack. Similarly, if you see an enemy attack, try to guard it, then counter attack them.

Try and fight battles until Cless and Chester learn their first Abilities, Demonic Blade and Crimson Lotus, which are helpful for the first boss of the game. If you get enough money, you might want to buy the Rapier or Long Selfbow from the weapons shop too. You may not need to bother on Normal mode, but on higher difficulties any extra preparation helps. Remember, if your characters get weak you can always use Cless's bed to rest at this point in the game.

When you're ready enter the Forest of the Spirits just south of Totis.

--#219 Giant Bat-----

HP: 60 TP: 0 EXP: 4 Gald: 12
Attack: 33 Defense: 8 Agility: 80

Elemental Defense: Light (Very Weak), Darkness (High Nullify)
Elemental Attack: Darkness

Recommended levels: 3-5

Keep attacking and running back so that all the enemies don't surround you. Their AI isn't all that great and they will more often than not decide to chill on their end of the battlefield; so you can just do a running attack, Demonic Fang, and run back unharmed until you get rid of all the lackies. Once they're gone you can attack the Clay Demon up close. You can just treat him like a bigger Giant Bat; attack him in the air to knock him down, and combo him when he reaches the ground. If Cless has Swallow Kick, you can pretty much trap him into a corner when he hits the ground by doing a double attack-> Swallow Kick combo. Even if you run out of TP, just repeating Cless's single up-slash from up close will do. On higher difficulties this battle may require a bit of luck so that the enemies don't surround you, but once the lackies are gone it's pretty easy if you're patient about running attacks and guarding.

After the battle you'll get all the weapons back that were taken away from you. Head up for the exit and another event. You'll find yourself in Morrison's Manor.

x
x Morrison's House..... [TOPW_MOR] x
x

--Treasure-----

Steamed Egg Custard Recipe, Monster Encyclopedia

--Enemies-----

(Morrison's House region World Map): #003 Owl, #006 Anaconda, #107 Dingo

--Shops-----

Peddler

Long Selfbow.....200	Rod.....20	Chain Mail.....900
Ring Mail.....1200	Cloak.....12	Round Shield.....300
Leather Helm.....400	Leather Gloves.....150	Beret.....300
Mantle.....20	Spectacles.....10	Apple Gummi.....60
Orange Gummi.....200	Mixed Gummi.....1000	Panacea Bottle.....350
Life Bottle.....300	Chicken.....40	Pork.....56
Egg.....20	Bread.....20	Rice.....32
Dried Seaweed.....16	Cabbage.....40	Apple.....40

versions, or transform the Savory you found in the last dungeon into a more potent herb. Rune Bottles are hard to come by for now, so use them sparingly until you get to the point where you can obtain them easier.

Go down the stairs at the right end of the hall to continue on. You'll go down three sets of stairs before the next real floor.

--New enemies-----

Here new random encounters will start to appear. Clay Demons, Skeletons and Mummies will now be random encounters. Clay Demons are easy to trap, and give a very nice sum of Gald (you may consider building up Gald for supplies from them). For the skeletons and mummies, just repeat the same strategies you used against them before.

Anyway, at the first two-way intersection, go down, and then go up for a sack with some <<Cheese>>. Go down for a chest with an <<Apple Gummi>>, then go back to the original two-way intersection and take the right path through a door to the next screen.

Here you'll see two paths up above and a doorway to the right leading down below. Take the left path up for a chest with a <<Saber>> for Cless. I don't recommend using it over the Knight's Saber or Rapier. Go back down and take the right path up. Follow it until you reach a chest with a <<Chain Mail>> for Cless or Chester. Now go all the way back and go through the lower doorway on the right to reach the next screen.

To the right there'll be a save point and a bag with some <<Milk>>. Make sure to save, and examine the statue near the save point for a mini-boss fight against a Golem. It's like a bigger version of the Mummy, with higher attack, defense, and HP. It isn't much faster though, so firing arrows at it with Chester works well again. It does have a small chance to nullify physical attacks, so just stay behind Cless in case some of your attacks bounce off of it.

Now that the statue is defeated, you can move it around freely. Move it to the southwest part of the room and push it onto the switch. This will unlock the nearby door. Before you go through it, go right into a room with <<Cheese>>, <<Orange Gummi>>, and <<Panacea Bottle>>.

Once you go through the door, you'll encounter another Treasure Keeper. This time it's two Clay Demons. Just move the party to one side and trap them in the other. Afterwards, open up the chest for the <<Wraith Ruby>> key item. Now go all the way back to the hallway where you fought all those Mummy battles. You can now open up the sealed door with the Wraith Ruby. Inside you'll find a circle that'll warp you to the next area, and you can examine the statue up above to fully restore your HP and TP.

If you're running low on items, don't hesitate to go back to Morrison's place. You can use the money from battles to restock on items and food, as well as buy Ring Mails for Cless and Chester.

This next area is filled with lava and floating platforms. You'll start encountering Lizardflies here, but they aren't any more dangerous than your standard bat or wasp enemy. Ghouls also make an appearance, but they're easy to take out too. The first thing to do is wait for a platform to appear on your left. Take it to a blue chest with an <<Elixir>>, then take it back. Now go down the stairs below, into a magma filled room. Every step on the magma will

Pass.

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x Mountain Pass (2).....[TOPW_MP2] x
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--Treasure-----

Beef, Cheese, Bread

--Enemies-----

#047 Killer Owl, #130 Python, #181 Boggle

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The Mountain Pass is the same, sans peddler and statue. Now there's a sign warning you about the northern path, that's pretty nice of them. Like before, you can continue west or take the northern path for some items. If you choose to take the path north, you can find <<Beef>>, <<Cheese>>, and <<Bread>>. Either way, continue north to Euclid.

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x Euclid Village.....[TOPW_EU2] x
x                                                                                                     x
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--Treasure-----

?Rod (Rod), Rune Bottle, Elixir, Mixed Gummi, Miracle Gummi, 1000 Gald, Charm Bottle, Sandwich Recipe, Collector's Encyclopedia, Channeling

--Shops-----

Equipment Shop <<Bi-Shop>>

Rapier.....180	Verdun.....700	Colichemarde.....1400
Fine Saber.....700	Battle Axe.....700	Rod.....10
Gem Rod.....600	Chain Mail.....900	Ring Mail.....1200
Cloak.....12	Amber Cloak.....620	Round Shield.....300
Kite Shield.....600	Leather Helm.....600	Iron Sallet.....840
Beret.....300	Leather Gloves.....150	Kitchen Mittens.....300

Accessory Shop <<Cat's Eye>>

Apple Gummi.....60	Orange Gummi.....200	Mixed Gummi.....1000
Panacea Bottle.....350	Life Bottle.....300	Flare Bottle.....150
Liqueur Bottle.....60	Elven Boots.....4000	Mantle.....20
Leather Mantle.....100	Spectacles.....10	Talisman.....2000
Rabbit's Foot.....200		

Grocer <<Vegetto>>

Carrot.....150	Cabbage.....40	Cucumber.....90
Potato.....250	Tomato.....190	Onion.....210

right now, and the upper-right path doesn't have anything yet, so just take the left entrance.

--New enemies-----

Inside the cave you'll start encountering Giant Leeches, poisonous Giant Slugs which can otherwise be poked to death just the same. Slightly more dangerous are the also poisonous Living Dead which can warp past you by going under the ground.

Go up and more Sylphs will blow you away again. You'll be near a save point and a hole in the ground. If you go right you'll be blown out the right entrance to the cave. For now go down the hole in the ground with your Rope.

In the lower level, follow the path until you reach a stone wall blocking the way. Examine it to break it down with your Pickaxe. Ignore the nearby stairs and go right. Behind another wall is a chest with a <<Mixed Gummi>>. Now go back and down the stairs, through another wall. Go right for a <<Spectacles>>, and then go left and up a rope back to the upper floor.

You'll be behind the Sylphs that blew you away near the left entrance. Approach them to fight two more Blue Sylphs and a Red Sylph. After you beat them, the wind will clear. If you go south of the hole down the stairs, you'll be above the Sylphs near the whirlwinds outside. Open up the two chests with a <<Kite Shield>> and an <<Amber Cloak>>. You'll have to leave the other blue chest alone for now, as the Sylphs will blow you away again if you go too far down. Go back up inside the cave and go right. Without the wind blocking you, you can take the stairs up above the save point.

You'll be in a room filled with miasma. Every step in it will drain your health, so keep an eye on your HP and watch out when you get into battles. Note the boiling hole in the ground and go right. Smash down the first wall you see and you'll come across a boulder you can push and pull. Move it into the hole and you'll stop the miasma.

Continue right and then down from where you found the boulder, and you'll see the Sylphs blocking the right entrance. Go down the hole nearby with your Rope.

--New enemies-----

On the lower floor, Klarth will say that powerful demons from the Demonic Realms will appear because of the thick miasma. What this means is that you can encounter a powerful enemy called the Hell Master in this section. It's impossible to beat at this point in the game, so if you encounter one, just run away. As far as normal enemies go for this section, you'll start encountering Lizard Men, who are pretty fast and like to run through your characters.

Go right for a save point, and then go down. To the left is a miasma hole. To the right is a boulder. Like before, push the boulder into the hole and watch your HP. However, this time, there's still miasma. Go up from where you found the first boulder, and you'll see another hole. Go right for a chest with a <<Talisman>> and break down the wall. Move the boulder from behind the wall to cover up the hole. Now all the miasma should be gone, as well as the Sylphs blocking all the treasure upstairs.

If you talk to the Stylish Fellow at the docks, you can sell any Rice you have for <<1000 Gald>>, but only once.

Go to the Adventurer's Guild (on the lower floor of the item shop) and talk to the drunken soldier to buy Ogi: <<Demonic Storm>> for 6000 Gald. It's a combination of Demonic Blade and Autumn Sandstorm. If you talk to Sakuraba (who happens to be one of the game's composers) near the bar, and pay him 1000 Gald, he'll give you a password which will help in a later dungeon. It's seriously just "PASSWORD".

Talk to the Chef in the Grocer for the <<Neapolitan>> recipe.

--[MISSABLE ALERT!]-The Mach Race-----

Talk to the official with a group at the east of town to hear an explanation of the Mach Race. If you win the Mach Race, you can get a title for Cless and some prizes.

The Mach Boy runs insanely fast, but if there's one advantage you have over him, it's that you can move diagonally. Right as the race starts, move up-left to try and gain distance. It might take a few tries, but with enough practice you should be able to get ahead of him and clear the course without getting caught on any NPCs. With some luck, the Mach Boy might get caught on NPCs himself.

For winning, Cless will get the <<Mach Youth>> title. You can also choose between four prizes, but can only win up to three: <<Coral>>, <<Pelt>>, <<? Sword (Fame Face)>>, and <<?Sword (Long Sword)>>. The Coral and Pelt are great valuables that can be sold for lots of Gald. Since Coral sells for the most, I'd get three of them for your prizes. If you take them to Olive Village to the south, you can sell them for 9000 Gald each, for a total of 27,000 Gald. Both ? Swords aren't really worth it, since the Long Sword is so weak and you already have a Fame Face from the previous boss fight.

--Shopping-----

At the item shop, you'll notice that Rune Bottles are finally for sale. Yay! But they're 3500 Gald a piece, so you won't be able to buy them in bulk until later.

For armor, the Breastplate is the best armor for Cless at the time being. Get enough Straw Hats and Silver Cloaks for the rest of the mages who aren't wearing the ones from Demeter's Mansion. You don't need to buy the Long Blue Ribbon for Arche since you'll be finding one in an upcoming dungeon. Once again, you probably won't have enough Gald for the best upgrades until after you go exploring, so don't worry if you don't have enough for the best equipment at this time.

For weapons, just the Ruby Wand for Mint will do, since Cless already got a free Halberd. He'll also be getting yet another free upgrade after the next boss.

As far as accessories go, lots of new things available, with very large price tags. Thief's Mantles and Fight Symbols are now available to buy. Paralysis and Poison Checks nullify their respective status ailments. White Mist decreases the time spent to escape by 30%. Using a Rune Bottle will turn it into a Magic Mist with a 50% decrease. Next is the ridiculously expensive Holy and Mystic Symbols. Holy Symbol regenerates 5% of a characters's max HP at a fixed interval, and Mystic Symbol halves the casting time for mages' spells. Of the two I would only say Mystic Symbol is really worth it, though with the

where you found the Sorcerer's Ring. Backtrack to the entrance room, and go left from the save point to that first switch. Shoot it with the Sorcerer's Ring and go through the now unlocked door to the north.

You'll find another locked door, but thanks to the Magma Key you can open it. Press circle to open it and go on through. In this area, you have to shoot down the columns in order to build a bridge across the lava. Shoot the column on the right. Then shoot the column on the left, the column on the right, and the column on the right again to complete the bridge. You may want to save before crossing over to the other side, since there's a boss battle coming up. When you reach the other side, some dialogue and then you'll fight Efreet, the spirit of fire.

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x BOSS: Efreet                                                                 x
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--#015 Efreet-----

HP: 5500 TP: 2000 EXP: 2525 Gald: 6543
Attack: 250 Defense: 85 Agility: 60

Elemental Defense: Water (Somewhat Weak), Fire (Absorb More), Wind (Absorb Half)
Elemental Attack: Fire

Dropped Items: Flare Mantle

Recommended level: 17-21

A very easy battle, especially if you got Undine first. Efreet is basically a bigger version of the Azar enemy, but since he comes alone he's quite easy to subdue.

Just use a Flare Bottle on Cless with the Fame Face, and go to town with a Tiger Fang-> Demonic Fangs or any other Ogi combo while Klarth casts Undine or Gnome depending on what you have. Arche should cast Glaive, Ice Tornado, or Thunder Blade if you have it. He absorbs wind, so Sylph and Cyclone are a no-go for this battle, but he should go down very fast even without them.

To make this battle impossible to lose, equip two Princess Shawls on Arche and/or Mint. They'll completely nullify fire-based damage, which all of Efreet's attacks are.

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After winning, Klarth can now summon Efreet. Probably his best summon so far, it does great damage, especially against a single target. Against multiple foes, it'll hit them randomly, but the damage is still good. Open up the chest for the <<Eruption>> spellbook for Arche. It's a very nice fire-elemental group spell.

Leave the Cave of the Burning Sands and make way to your next destination:

--If you want to find Gnome-----

Cave of the Spirits..... [TOPW_COS]

--If you want to find Undine-----

Corroded Grotto..... [TOPW_COR]

--If you want to go to the Moria Mine-----

Moria Mine..... [TOPW_MOR]

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x Moria Mine..... [TOPW_MOR] x
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--Treasure-----

Orange Gummi, Apple Gummi x2, Lavendar, Protect Ring, Beef, 2000 Gald, Rune Bottle x3, Technical Ring, Lemon Gummi, Incense x2, Mystic Broom, Combo Counter, Turquoise Pact Ring, Broken Rings, 6000 Gald, Black Onyx, Verbena, ?Cloth (Mythril Mesh) x2, Hourlgass, Elixir, ?Rod (Rune Staff)

--Enemies-----

#023 Vampire Bat, #036 Ochre Jelly, #171 Belladonna

(Floor 4+): #061 Caveman
(Floor 6+): #035 Ogre
(Floor 7+): #027 Winged Devil
(Floor 8+): #062 Gazer Hound
(Floor 9+): #060 Cave Spider, #174 Hell Master

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Once you've gotten the Permit from the Alvanista Adventurer's Guild and collected the other three summon spirits, go southeast of Alvanista until you reach the port to Freyland. Just north is the entrance to the Moria Mine. Make sure you have your Rope and Pickaxe still, as you'll need them for this dungeon. If not, you can rebuy them from Venezia or Alvanista.

--Random encounters, strategies-----

Most of the enemies here are weak to fire or wind making them easy pickings with Cyclone, Eruption, and Efreet. The Ochre Jellies are weak to fire, and can go out with one Eruption. The Belladonnas can drain your HP but are generally harmless. Vampire Bats can put you to sleep with their attacks, so just guard against them to prevent that.

On later floors you'll encounter Cavemen, Ogres, and GazeHounds, which are weak to wind and go down in 1-2 Cyclones. Hell Masters make their re-appearance on floor nine but now you can mop the floor with them; they happen to drop a nice amount of Gald. Cave Spiders are weak to fire and wind, giving you a choice in what to kill them with.

When you enter, a guard will try to stop you unless you have the Permit. In the lower-left corner is a chest with an <<Orange Gummi>>. In the center is some stairs leading down to the fourth floor, but the doorway is locked. Ignore it for now and flip the switch in the upper-left corner. Then take the path in the upper-right corner to the next screen. Go through the door and down the stairs to the second floor.

Step on the "!" switch to the right to open the door. Open up the chest for an <<Apple Gummi>>, and another one behind the sign for a <<Lavendar>>. If you read the sign, it says "The passage to the next floor is just above the entrance to this one". This basically means that the way to the third floor is to the right (above the entrance to the second floor). So just ignore the right path for now and go to the left. Move the statue in the upper-left onto the "?" switch, and go through the door. Open up the chests with <<Protect Ring>>, <<Beef>>, and <<2000 Gald>>, and then flip the lever on the wall. Now go back and go right, and down the stairs to the next floor.

To your left, you'll see a panel with the word OFF and a door with two switches in front of it. If you try to go through, you'll step on the switches, closing the door. To solve this, go right and then up and step on the panel that says "ON". You'll now be floating and can go through the door. Go through it and go up for another OFF panel so you can stop floating. Then go to the right and step on the left ! switch to open up another door. Make your way to the right, and in the next screen, move the statue off of the switch it's on to unlock the door below. Go down, and the door will close behind you, but the door in the lower-right corner will be unlocked. Go through it and take the stairs down to the next floor.

On the fourth floor, you'll find an adventurer to the upper-left who can't remember where the secret passage is. Go back and examine the torch on the wall that isn't lit twice. It's really a lever you can press to open up the secret passage.

Ignore the two switches and go through the door to the right. You'll find another adventurer who's sure there's something in the room. Step on one of the two switches and wait for them to step on the other one to make a chest with a <<Rune Bottle>> appear. Now go back out and step on the left ! switch to open up the left door.

You'll be on the other side of the area you couldn't reach from the entrance. Read the sign for the clue "Up Up Down Down Left Right Left Right". Go to the left, and step on the four switches in that order to open the door to the sealed off area in the last room. There'll be a save point, a ! switch, and a lever. Step on the ! switch to open up the door in the room with the four switches. Pull the lever to open up the way back to the entrance. You can now go out and restock on supplies if need be. The stairs below leading down to the ninth floor lead to another locked door, so instead backtrack to the room with the four switches. Move the statue through the door and onto a ? switch to open the door to the right. Go through it and down the stairs to the next floor.

Starting from the fifth floor, it will be dark, and you can only see in a circle around yourself. Up above is the door to the next floor (leading down), but it's locked. To the upper-right and lower-right are two paths, but they lead to the same screen. Take one of them right to the next screen, and in the upper right corner of this room is another door you can open with a ! switch. Go through it, and after a short dialogue, shoot the switch on the wall with the Sorcerer's Ring. Then go back through the previously locked door and take the stairs down to the next floor.

Go through the door. On the next screen, you'll be at a three way intersection. Ignore the paths with the spikes, and go up. Go left and open up the blue chest with the <<Technical Ring>>. This is a very important accessory! With it, you can change your control mode to Manual.

With Manual mode, you can dash, jump, and attack whenever you want, without the restraints of Semi-Auto mode. For example, you can now dash past groups of enemies instead of using moves like Lightning Claw or Burning Phoenix to get behind them. You can also use a jumping attack on the spot, and if you get a single enemy cornered, you can pretty much trap them until they die by jumping and attacking over and over. It also makes mastering abilities much faster, as you can just go onto one side of the battlefield and spam your skills without the risk of killing enemies. The only real drawback is that Cless only has one other accessory slot for the entire game if you use it, but it's a small price to pay in my opinion. It takes some getting used to, but the amount of freedom Manual mode offers gives you superior control compared to Semi-Auto mode. Definitely at least try it.

Anyway, continue to the right, and go down to reach the area across the spikes. Go right to the next area. You'll see a door leading up and a chest to the right behind a magic circle. If you try to get the chest, the circle will transport you back to the left path with the spikes in the last room. Go up through the door, and you'll see three statues. Moving one of them off the switches they're on will lock the door behind you. Move the statue on the right to reveal a lever. Pull the lever to make a new path leading behind the chest. Open it up for a <<Lemon Gummi>>, then make sure to put the statue you moved back on the switch to open the door. Go out, and head down past the spikes for the stairs to the next floor.

On the seventh floor, there'll be a save point and another empty torch. Shoot it with the Sorcerer's Ring to reveal a magic circle that'll teleport you to the next floor.

Right from where you teleport, you'll see a chest just above you. But don't try to get it, or you'll be teleported back to where you came from. The sign on the right says "the treasure lies on the path less traveled", so as it suggests you'll have to go the long way around to reach the treasure. Go right, up, and around to reach the chest with another <<Lemon Gummi>>. Then go down and you'll be transported back to the save point. Take the magic circle again, and this time, you'll see a chest right below where you teleport. Ignore it again and go right, down, and around to reach the chest with <<Incense>>. This is another salable valuable like the Coral and Pelt. Go up and you'll be transported back again; take the magic circle to teleport yet again. This time you'll see a chest to your left. That's right, ignore it and go up, left and around to reach the chest with a <<Mystic Broom>> for Arche. Go right to return, and this time when you take the magic circle you'll be in a room with five candles. Shoot both sides of all five candles with the Sorcerer's Ring to open the door up above. Go through it to the next screen.

In this next room, go up and then follow the path to the next area. Go down and use your Pickaxe to remove the wall. Then use the Sorcerer's Ring to light up the candle to the left. Take the stairs below to go down to the next floor.

You'll see another candle. Try to shoot it with the Sorcerer's Ring, and you'll get a funny little scene. Go up to it and examine it to press a switch to open up the door to the north.

Behind the door, you'll see a ! switch and a long path of spikes. Step on the switch and then go back to the previous room for an ON switch so you can float over the path with the spikes unharmed. Along the path will be a spikeless detour that leads to a chest with another <<Incense>>. Once you get to the end there'll be an OFF switch and the path to the next area.

Take the stairs right below you for two chests with a <<Rune Bottle>> and <<Apple Gummi>>. Then go back up and take the path to the left. Eventually you'll reach the door to the next area.

Finally you'll be on the ninth floor. Ignore the locked door to the tenth floor above you, and take the path to the right until you reach a door and a ! switch. Step on the switch and go up through the door. Keep going up to another screen. You'll be in an area with spikes above you and a path to the right. Take the right path until you reach a small room with a blue chest containing the <<Combo Counter>>, and a switch to step on under the chest.

--The Combo Counter and Combo EXP-----

With the Combo Counter item, you can turn on the Combo Counter in the Customize menu to count your max hits in battle. You get rewarded bonus EXP the greater your max hit combo is in battle. With the right combinations of skills, it's possible to exploit this by racking up huge combos for tons of EXP. See psyllense's Combo FAQ for more information on combos:

<http://www.gamefaqs.com/console/psx/file/562854/57030>

With the switch under the Combo Counter pressed, the way to the tenth floor is unlocked, but pillars of flame have now appeared to get in the way. There isn't much you can do but walk through them and take a little bit of damage. You can press the lever on the wall near the entrance to the ninth floor to extinguish the flames, though this only really helps if you're coming from the other way.

Before continuing on to the tenth floor, you might want to take a left before the path to the Combo Counter to reach a lever. Flip it to fully unlock the passage from the entrance. It wouldn't hurt to go outside to rest and restock again, since there's a boss battle coming up.

When you're ready to move on, go down the stairs to the tenth floor. There'll be a save point and a blue chest with the <<Turquoise>> Pact Ring for Klarth. It increases his max TP, very nice. The sign says this floor is a dead end, but that's obviously not true. Flip the two levers on the wall to make two magic circles appear.

If you take the one on the right, you'll be in a room with a stone tablet. It gives a clue on how to summon the Four Spirits somewhere. Go back and take the magic circle on the left. You'll be in an area with four rooms, so this must be the place to summon the spirits. Summon Efrete to the north, Gnome to the south, Undine to the west, and Sylph to the east. You'll hear a voice telling you to return to the stone slab. Go back and save, then when you're ready, take the magic circle on the right. Approach the slab for an event and a boss fight. You'll fight Maxwell, the spirit of molecules.

XX
x BOSS: Maxwell x
XX

--#186 Maxwell-----

Once you've collected five Basilisk Scales, return to the Olive Village inn and accept the innkeeper's offer to stay the night. Afterwards, more events, and you'll have to return to Alvanista.

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x Kingdom of Alvanista (3).....[TOPW_AL3] x
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--Treasure-----

Emblem

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Go to the sorcery lab and talk to Lundgrom. It'll take him a day to get permission for you to enter the Ymir Forest, so rest at the inn to move on. Return to Lundgrom and you'll get the <<Emblem>> key item.

Since Half-Elves aren't allowed in Ymir, Arche will leave the party so you can enter it. When you leave the castle, she'll go wait at the inn and you'll have the option of changing her equipment. Now, take the east bridge from Alvanista and head southwest to reach the Ymir Forest.

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x Ymir, Forest of Mirror Water.....[TOPW_YMR] x
x                                                                                               x
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--Treasure-----

Ogi: Roaring Kick (12,000 Gald)*, Mixed Gummi, Sage, Lavendar x3

*Tent SW of port to Freyland

--Enemies-----

(Ymir region World Map): #022 Vulture, #144 Peep Peep, #225 Giant Wasp

(Ymir Forest): #120 Dragonfly, #185 Mighty Oak, #197 Lizard, #225 Giant Wasp

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Before entering Ymir, check out the tent far to the east of it. To be more specific, it's southwest of the port that takes you to Freyland. You can buy the Ogi: <<Roaring Kick>> from the traveler there for 12,000 Gald. It's a combination of Swallow Kick and Roaring Lion, which Cless learns at level 37, so you probably won't be able to use it for awhile.

Just east of the Ymir Forest is another group of traveling performers. They mimic certain characters in the game for some funny skits. Unfortunately the humor is a bit lost in translation unless you understand Japanese.

As soon as you enter Ymir, the guard will try to stop you unless you have the Emblem from Lundgrom. Once you show it to him, he'll let you pass.

From the entrance screen with the save point, go up. Go left for a chest with <<Spectacles>>, then go back and go up. Go left for a <<Carrot>>, then go back and go up again.

This screen has three paths to the left, right, and above. Open up the chest with a <<Life Bottle>> in the lower right corner, and take the left path. Go left again to the next screen.

Open up the two chests in the upper right for a <<Black Onyx>> and <<Holy Symbol>>. This screen has three paths up above, to the left, and down below. The left and down paths lead to the same screen. Take one of them there, and open up the sacks for an <<Apple Gummi>> and <<Savory>>. Check the trees on the left side of the screen, there's a chest with a <<Stun Charm>> hidden in the scenery. It halves the amount of time you spend dizzy when you get stunned:

<http://tinyurl.com/yfay68v>

Anyway, there are two paths heading up and down on this screen. Take the lower path for a chest with a <<Charm Bottle>>. Take the upper path, and then go left for a chest with a <<Hourglass>>. Go back and go up, and check the left side of the screen under the trees for a <<Moon Crystal>>. Continue up for a chest with a <<Pickle Stone>>. Now go back down, down, and right. You'll be back at the screen that had the hidden chest with a Stun Charm. Take the path up this time.

This screen has two paths heading right, and one heading up. Open up the two chests near where you entered for an <<Apple Gummi>> and <<Fight Symbol>>. Check the upper-left for a chest with an <<Orange Gummi>>, then take the path up for a chest with a <<Holy Bottle>>. Go back and take the lower path to the right, as the upper path is a dead end. Then go two screens up for a chest with an <<Apple Gummi>>. Now go back down three screens. You'll be back at the screen that had a chest with a Life Bottle, coming from the upper path. Take the path to the right to continue.

This new screen has three paths heading up, down, and to the right. Take the lower path for a sack with <<Verbena>>. Go back and head right.

There's three paths heading to the right, down, and above, but ignore the ones heading up and right. Open up the chests in the upper-left and lower-right for <<Stun Charm>>, <<Savory>>, and <<Dark Bottle>>, then head down.

One path heading down, two paths heading right. Open up the chests for <<Spectacles>> and <<Mixed Gummi>>, and head down for a chest with a <<Life Bottle>>. Go back and head through the lower path right, and take a right again for a <<Liqueur Bottle>> and <<Resist Ring>>, somewhat hidden by the scenery:

<http://tinyurl.com/yjp4nck>

Go back and head through the upper path right for <<Chicken>>, <<Thief's Mantle>>, and <<Rune Bottle>>. Go all the way back left, up, left, and up to continue.

Now there'll be two paths to the right, and one up above. Ignore the one to the leading up (a dead end), and take the upper-right path. Go right twice. Open up the three chests in the lower-right corner for a <<Protect Ring>>, <<Resist Ring>>, and <<Thief's Mantle>> hidden by the scenery:

<http://tinyurl.com/ykmsleu>

Three paths up, down, and right. Take the upper path for a chest with an

on the bottom, and there are three paths to the left, right, and below, with lots of doors to search through.

--Random encounters, strategies-----

A few new enemies here. Two humanoid spellcasters, the Mediums and Depraved Monks. They're tame alone, but can be a threat if you don't prevent them from casting, using spells like Cyclone and Eruption. Iron Golems act as tanks to prevent you from approaching the spellcasters, but you can run past them or use Burning Phoenix to get over them. Shades are just Wraith copies, and they still drop Rune Bottles, so they're good for farming those. So long as you keep the casters at bay, everything here still goes down in a few Cyclones.

From the first floor, take the stairs up to the second. Examine the slab for a clue, "A brave song is sung by one not human." Go down through the lower path, and from left to right the doors contain chests with <<Cthaat Aquadingen> for Klarth, <<Spectacles>>, <<Basilisk Scale>>, <<Sage>>, and <<Apple Gummi>>. On the right path, from left to right are two statues with "Arche" and "Dark Cave". On the left path, from right to left are statues with "Mystic Forest" and "Open Fire". You'll need to play "Open Fire" to open the door to the next floor.

On the third floor, the clue is "A cheerful song is sung by one not human." Take the lower path, and from left to right is "Arche" (play this to open the way to the next floor), <<Bread>>, "Dark Cave", and <<Holy Symbol>>. Go back and take the right path, and from left to right is <<Sage>> and "Mystic Forest". Go back and take the left path, and from right to left is "Open Fire" and an <<Orange Gummi>>.

On the fourth floor, the clue is "A peaceful song is sung by one not human." Take the lower path, from left to right are "Dark Cave", "Arche", <<Protect Ring>>, and <<Beef>>. Take the right path, from left to right are "Open Fire", <<Orange Gummi>>, and <<Charm Bottle>>. Take the left path, from right to left are <<Basilisk Scale>>, <<Panacea Bottle>>, and "Mystic Forest" (play this to move on to the next floor).

On the fifth floor, the clue is "A dark song is sung by one not human." Down below, from left to right are "Open Fire", <<Rabbit's Foot>>, "Arche", and "Dark Cave" (play this to continue to the next floor). To the right, from left to right are <<Mantle>> and "Mystic Forest". To the left, from right to left, are <<Silver Shawl>>, and <<Fight Symbol>>.

On the sixth floor, the clue is "A brave song is sung by one not human" again. Down below, from left to right, are nothing, "Dark Cave", "Mystic Forest", <<Rabbit's Foot>>, and <<Black Onyx>>. To the right, from left to right, are <<Rune Bottle>> and "Open Fire" (play to go on to the next floor). To the left, from right to left are <<Resist Ring>> and "Arche".

When you try to go on to the seventh floor, an event, and Arche will get the <<Ray>> spellbook. Go on up, and after more dialogue, Klarth will be able to summon Luna (no boss fight necessary, thankfully). Luna is a nice light elemental attack that covers a wide area, but hits rather randomly. I would use it against groups of enemies or enemies weak to light, and use Efreet and Maxwell against single opponents.

Now that you've formed a pact with Luna, head north to Midgard to meet up with Edward.

--Shopping-----

Some new armor in the shops. Buy the Fine Shield for Cless, Fine Berets for Mint and Klarth, and the Striped Ribbon for Arche. For weapons, the Mech Halberd might look nice, but it has much lower Thrust than the Gugnir and not much higher Slash. You'll be finding one in a later dungeon for free, so I recommend not spending the Gald on it.

To move on with the game, try to enter the castle in the southern district. After some dialogue you'll be waiting in a room with the rest of the party. Talk with everyone if you wish then wait a little bit for another event. You'll reunite with Edward and meet Raizen, the captain of the guards. After the dialogue, you'll have to go to the audience chamber to continue. Try to go down to the lower floor, and Raizen will take you there. More events, and you'll be taken to the Magitech Research Lab. Leave the castle, even more events. You'll have to go all the way back to Arche's house in Lone Valley, but thankfully the game gives you the option of just "taking a shortcut" there. An event, and you'll have to go back to Midgard, with another option to warp back. Make sure to go outside and save in a separate slot. You won't be able to leave the next section of the game until it's completed, so the extra save is just in case you find it too difficult and need to prepare more.

To continue, head to the castle for more events. Klarth will leave the party temporarily to take part in the meeting. Go back to the town and make sure you're prepared, then go back for the meeting to be over. More dialogue and you'll find yourself in the Valhalla Plains, taking part in a military operation.

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x Valhalla Plains.....[TOPW_VAL] x
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--Enemies-----

#027 Winged Devil, #085 Silver Dragon, #116 Draco-Centaur, #117 Dragonewt, #118 Dragontooth

--[MISSABLE ALERT!]-----

(Before beating the boss): !All Monster Encyclopedia entries except #117 Dragonewt and #118 Dragontooth!

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Your goal here is to reach the enemy's commander in the shortest amount of time, fighting enemies along the way. Fighting enemies will make in-game "hours" go forward, until a new in-game "day" starts. You'll be able to rest after each day, though this will expend 8 hours. If you use up 5 days, you'll get a game over.

Unlike the rest of the game, you'll encounter enemies here on screen instead of in random encounters. Most of the screens are filled with monsters swarming around just to make you use up time. It's very difficult to avoid the enemies on screen, so you will more than likely have to fight at least several battles

--Random encounters, strategies-----

Most of the enemies here are weak to light, so Klarth's Luna is quite useful, especially since many of the enemies are grouped together. If you bought a Mystic Symbol, I'd give it to him for this dungeon. Kages and Samurais are some new eastern enemies. Other than the Kage's teleporting attack, they aren't that much trouble. Sorceresses and Monk Sorcerers are the same as the spellcasting enemies in the Tower of the Zodiac. Doom Guards are the same as the Arc Knights in the Jamir battle, though now you will have more experience dealing with them since they're in random encounters. They do like to jump over Cless and attack your casters, so watch out. In any case, since the enemies here are usually grouped together, Autumn Sandstorm, Claw Storm, and Divine Seal are great against them, dealing damage and pushing them back. If you can pin several enemies against the wall or other enemies, and pull off Divine Seal, it'll really rack up the damage fast.

As far as drops go, the Doom Guards drop two different ?Swords like the dragon enemies in Valhalla. One is a Long Sword, but the second is a Moon Falx, a very nice light elemental sword. If you get a hold of one, it'll really help out in this dungeon. They also sell for 28,300 Gald apiece if you get any extras; great for farming Gald although we'll have even better places later in the game.

From the first screen, go up to enter the castle. You'll see two paths to the left and right, and two doors up above (along with a mirror). Go through the right door up above first. Examine the three spear racks for <<Halberd>>, <<Mech Halberd>>, and <<?Sword (Slayer Sword)>>. Now go back and take the door on the left. Check the pillar for an <<Attack Symbol>>, then go through the door up above. Open the chest for an <<Aqua Mantle>>, then go to the left and open up the chest for a <<Flare Mantle>>. Now make your way back to the entrance room with the mirror.

Take the path right, and examine the plant on the dresser to get a <<Savory>> and a <<Sage>>. The door up above you is locked, so ignore it and go on to the right again. Head up and as you go by, you'll step on a switch, unlocking the door ahead of you. Go through it and open up the chest for the <<Fire Storm>> spellbook for Arche, an upgraded fire spell. Head left and examine the spear racks for another <<Halberd>> and <<Mech Halberd>>. Go down, and around to the right again to step on the switch. This'll close the door that led to the Fire Storm spell, and open up the door to the upper-left that leads to the next area. Head up there and go up the stairs to the second floor.

You'll see two doors to the left and right. Go through the one on the right, and read the sign. It says "Up Down Right Left Down Up". Step on the four switches in the room in that order, then go back outside and take the left door. Continue up and you'll be in a hallway with mirrors. If you examine the mirror on the right, you'll see the reflection isn't entirely accurate... If you read the sign, it'll say "The Other Mirror will open the path." Head up the stairs to the next floor.

Here you'll find two mirrors on the left and right, two doors up above, and stairs to the next floor to the northeast. The two mirrors on the left and right show the same reflection of a monster, but the two doors have mirrors that show normal reflections. Ignore them all and take the stairs to the next area.

There'll be three doors. Take the left door and open up the chests for an <<Orange Gummi>> and <<Life Bottle>>. Take the right door and open up the

chests for two <<Apple Gummis>> and a <<RuneStaff>>. Go back and take the middle door. Now there'll be two doors on the left and right. Take the left door for three chests with <<Orange Gummi>>, <<Life Bottle>>, and <<Apple Gummi>>. Then go back and take the right door.

You'll see a bunch of switches lined up parallel on both sides of the screen. The sign at the end says you have to press the switches in order at the same time to open the door to the next area, which is exactly what you have to do. Look at Arche and try to time your stepping on the switches as she does. It's tedious, but the game does give you hints every time you fail. If you fail a certain number of times, Mint and Klarth will just press the switches for you. An easy way to do it without any timing is to just dash back and forth over the switches when Arche is walking around, as the game is even prone to advise. Either way you open the door, go through it for a save point and the stairs to the next floor.

There'll be a door above and a door below. Take the one below for two chests with a <<Protect Ring>> and <<Rune Bottle>>. Go back and take the one above for two more doors above and another to the left and below. Take the one on the left and below for <<Beef>> and the one to the left for a <<Fight Symbol>>. Now take the door to the right.

There'll be stairs to your right, and a door with a switch to your left. If you hold down the switch, the door will open, but you can't go through the door if you have to stand on the switch...ignore it for now and take the stairs to the next level. You'll see a hole in the floor with a chest on the other side you can't reach yet. Below you'll find a stone statue. Move it towards the hole and push it in to drop it down to the previous floor. Now you can push it over the switch to open up that locked door. Behind it, you'll find yet another switch you have to hold down to open another door. You can pick Klarth, Mint or Arche to leave behind. Leave behind whoever you wish and head through the door and up the stairs to the next floor.

Head down to enter a hallway. To your right is a locked door, to the left, a new screen. Head left and there'll be paths leading left and down. Take the left path and take the stairs to the next floor.

--New enemies-----

On this floor you'll start facing skeletal enemies called Leeches. As you'd expect they're also weak to light so Luna and the Moon Falx makes them no problem. Jinns are another new enemy, without any weakness, but are big and easy to stunlock, so they aren't dangerous at all.

There'll be a path to the left, a door above, and a door to the right and down. Take the door up above, and you'll face a Treasure Keeper. It's a Jinn. After you beat it, you'll receive the <<Mysterious Hand-Mirror>> key item. Now backtrack all the way to the floor with the two mirrors on the left and right (get your party member you left on the switch back if you want). You can fight the monsters in the mirrors now with the Mysterious Hand-Mirror. After you beat them, you'll warp to another room with treasure. The mirror on the left contains chests with <<Lavendar>>, <<10,000 Gald>>, <<Hourglass>>, <<Elixir>>, and <<White Mist>>. The mirror on the right contains a chest with the <<Rock Mountain>> spellbook for Arche, an upgraded earth spell.

Now, backtrack to the hallway with three mirrors. Examine the right mirror and defeat the monster. You'll be warped to an entirely different area. Go left and open up the chests for <<Silver Cloak>>, <<Rune Bottle>>, and a <<Stun

Elemental Defense: Non-Elemental (May Nullify), Earth (May Nullify), Water (May Nullify), Fire (May Nullify), Wind (May Nullify), Thunder (May Nullify), Light (May Nullify), Darkness (May Nullify)

Dropped Items: Emerald Ring

--#019 Evil Lord-----

HP: 6400 TP: 250 EXP: 298 Gald: 3630 Attack: 195 Defense: 105 Agility: 60

Dropped Items: Rune Bottle

Recommended level: 34-37

This is probably the hardest boss fight so far. Dhaos comes with two Evil Lords, make sure to get rid of them as quickly as you can. The Moon Falx will definitely help here, and Luna and Indignation should help get rid of them fast.

Even after they're gone, however, Dhaos is still quite a force to be reckoned with. To start with, he has the chance to nullify any elemental attack or physical attack you throw at him. It can be annoying when your mage gets done casting a spell or you try to attack him only for it to just bounce off of him.

Dhaos isn't lacking on the offense either. His standard attack is a quick swipe, which he loves to use multiple times in a row. It is guardable and easy to punish with your own combo however. Dhaos will often employ a backstep, complete with temporary invincibility, after these, or if you try to surround him. From afar, Dhaos will cast Ray, Thunder Blade, and Cyclone, but if you stay up in his face often you shouldn't get to see these. His specials include Tetra Spell (a combination of Fireball, Ice Needles, Lightning, and Glaive) to interrupt the party and dizzy them, and Tetra Assault (a combo attack, high chance to dizzy) from up close. At lower HP, he'll begin to use Dhaos Collider (a light elemental attack that hits every character on screen) and Dhaos Laser (a light elemental laser that hits every character in front of Dhaos multiple times for major damage). Keeping him pushed back and away from your casters is of utmost importance. Unfortunately, this is easier said than done with the random nullification and high chance of getting dizzied.

Excellent skills for this battle are Thunder Claw, and Claw Storm. The lightning strike from Thunder Claw and Claw Storm will temporarily stun Dhaos even if it does no damage, helping your casters finish their spells and you keeping him pushed back. Even better, the lightning will travel towards Dhaos even if you aren't right next to him, so it's very helpful if he starts up one of his attacks and you aren't close enough to him to interrupt.

Turn off all of Arche's spells except Indignation, and all of Klarth's spells except Luna and Maxwell. No need for anything but the best in this fight. When Mint isn't healing, she should support with Sharpness, Acid Rain, Toy Hammer, and Silence.

For equipment, Reflect Rings are great. Dhaos Laser and Collider deal extreme damage and any protection against it will help. If Cless isn't using the Technical Ring, give two to him along with the Mithril Mesh to almost completely stuff out his light-based attacks. Otherwise just give him one. You might consider giving him a Stun Charm instead, to reduce the time of being dizzied if that's more of a problem for you. Mint should wear the other Mithril

Horn is probably her best weapon in the game, because of the boost to defense it gives her. Since Mint doesn't need attack power, you might consider keeping this staff on her throughout the entire game, even if you find a new staff with higher attack.

Anyway, you'll have the option to warp back to the Forest of Spirits to visit Yggdrasil. More events, and you'll have control again. On your way out of Belladam Village, talk to the old man in the lower-right house for the final part of the Story of the Spirit of the Moon.

Your next destination is the Ancient City, Thor. You'll have to use a boat from Venezia to sail there.

--[MISSABLE CHECKLIST FOR PART 2!]-----

Do know that once you enter Thor, you can't exit, and won't be able to return to the past afterwards. Make sure you have everything important that's missable before traveling to Thor. Use this list with the previous sections of the guide to check:

Collector's Encyclopedia

Most of the missable items here can simply be bought from shops, and you should have almost all of them from going through the game. The exceptions are the Moon Falx, which can be bought in the Olive Village storeroom or dropped by the Doom Guards in Dhaos's Castle, and the White Gloves, which you get from completing the Nancy and Elwin sidequest. However, if you still haven't opened up the storeroom in the Olive item shop, you can still get a Moon Falx later in the game.

- Saber
- Rapier
- Verdun
- Fine Saber
- Moon Falx
- Rune Staff
- Cthaat Aquadingen
- Mystic Broom
- Chain Mail
- Ring Mail
- Splint Mail
- Amber Cloak
- Wood Shield
- Round Shield
- Kite Shield
- Armet Helm
- Ankh Beret
- Long Blue Ribbon
- Leather Gloves
- Iron Gloves
- Kitchen Mittens
- White Gloves
- Mantle

Monster Encyclopedia

All entries so far are missable, except for:

- #020 Viper
- #023 Vampire Bat
- #027 Winged Devil
- #035 Ogre
- #036 Ochre Jelly
- #060 Cave Spider
- #061 Caveman
- #062 Gazehound
- #092 Skeleton
- #096 Snow Bunny
- #109 Desert King
- #110 Desert Fly
- #117 Dragonewt
- #118 Dragontooth
- #121 Treant
- #140 Burning Dead
- #171 Belladonna
- #174 Hell Master
- #185 Mighty Oak

Which will all appear in the next part of the game.

Arche's Spells

- Fire Storm from Dhaos's Castle
- Rock Mountain from Dhaos's Castle

Titles

- Cless's Mach Youth title from the Mach Boy race in Alvanista
- Cless's Ishitori Master title from the Ishitori game in Alvanista Castle
- Mint's Cupid title from the Nancy and Elwin sidequest

Recipes

- Sushi recipe from the Chef in Venezia's grocer
- Cheeseburger recipe from Sophia in Belladam Village
- French Toast recipe from the Chef in Hamel
- Sandwich recipe from the Chef in Euclid's grocer
- Neapolitan recipe from the Chef in Alvanista's grocer
- Poware recipe from the Chef in Olive Village's grocer
- Fruit Juice recipe from the Chef in the eastern oasis in Freyland desert
- Sashimi recipe from Sif in Edward's Mansion

When you're absolutely prepared, take the left boat in Venezia and pick the third option. After some scenes, you'll be in the Ancient City, Thor.

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x Ancient City, Thor.....[TOPW_ACT] x
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--Treasure-----

he'll pretty much fire the arrows nonstop preventing most enemies from even moving.

If you stay at the inn a second time after talking to the Miguel School receptionist, you can get another scene with Cless. He'll gain the <<Alvein Successor>> title and the ability to use his Ultimate Ogi: the <<Blade of Ascension>>. To use it, Cless has to be at full HP at some point in a battle and then take enough damage to be in critical (red) HP. The word "POWER" will flash over his TP, and if you hold down X, Square, and Circle, he'll use it for 100 TP. You don't have to have the Alvein Successor title equipped to use it. You can use it more than once per battle, as long as Cless reaches max HP again. Just make sure the enemy is in front of Cless when he uses it, or else he'll just unleash his ultimate attack on some unsuspecting air. The Blade of Ascension can be linked from any other of Cless's skills, even Ogis.

If you talk to the robed woman outside the inn, you can hear an explanation on Collectibles and receive the <<(c)Black Card>>. Collectibles are just special items you can find and trade to certain NPCs to get even more, different Collectibles. Their only purpose is to be collected so you can fill up the Collector's Book, so if you don't care about that, you probably won't have any use for them.

Talk to the chef right next to the robed woman to learn the <<Meat and Potato Stew>> recipe.

Talk to the Instructor in the Miguel School of Swordsmanship to buy the Ogi: <<Phoenix Kick>> for 20,000 Gald. It's a combination of Burning Phoenix and Swallow Kick.

In the inn, there's a blue chest behind a bush baby statue that you can't move. The shopkeeper says that you can buy it for 100,000,000 Gald, but unfortunately it's impossible to even carry that much money in the game. Examine the statue and after the dialogue ends, continue to hold circle so you can pull it out of the way. Now you can open up the chest for a <<Hourglass>>.

Finally, if you missed the Ogi Text for <<Demonic Fangs>> or the <<Cyclone>> spell, you can get them again here. Talk to the robed woman inside the inn for the Cyclone spellbook, and examine the dresser in the upper-left corner of the western house for Demonic Fangs.

--Shopping-----

Items are pretty much the same, but lots of new equipment this time. Definitely get the Composite Bow, Mithril Mesh, Fine Beret, and Gauntlets for Cheser, and the Damascus Sword and Cross Helm for Cless. The Holy Cloak for Mint and Klarth is very helpful for an upcoming boss, though it is quite expensive. For Arche, just give her the extra Mithril Mesh that Mint or Klarth might have had on if you buy them a Holy Cloak, if she wasn't wearing one already.

You may want to consider using a Miracle Charm and selling old stuff if you don't have enough money, though if you do have to sell stuff, avoid selling the Cordyceps from the White Birch Forest- we'll be able to rake in the money by selling them at a different place later in the game.

Anyway, your next destination is Alvanista, so you'll have to head to Venezia to take a boat there. Before going through the Mountain Pass yet again, you might want to revisit the Cave of the Spirits, but I recommend waiting until later in the guide after you've gotten a secret character.

If you talk to the chef in the grocer, you can learn the <<Fish Hot Pot>> recipe.

To move on with the game, try and enter the castle for an event. You'll be reunited with Lundgrom and have a conversation with the king and queen. Afterwards, you'll be free to explore the castle. On the second floor, you can talk to the swordsman to buy the Ogi Text for <<Claw Kick>> for 18,000 Gald if you didn't get it in the Past.

--The Button Game-----

Also on the second floor, you can play a button pressing game with the Ishitori Master's descendant, the Button Master. You have to memorize and press the sequence of buttons he tells you in order to win. The first time you win, you can receive either a Star Beret, the best headgear for Chester, Mint, and Klarth, or some Pretty Mittens for Mint and Arche, depending on your time. The second time, you'll receive a Basilisk's Scale. Every time after that, you'll receive a Miracle Gummi. [UPDATE: According to Hans, you can get different medicines from this button game depending on how long you take to press the buttons. You have 10 seconds, and if you take more than 5 seconds, you can get herbs like Sage, Savory, etc.]

Anyway, head to the Sorcery Lab and talk to all the people for information on the Three Great Artifacts and Origin. The Sword of Ice is somewhere in the Ancient Civilization of Fenrir, where the City of Freezekiel now is. The Sword of Fire is somewhere in the Ancient Civilization of Odin, where the volcanic zone in Freyland now is. Origin, who can recombine the items into the Eternal Sword, is said to live in the Treant Forest. And the Diamond Pact Ring you already have from Thor.

If you missed the spellbooks for <<Tractor Beam>> and <<Thunder Blade>>, you can buy them from the black robed woman in the Sorcery Lab still.

Like the search for the summon spirits earlier in the game, this next part of the game is non-linear. You can search for the Great Artifacts in any order you like, but this walkthrough will go in my personal recommended order. However, unlike last time, there's lots of optional stuff to do since you can explore the world with the Rhea-Birds. I heavily recommend doing the optional stuff first, since the items, skills, and even new party member will help for the stuff to come.

If you want to do the optional stuff, just keep reading.

--If you want to search for the Sword of Fire-----

Tower of Flames.....[TOPW_TOF]

--If you want to search for the Sword of Ice-----

City of Freezekiel.....[TOPW_COF]

Cavern of Ice.....[TOPW_COI]

--If you want to find Origin-----

--Random encounters, strategies-----

Even more palette swapped enemies, you know how to handle them. Alraunes drop Cordyceps, Grizzlies drop Pelts, and Rangers drop ?Bows (Sand Spread), a nice Earth elemental bow for Chester that sells for 53,600 Gald. The game sure doesn't spare any opportunity to throw money at us.

No new treasures in the forest, so just search for the Ninja Village. From the save point, go up, up, up, left, left, left, up, up, and up. You'll go through a dialogue with Suzu and enter the Ninja Village. Arche will rejoin the party.

You'll go through a funny event and meet Suzu's grandfather, Ranzou. Afterwards, another funny scene at the hot springs. Mint and Arche will get the <<BOING>> and <<Little Kid>> titles respectively. Another event, and you'll get the <<Muramasa>> sword for Cless. It has high slash and excellent accuracy.

In one of the rooms in Ranzou's house, you can find a starving artist. You can buy an <<Ukiyo-e>> from him for 30,000 Gald. You can sell this for about 75,000 Gald in Alvanista, or about 85,000 Gald in Early, a later town.

In the house on the east side of the village, you can talk to Ofuyu in the lower right room. She'll teach you the recipe for <<Miso Oden>>. Miso Oden is made of six ingredients, five of which you can simply buy. But the last, <<Miso>>, can only be bought in the Ninja Village from Ofuyu for 80,000 Gald each.

In the lower left corner of the village, you'll find a blue chest in a patch of crops. There's two chickens here, who like our good pal the crab, walk around randomly in a path one tile wide. However, this chest is much easier to get than the one in Alvanista. All you have to do is wait for the chicken on the right to walk out of its spot, then quickly go into the spot it was standing on:

<http://tinyurl.com/yfjq2y8>

Then you just have to wait for the chickens to walk down the path below, and open up the chest. It contains a <<Duplication Patch>> accessory that anyone can equip. It's a novelty accessory that makes shadow after-images appear for the character that equips it in battle. Try it on Cless and use an Ogi, he'll have even more shadows!

--Shopping-----

For weapons, you might want to purchase the Ninto Ayame for when Suzu joins. Ignore the Vanguard unless you like spears, you'll be getting much better weapons than it soon. The Manji Symbol is a worthy accessory, increasing Accuracy by 50, a substantial boost. The Water Spider boots give a 50% chance to nullify Water elemental damage. You can buy as many as you want, so that's complete Water protection for the entire party.

Also, be sure to sell any Cordyceps you have here, they sell for 30,600 Gald apiece! If you still have the 12 from searching the Unicorn's forest twice, you could sell them all for a total of 367,200 Gald!

If you exit from the top, left, or right paths from the village you can explore a section of the Treant Forest from the Ninja Village side. Exit from the left

Beef Stew Recipe, Ogi: Roaring Strike (33,000 Gald), (c)Blue Card, Fire Charm (100,000 Gald)*, Ice Charm (100,000 Gald)*

*If not already in your inventory

--Enemies-----

(Freezekiel region World Map): #167 Frost King, #168 Frost Bunny, #183 Polar Bear

--Shops-----

Equipment Shop <<Iced Coffee>>

Damascus Sword...34,800	Sinclair.....49,800	Destroyer.....80,000
Laser Blade.....200,000	Bardiche.....2980	Hard Cleaver.....65,530
Sadain Glaive...50,560	Mech halberd....22,000	Poleaxe.....65,140
Cranequin.....7000	Crescent Arrow..148,000	Ruby Wand.....1240
Holy Staff.....6000	Plate Mail.....24,500	Mithril Plate...50,000
Holy Cloak.....56,000	Mithril Mesh....30,000	Fight Shield.....1150
Fine Shield.....15,800	Armet Helm.....1320	Cross Helm.....5000
Straw Hat.....1420	Fine Beret.....3600	Pretty Ribbon.....7500
Gauntlets.....1200	Mithril Gloves...10,000	Kitchen Mittens....300

Grocer <<Freezer>>

Chicken.....40	Beef.....64	Pork.....56
Cheese.....40	Egg.....20	Bread.....20
Rice.....32	Dried Seaweed....16	Carrot.....150
Carrot.....15	Potato.....250	Onion.....210
Apple.....40	Lemon.....160	Banana.....190
Squid.....50	Octopus.....60	Shrimp.....160

Accessory Shop <<Freezer>>

Heavy Boots.....1040	Leather Mantle.....100	Thief's Mantle....2000
Stone Check.....46,200	Talisman.....2000	Paralysis Check..27,200
Poison Check.....6200	Rabbit's Foot.....200	White Mist.....5000
Fight Symbol.....7200	Attack Symbol....10,000	Holy Symbol.....100,000
Mystic Symbol...674,100	Silver Shawl.....3030	

Item Salesman <<Toyama>>

Apple Gummi.....60	Orange Gummi.....200	Mixed Gummi.....1000
Panacea Bottle.....350	Life Bottle.....300	Flare Bottle.....150
Liqueur Bottle.....60	Holy Bottle.....80	Dark Bottle.....20
Rune Bottle.....3500	Spectacles.....10	

xx

To find the Sword of Ice, head to the City of Freezekiel. Freezekiel is on a continent far to the north. Just head north from Alvanista and you're sure to see it.

--Random encounters-----

The Frost Bunny and Polar Bear enemies on the world map both drop Pelt pretty often. Freezekiel offers the best price for Pelt, so this place is practically set up for making money.

--Shopping-----

The only thing noteworthy is the Laser Blade. It's a great Light elemental sword, and even though you'll soon be getting better weapons, it'll still help for the next dungeon and enemies weak against Light in general.

Talk to the chef on the second floor of the supermarket to learn the <<Beef Stew>> recipe.

Talk to the soldier in the leftmost room of the inn to buy the Ogi: <<Roaring Strike>> for 33,000 Gald. It's a combination of Roaring Lion and Shining Strike.

Talk to the collector in the equipment shop to purchase the <<(c)Blue Card>> for 50,000 Gald.

To continue, head north to the Fenrir Cathedral. Examine the door, and it'll unlock. Go inside, and talk to the apparition on one of the pews. He'll sell you a <<Fire Charm>> and an <<Ice Charm>> for 100,000 Gald each, even though he says they're only for 10,000. Unfortunately, he'll only sell you the charms if you don't have any of them in your inventory. To get around this, use Rune Bottles on an Ice or Fire Charm to turn it into the other one. Since you don't have any of the other charm in your inventory, you can buy another one from the apparition and repeat until you have as many charms as you need. What these charms do is prevent you from being damaged from extreme hot or cold, which is prevalent in the next two dungeons. The Fire Charm will protect you from the cold, while the Ice Charm protects you from the heat. You'll need six in order to get through the next dungeons comfortably, so make sure you have at least 600,000 Gald to buy them all.

Approach the altar for a view of the stained glass and some dialogue. Head for the back to open up the entrance to the Cavern of Ice.

xx
x x
x Cavern of Ice.....[TOPW_COI] x
x x
xx

--Treasure-----

?Helmet (Duel Helm), ?Cloth (Star Cloak), Stun Charm, Charm Bottle, Tidal Wave Spellbook, Black Onyx, Silver Shawl, Aqua Mantle, Ring Shield, Silver Plate, ?Book (Messa di Requiem), ?Beret (Star Beret), Ankh Shield, ?Bow (Gale Spread), Pretty Mittens, Vorpals Sword, Dimensional Divide Ability

--Enemies-----

#002 Ice Golem, #051 Kunoichi, #159 Priestess, #167 Frost King, #205 Leser Demon

xx

--Random encounters-----

Even more palette swap goodness. Priestesses drop Tapestries, and Ice Golems can drop ?Swords (Ice Coffin), a nice Ice elemental sword that can sell for a

good amount of cash.

At the entrance, a save point and the stairs to the next floor. Take them down and open up the chest for a <<?Helm (Duel Helm)>> for Cless, and examine the switch on the wall to the left. It's frozen, so shoot it with the Sorcerer's Ring and then press it. Then head to the right.

Starting in this area, the extreme cold will cause damage to every character that doesn't have a Fire Charm on. Unlike the damaging floors of earlier dungeons, the damage from the cold can actually kill you, so if you don't have enough Fire Charms for everyone, make sure to use Mint's healing outside of battle to keep everyone topped up.

Head up through the door, and down the stairs to the next floor. The cold will subside for now. You'll see a bunch of candlesticks like in the Moria Mine. Light them all up with the Sorcerer's Ring to open the door to the next area. For the candlesticks in the lower left and right corners, you can light up their candles by shooting them from the side. Go through the door and open up the chest for a <<?Cloth (Star Cloak)>>, then take the stairs to the next floor.

Another cold area. You'll see a statue in the lower left corner, a hole in the wall in the upper left, and another candlestick and door in the upper right. If you light up the candles and try to go through the door, the wind will blow them out. Shoot the statue with the Sorcerer's Ring to thaw it out, and then move it in front of the hole in the wall to stop the wind:

<http://tinyurl.com/yfk5c8b>

Light the candles and go down the stairs to the next floor.

Nothing on this screen, so head left. More cold. This area is a grid, just like the White Birch Forest. From where you entered, go down (<<Stun Charm>>), left, down (<<Charm Bottle>>), up, left, left (<<Tidal Wave>> spellbook), right, up (<<Black Onyx>>), left (<<Silver Shawl>>), right, up, right (<<Aqua Mantle>>), left, up, left (<<Ring Shield>>), right, right, right, up (<<Silver Plate>>), down, right (<<?Book, Messa di Requiem>>), left, left, left, and up. Go down the stairs to the next floor.

Still cold. Open up the blue chest for a <<?Beret (Star Beret)>>. Open up the red chest for an <<Ankh Shield>>. Go through the third door from the left and follow the path right to the next area. There'll be a switch and another path to the right. Push the switch, and then take the path. The water that was here will be drained, but you won't be able to go through the door up above yet. Instead take the stairs below.

Up above you'll see a door, a switch on the wall, and a path leading up on the right. Take that path, and go up for two chests with <<?Bow (Gale Spread)>> and <<Pretty Mittens>>. Go back down and press the switch on the wall. The door behind you will lock, but don't worry about it. Just head through the door above. Head to the upper left and go through the doorway. Step on the switch on the floor to freeze the water outside; now you can walk across it and up the stairs.

Follow the path and you'll be at the fourth door from the left in a previous room. Go through the third door and follow the path again. Press the switch again to refill the room to the right, but now the water will freeze so you can go across it. Go right and go through the doorway above. A save point, and

three paths left, right, and above. The paths on the sides are empty rooms, and the path above leads to a boss. Feel free to take off any Fire Charms for better accessories before you head up to the boss. Head up for some dialogue and a boss battle.

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XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX
x BOSS: Fenbeast                                                                 x
XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX
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--#150 Fenbeast-----

HP: 30,000 TP: 0 EXP: 2468 Gald: 12,345
Attack: 600 Defense: 256 Agility: 50

Elemental Defense: Earth (May Nullify), Water (Absorb More), Fire (Somewhat Weak), Wind (May Nullify), Light (Somewhat Weak), Darkness (High Nullify)

Recommended level: 45-47

Fenbeast has the potential to slaughter the party rather quickly, but fortunately he has very low HP. Fenbeast's basic attack is a quick slashing attack that knock's the target back. He also summons several shards of ice that rise up, hitting everyone in range. His most dangerous attack would probably be his snow attack, where he howls and creates a blizzard that hits the entire party multiple times. Fenbeast's attacks are actually non-elemental, instead of Water elemental like you'd expect, so there's no way to reduce or nullify the damage effectively. Fenbeast himself is weak to fire and light, so equipping the Laser Blade or Flare Basilard on Cless if you have it will help deal more damage.

Since his attacks are so dangerous, I find it best to just prevent him from using them at all. A Thunder Claw-> Claw Strike combo with Cless is great for this (or simply just using Claw Strike over and over). I recommend using Chester and/or Suzu and Klarth for this battle. Set Roaring Thunder or Red Spider Lily to a shortcut, and Aska on the other. Right at the beginning of the battle, use Thunder Claw and then Claw Strike, holding down both shortcut buttons. Right when Cless is recovering from his moves, let go of the shortcut for Aska, and Klarth will deal about 6500 damage and interrupt the Fenbeast so you can attack again. Keep using Thunder Claw-> Claw Strike to keep the Fenbeast in the corner, and along with Chester or Suzu's nonstop moves and Klarth's Aska, he shouldn't get to move much. Occasionally he will use his ice shard attack because it's so fast, but other than that the constant assault should keep him tame.

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After the battle, you'll receive the <<Vorpall Sword>> and <<Dimensional Divide>> skill for Cless. The Vorpall Sword is an excellent Water elemental sword. Dimensional Divide is one of the special space-time abilities that Cless can get, he uses an energy sword to attack up and down with huge range. Although these space-time abilities are listed as normal abilities, you can still link them from base abilities as if they were Ogis. Although space-time skills are generally very powerful, they cost a ton of TP, so definitely wear a Fairy Ring if you plan on using them.

That's all for the Cavern of Ice, so make way to your next destination:

--If you want to find the Sword of Fire-----

Tower of Flame.....[TOPW_TOF]

--If you want to find Origin-----

Treant Forest (3).....[TOPW_TF3]

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xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx
x                                                                                                     x
x Tower of Flame.....[TOPW_TOF] x
x                                                                                                     x
xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx

```

---Treasure-----

Basilisk Scale, ?Armor (Reflex), ?Cloth (Star Cloak) x2, Moon Crystal,
Mixed Gummi x2, Flare Mantle, Ankh Shield, ?Helmet (Duel Helm), Life Bottle
Ring Shield, Shrimp x2, Holy Bottle, Explode Spellbook, Rebirth Doll,
Mental Ring, ?Beret (Star Beret), Red Spider Lily Scroll (510,000 Gald)*,

*If you didn't get it for free already in the Cave of the Burning Sands

--Enemies-----

#016 Inferno, #140 Burning Dead, #146 Fire Bug

(Upper Floors): #136 Balrog, #165 Flame Sword

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The Tower of Flame is just northeast of Olive Village. You probably noticed it during the past, but couldn't reach it because of the mountains. Land in the volcanic zone to enter it.

Like the Cavern of Ice, you'll need a special charm to protect you from the harsh environment. Turn the Fire Charms into Ice Charms with Rune Bottles to protect the party from the extreme heat.

At the entrance, you'll find a locked door in the middle, two levers to the left and right, and four doors to the left and right. The door to the left and above contains two chests with <<Basilisk Scale>> and <<?Armor (Reflex)>>. Reflex is a nice armor with multiple elemental resistances. The door to the right and below contains two chests with <<?Cloth (Star Cloak)>> and <<Moon Crystal>>. The door to the right and above leads to another floor, and the door to the left and below leads to a difficult optional boss battle. See section [TOPWS_ODN] for more details. For now, flip the two levers to open up the doorway in the middle. Go through it and up the stairs to the next area.

There'll be paths leading left and up, and a door to the upper-right and below. Take the door for two chests with <<Mixed Gummis>>, and then go back and take the left path. Two more doors above and below. Go down for a chest with <<Verbena>> and up for two chests with <<Flare Mantle>> and <<Ankh Shield>>. Then go back and take the north path this time.

If you want to fight an optional boss battle in the Tower of Flame, see the section below.

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XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX
x                                                                                               x
x Fighting Odin (Optional).....[TOPWS_ODN] x
x                                                                                               x
XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX
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--Treasure-----

(c)Statue of Justice, Gungnir

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XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX
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If you take the lower door on the left near the entrance of the Tower of Flame, you can come across a teleporter. It'll take you to a room with a statue you can examine for an optional boss battle with just Cless alone. Make sure Cless is fully prepared with the best armor possible, as well as a non-elemental weapon, as the boss can nullify all elements and absorbs light. If you're fighting Odin as soon as you reach the Tower of Flame, I recommend the Muramasa. As for accessories, Fairy Ring or Stun Charm and Technical Ring are recommended. The following strategy will assume you're fighting him as you just get to the Tower of Flame, and are using the Muramasa.

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XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX
x BOSS: Odin                                                                                   x
XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX
```

--#038 Odin-----

HP: 100,000 TP: 10,000 EXP: 3000 Gald: 3000
Attack: 800 Defense: 600 Agility: 10

Elemental Defense: Non-Elemental (May Nullify), Earth (May Nullify), Water (May Nullify), Fire (May Nullify), Wind (May Nullify), Thunder (May Nullify), Light (Absorb More), Darkness (May Nullify)
Elemental Attack: Light

Recommended level: 49-50+

Odin can be one tough cookie, at least if you fight him right when you get to the Tower of Flame, and don't use any of the tricks to make him super-easy.

Odin uses a fast spear attack from close range which has a high chance of dizzying Cless; things can get bad if he dizzies Cless and keeps banging him into a corner without any chance of retaliation. If you stay away from Odin, he'll use a jumping attack which can knock Cless back, and also has a bad habit of dizzying him. To say nothing of Indignation or God Breath, which Odin can cast almost instantly from short or long range, and can be fatal if Cless is caught with low health and doesn't have the opportunity to interrupt him.

If you're going to fight him "legit", make good use of blocking and then counter-attacking. Block his spear attacks, and counter them with a double

--Random encounters-----

Now that you're inside the castle proper, a word on the enemies. All of them are palette swaps of previous monsters, so no new enemies, but watch out for the advanced spellcasting enemies like Witches, Witch Doctors, Prophets, and Voodoo Priests. Go after them before any other enemy since their spells are very dangerous. Other than that, nothing you shouldn't be able to handle.

Voodoo Priests drop Dark Seals, which give you 1.5 times more experience after battle, but halve the wearer's defense. Using a Rune Bottle on them turns them into Demon's Seals, which double your experience but reduce the wearer's defense to 0 and seals all of their Abilities.

You'll notice a way leading down to the left, a door and another way up above, and a way leading right. Take the door on the left up above for two chests with a <<Holy Bottle>> and <<Sage>>. Then take the path up above and on the right. You'll see two more doors. Take the left door and flip the lever, then go back and go through the right door for a chest with a <<Star Shield>>. Return to the entrance room and take the way leading right (ignore the way leading left for now). Head through the door and up the stairs to the next area.

Right above the stairs, you'll see a doorway. To the left is some more stairs in an enclosure that seems to have no entrance. Above and below that are some sealed doors. Go through the doorway above the stairs you entered from, and it'll close behind you. Enter the door directly above that for a chest with the very powerful <<Meteor Swarm>> spellbook for Arche. Go back down and continue down the path for two chests with <<?Cloak (Star Cloak)>> and <<Rune Bottle>>. Continue left and you'll reach one the doors below that was locked before, now open. Go through it and it'll close behind you. Keep going left for the other door down below, go through it for two more doors. Take the door down below for two chests with an <<Elixir>> and <<?Armor (Mumbane)>>, one of the best armors for Cless or Chester, with resistance to several elements. Go back and take the door to your right for another lever. Press it and head back to the room you were in before, with the sealed doors. Head up above the enclosure with the stairs, and the door there will be open now. Go through it and examine the plate for a clue, "There is a hidden passage on this floor". Head back to the enclosure with the stairs. On the right side, you can walk through the wall to go inside of it. Head up the stairs to the next floor.

From the entrance, there'll be a save point and a path leading up to the next area. Before heading up, be sure to equip the Derris Emblem you got from the soldier in Early onto Cless. Go up and you'll be at a four-way intersection. In the middle you'll see some shining lights. Anyone not equipped with a Derris Emblem will be transported to the castle's dungeon back near the entrance after passing through them. Furthermore, if Cless isn't wearing one, the entire party will be transported there regardless. You can receive more Derris Emblems as a drop from the ROAMEYE? enemy you can encounter on this floor, so if you managed to get any from them, equip them on your other party members to let them pass through the light as well. You can farm them for each character if you wish, but this walkthrough will assume you just have Cless alone for the next little bit.

Make sure Cless has the Derris Emblem and is properly equipped before going through the lights. A Paralysis Check might help so you don't get an instant game over if you're paralyzed, and make sure the difficulty is set to Normal to avoid frustration. Start by going through the path on the left from the four way intersection. Ignore the first door you see above, and continue to the left. You'll see another door and another path leading left. Head through the

door and you'll see a chest. As you approach it, you'll be confronted by a ninja. You'll have to fight against a Hanzo with Cless alone. He's just like any other random ninja enemy at this point so he should be very easy even with Cless by himself. Open the chest for another <<Derris Emblem>>. Continue onto the left for another chest with a <<Derris Emblem>>. Above is the way to the next area, but you can't go through it until the entire party is together.

Backtrack to the four-way intersection, and go right this time. You'll see three doors in this area. Take the one on the right first. You'll fight another Hanzo and find another chest with a <<Derris Emblem>>. Go back and take the door down to another area this time. There'll be two more doors. Take the door below again for two chests with <<?Beret (Star Beret)>> and <<?Book (True Magick)>>, one of Klarth's best weapons. Head back up and take the door to the right. Another Hanzo and a <<Derris Emblem>> chest. Backtrack to the four-way intersection again.

Take the upper path this time. Another Hanzo, another <<Derris Emblem>>. You'll now have at least one for each party member. Head to the right for a different four-way intersection, and then go up. Open up the two chests for <<?Rod (Star Mace)>> and <<Star Gloves>>. You can ignore the rest of the paths not previously mentioned in this area, as they just lead back to previous screens or loop. Now's the time to head to the castle's dungeon and regroup the party. The easiest way to do that is to unequip the Derris Emblem and step into the lights to warp straight there.

When you warp there, you'll find yourself inside a cell. Examine the door to pry it open with your weapon; you'll have to do this with the other cell doors as well. You'll find Klarth in a cell in the lower-left corner, Chester in the center, Mint and Arche in the upper-right corner, and Suzu on the right. Head to the top of the room for the stairs back to the entrance room. Make your way back to the third floor with the four-way intersection, and make sure everyone has Derris Emblems equipped before stepping through the lights. Head to the left and now you can go through the door to the next area. Feel free to replace the Derris Emblems with your normal accessories now. Open up the six chests for <<Spectacles>>, <<Holy Bottle>>, <<?Helmet (Star Helm)>>, <<Charm Bottle>>, <<Sage>>, and <<?Sword (Wasier Rapier)>>. Head up the stairs to the next floor.

A save point and a change in scenery. This floor is filled with one way doors. If a floor has a big orange light on it, it can be opened, if it has a small red light, it's locked. From the entrance, you'll see two ways leading left and right, and a locked door up ahead. Start by taking the path to the right. The door will lock behind you, and you'll see another door above and to the right, and another path to the right. Go through the door and open the chests for <<Sage>> and <<Apple Gummi>>. Go out and take the path right. Keep going onto the next screen, and take note of the locked door up above. Continue and you should reach a room with two doors up above, one below, and a path to the left. Go through the doors above for chests with <<Savory>>, <<Mixed Gummi>>, and <<Rune Bottle>>, then take the door below to return to the room with the save point. You'll come out of the door up above that was locked.

This time, take the path to the left. There'll be a door up above and below. Take the one above, and continue up through another door for a chest with a <<Holy Bottle>>. Go back down twice and through the lower door this time. You should be at a hallway with paths leading left and right. Take the right path for three doors above you and one below. Go through all of the ones above you for chests with <<Holy Bottle>>, <<Sage>>, <<Life Bottle>>, and <<Emerald Ring>>. Return to the hallway from before and then take the left path this time. Head up and approach the monster for another mini-boss battle.

door on the top of a room. There'll be another door on the right and one down below, with two paths to the left and right. Ignore the other doors since they just loop into each other, and take the path on the left. You'll encounter another monster, two more SEALEYE's. Defeat them just as you did before and examine the map on the wall behind them. It reveals that there's a secret passage right at the beginning of the previous floor that leads to the next area.

Backtrack to the mirror room and warp back to that floor. Try and walk through the wall to the right for a secret passage. As you walk through it, you'll see two enclosures, one above you and one to the right. Go up to reach the one above, and open the chest for a <<Lavendar>>. Go back down and go to the right enclosure. Take the right wall here for another secret passage which leads right and up. You'll reach the stairs to the next floor, but before going up them, head left through another secret passage to six chests. They contain <<Sage>>, <<Hourglass>>, <<Elixir>>, <<Savory>>, <<Magic Pouch>>, and <<Lavendar>>. The Magic Pouch is an accessory that gives you random items while you walk around inside dungeons. They aren't very useful, but using a Rune Bottle on it turns it into a Magical Pouch which can give you decent items instead. Go back through the wall and head up the stairs to the next floor.

From the entrance, you'll see two doors up on the left and right. Enter the one on the left, and you'll find paths on the left and right. Take the right path, and the door will lock behind you. Continue right, ignoring the door up above. You'll be in a hallway with a door and another path leading right. Go through the door for a chest with some <<Elven Boots>>, then go back and continue right. Examine the mirror to warp to another area. Head down and you'll be back at the entrance of this floor. Head through the left door again, and this time take the left path.

--The Reaper-----

Before doing anything, walk around the pillars in this room and keep pressing confirm. You should be able to talk to an invisible NPC called the Reaper:

<http://tinyurl.com/yk8tnvo>

He'll give you varying experience points in exchange for Gald, the more Gald you pay, the better experience of course. Have someone equip a Demon's Seal accessory if you have it to gain even more experience points. If you have lots of Gald, don't know what to spend it on, and feel like leveling up fast, you know who to go to.

The Reaper isn't guaranteed to show up every time you enter the castle, but if he does appear, and you enter another room, he'll disappear. You'll have to exit and re-enter the castle entirely in order to get him to re-appear.

Anyway, you'll see two doors down below. Take the right one for a chest with <<Milk>>, then go back and take the left. A path on your right and down below. Take the lower path and head up the stairs to the next area.

You'll find a save point and a change of BGM. With such frantic music, this must mean we're nearing the end. This last area is a big, winding tower. No more puzzles or treasure, all you have to do is keep going up. Watch out for the bloody fountain that can damage your party a few floors up. Keep climbing until you reach a dark room filled with torches and a save point; be sure to save before moving on. Ensure the party is fully prepared with the best equipment and accessories. For Class I recommend the Fairy Ring and Technical

<http://www.gamefaqs.com/console/psx/file/562854/57095>

In addition, I made a video walkthrough if you prefer that over text, it covers getting all the worthwhile treasures:

<https://www.youtube.com/watch?v=X3oJdTbnfok> (part 1)

<https://www.youtube.com/watch?v=f76H6ujlYCK> (part 2)

Anyway, from where you enter, you'll see a statue and two bushbabies. You can talk to this statue and others in the forest for clues. You can talk to one of the bushbabies here to warp you back to the Treant Forest, and there are other talking bushbabies in the Depths that give you information. See the map linked above for the exact locations and messages of all the statues and bushbabies.

--If you just want to find the (c)Statue of Friendship and Sacred Wood-----

From the entrance, go down, down, then down again (<<(c)Statue of Friendship>>). Go back up thrice to the entrance, right, down, lower right, down, right, down, right, right, down, lower right, and down to find the <<Sacred Wood>>.

--If you want to find the other worthwhile treasures too-----

From the entrance, go down three times. Open up the chest for the <<(c)Statue of Friendship>>. Then open up the chest directly below it for an <<Elixir>>, hidden from view:

<http://tinyurl.com/yhg5g6b>

Go back up thrice, to the entrance, then go right three times. Open up the bags for <<Verbena>> and <<Lavendar>>. Then go down, then left, and look underneath the tree in the lower-right corner for a hidden chest with a <<?Spear (Arc Wind)>>:

<http://tinyurl.com/ygfo943>

Go down, then down again and look underneath a tree near the entrance for a <<?Rod (Star Mace)>>:

<http://tinyurl.com/yk8ob8x>

Go left, and look under the tree for another <<Elixir>>:

<http://tinyurl.com/yzvs6jy>

Go back right, then down, and down again. Check underneath the trees in the upper-right corner of the screen for a <<Ring Shield>>, now you should have one for all five characters who can equip one:

<http://tinyurl.com/ygr74hx>

Go down, and down again. Look in the lower-right corner of the screen for a <<?Axe (Bahamut's Tear)>>, the best axe in the game:

<http://tinyurl.com/ygw9u2e>

Now go back up twice, then take the lower path to the right. Go down twice, and open up the bag underneath the trees for a <<?Armor (Mumbane)>>:

<http://tinyurl.com/yk46beg>

Go right, then up, and open up the bag underneath the trees on the right for a <<?Helm (Star Helm)>>:

<http://tinyurl.com/ykoscor>

Go right, then up again. Open up the bags for <<Sage>> and <<Savory>>. Go up twice and check underneath the trees on the left for a <<?Sword (Doom Blade)>>:

<http://tinyurl.com/yzrl4s5>

Go left twice, and check under the trees at the bottom of the screen for a <<Mystic Symbol>>:

photobucket.com/albums/i166/Zeromus_X/top_walkthrough_tdepths_doomblade.png

Go up, and open up the bags for <<Ebony Wood>> and <<Pelt>>. Now go up, right, and up, and open up the bags for <<Savory>> and <<Sage>>. Go back down, right, right, and up, and open up the bags for <<Marble>> and <<Ivory>>. Go up, and open up the chests underneath the trees in the upper-left and lower-right for another <<Elixir>> and <<?Sword (Saint Rapier)>>, the best rapier in the game:

photobucket.com/albums/i166/Zeromus_X/top_walkthrough_tdepths_elixir3.png

photobucket.com/albums/i166/Zeromus_X/top_walkthrough_tdepths_saintrapier.png

Now, make your way down, down, left, down, right, right, down, and down again. Check underneath the trees for more <<Ebony Wood>> and <<Ivory>>:

photobucket.com/albums/i166/Zeromus_X/top_walkthrough_tdepths_ebonyandivo.png

Go down, and open up the bags for more <<Pelt>> and <<Marble>>. Go down and open up the bags underneath the trees on the right for <<?Book (Seven Books of Hsan)>> and <<Blue Crystal Rod>>:

photobucket.com/albums/i166/Zeromus_X/top_walkthrough_tdepths_sevenbooks_.png

Go left then take the lower path right. Hidden under the trees on this screen are the <<Magical Broom>> and <<Magical Ribbon>> for Arche:

photobucket.com/albums/i166/Zeromus_X/top_walkthrough_tdepths_magicrbroom.png

photobucket.com/albums/i166/Zeromus_X/top_walkthrough_tdepths_magicribbon.png

Go up, and check under the trees on the left for the <<?Bow (Berserk Arrow)>>, one of the best bows for Chester:

photobucket.com/albums/i166/Zeromus_X/top_walkthrough_tdepths_berserkbow.png

Too bad we're getting the very best bow right after this horrible place; don't worry, we're almost done. Continue right, and open up the chest behind the rock near the entrance for a Nagatsuki:

photobucket.com/albums/i166/Zeromus_X/top_walkthrough_tdepths_nagatsuki.png

Go right again, and check near the bottom of the screen for a <<?Sword (Wasier Rapier)>>:

photobucket.com/albums/i166/Zeromus_X/top_walkthrough_tdepths_wasierrapie.png

Go up, and check behind the rock for more <<Star Gloves>>:

photobucket.com/albums/i166/Zeromus_X/top_walkthrough_tdepths_stargloves.png

Go up, then left. Check underneath the trees on the right for another <<Cloth (Star Cloak)>>:

photobucket.com/albums/i166/Zeromus_X/top_walkthrough_tdepths_starcloak.png

Go up again, check underneath the trees near the center of the screen for another <<Beret (Star Beret)>>:

photobucket.com/albums/i166/Zeromus_X/top_walkthrough_tdepths_starberet.png

Go left, then down twice. Ignore the chest out in the open, and go down below it for a chest with a <<Holy Symbol>>:

photobucket.com/albums/i166/Zeromus_X/top_walkthrough_tdepths_holysymbol.png

Go back up twice, then right. Go up, then left. Open up the bags for more <<Savory>> and <<Sage>>, one of which is hidden on the left side of the screen:

photobucket.com/albums/i166/Zeromus_X/top_walkthrough_tdepths_holysymbol.png

Go back right, then go up. Open up the bags for more <<Lavendar>> and <<Verbena>>. Go up, then right. Check the trees on the left side of the screen for more <<Star Gloves>>:

photobucket.com/albums/i166/Zeromus_X/top_walkthrough_tdepths_stargloves2.png

Go down twice and open up the bags for two more <<Ivories>>, one hidden underneath the trees on the right. Go back up four times, and check the trees on the left side for a <<Halberd (Saint Halberd)>>:

photobucket.com/albums/i166/Zeromus_X/top_walkthrough_tdepths_sainthalber.png

Go down, left, then down two more times. Look under the trees on the right for an extra <<Ring Shield>>:

photobucket.com/albums/i166/Zeromus_X/top_walkthrough_tdepths_ringshield2.png

Go left twice and open up the two bags for more <<Marbles>>. Now go right, right, up, up, up, and left. Check the tree in the upper right corner of this screen for <<N.G.>>, Klarth's best weapon:

photobucket.com/albums/i166/Zeromus_X/top_walkthrough_tdepths_NG.png

Take the upper path right, and open up the two bags for two more <<Pelts>>. Finally, go back left, up, left, take the upper path right, up, up, up, right, and down to find the <<Sacred Wood>>.

After finding the Sacred Wood, you'll have the option of warping out of the depths. Make your way out of the Treant Forest, and return to the bow shop. After talking to the bowyer, you'll receive Chester's best weapon, the upgraded <<Elven Bow>>, with 1180 Attack and an insane 200 Accuracy! Also, you can sell over 2 million Gald's worth of valuables and extra equipment if you found all the other worthwhile treasures in the forest. Needless to say, money should never be a problem again.

photobucket.com/albums/i166/Zeromus_X/top_walkthrough_grahamtreasurehunt1.png

Open up the chests for <<Pelt>>, <<10,710 Gald>>, and <<Protect Ring>>.

Next is an enclosed shore south of Venezia (just south of a longer shore):

photobucket.com/albums/i166/Zeromus_X/top_walkthrough_grahamtreasurehunt2.png

Open up the chests for <<Pelt>>, <<Mental Ring>>, and <<Hyper Gauntlets>>, Cless's best gauntlets and one of the nine Gilgamesh items. Then go right and open up the three chests with <<4590 Gald>>, <<6120 Gald>>, and <<7650 Gald>> underneath the trees on the next screen.

For the third area, check out the second island east of Demeter's Island:

photobucket.com/albums/i166/Zeromus_X/top_walkthrough_grahamtreasurehunt3.png

Open up the chests for <<23,715 Gald>>, <<Pelt>>, and <<Rebirth Doll>>.

"Four in southern Euclid, two of which are on nearby islands."

Next is the shore behind the mountains near Lone Valley:

photobucket.com/albums/i166/Zeromus_X/top_walkthrough_grahamtreasurehunt4.png

Open up the chests for <<Jet Boots>>, <<Silver Shawl>>, and <<9945 Gald>>.

On an island northeast of the Cave of the Spirits:

photobucket.com/albums/i166/Zeromus_X/top_walkthrough_grahamtreasurehunt5.png

Open up the two chests under the trees in the upper-right corner for <<Sephira>> and <<Blue Candle>>. Open up chest under the tree in the lower-left corner for <<12,240 Gald>>. The Sephira is an accessory that lets you earn 1.5 times more Gald after battle, and the Blue Candle is an important item necessary to complete a later dungeon. You can turn the Sephira into a Blue Sephira with a Rune Bottle that lets you earn 2 times as much Gald instead.

Next, a long island west of Morrison's Manor:

photobucket.com/albums/i166/Zeromus_X/top_walkthrough_grahamtreasurehu-1.png

Open up the chests underneath the trees near the top of the screen for <<Dark Seal>>, <<Elixir>>, and <<Mental Ring>>. The Dark Seal is an accessory that gives the wearer 1.5 times more EXP after battle, but prevents them from using abilities and halves their defense. Using a Rune Bottle on it transforms it into a Demon's Seal that gives you 2 times as much EXP, but seals your abilities and reduces your defense to 0 instead. This EXP bonus doesn't apply to combo EXP bonus and doesn't work on party members outside of battle.

Just below that island, another smaller island:

photobucket.com/albums/i166/Zeromus_X/top_walkthrough_grahamtreasurehunt7.png

Open up the two chests for <<24,245 Gald>> and <<Rebirth Doll>>.

"Two on Early. One on Fenrir. Three on Midgard near Ymir."

On the eastern side of Early is a small portion uncovered by the darkness:

photobucket.com/albums/i166/Zeromus_X/top_walkthrough_grahamtreasurehunt8.png

Open up the two chests for <<19,890 Gald>> and <<Wall Break>>.

And on the northern side, another portion uncovered:

photobucket.com/albums/i166/Zeromus_X/top_walkthrough_grahamtreasurehunt9.png

Open up the three chests for <<Pelt>>, <<Reflect Ring>>, and <<14,535 Gald>>.

On the southwestern part of the Fenrir continent, in a secluded valley:

photobucket.com/albums/i166/Zeromus_X/top_walkthrough_gh10.png

Open up the three chests for <<11,475 Gald>>, <<Pelt>>, and <<Moon Crystal>>.

East of Ymir, on a piece of land isolated by the mountains:

photobucket.com/albums/i166/Zeromus_X/top_walkthrough_gh11.png

Open up the two chests for <<29,835 Gald>> and <<Force Ring>>.

An island north of Ymir, and south of the bridge connecting Ymir with Alvanista:

photobucket.com/albums/i166/Zeromus_X/top_walkthrough_gh12.png

Open the three chests for <<Pelt>>, <<Silver Shawl>>, and <<Reflect Ring>>.

"Two in Alvanista's northeast district. One on each side of Freyland, east and west."

Northeast of Alvanista is an island just above a peninsula:

photobucket.com/albums/i166/Zeromus_X/top_walkthrough_gh13.png

Open the three chests for <<Pelt>>, <<Fairy Ring>>, and <<Clay Pot>>.

East of that island is a forest cut off from the mainland by mountains:

photobucket.com/albums/i166/Zeromus_X/top_walkthrough_gh14.png

On the left side of the screen, underneath some trees, you can find two chests with <<?Halberd (Saint Halberd) and <<39,780 Gald>>.

Northwest of Olive Village, you'll find a desert island:

photobucket.com/albums/i166/Zeromus_X/top_walkthrough_gh15.png

Open up the four chests for <<Pelt>>, <<Elixir>>, <<Drum Set>>, and another

<<Elixir>>. The Drum Set is a special item that lets you play the in-game drums by using it in the menu.

Northeast of the Tower of Flames, on the northern tip of an island inbetween the Freyland and Midgard continents:

photobucket.com/albums/i166/Zeromus_X/top_walkthrough_gh16.png

Open up all the chests for nine pieces of <<Coral>>.

"One in Midgard's far eastern district. Four in Midgard's northern district."

The first island is sort of south/southeast of the Midgard continent:

photobucket.com/albums/i166/Zeromus_X/top_walkthrough_gh17.png

Open up the six chests for <<Red-Line Shield>>, <<?Sword (Duel Sword)>>, <<Elixir>>, <<Hourglass>>, <<Elven Boots>>, and <<Tapestry>>. The Red-Line Shield is one of Cless's best shields and one of the nine Gilgamesh items.

Just south of the bridge that led to Dhaos's Castle in the past is a small shore:

photobucket.com/albums/i166/Zeromus_X/top_walkthrough_gh18.png

Open up six more chests for <<Pelt>>, <<Blue-Line Shield>>, <<Black Onyx>>, <<Green Torch>>, <<Stun Charm>>, and <<Elixir>>. Blue-Line Shield is Cless's best shield, and another of the nine Gilgamesh items. The Green Torch is another important item, which along with the Blue Candle you also find in this sidequest, necessary to complete a later optional dungeon.

Nearby, on an island just northwest of where Dhaos's Castle used to be:

photobucket.com/albums/i166/Zeromus_X/top_walkthrough_gh19.png

Open up the four chests for <<N.G.>>, <<?Sword (Luck Blade)>>, <<Elven Boots>>, and <<Emerald Ring>> underneath the tree. N.G. is Klarth's best weapon which you'd already have if you did the Depths of the Treant Forest quest, and the Luck Blade is a nice weapon that gives 80 Accuracy and Luck. It doesn't have as much power as most of the high-end weapons but you should hit successfully almost all the time with it.

North of the Valhalla Plains, is a small inlet uncovered by snow:

photobucket.com/albums/i166/Zeromus_X/top_walkthrough_gh20.png

Open up the three chests for <<Elixir>>, <<Golden Helm>>, and <<Marble>>. The Golden Helm is Cless's best helm and yet another of the Gilgamesh items.

Just southwest of the White Birch Forest is another location behind the mountains:

photobucket.com/albums/i166/Zeromus_X/top_walkthrough_gh21.png

Open up the chests for three <<Pelts>>. Now for the final location.

After winning, Cless will receive the <<Champion>> title and you'll get the <<Roaring Fang Ogi>>, a combination of Roaring Lion and Tiger Fang. If you go back to the Ninja Village and talk to Okayo in the southeast corner with the Champion title equipped, you'll receive the <<(c)Red Card>> collectible.

Still, there's more to the arena. To fight another, harder secret boss, you have to clear the arena nine more times. It's tedious, but at least you get different prizes each time for clearing it. You do have to face the Galf Beast afterwards each time, however.

The second time, you'll fight a Skeleton, Dhole, Kraken, Clay Golem, Basilisk King, Tyrant, Mandrake, and Skeleton King. You'll get the "special item set", <<Tea Cup>>, <<Tapestry>>, and <<Marble>> for winning.

The third time, you'll fight Woodkarla, Boar Boar, Kraken, Basilisk King, Clay Golem, Tyrant, Mandrake, and Super Star. The Superstar can paralyze you, so use a Liqueur Bottle against it. You'll get the "charm set", <<Poison Check>>, <<Paralysis Check>>, and <<Stone Check>> for winning.

The fourth time, you'll fight Chevalier, Dhole, Kraken, Skeleton King, Pharaoh, Tyrant, Skeleton, and Queen Bee. The Pharaoh and Queen Bee can paralyze you, so use Liqueur Bottles against them. You'll get the "meat set", <<Pork>>, <<Beef>>, and <<Chicken>> for winning.

The fifth time, you'll fight Mighty Oak, Great Tusk, Kraken, Basilisk King, Clay Golem, Tyrant, Boar Boar, and Air Giant. You'll get the "herb set", two of each <<Lavendar>>, <<Verbena>>, <<Savory>>, and <<Sage>> for winning.

The sixth time, you'll fight Chevalier, Woodkarla, Pharaoh, Basilisk King, Clay Golem, Tyrant, Mighty Oak, and Pumpkin King. You'll get the "bottle set", <<Rune Bottle>>, <<Holy Bottle>>, and <<Dark Bottle>> for winning.

The seventh time, you'll fight Queen Bee, Great Tusk, Air Giant, Superstar, Tyrant, Skeleton King, Basilisk King, and Galleon Sword. You'll get the "magical item set", <<Magical Pouch>>, <<Magical Ribbon>>, <<Magical Broom>>, and <<Magical Rouge>> for winning. The Magical Rouge is an item that gives you a 10% discount on store prices when used, and you can use it indefinitely.

The eighth time, you'll fight Pumpkin King, Tyrant, Skeleton King, Woodkarla, Pharaoh, Dhole, Superstar, and Galleon Sword. You'll get the "magician's star item set", <<Star Beret>>, <<Star Cloak>>, <<Star Broom>>, and <<Star Mace>> for winning.

The ninth time, and every time after, you'll face a random selection of the above eight groups of monsters. You'll get the "swordsmen's star item set", two of each <<Star Gloves>>, <<Star Helm>>, and <<Star Shield>> for winning.

The tenth time, if you try and fight the Galf Beast, it'll be dispatched by a mysterious girl, Lilith before you can fight it. She might seem familiar if you've played another Tales game, Tales of Destiny...After a conversation, Lilith will challenge you to a duel instead.

Once again, the Eternal Sword, Bahamut's Tear, Muramasa, or Luck Blade are recommended, however you'll want to avoid the Gungnir because of its length, most of its attacks will go right through Lilith because of her small size. Stun Charm and Technical Ring are again recommended for accessories. If you can, also visit Geeth's Shop beforehand to trade in your Ivory for Mahjong Tiles, they're very helpful, and greatly recommended for this fight on higher difficulties.

Other than that, this is essentially the game's bonus dungeon, so it can be a bit more difficult compared to the rest of the game. There are no save points except for one at the beginning and one at the very end, so it's helpful to be prepared. Make sure Mint is at level 53 so she knows the Time Stop spell, it's extremely helpful for stopping enemies so you can mow them down without much retaliation. Otherwise, if you've done the other sidequests recommended before this one, you should be more than prepared with the proper gear. Make sure you're fully stocked on gummis, bottles, and food items, particularly ones for TP-restoring recipes. I recommend a team of Cless, Chester, Suzu, and Mint for the dungeon, with Mint casting Time Stop, Chester and Suzu tearing through enemies with Roaring Thunder/Whirlwind held down on shortcuts, and Cless, well, being Cless. Not to say that Arche or Klarth are unusable, I just find the spell animations slowing down the battles to be annoying at this point of the game, especially with the many random encounters you'll fight in the dungeon. If you're more patient than I am don't let me stop you from using Arche or Klarth if you enjoy using them; the dungeon is perfectly beatable either way.

Anyway, head down to floor 9 using the shortcut on the first floor, and then head to the room at the northeast. Inside, you'll find a number of adventurers from Alvanista. You can purchase supplies from the Supply Corps person in purple, and talk to the adventurer in black in the upper-right to rest. Down below you can take the stairs to floor 10 and a save point. When you try to continue to the left however, you'll find that all the Holy Bottles in your inventory will shatter. Yes, you have to go through this dungeon without the aid of Holy Bottles unfortunately, so the random encounter rate may be higher than what you're used to.

--Random encounters-----

There are quite a few new unique enemies in the depths of the mines; not many palette swaps here. You'll encounter Kiyomasas and Ninja Masters pretty often, Kiyomasas have a ton of HP but aren't interesting otherwise. The Manta is a flying enemy that's weak to fire, it's very easy to combo with Cless and Arche if you're trying to get large combo EXP. Black Dragons can be pretty dangerous, with breath that can petrify you, so be careful around them. The Banshee can be an annoying enemy, its scream will put the party to sleep if it hits, so guard against it while getting close enough to attack. Bigfoot is another annoying enemy. While goofy looking, it can hide in its shell to prevent all damage to it, prolonging the battle. However, any spell that stops time for an animation will interrupt them out of their shell. Have Mint use Time Stop, then gather them up in a corner and destroy them like any other enemy. Bigfoots also drop Ivory which you can use to make Mahjong Tiles at Geeth's shop. Beast Masters are Hell Master palette swaps, they appear with weaker beast enemies like Boar Boars and Dholes. Finally the Phoenix is another potentially annoying enemy, since it flies so high in the air and absorbs fire attacks, if you're using the S.D. you'll have to use other elemental types of attacks (like Divine Seal) to get around that.

Appropriately, the enemies here give out the best experience in the game, not too shabby Gald either. If you're willing to give up one of your party member's abilities, equip the Demon's Seal and you'll gain levels like crazy.

Keep going onto the left, across the bridge and into the next screen. Go down the stairs to reach floor 11, then continue to the next screen on the right. Continue right across another bridge to another room, then head down the stairs. Go left, across the bridge, and into yet another room to reach floor 12. Down the stairs here, you'll find a doorway to the right and more stairs

leading down. Take the stairs down to find chests with <<Incense>>, <<Cabbage>>, <<Dark Bottle>>, and <<Orange Gummi>>. Go back up and take the door to the right for floor 13 and another bridge. In the middle of it, you'll find a chest with a <<Dash Ring>>. Continue to the right. You'll find three chests with <<Spectacles>>, <<Flare Bottle>>, and <<Life Bottle>>. Continue down the stairs to reach floor 14.

Take the door on the left, and go across the bridge. On the next screen, head down the stairs to reach floor 15 then head to the right. Across a bridge, down more stairs. This time you'll encounter a worried adventurer on the floor. Head through the door on the left for floor 16, then head across the bridge and down more stairs. You'll see another door on the right and stairs leading down. Take the stairs below to reach a room filled with miasma. Watch your step and continue down to be stopped for an event. If you have the Sapphire Pact Ring, Klarth will obtain the <<Gremlin Lair>> summon. It deals pretty poor damage and the animation is pretty long. I'd still stick to Aska or Origin if you use Klarth.

Anyway, head back up and take the door on the right for floor 17. In the middle of the bridge you'll meet another adventurer. Continue to the right for a screen that finally isn't just stairs or bridges. You'll see four switches on the floor, and a locked door below. To the left is a sign with the clue for opening the door, "when all the switches are pressed, the path will open". On the right is a sign that says "Emergency Exit" and a teleporter that will take you back to the entrance; it is a one-way trip however. To open the door, step on the switches, from left to right, in this order: 1, 2, 3, 2, 4. All the switches should be pressed and the door should open. On the other side, you'll see four more switches to open the door from that side; the order to press them in is the same, except from right to left instead of left to right. At any rate, head down the stairs to reach floor 18.

Starting on this floor, the screens will start to get darker. You'll only be able to see the small circle around yourself starting on this floor. From the entrance, you should see two paths leading left and right. Take the left path and follow it until you see some stairs. Go down the stairs and then follow the path left until you see a door on the left side (might be somewhat hard to see). Go through it and open up the chest for the <<Black Hole>> spellbook for Arche. It's a darkness elemental spell that does around 4000 damage to enemies that aren't resistant to dark; I'd still stick with Meteor Swarm if you use Arche. Now backtrack to the entrance of the floor. This time take the right path until you see some stairs and another path to the right. Ignore the stairs and continue right. Continue until you see some more stairs (below two blue torches), and ignore them for now, taking the path on the right again. Follow it up to a room with <<Bread>>, <<Apple Gummi>>, and <<Iron Gloves>>. Backtrack to the stairs, go down them, and follow the path on the right until you see another blue torch. Just to the right of it should be another doorway in the wall, go through it for three chests with <<Iron Sallet>>, <<Broom>>, and <<Mixed Gummi>>. Now go back out to the blue torch. There should be three paths, one above, and two below. Take the left path below until you see two stairs above and below you, and another path to the lower-left (beyond some spikes). Take the lower-left path to reach the stairs leading to floor 19.

This next floor can be kind of confusing. Below you'll see eight paths that lead into somewhat of a tiny maze. From left to right, enter the first or second paths first (the ones all the way on the left side). Follow them until you reach a chest with a <<Poison Check>>, then return to the entrance. Now enter the path fifth from the left (the one just to the right near the entrance), and open up the two chests for <<Silver Shawl>> and <<?Armor (Leather Armor)>>. Now go back and enter the third or fourth path from the left (the two just left of the entrance). Keep going until you reach a three way

fork. A path on the left, a path in the middle (just leads to a wall), and a path on the right. Take the path on the right and follow it until you see some stairs. Go down them, and go to the upper-right, up some more stairs. Go through a door on the right and open up the chest for some <<Marble>>. Now return to the three-way intersection and take the left path. Again follow it until you see some stairs. Below, you'll find three more paths. Take the path on the right, down into a room with <<Miracle Charm>> and <<Pineapple Gummi>>. Go back, and take either the left or middle path for a chest with <<?Sword (Long Sword)>>. Don't worry, I promise there's real treasure coming up soon. Continue to the left and go up the stairs for another doorway in the upper-left. The next screen has another bridge; open up the chest in the middle for <<?Axe (Bahamut's Tear)>>, and then continue left to the next screen.

This next screen is even darker than the last few; you won't be able to see anything around you except the faint torches and treasure chests. There will be a flash of light about every 10 seconds to help you though. If you use the Green Torch and Blue Candle here however, you'll be able to light the room up enough so you can clearly see the paths.

You'll notice this screen is like a grid, similar to previous areas of the game. Some paths in the grid are cut off by rocks or similar obstacles, so you'll have to do some going around to get all the treasure even if you can see it nearby. To begin, go down from the entrance and left to open up the chest for a <<Miracle Gummi>>. Then go back up and go left for a chest with <<?Armor (Leather Armor)>>. Keep going up and open up the chest on the right for some <<Milk>>. Here they'll be two paths, one to the left and above. Take the path up, and open up the blue chest for a <<Stone Check>>. Then go left and open up the chest for a <<?Sword (yet another Long Sword)>>. Go back right and down, and this time take the path to the left. Go up and down at the first intersection for two chests with <<Poison Check>> and <<Stone Check>>, then return and continue left once. Go up for a chest with <<Lemon Gummi>>, then go down and right for <<Milk>>. Go back left then up, and then continue left once. Go up and down for more <<Milk>> and <<?Armor (Leather Armor)>>. Continue left, ignoring the red chest right below for now. Go up then go left for a blue chest with another <<Stone Check>>, then follow the path right for a room with <<Ninto Kikyo>> and <<Kannazuki>>, an earth-elemental weapon for Suzu and her best armor, which absorbs wind attacks.

Head back to the chest you ignored, and this time take the path left. Go up for a chest with even more <<Milk>>, then follow the path down. There'll be a door on the left, and below it, a blue chest. Open it up for <<Lemon Gummi>>, then go through the door for a room with <<Hourglass>>, <<Force Ring>>, and <<Rune Bottle>>. Now go back to that chest you ignored, and open it up for a <<Reflect Ring>>. Go back right twice, down once, then left once. Go down for a chest with <<?Armor (Gold Armor)>>, Cless's best armor and one of the Gilgamesh items. Go back up and then left, opening the chest on the left for another <<Poison Check>>. Then go down twice, and follow the path left for another <<Reflect Ring>>. Go back up into the grid, then go right three times. Go up for a chest with another worthless <<?Sword (Long Sword)>>. Finally go down twice out of the grid. Follow the path right for two chests with <<Pineapple Gummi>> and <<Red Savory>>. Follow the path left to reach the stairs to floor 20.

This room is filled with statues that push you back if you get too close and they see you. They're spread about the room in a way that makes just walking to the exit impossible, so you have to travel this room in a specific way to get through. Travel in the direction indicated in the picture, then step in front of the statue directly above Cless in the picture to let it push you past the statue nearby:

photobucket.com/albums/i166/Zeromus_X/top_walkthrough_mml_statues1.png

Then step in front of the statue directly below Cless in this picture to let it push you past another nearby statue:

photobucket.com/albums/i166/Zeromus_X/top_walkthrough_mml_statues2.png

Go left below the nearby statue for a chest with a <<Fairy Ring>>, then go down the stairs to reach floor 21, the final floor.

-----New enemies-----

Starting on this floor, you'll encounter new monsters. The most dangerous and noteworthy of them all is the Lobo, a wolf who can summon a snowstorm like our best pal the Fen Beast. Combined with the other enemies it can appear with that you have to go through to reach him, this can be one of the most dangerous random encounters in the game. Don't hesitate to use an Hourglass right away if Mint can't get Time Stop off, and run right for the Lobo to take care of it first. As for the other enemies, there's the Great Tusks who will now appear with Beast Masters, they drop Ivory and aren't too much trouble. The Jack-o-Lantern and Manticore are rarer enemies, the Manticore can poison you but otherwise they're pretty tame too.

Open up the chests scattered around the corners of this room for <<Rune Bottle>>, <<Force Ring>>, and <<Rebirth Doll>>, then go through the door in the lower-right corner to the next screen.

This next room is pitch-black; even with the Blue Candle/Green Torch it can be hard to make out where you're going. Thankfully, there is still the flash every few seconds to help.

Go up until you see two blue torches. You should be able to make out two sets of stairs below you and above you to the right. Take the stairs below, until you see two blue chests nearby. Open them up for <<?Sword (Ice Coffin)>> and <<Fairy Ring>>. Continue down for two more chests with <<Elixir>> and <<Apple Gummi>>. Go back up the two sets of stairs near the torches, and this time go down the right stairs. There should be a lone blue torch nearby. Down below is some more stairs, and to the upper-right is a path leading to more stairs. Go down below and open up the red chest for a <<?Sword (Fame Face)>>. Then go back up and take the upper-right path. You'll see stairs above and below you. Take the stairs above for a room with <<Emerald Ring>> and <<Orange Gummi>>. Go back down and take the stairs below. There'll be a torch, more stairs below, and a path to the right. Take the path to the right and open up the chest on the right for <<?Armor (Reflex)>>. Then go down and open up the blue chest for a <<Hourglass>>. Go back to the torch, and then go down the stairs. More stairs below and a path to the left with another torch. Go down for a chest with <<?Beret (Star Beret)>> and then take the path left. You'll come across another chest and some more stairs. Open up the chest for a <<?Cloth (Mithril Mesh)>> and then go down the stairs and open another chest on the left for <<?Helmet (Leather Helm)>>. Continue down the path to the right. You'll come across another path leading down to another screen, and a bridge leading to the right. Take the path down to another screen. Be careful, as this screen is filled with miasma...Check the left side of the screen for two chests with <<Cheese>> and <<Sage>>. Then return to the previous room and go across the bridge on the right. In the corner will be a blue chest with a <<Mixed Gummi>>. To the right, on the wall near some blue torches, is a door leading to another room, it's easy to miss:

<<?Sword (Excalibur)>>.

Lots of nice new treasure! Persian Boots reduce all damage against the wearer by 30%, and Nightmare Boots increase the movement speed of female characters by 30%. The two can change into eachother with Rune Bottles, so you can have up to two of both. Ninto Chizakura is Suzu's best weapon. The Red Lantern is another lamp item, together with the Blue Candle and Green Torch they can light up lower Moria much better, and will also help for the dungeon we're visiting next. Big Bang is Arche's best spell, light elemental and deals around 5-6000 damage on enemies that are neutral against light. If you've been following this guide so far, Arche should get her <<Spell Master>> title for collecting all of her spells after obtaining it. Roaring Storm is a combination of Roaring Lion and Autumn Sandstorm, and is one of the best Ogis for trapping the enemy in a corner. The Scout Orb is a wonderful tool that lets you change the random encounter rate at will; an infinite Holy or Dark Bottle. Finally, Excalibur is Cless's best weapon, and the final of the nine Gilgamesh items. You can back to Freezekiel and talk to the boy in the inn in order to get Cless's <<Gilgamesh>> title now. You'll also recieve the <<(c)Statue of Bravery>>, the last Collectible item.

Now, save and go aaaalllll the way back up the floor 17, and use the emergency exit to warp back to floor 10 and head out of here. There's still a few more sidequests left to do.

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x Cave of Darkness.....[TOPWS_COD] x
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--Treasure-----
Shamisen, Tea Cup, Mercury x3, Clay Pot, Jiraiya Scroll (54,000 Gald),
Emerald Pact Ring, Shadow Summon

--Enemies-----
#018 Evil Sword, #045 Gargoyle, #126 Ninja Master, #138 Hanzo, #155 Black
Knight
(floor 2+): #196 Lycurgus
(floor 4): #095 Storm Rider

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The Cave of Darkness is southeast of Early. In it, you can find more treasures and yet another optional summon. You could've visited here earlier, but without the Red Lantern, Blue Candle, and Green Torch from Graham's Treasure Hunt and the Dwarven Ruins, you can't get very far in the cave. You also need the Amethyst pact ring from the Cave of the Spirits to form a pact with the spirit here.

--Random encounters-----
Not many new enemies here unlike the Dwarven Ruins. The only noteworthy enemies are Lycurgus, who appears starting on the 2nd floor, who can cast pretty dangerous spells, remember to go after them first. Other than that, on the 4th floor, you'll face Storm Riders. They can cast Tidal Wave and Explode, and absorb wind and thunder, so Roaring Thunder/Whirlwind spam won't work on them;

just use other abilities against them instead. They can also petrify your characters, so equip Stone Checks or use Liqueur Bottles.

All of the enemies in this cave drop tons of Gald; this is probably the best place to grind for Gald in the game, especially with the Blue Saphira equipped.

Right when you enter, there'll be a sign saying you can't progress without the "Tools of Light", the three colored lamps. Continue to the right and follow the long path until you reach a door. Go through it to the next area.

Here it'll be pitch-black; the only way to see is to activate the lamps. Turn them on, and examine the sign in the upper-right for a clue, "Red light shines in the darkness". Turn off all the lights except for the Red Lantern, and the door ahead should open. Go through it and down the stairs to the next floor.

There'll be two paths to your left and right. Both paths lead to the same door, but each path has a different treasure. Take the left path for a <<Tea Cup>> and the right path for a <<Shamisen>>. When you reach the door, go through it to the next room. Another sign, this time it reads "Purple light shines in the darkness". Turn on the Red Lantern and Blue Candle (since red and blue create purple) to open the door. Go through it for another sign and door. This time it says "Then white light shines in the darkness". Activate all three lights to open up the door. Go through it and down the stairs to the next floor.

This room might seem big because of the darkness and columns, but there's really not much in it. From the entrance, go up at the first opportunity. Then go left until you see a red chest. Open it for some <<Mercury>>, then go down as much as you can. Now go left as much as you can, until the screen stops moving. You should see a red chest below with more <<Mercury>>. Now go up until you see a path right. Go right a bit for a red chest with a <<Clay Pot>>, then return to the left and continue up until you reach a door. You should also see a wandering ninja nearby. You can buy <<Jiraiya>>, Suzu's ultimate skill, for the bargain price of 54,000 Gald from them. Jiraiya is actually a pretty beastly skill, though it has a slow start up, the flames can really wreck the enemy if they're in a corner. Anyway, continue up through the door to the next area.

This next screen can be confusing. It has a door, two lamps, and a sign that says "At 4:48, fire leaps out". Basically, you have to fire the sorcerer ring while standing in a position where your shadows from the two lamps resemble a clock at 4:48. Go three steps right of the top lamp, then go down six squares. Then fire the sorcerer's ring, and the door should open. Or if you prefer, a picture example:

photobucket.com/albums/il66/Zeromus_X/top_walkthrough_cod_ring.png

Go through the door and down the stairs to the next floor.

From the entrance, ignore the first path left you see and keep going up. Take the second path left you see, and check above and below you for two chests with more <<Mercury>>. Continue left to the next screen. Open up the blue chest for the <<Emerald>> Pact Ring. It reduces all elemental damage for Klarth except for light, and is also necessary for yet another optional summon we'll get later on. Go back right to the previous screen, and then take either the upper or lower paths left to the next. Keep following the path until you reach a door; go through it to the next screen.

--The Puzzle Everyone Hates-----

This room has what can be a doozy of a puzzle if you don't think outside the box. There are four switches in the corners, a circle in the middle of the room, four signs, and another door. The four signs read:

"You stand in the southeast, the flames of passion burning bright as you seek new strength.

To the north and west lay lands yet covered in darkness, between them, a sanctuary untouched by the sun's rays.

The torch of hope lights the way to your final destination, but for tonight, return to the safety of the city and rest. Good things come to those who wait.

There is more to life than your next destination, but it never hurts to know a little geography."

The first sign is basically telling you to stand on the southeast switch and activate the light there.

The second sign refers to the "north and west" buttons, not pressed, since they are "yet covered in darkness". The "sanctuary untouched by the sun's rays" is the circle in the middle of the room.

The third sign tells you to step on the switch that's the "final destination", but which one is that?

The fourth sign is the big clue to help you solve the riddle. Think of the continent of Early. The Cave of Darkness is to the southeast (the southeast switch) of Early, the circle in the middle of the room. The "final destination", Dhaos's Castle, is northwest of Early. Therefore, it wants you to step on the northwest and southeast switches. But what next? "Return to the safety of the city and rest". After lighting the switches, "rest" on the circle for about 30 seconds to open the door. Go through it to the next screen.

Here you'll meet the Spirit of Darkness, Shadow. After a conversation Klarth will form a pact with him and gain the <<Shadow>> summon. He's a pretty pathetic summon for all that you have to do to get to him. The damage isn't bad (4-5000 damage, on par with Aska) but the animation is fairly long and the attack is Darkness-elemental, which many enemies are resistant to.

Afterwards, make your way out of the Cave of Darkness. Remember to use the appropriate lamps to open the appropriate doors on the way out. Outside, you can see a funny skit after gaining Shadow.

There's still one last thing to do. Now that you have the Emerald pact ring, you can fight the final optional boss and gain Klarth's final summon.

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x x
x Fighting Pluto.....[TOPWS_FPL] x
x x
XX

--Treasure-----

Pluto Summon, Summon Master Title (Klarth)*

Recommended level: 60-70+

At the start of the battle, you'll be surrounded with Cerberus on the left and Pluto on the right. Pluto is certainly an annoyance; even though he's quite large, he has several flames surrounding him at all times. This makes it impossible to really stunlock him in the traditional sense of combo-ing the enemy to death; in fact it's hard to even get near him at all. Pluto also has a very irritating flame attack that fires about 10-20 flames that home in on the party. As well, when Pluto raise his arms into the air, he'll summon shadowy hands that come out of the ground and brutalize the entire party regardless of position; unguarded it'll certainly kill characters without enough HP. He can also cast Earthquake and Black Hole nearly instantly. And if you can actually get him cornered enough, he can just teleport right out of your combo, to another part of the screen, dragging his flames along with him to mess your party up even more. While you're dealing with all of this you have his annoying guard dog interrupting your support characters.

For this battle I find putting all the characters on "Defend yourself" and simply manually commanding them to be the most effective; since at least if you catch Pluto unleashing an attack, you can just let go of the shortcut buttons and let them guard. It'll also make sure Mint doesn't do something silly like waiting until it's far too late to heal, or casting the wrong spell, costing you victory. Make a formation with Suzu and Chester on the left, Mint in the middle, and Cless on the right. At the very start of the battle, shortcut Chester's Roaring Thunder and Suzu's Whirlwind to target Cerberus, have Mint use a Chronoglass to freeze Cerberus (he's vulnerable to Time Stop) and have Cless use a Mahjong Tile to interrupt Pluto. Right afterwards, start using Dimensional Void on Pluto (this will be your main source of offense, since most other attacks are either too slow or don't have enough range to attack him from afar). Try to get close enough to him so the upwards part of the attack can hit him, but far away enough so that his flames don't interrupt you. If successful in hitting him, have Mint use two Flare Bottles on Chester and Suzu to help get rid of Cerberus faster, then have her cast Time Stop to renew the time freeze on him. After the Dimensional Void is over, use another Mahjong Tile on Pluto just in case.

Cerberus should go down shortly if you've been successful so far, at that point change Suzu's shortcut to Jiraiya, and reposition her behind Cless. Keep using Dimensional Void on Pluto, and have Mint use Mahjong Tiles whenever you see Pluto start to do pretty much anything. Often, once you get a good combo started on him, he'll start to teleport away to escape. If this happens just reposition yourself so you're the right length away. I recommend against reversing the party formation in this case, since pincering Pluto is actually very beneficial. If his flames are high enough so your characters can just stand under him, you can have Suzu spam Jiraiya and Cless use Divine Seal to really damage him (Suzu is invincible while using Jiraiya until the frog comes down, so she can just "jump" through his flames and come down below them to unleash the attack). Using single sword swipes can also interrupt Pluto if you are below him. Keep having Mint use Mahjong Tiles if you aren't able to interrupt Pluto in time, and healing the party too of course. If you can keep Pluto locked up despite his tricks, he'll go down soon enough.

Of course, things can go wrong sometimes. You might use a Mahjong Tile too late, or Cless's Dimensional Void doesn't hit when it comes up, letting Pluto get off an attack. If Pluto uses his flame attack, just guard against it, try to prevent some of the flames from hitting Chester and Suzu (Mint can unwillingly help with this too). For his hand attack, there's not much you can do but guard against it, have Mint heal directly after it assuming she's still alive. If you see him casting a spell, have anyone that's free use a Mahjong

the button combo is even alluded to in the game at all, but according to a Japanese site called Majestic Phantasian (<http://www.mj-phantasian.net>), the button combo is "Circle, X, Up + Circle, Down + X, Up + Square, Circle, Circle, Down + Square". I've always just rotated Circle, X, and Square while mashing up and down, though, and I get it to come out all of the time anyway.

--The Rest of the Titles-----

You might be wondering, "well what about all of these missing titles I still don't have?" The rest of the titles have special requirements you aren't likely to complete just running through the game normally. In fact, I'd highly recommend starting a second playthrough if you're going after all of them.

Gotta Collect 'em All

Klarth has the <<Item Collector>> and <<Monster Master>> titles for completing the Collector's and Monster Encyclopedias, which are whole journeys in themselves. Klarth's Monster Master title can't be obtained until a second playthrough (since you can't have all of Dhaos's forms scanned until then), so if you've missed any item or monster entries from the present or past, you might as well do a second playthrough to get them.

Items you're most likely to be missing if you've been following the walkthrough are either items you didn't buy, or ?Items and others dropped by enemies. Go back through each town and buy a copy of each item you don't own, which should help fill in some missing entries. For item drops, you can work on them as you work on the Monster Encyclopedia.

Gourmet Master

Everyone has the <<Gourmet Master>> (or <<Gourmet Master?>> in Arche's case) title for mastering all recipes with that character. This is just as tedious as it sounds; however, there is a trick you can use to make it easier. After cooking, stay at an in or rest in a bed or anywhere else that restores the party to full health. Afterwards, you'll be able to cook again, even though you didn't go through a battle. So just buy a bunch of ingredients, cook, rest, and repeat. One of the best places to go "recipe grinding" is the hot springs at the Ninja Village, since the recovery is instantaneous. It's also really fast to warp in and out and restock on ingredients elsewhere.

Griffiiiiith

Cless has the <<Berserk>> title for fighting 256 battles on Hard or Mania difficulty. If you do a second playthrough on a higher difficulty, you'll simply get this as you play through the game.

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x Reference Lists.....[TOPL_LIST] x
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Welcome to the grand list...of lists. These next sections are reference lists of characters' skills, items, monster collection info, missable things, and so on. Need to find a specific item, know the info for a certain monster, or how to get a certain skill? Just use CTRL + F and these lists to find what you

--Apple Gummi-----

A jelly-based medicine with an apple flavor. Restores 30% of one character's max HP.

Obtain: Purchased or found in various areas, dropped by various enemies.

--Orange Gummi-----

A jelly-based medicine with an orange flavor. Restores 30% of one character's TP.

Obtain: Purchased or found in various areas, dropped by various enemies.

--Mixed Gummi-----

A jelly-based medicine with a mixed flavor. Restores 30% of one character's max HP and TP.

Obtain: Purchased or found in various areas, dropped by various enemies.

--Lemon Gummi-----

A jelly-based medicine with a lemon flavor. Restores 60% of one character's max HP.

Obtain: Found in various areas, dropped by various enemies. Rune Bottle on Apple or Pineapple Gummi.

--Pineapple Gummi-----

A jelly-based medicine with a pineapple flavor. Restores 60% of one character's max TP.

Obtain: Found in various areas, dropped by various enemies. Rune Bottle on Orange or Lemon Gummi.

--Miracle Gummi-----

A jelly based medicine with a miraculous flavor. Restores 60% of one character's max HP and TP.

Obtain: Found in various areas, dropped by various enemies. Rune Bottle on Mixed Gummi. One of the prizes from the Button Master in Alvanista Castle (Future).

--Elixir-----

A miracle cure that restores full HP and TP.

Obtain: Found in various areas.

--Basilisk Scale-----

A scale of the legendary basilisk. Cures paralysis, revives, and restores full HP to a single character.

Obtain: Found in various areas, dropped by #064 Cocadrille, #132 Basilisk, and #133 Basilisk King.

--Sage-----

A rare herb that permanently raises Max HP by 5%.

Obtain: Found in various areas, possible item from Magical Pouch.

--Savory-----

A rare herb to permanently raises Max TP by 5%.

Obtain: Found in various areas.

--Verbena-----

A rare herb that permanently raises Agility by 1.

Obtain: Found in various areas, possible item from Magical Pouch.

--Lavendar-----

A rare herb that permanently raises Strength by 1.

Obtain: Found in various areas.

--Red Sage-----

A rare herb that permanently raises Max HP by 10%.

Obtain: Rune Bottle on Sage.

--Red Savory-----

A rare herb that permanently raises Max TP by 10%

Obtain: Rune Bottle on Savory.

--Red Verbena-----

A rare herb that permanently raises Agility by 2.

Obtain: Rune Bottle on Verbena.

Obtain: Purchased or found in variou areas, dropped by various enemies.

Note: Increases the random encounter rate temporarily.

--Rune Bottle-----

A bottled magical essence that can physically trnansform certain items into entirely new ones.

Obtain: Purchased or found in various areas, dropped by various enemies.

Note: Transforms certain items into other items. See section [TOPL_RUNE] for a complete list.

--Charm Bottle-----

A jar that contains a magic to increase your natural charm. Use it in a store to get a 30% discount!

Obtain: Found in various areas.

Note: Shop item prices -30% until you make a purchase. Doesn't stack with Miracle Charm or Magical Rouge; whichever one used last will take precedence.

--Miracle Charm-----

A jar that contains a magic to draw out your true style. Use it in a store to get a 50% discount!

Obtain: Rune Bottle on Charm Bottle.

Note: Shop item prices -50% until you make a purchase. Doesn't stack with Charm Bottle or Magical Rouge; whichever one used last will take precedence.

xx
x Tools x
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--World Map-----

A map of the world that can tell you a lot, even about places that you've already seen.

Obtain: Mandatory story event.

Note: Shows a list of towns in the era and a catalog for any shops you've visited.

--Scout Orb-----

A magical item that allows you to permanently alter the enemy encounter rate as you please.

Obtain: Found in Moria Mine 21F (Future).

Note: Lets you choose between a low, normal, or high random encounter rate whenever you use it. An infinite Holy or Dark Bottle.

--Hourglass-----

When used in battle, all enemy movement is temporarily brought to a halt.

Obtain: Found in various areas, dropped by #011 Archbishop.

Note: Useable in battle only. Stops all enemies for about three seconds. Some enemies are immune to being frozen.

--Chronoglass-----

The personal hourglass of the god of time that halts all enemy movement for an extended period.

Obtain: Rune Bottle on Hourglass.

Note: Useable in battle only. Stops all enemies for about six seconds. Some enemies are immune to being frozen.

--Combo Counter-----

An item that allows you do enable or disable the Combo Counter from the Customize Menu.

Obtain: Found in Moria Mine 9F (Past).

Note: Unlocks the Combo Counter option in the Customize Menu. With it enabled, your combo hits will be counted during battle, and you'll recieve more experience after battle depending on how high your max combo is. Obtaining it and the Combo Command item give Cless the Combo Master title.

--Spectacles-----

A mysterious lens that allows you to view the HP, TP, and attribute data of an enemy.

Obtain: Found or bought in various areas, dropped by various enemies.

Note: Useable in battle only. Reveals important info about the enemy. Make sure to use it on every new enemy you encounter if you care about completing the Monster Encyclopedia.

--Pickaxe-----

A crude pick that might prove useful if you ever hit a dead end.

Obtain: Bought in various areas.

Note: Removes certain obstacles in various areas. Necessary to complete some dungeons.

--Magical Rouge-----

A magic lipstick that won't run out no matter how many times you use it. How's the store discount this time?

Obtain: Found in Moria Mine 21F (Future).

Note: Shop item prices -10% until you make a purchase. An infinite, if small, discount. Doesn't stack with Charm Bottle or Miracle Charm; whichever one used last will take precedence.

--Red Lantern-----

A lantern whose red flame can light even the deepest darkness.

Obtain: Moria Mine: Dwarven Ruins 21F treasure room (Future).

Note: Helps light up the dark levels of the lower Moria Mine and the Cave of Darkness, along with the Green Torch and Blue Candle. Necessary to complete the Cave of Darkness.

--Green Torch-----

A torch whose green flame can light even the deepest darkness.

Obtain: Graham's Treasure Hunt sidequest, shore south of the bridge near where Dhaos's Castle used to be (Future).

Note: Helps light up the dark levels of the lower Moria Mine and the Cave of Darkness, along with the Red Lantern and Blue Candle. Necessary to complete the Cave of Darkness.

--Blue Candle-----

A candle whose blue flame can light even the deepest darkness.

Obtain: Graham's Treasure Hunt sidequest, island northeast of the Cave of Spirits (Future).

Note: Helps light up the dark levels of the lower Moria Mine and the Cave of Darkness, along with the Red Lantern and Green Torch. Necessary to complete the Cave of Darkness.

--Rope-----

Don't leave home without this multi-purpose rope. Going up? Going down?

Obtain: Purchased in various areas (Past, Future).

Note: Helps you explore various areas. Needed to complete Lone Valley and the Cave of Ordeals.

--Drum Set-----

--Tomato-----

A vegetable that's good both cold and cooked. Frequently used in juices and sauces.

Obtain: Purchased or found in various areas, dropped by #078 Jack-o-Lantern and #139 Pumpkin King.

Note: Used in various recipes, restores 1% HP to one character.

--Onion-----

An edible bulb, this popular vegetable can be found almost anywhere.

Obtain: Purchased or found in various areas.

Note: Used in various recipes, restores 1% HP to one character.

--Apple-----

A sweet apple. Peeled or not, it's a great snack on the go.

Obtain: Purchased or found in various areas, dropped by #029 Wood Color, #037 Orcrot, #121 Treant, and #185 Mighty Oak

Note: Used in various recipes, restores 1% TP to one character.

--Lemon-----

A fruit whose name isn't easy to write in Asian languages. Refreshing, sharp, and sour.

Obtain: Purchased or found in various areas.

Note: Used in various recipes, restores 1% TP to one character.

--Strawberry-----

They go great with milk and cream and often decorate cakes.

Obtain: Purchased or found in various areas, dropped by #137 Banshee.

Note: Used in various recipes, restores 1% TP to one character.

--Banana-----

Within the thick yellow peel, a soft white fruit can be found.

Obtain: Purchased or found in various areas, dropped by #137 Banshee.

Note: Used in various recipes, restores 1% TP to one character.

--Pineapple-----

A fruit native to tropical regions which is especially delicious with hot foods.

Obtain: Purchased or found in various areas, dropped by #137 Banshee.

Note: Used in various recipes, restores 1% TP to one character.

--Melon-----

Just looking at it, you can tell it's a high-class fruit. It's often given as a gift or eaten at celebrations.

Obtain: Purchased in Elven Village.

Note: Used in various recipes, restores 1% TP to one character. Needed to trade for (c)Green Card from NPC in Venezia Grocer (Future).

--Grapes-----

Extra-sweet, home-grown grapes. The juice can stain clothes, so be careful when eating them.

Obtain: Purchased or found in various areas. Dropped by #185 Mighty Oak.

Note: Used in various recipes, restores 1% TP to one character.

--Mangosteen-----

A fruit that grows on an exotic tropical tree. The edible part of the fruit is cream-like and has a wonderful aroma.

Obtain: Purchased or found in various areas, dropped by #121 Treant.

Note: Used in various recipes, restores 1% TP to one character.

--Prune-----

A western variation of the plum. If dried, it can be made into jam, but this is just one way to prepare it.

Obtain: Purchased or found in various areas, dropped by #029 Wood Color.

Note: Used in various recipes, restores 1% TP to one character.

--Tuna-----

A popular fish. When fished in the winter, the additional fat makes it especially delicious.

Obtain: Purchased or found in various areas, dropped by

Note: Used in various recipes, restores 1% HP/TP to one character.

--Mackerel-----

A type of mackerel. The flank is where the best cuts are found.

Obtain: Purchased or found in various areas, dropped by

Note: Used in various recipes, restores 1% HP/TP to one character.

--Sardines-----

A type of small fish that can be eaten as is. Tasty and useful for a lot of dishes.

Obtain: Purchased or found in various areas, dropped by

Note: Used in various recipes, restores 1% HP/TP to one character.

--Squid-----

One of the fiends of the deep. A 10-legged edible mollusk.

Obtain: Purchased or found in various areas, dropped by

Note: Used in various recipes, restores 1% HP/TP to one character.

--Octopus-----

One of the fiends of the deep. An 8-legged edible mollusk.

Obtain: Purchased or found in various areas, dropped by

Note: Used in various recipes, restores 1% HP/TP to one character.

--Shrimp-----

An animal with a soft body and strong smell, as well as a hard exoskeleton. The symbol of longevity.

Obtain: Purchased or found in various areas, dropped by

Note: Used in various recipes, restores 1% HP/TP to one character.

--Chicken-----

Chicken meat from only the healthiest of these farm-raised fowls.

Obtain: Purchased or found in various areas, dropped by

Note: Used in various recipes, restores 1% HP/TP to one character.

--Beef-----

Cow meat with all the richness in flavor and protein that comes from being raised outdoors.

Obtain: Purchased or found in various areas, dropped by

Note: Used in various recipes, restores 1% HP/TP to one character.

--Pork-----

Pig meat that has its best flavor with just the right amount of fat.

Obtain: Purchased or found in various areas, dropped by

Note: Used in various recipes, restores 1% HP/TP to one character.

--Milk-----

Cows milk that's full of nutrients. A glass per day will do your body good.

Obtain: Purchased or found in various areas, dropped by

Note: Used in various recipes, restores 1% HP to one character.

--Cheese-----

The solid form of fermented animal milk. Taste and smell differ widely between varieties.

Obtain: Purchased or found in various areas, dropped by

Note: Used in various recipes, restores 1% HP to one character.

--Konjac-----

Compressed konjac made from a mixture of flour and milk of lime then boiled down.

Obtain: Purchased in Alvanista grocer (Future).

Note: Used in various recipes, restores 10% HP to one character.

--Kelp-----

One of the ingredients in oden. The shiny surface is abounding with minerals.

Obtain: Purchased in Venezia grocer (Future).

Note: Used in various recipes, restores 10% HP to one character.

--Egg-----

Used in countless recipes. The yoke is filled with all sorts of nutrients.

Obtain: Purchased or found in various areas, dropped by various enemies.

Note: Used in various recipes, restores 1% HP to one character.

--Miso-----

Hard work was poured over uncooked rice to make this miso. Without the miso, oden just wouldn't be complete.

Obtain: Purchased from Ofuyu in the Ninja Village for 80,000 Gald each.

Note: Used in the Miso Oden recipe, restores 50% HP to one character.

--Bread-----

Browned crust and a firm yet spongy texture: a perfectly baked loaf of bread.

Obtain: Purchased or found in various areas, dropped by various enemies.

Note: Used in various recipes, restores 1% HP to one character.

--Rice-----

Measuring the amount of water for boiling rice is hard enough, but cooking with it is even harder.

Obtain: Purchased or found in various areas, dropped by various enemies.

Note: Used in various recipes, restores 1% HP to one character.

--Dried Seaweed-----

Fresh seaweed spread over a plank and sun-dried.

Obtain: Purchased or found in various areas, dropped by various enemies.

Note: Used in various recipes, restores 1% HP to one character.

--Spice-----

A selection of cooking spices no chef should be without. They're also used as herbs in some regions.

Obtain: Purchased or found in various areas, dropped by various enemies.

Note: Used in various recipes, restores 1% HP to one character.

--Pasta-----

A kneaded dough pressed into varieties like spaghetti, macaroni, and many others.

Obtain: Purchased or found in various areas, dropped by various enemies.

Note: Used in various recipes, restores 1% HP to one character.

A rapier both stylish and remarkably easy to use.

Obtain: Purchased or found in various areas (Past, Future).

Note: Slash +8, Thrust +35, Accuracy +25.

--Fine Saber--[MISSABLE!]-----

A high quality sword with a slightly curved blade.

Obtain: Missable! Purchased or found in various areas (Past).

Note: Slash +25, Thrust +18.

--Walloon Sword-----

A sword with a straight blade, just a little longer than a standard long sword.

Obtain: Purchased or found in various areas (Past, Future).

Note: Slash +50, Thrust +50.

--Fame Face-----

A curved blade, thinned and sharpened. The blade itself is a deep blue etched with green runes.

Obtain: ?Sword. Dropped by #193 Mayer, one of the prizes from the Mach Boy race in Alvanista (Past). Found in Moria Mine: Dwarven Ruins 21F (Future).

Note: Slash +108, Thrust +60. Water Attribute.

--Slayer Sword-----

A demonic blade whose only purpose is to extinguish life from all things in this world.

Obtain: ?Sword. Found in Dhaos's Castle (Past). Dropped by #074 Samurai and #117 Dragonnewt.

Note: Slash +200, Thrust +200, Accuracy +30. Earth Attribute.

--Moon Falx--[MISSABLE!]-----

A blade of light whose radiance is like that of the pale moonlight, beautiful yet sorrowful.

Obtain: Missable! ?Sword. One of the chests in the Olive Village item shop storage room for 60,000 Gald. Dropped by #114 Doom Guard.

Note: Slash +260, Thrust +200, Accuracy + 10. Light Attribute.

--Damascus Sword-----

A sword made of the flexible yet durable material known as Damascus steel.

Obtain: Purchased in various areas (Future), dropped by #135 Hatamoto.

Note: Slash +350, Thrust +315.

--Sinclair-----

A sabre whose simple, functional blade is polished to perfection.

Obtain: Purchased in various areas (Future).

Note: Slash +424, Thrust +220

--Destroyer-----

A sword made using an applied form of Magitechnology that raises your critical hit rate.

Obtain: Purchased in various areas (Future).

Note: Slash +630, Thrust +290, Accuracy +10. Increases critical hit rate.

--Holy Sword-----

A holy sword blessed by the greatest of the gods.

Obtain: Purchased in various areas (Future), ?Sword dropped by #018 Evil Sword and #066 Gold Dragon.

Note: Slash +480, Thrust +480, Accuracy +30, Luck +10. Light Attribute.

--Dragontooth-----

The fang of a dragon forged into a long sword.

Obtain: ?Sword. Dropped by #118 Dragontooth.

Note: Slash +140, Thrust +280, Accuracy +30. Earth Attribute.

--Flare Basilard-----

A thin blade forged in the flames of the demon Flamberke.

Obtain: ?Sword. Dropped by #136 Balrog; found in Cave of the Burning Sands (Future) if you bought Suzu's Red Spider Lily skill instead.

Note: Slash +580, Thrust +595, Accuracy +20. Fire Attribute.

--Ice Coffin-----

A sword bearing the name of the seal of ice. In ancient times, this was the trump card used to wipe out the Red Dragons.

Obtain: ?Sword. Dropped by #002 Ice Golem, found in Moria Mine: Dwarven Ruins 21F (Future).

Note: Slash +595, Thrust +580, Accuracy +10. Water Attribute.

--Laser Blade-----

A weapon born from the advanced science of the ancient people of Thor, whose city sank into the ocean.

Obtain: Purchased in Freezekiel (Future).

Note: Slash +850, Thrust +650, Accuracy +60. Light Attribute.

--Duel Sword-----

A sword granted to the heroic swordsman of an ancient kingdom.

Obtain: ?Sword. Found in Graham's Treasure Hunt sidequest, dropped by #071 Sakon.

Note: Slash +800, Thrust +780, Accuracy +10. Earth Attribute.

--Luck Blade-----

A holy sword blessed by the goddess of luck that, as you might expect, increases your luck.

Obtain: Found in the Depths of the Treant Forest and/or Graham's Treasure Hunt sidequest; Tower of the Zodiac (Future) if you bought Suzu's Thunderbolt skill instead.

Note: Slash +800, Thrust +800, Accuracy +80, Luck +80.

--Muramasa-----

A named blade, created by the master Muramasa, so sharp that enemies won't even feel it as they're cut.

Obtain: After being introduced to Ranzo in the Ninja Village (Future).

Note: Slash +750, Thrust +400, Accuracy +100.

--Wasier Rapier-----

A thin sword famous for being the most popular blade of nobles.

Obtain: ?Sword. Found in Dhaos's Castle (Future), dropped by #046 Kiyomasa and #083 Chevalier.

Note: Slash +700, Thrust +1200, Accuracy +10.

--Saint Rapier-----

A thin holy sword blessed by the greatest of the gods.

Obtain: ?Sword. Found in Depths of the Treant Forest (Future), dropped by #104 Tyrant.

Note: Slash +300, Thrust +1600, Accuracy +10. Light Attribute.

--Doom Blade-----

A cursed sword said to bring disaster. The blade itself has been stained black with chaos.

Obtain: ?Sword. Found in forest around Ninja Village and Depths of the Treant Forest (Future), dropped by #162 Pluto.

Note: Slash +1300, Thrust +1100, Accuracy +10. Dark Attribute.

--Excalibur-----

The blade of the true king. One of the items left behind by the hero Gilgamesh in the Legend of Ishtar.

Obtain: ?Sword. Found in Moria Mine: Dwarven Ruins 21F treasure room (Future).

Note: Slash +1390, Thrust +1390, Accuracy +50.

--Vorpall Sword-----

A sentient sword with a blade like ice. One of the Three Great Artifacts.

Obtain: Mandatory story event.

Note: Slash +900, Thrust +900, Accuracy + 10. Water Attribute.

--Flamberge-----

A sentient sword with a blade like fire. One of the Three Great Treasures.

Obtain: Mandatory story event.

Note: Slash +900, Thrust +900, Accuracy +10. Fire Attribute.

--S.D.-----

A mysterious sword whose abbreviated name does not stand for Super Deformed.

Obtain: Win the optional battle against Lilith in the Euclid arena (Future), see section [TOPWS_EUA] for more details.

Note: Slash +1240, Thrust +1240. Fire Attribute. The full combo of Wild Blade Dance can only be unleashed with it equipped.

--Eternal Sword-----

--Arc Wind-----

A spear that bears the name of a great wind, apable of delivering crushing blows without warning.

Obtain: ?Sword. Found in Depths of the Treant Forest (Future), dropped by #155 Black Knight.

Note: Slash +860, Thrust +720, Accuracy +50. Wind Attribute.

--Gungnir (3)-----

<<True Gungnir>>: the full, unleashed power of the legendary spear used during Ragnarok.

Obtain: Win the optional battle against Odin in the Tower of Flame (Future). See section [TOPWS_ODN] for more details.

Note: Slash +800, Thrust +1640, Accuracy +50.

xx
x Axes (for Cless) x
xx

--Battle Axe-----

A battle axe that is easy to handle in a fight.

Obtain: Purchased or found in various areas (Past), ?Axe dropped by #075 Thunder Dragon.

Note: Slash +35, Thrust +2, Accuracy +10.

--Crescent Axe-----

An axe with a blade shaped like the crescent moon.

Obtain: Purchased in various areas (Past, Future).

Note: Slash +65, Thrust +10. Light Attribute.

--Bardiche-----

A crescent axe refined for ease of use.

Obtain: Purchased in various areas (Past, Future).

Note: Slash +130, Thrust +15, Accuracy +10.

--Strike Axe-----

An axe that crackles with blue and white thunder from Raiju's divine power.

Obtain: ?Sword. Found in Cave of the Burning Sands (Past). Dropped by #075

A magical bow that possesses the power of fire. Very effective against water elemental enemies.

Obtain: ?Bow. One of the prizes from the Mach Race in Alvanista (Future), dropped by #021 Vulcan.

Note: Attack +680, Accuracy +50. Fire Attribute.

--Sand Spread-----

A magical bow that possesses the power of earth. Very effective against wind elemental enemies.

Obtain: ?Bow. Dropped by #90 Scout and #209 Ranger.

Note: Attack +680, Accuracy +50. Earth Attribute.

--Gale Spread-----

A magical bow that possesses the power of wind. Very effective against earth elemental enemies.

Obtain: ?Bow. Found in the Cavern of Ice (Future), dropped by #009 Arch Demon.

Note: Attack +680, Accuracy +50. Wind Attribute.

--Crescent Arrow-----

Known as the Bow of Light, its arrows fly straight and swift like light itself.

Obtain: Purchased in Geeth's Shop (Future), ?Bow dropped by #095 Storm Rider.

Note: Attack +750, Accuracy +65. Light Attribute.

--Elven Bow (1)-----

The sacred bow of the Elves, said never to have missed its mark.

Obtain: Visit the Elven Village bow shop and repair Chester's Bow for 20,000 Gald (Future).

Note: Attack +808, Accuracy +200.

--Merciless Bow-----

A legendary bow that knows no mercy, its arrows pierce even the thickest armor.

Obtain: ?Bow. Dropped by #034 Origin.

Note: Attack +999, Accuracy +80.

--Berserk Arrow-----

An unbreakable bow made to defeat a crazed warrior that once devastated an

sidequest (Future).

Note: Attack +765.

--Necronomicon-----

One of the dark books of the Cthulhu Mythos. The Book of the Dead, one of the terrible and forbidden books.

Obtain: Klarth's default equipment.

Note: Attack +20, Accuracy +10. Dark Attribute.

--The King in Yellow-----

One of the dark books of the Cthulhu Mythos. The cover is a deep red dyed with The Yellow Sign.

Obtain: ?Book. Dropped by #115 Demeter.

Note: Attack +60, Accuracy +20.

--Celaeno Fragments-----

One of the dark books of the Cthulhu Mythos. Portions of the forbidden writings of the Great Library of Celaeno.

Obtain: Mandatory story event.

Note: Attack +70, Accuracy +30.

--Liber Ivonis-----

One of the dark books of the Cthulhu Mythos. Part of the text has been written in blood.

Obtain: ?Book. Found in Demeter's Island (Past), dropped by #031 Undine.

Note: Attack +80, Accuracy +10. Dark Attribute.

--Cthaat Aquadingen--[MISSABLE!]-----

One of the dark books of the Cthulhu Mythos. The book itself is bound in the skin of some unknown creature.

Obtain: Missable! Found in Tower of the Zodiac (Past).

Note: Attack +120, Accuracy +10. Water Attribute.

--G'harne Fragments-----

One of the dark books of the Cthulhu Mythos. This book is translated from a metal engraving in ancient northern ruins.

--Ninto Ayame-----

A female ninja's short sword named after the iris. Very effective against fire elemental enemies.

Obtain: Purchased in Ninja Village (Future).

Note: Attack +420, Accuracy +20. Water Attribute.

--Ninto Kikyo-----

A female ninja's short sword named after the bellflower. Very effective against wind elemental enemies.

Obtain: Found in Moria Mine: Dwarven Ruins 19F (Future).

Note: Attack +550, Accuracy +30. Earth Attribute.

--Ninto Koroyuri-----

A female ninja's short sword named after the black lily. Few possess the skill to make full use of this blade.

Obtain: Complete Suzu's rite of succession in the Cave of Ordeals at the Ninja Village, see section [TOPWS_COD] for more details.

Note: Attack +750, Accuracy +40. Dark Attribute.

--Ninto Chizakura-----

A female ninja's short sword whose name comes from the drops of blood it scatters like the falling petals of the sakura.

Obtain: Found in Moria Mine: Dwarven Ruins 21F treasure room (Future).

Note: Attack +999, Accuracy +50. Dark Attribute.

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x Armor (Body).....[TOPL_ARM1] x
x                                                                                               x
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--Leather Armor-----

A leather armor that covers the torso.

Obtain: Cless and Chester's default equipment.

Note: Defense +2. Equippable by Cless, Chester, and Klarth.

--Chain Mail--[MISSABLE!]-----

An armor for the upper body composed of interconnected metal rings. The armor is about 2 centimeters thick.

Obtain: Missable! Purchased or found in various areas (Present, Past).

Note: Defense +4. Equippable by Cless and Chester.

--Ring Mail--[MISSABLE!]-----

An armor for the upper body reinforced with chains of interconnected metal rings. The armor is 4 centimeters thick.

Obtain: Missable! Purchased in various areas (Present, Past).

Note: Defense +7. Equippable by Cless and Chester.

--Splint Mail--[MISSABLE!]-----

A chain mail that covers the torso and was reinforced in vital areas with additional plating.

Obtain: Missable! Purchased in various areas (Past).

Note: Defense +9. Equippable by Cless and Chester.

--Beastplate-----

A solid metal plate armor that covers the upper body.

Obtain: Purchased in various areas (Past, Future).

Note: Defense +13. Equippable by Cless and Chester.

--Plate Mail-----

A plate armor that covers the whole body.

Obtain: Purchased in various areas (Future).

Note: Defense +18. Equippable by Cless and Chester.

--Mithril Plate-----

A modified plate mail made with the magical material known as mithril.

Obtain: Purchased in various areas (Future).

Note: Defense +28. Resists Light Attribute (-50% damage). Equippable by Cless and Chester.

--Reflex-----

A magical armor designed to boost reflexes.

Obtain: ?Armor. Found in various areas (Future).

Note: Defense +35. Resists Water (-20%), Wind (-20%), Thunder (-20%, and Light Attributes (-50%).

Equippable by Cless and Chester.

--Silver Plate-----

A plate mail suit of armor made entirely from silver.

Obtain: Found in the Cavern of Ice (Future).

Note: Defense +37. Equippable by Cless and Chester.

--Rare Plate-----

A peerless armor that the Craftsman Geeth poured his heart and soul into making.

Obtain: Purchase in Geeth's Shop (Future).

Note: Defense +38. Equippable by Cless, Chester, and Klarth.

--Mumbane-----

An armor that grants the protection of the Great Goddess.

Obtain: ?Armor. Found in Dhaos's Castle and Depths of the Treant Forest (Future).

Note: Defense +60. Resists Non-Elemental (-30%), Water (-30%), Fire (-30%, Thunder (-70%), and Light (-70%) Attributes. Equippable by Cless and Chester.

--Gold Armor-----

An armor made of gold. One of the items left behind by the hero Gilgamesh in the Legend of Ishtar.

Obtain: ?Armor. Found in Moria Mine: Dwarven Ruins 19F (Future).

Note: Defense +65. Resists Non-Elemental (-80%), Fire (-30%), Wind (-50%), and Thunder (-80%) Attributes. Equippable by Cless.

--Cloak-----

A cloak woven from a sturdy cloth.

Obtain: Mint's default equipment.

Note: Defense +3. Equippable by Mint, Klarth, and Arche.

--Amber Cloak--[MISSABLE!]-----

A cloak made of a strong cloth and decorated with Amber.

Obtain: Missable! Purchased in various areas (Past).

Note: Defense +6. Equippable by Mint, Klarth, and Arche.

--Silver Cloak-----

A cloak sewn together with a silver thread.

Obtain: Purchased or found in various areas (Past), dropped by #159 Priestess.

Note: Defense +12, Evasion +10. Equippable by Mint, Klarth, and Arche.

--Holy Cloak-----

A holy cloak blessed by the greatest of the gods.

Obtain: Purchased in various areas (Future).

Note: Defense +25. Resists Thunder Attribute (-50% damage). Equippable by Mint and Klarth.

--Star Cloak-----

A magical cloak that occasionally shines like the starlight.

Obtain: One of the prizes for clearing the Euclid arena. ?Cloth found in various areas (Future).

Note: Defense +55. Resists Non-Elemental (-50%) and Water Attributes (-50%). Equippable by Mint, Klarth, and Arche.

--Mithril Mesh-----

A magical cloak sewn together with thin strands of the magical material known as mithril.

Obtain: Purchased in various areas (Future). ?Cloth found in various areas (Past).

Note: Defense +18. Resists Light Attribute (+50% chance to Nullify). Equippable by Cless, Chester, Mint, Klarth, and Arche.

--Witch Dress-----

A witch's dress with a simple design that radiates a powerful magical aura.

Obtain: Purchase in Elven Village (Future).

Note: Defense +50, Evasion +15. Resists Earth (-30%), Water (-30%), Fire (-30%), Wind (-30%), and Thunder (-30%) Attributes. Equippable by Arche.

--Kisaragi-----

A kimono used by female ninja, its name is an ancient word for February. It's light and allows for easy movement.

Obtain: Suzu's default equipment.

Note: Defense +25, Evasion +5. Equippable by Suzu.

--Yayoi-----

A kimono used by female ninja, its name is an ancient word for March. It was made with care and offers greater protection.

Obtain: Purchase in Ninja Village.

Note: Defense +35, Evasion +5. Equippable by Suzu.

--Nagatsuki-----

A kimono used by female ninja, its name is an ancient word for September. A protective charm is sewn in the lining.

Obtain: Found in various areas (Future).

Note: Defense +45, Evasion +5. Equippable by Suzu.

--Kannazuki-----

A kimono used by female ninja, its name is an ancient word for October. It is capable of absorbing wind-based attacks.

Obtain: Moria Mine: Dwarven Ruins 19F (Future).

Note: Defense +60, Evasion +10. Resists Wind Attribute (Absorb 100%).
Equippable by Suzu.

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x                                                                                   x
x Armor (Shields).....[TOPL_ARM2] x
x                                                                                   x
XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX

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All shields except the Ring Shield are equippable by Cless only.

--Wood Shield--[MISSABLE!]-----

A simple shield carved out of wood.

Obtain: Missable! Purchased or found in various areas (Present, Past).

Note: Defense +1, Evasion +2.

--Round Shield--[MISSABLE!]-----

A round shield made of metal.

Obtain: Missable! Purchased or found in various areas (Present, Past).

Note: Defense +2, Evasion +5.

--Kite Shield--[MISSABLE!]-----

A square metal shield refined from the round shield design.

Obtain: Missable! Purchased or found in various areas (Past).

Note: Defense +4, Evasion +7.

--Fight Shield-----

A metal shield made specifically for use by swordsmen.

Obtain: Purchased in various areas (Past, Future).

Note: Defense +6, Evasion +10.

--Fine Shield-----

A Fight Shield refined with ease of use in mind.

Obtain: Purchased in various areas (Past, Future).

Note: Defense +8, Evasion +12.

--Ankh Shield-----

A holy shield with an ankh emblem fixed in its center.

Obtain: Found in various areas (Future).

Note: Defense +10, Evasion +15.

--Rare Shield-----

A masterpiece that the Craftsman Geeth poured his heart and soul into making.
Resistant to water attacks.

Obtain: Purchase in Geeth's Shop (Future).

Note: Defense +15, Evasion +20. Resists Water Attribute (-50% damage).

--Red-Line Shield-----

Just having that red line nearby gets you all fired up for battle.

Obtain: Graham's Treasure Hunt sidequest, island south/southeast of the Midgard

continent.

Note: Defense +15, Evasion +30.

--Star Shield-----

A shield made from an unknown material that provides incredible defense considering its negligible weight.

Obtain: One of the prizes for clearing the Euclid arena (Future), found in Dhaos's Castle (Future).

Note: Defense +23, Evasion +25.

--Blue-Line Shield-----

Just having that blue line nearby gives you the courage to press on.

Obtain: Graham's Treasure Hunt sidequest, shore just south of the bridge where Dhaos's Castle was in the past (Future).

Note: Defense +25, Evasion +30.

--Ring Shield-----

It's shaped like a ring, but wearing it actually produces a translucent magical shield.

Obtain: Found in various areas (Future).

Note: Defense +20, Evasion +25. Equippable by Chester, Mint, Klarth, Arche, and Suzu.

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X                                                                                               X
x Armor (Head).....[TOPL_ARM3] x
x                                                                                               X
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--Leather Helm-----

A leather helmet that covers the top of the head.

Obtain: Purchased or found in various areas (Present, Past), ?Helmet found in Moria Mine: Dwarven Ruins 21F (Future).

Note: Defense +1. Equippable by Cless.

--Iron Sallet-----

An iron helmet with a guard that covers half of the face.

Obtain: Missable! Purchased in various areas (Past), found in Moria Mine: Dwarven Ruins 18F, dropped by #001 Iron Golem.

Note: Defense +3. Equippable by Cless.

--Armet Helm--[MISSABLE!]-----

An iron helmet that covers the entire head and face.

Obtain: Missable! Purchased or found in various areas (Past).

Note: Defense +5. Equippable by Cless.

--Cross Helm-----

A refined version of the armet helm design.

Obtain: Purchased in various areas (Future).

Note: Defense +10. Equippable by Cless.

--Duel Helm-----

A helmet granted to the heroic swordsman of an ancient kingdom.

Obtain: ?Helmet. Found in various areas (Future).

Note: Defense +19. Equippable by Cless.

--Rare Helm-----

A masterpiece that the Craftsman Geeth poured his heart and soul into making.
Resistant to thunder attacks.

Obtain: Purchase at Geeth's Shop (Future).

Note: Defense +20. Resists Thunder Attribute (-20% damage). Equippable by
Cless.

--Golden Helm-----

A helmet made of gold. One of the items left behind by the hero Gilgamesh in
the Legend of Ishtar.

Obtain:

Note: Defense +28, Evasion +5. Equippable by Cless.

--Star Helm-----

A helmet made from an unknown material that provides incredible defense
considering its negligible weight.

Obtain: One of the prizes for clearing the Euclid Arena (Future). ?Helmet found
in Dhaos's Castle and the Depths of the Treant Forest (Future).

Note: Defense +26. Equippable by Cless.

--Beret--[MISSABLE!]-----

More in the realm of fashion, this hat doesn't provide much protection against the elements.

Obtain: Missable! Purchased in various areas (Present, Past).

Note: Defense +1. Equippable by Chester, Mint, and Klarth.

--Ankh Beret--[MISSABLE!]-----

Standard headwear for members of the clergy.

Obtain: Missable! Purchased in various areas (Past).

Note: Defense +3. Equippable by Chester, Mint, and Klarth.

--Straw Hat-----

A hat with a round brim that could fall off or get caught in the wind if you're not careful.

Obtain: Purchased in various areas (Past, Future), dropped by #172 Hellcat.

Note: Defense +5. Equippable by Chester, Mint, and Klarth.

--Fine Beret-----

The maker of this hat isn't particularly famous, though the design shows a lot of potential.

Obtain: Purchased in various areas (Past, Future).

Note: Defense +12. Equippable by Chester, Mint, and Klarth.

--Star Beret-----

A magical hat that sometimes shines like the stars.

Obtain: One of the prizes for the Button Master minigame in Alvanista Castle and for clearing the Euclid arena (Future). ?Beret found in various areas (Future).

Note: Defense +16. Equippable by Chester, Mint, and Klarth.

--Hood-----

A simple cloth hood that covers the scalp. Rather than boosting defense, it is designed to increase evasion.

Obtain: Purchased in Ninja Village (Future).

Note: Defense +2, Evasion +2. Equippable by Suzu.

--Mask-----

A simple cloth mask that hides the face. Rather than boosting defense, it is designed to increase evasion.

Obtain: Found in the forest around the Ninja Village (Future), stolen from every ninja in the Cave of Ordeals (Future); see section [TOPWS_COD] for more details.

Note: Defense +5, Evasion +5. Equippable by Suzu.

--Blue Ribbon-----

A blue ribbon that symbolizes the true friendship between Arche and Rhea.

Obtain: Arche's default equipment.

Note: Defense +2. Equippable by Arche.

--Long Blue Ribbon--[MISSABLE!]-----

A long ribbon that takes every opportunity to dance elegantly in the wind.

Obtain: Missable! Purchased in various areas (Past), found in Corroded Grotto (Past).

Note: Defense +5. Equippable by Arche.

--Striped Ribbon-----

A ribbon with a striped pattern.

Obtain: Purchased in various areas (Past, Future).

Note: Defense +9, Evasion +5. Equippable by Arche.

--Pretty Ribbon-----

A really cute ribbon.

Obtain: Purchased in various areas (Future).

Note: Defense +18, Evasion +10. Equippable by Arche.

--Magical Ribbon-----

A ribbon imbued with powerful magic.

Obtain: One of the prizes for clearing the Euclid Arena (Future), found in the Depths of the Treant Forest (Future).

Note: Defense +25. Equippable by Arche.

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x Armor (Hands).....[TOPL_ARM4] x
x                                                                                               x
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--Leather Gloves--[MISSABLE!]-----

A pair of leather gloves.

Obtain: Missable! Purchased in various areas (Present, Past).

Note: Defense +1. Equippable by Cless and Chester.

--Iron Gloves--[MISSABLE!]-----

A pair of iron gloves.

Obtain: Missable! Purchased in various areas (Past), dropped by #001 Iron Golem.

Note: Defense +2. Equippable by Cless and Chester.

--Gauntlets-----

A pair of iron gauntlets.

Obtain: Purchased in various areas (Past, Future).

Note: Defense +4. Equippable by Cless and Chester.

--Mithril Gloves-----

A pair of gauntlets made from the magical material known as mithril.

Obtain: Purchased in various areas (Future).

Note: Defense +10. Equippable by Cless and Chester.

--Rare Gauntlets-----

A masterpiece that the Craftsman Geeth poured his heart and soul into making. Resistant to earth attacks.

Obtain: Purchase in Geeth's Shop (Future).

Note: Defense +15. Resists Earth Attribute (-50% damage). Equippable by Cless and Chester.

--Star Gloves-----

Gauntlets made from an unknown material that provides incredible defense

considering its negligible weight.

Obtain: One of the prizes from clearing the Euclid Arena (Future), found in Dhaos's Castle and the Depths of the Treant Forest (Future).

Note: Defense +24. Equippable by Cless and Chester.

--Hyper Gauntlets-----

These gauntlets will increase the accuracy of your sword strikes just by wearing them.

Obtain: Graham's Treasure Hunt sidequest, enclosed shore south of Venezia.

Note: Defense +26, Accuracy +20. Equippable by Cless.

--Claw Gauntlets-----

Gauntlets with hooked iron claws that offer not only increased defense, but also attack power.

Obtain: Dropped by #126 Ninja Master.

Note: Attack +100, Defense +10. Equippable by Suzu.

--Kitchen Mittens--[MISSABLE!]-----

Gloves that cover the thumb with one part and all 4 fingers together in the other.

Obtain: Missable! Purchased in various areas (Past).

Note: Defense +5. Resists Fire Attribute (-10% damage). Equippable by Mint, Arche, and Suzu.

--Pretty Mittens-----

A very cute pair of gloves.

Obtain: One of the chests in the Olive Village item shop storage room for 50,000 Gald, found in various areas (Future).

Note: Defense +15. Resists Fire Attribute (-20% damage). Equippable by Mint, Arche, and Suzu.

--Mother's Gloves-----

Gloves made by Arche's mother, Ruche. All elemental damage is reduced by 10%.

Obtain: Talk to the innkeeper of the Elven Village (Future).

Note: Defense +8. Resists Earth, Water, Fire, Wind, and Thunder Attributes (-10% damage). Equippable by Arche.

--White Gloves--[MISSABLE!]-----

A bride's pure white gloves. Wearing them will bring you luck.

Obtain: Missable! Complete the Nancy and Elwin sidequest in the Past. See sections [TOPWS_NE1], [TOPWS_NE2], [TOPWS_NE3], and [TOPWS_NE4] for details.

Note: Defense +10, Luck +50. Resists Water, Fire, and Light Attributes (-20% damage).

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x                                                                                               x
x Accessories.....[TOPL_ACCS] x
x                                                                                               x
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--Stone Check-----

A charm that prevents stone when equipped.

Obtain: Purchased or found in various areas (Past, Future).

--Talisman-----

A charm that raises defense by 5% when equipped.

Obtain: Purchased or found in various areas (Past, Future), dropped by #106 Depraved Monk.

--Blue Talisman-----

A charm that raises defense by 10% when equipped.

Obtain: Rune Bottle on Talisman, dropped by #142 Bishop.

--Paralysis Check-----

A charm that prevents paralysis when equipped.

Obtain: Purchased or found in various areas (Past, Future).

--Stun Charm-----

A charm that reduces stun duration by half when equipped.

Obtain: Purchased or found in various areas (Past, Future).

--Poison Check-----

A charm that prevents poisoning when equipped.

Obtain: Purchased or found in various areas (Past, Future), dropped by #014 Ishrant, #208 Red Roper, #214 AC Roper,

--Rabbit's Foot-----

A well-known good luck charm, it raises luck by 10% when equipped.

Obtain: Purchased or found in various areas (Present, Past, Future).

--Fire Charm-----

A ring with a jewel that resembles fire. Reduces water-based damage by 1/3.

Obtain: Buy from spirit in Fenrir Cathedral for 10,000 Gald once. Rune Bottle on Ice Charm. Dropped by #016 Inferno and #164 Flame Jii.

Note: Resists Water Attribute (-30% damage). Prevents environmental damage from extreme cold in the Cavern of Ice.

--Ice Charm-----

A ring with a jewel that resembles water. Reduces fire-based damage by 1/3.

Obtain: Buy from spirit in Fenrir Cathedral for 10,000 Gald once. Ruen Bottle on Ice Charm. Dropped by #167 Frost King.

Note: Resists Fire Attribute (-30% damage). Prevents environmental damage from extreme heat in the Tower of Flame.

--Manji Symbol-----

A charm exclusive to the Ninja Village that raises accuracy.

Obtain: Purchase in Ninja Village.

Note: Accuracy +50.

--Silver Shawl-----

A silk shawl for women sewn with a silver thread. Nullify fire-based attacks 30% of the time.

Obtain: Purchased or found in various areas (Past, Future).

Note: Defense +10. Resists Fire Attribute (chance to Nullify +30%). Equippable by Mint, Arche, and Suzu.

--Princess Shawl-----

An elegant shawl for women made with a translucent silk. Nullify fire-based attacks 50% of the time.

Obtain: Rune Bottle on Silver Shawl.

Note: Defense +10. Resists Fire Attribute (chance to Nullify +50%). Equippable by Mint, Arche, and Suzu.

--Heavy Boots-----

A heavy pair of boots that slow your movement speed in battle by 20% just by wearing them.

Obtain: Purchased or found in various areas (Past, Future). Dropped by #086 Jinn.

Note: Movement Speed -20%. Equippable by Cless, Chester, Klarth, and Suzu.

--Elven Boots-----

A pair of boots made by the Elves that boost movement speed in battle by 20% just by wearing them.

Obtain: Purchased or found in various areas (Past, Future).

Note: Movement Speed +20%.

--Jet Boots-----

A pair of magical boots for men that make you feel lighter and boost movement speed in battle by 50%.

Obtain: Rune Bottle on Heavy Boots. Graham's Treasure Hunt sidequest, shore behind Lone Valley.

Note: Movement Speed +50%. Equippable by Cless, Chester, and Klarth.

--Persian Boots-----

A pair of cute boots made to look like cat's feet and reduce all damage by 30%.

Obtain: Moria Mine 21F.

--Nightmare Boots-----

A pair of boots for women straight out of a bad dream, wearing them boosts movement speed in battle by 50%.

Obtain: Rune Bottle on Persian Boots. Found in Moria Mine: Dwarven Ruins 21F treasure room (Future).

Note: Movement Speed +50%. Equippable by Mint, Arche, and Suzu.

--Water-Spider-----

A pair of boots developed by ninja to walk on water. Nullify water-based attacks 50% of the time.

Obtain: Purchase in Ninja Village (Future).

Note: Resists Water Attribute (chance to Nullify +50%).

--Mantle--[MISSABLE!]-----

You can't call yourself an adventurer without a cape like this.

Obtain: Missable! Purchased or found in various areas (Present, Past).

Note: Defense +1.

--Leather Mantle-----

The seasoned traveler's best friend, even rain won't bother you in this.

Obtain: Purchased or found in various areas (Past, Future).

Note: Defense +2.

--Thief's Mantle-----

A thief's black mantle that boosts evasion.

Obtain: Purchased or found in various areas (Past, Future).

Note: Defense +4, Evasion +5.

--Elven Mantle-----

A traditional green Elven mantle that boosts evasion.

Obtain: Purchased in Elven Village (Future).

Note: Defense +12, Evasion +10, Luck +20.

--Flare Mantle-----

A mantle bearing the crest of fire. Nullify fire and earth damage 30% of the time.

Obtain: Rune Bottle on Mantle/Aqua Mantle. Found in various areas (Past, Future).

Note: Defense +8. Resists Fire and Earth Attributes (chance to Nullify +30%).

--Aqua Mantle-----

A mantle bearing the crest of water. Nullify water and wind damage 30% of the time.

Obtain: Rune Bottle on Leather Mantle/Flare Mantle. Found in various areas (Past, Future).

Note: Defense +8. Resists Water and Wind Attributes (chance to Nullify +30%).

--Aquamarine Pact Ring-----

A unique ring for use in a Summoning Pact. Reduces damage from water-type attacks by half.

Obtain: Mandatory story event.

Note: Equippable by Klarth.

--Amethyst Pact Ring-----

A unique ring for use in a Summoning Pact. Reduces damage from dark-type attacks by half.

Obtain: Found in Lone Valley (Future).

Note: Equippable by Klarth.

--Emerald Pact Ring-----

A unique ring for use in a Summoning Pact. Reduces damage from all elemental sources but light.

Obtain: Found in the Cave of Darkness (Future).

Note: Resists Non-Elemental, Earth, Water, Fire, Wind, Thunder (-20%), and Darkness (-70%) Attributes. Equippable by Klarth.

--Opal Pact Ring-----

A unique ring for use in a Summoning Pact. Reduces damage from wind-type attacks by half.

Obtain: Mandatory story event.

Note: Equippable by Klarth.

--Garnet Pact Ring-----

A unique ring for use in a Summoning Pact. Reduces damage from fire-type attacks by half.

Obtain: Mandatory story event.

Note: Equippable by Klarth.

--Sardonyx Pact Ring-----

A unique ring for use in a Summoning Pact. Reduces damage from thunder-type attacks by half.

Obtain: Mandatory story event.

Note: Equippable by Klarth.

--Sapphire Pact Ring-----

A unique ring for use in a Summoning Pact. Increases defense when equipped.

Obtain: Found in the Cave of the Spirits (Future).

Note: Defense +20. Equippable by Klarth.

--Turquoise Pact Ring-----

A unique ring for use in a Summoning Pact. Increases Max TP when equipped.

Obtain: Found in Moria Mine 10F (Past).

Note: Max TP +30%. Equippable by Klarth.

--Diamond Pact Ring-----

A unique ring for use in a Summoning Pact. Boosts all stats when equipped.

Obtain: Mandatory story event.

Note: Attack +5, Defense +5, Accuracy +5, Evasion +5, Luck +5. Equippable by Klarth.

--Topaz Pact Ring-----

A unique ring for use in a Summoning Pact. Reduces damage from light-type attacks by half.

Obtain: Mandatory story event.

Note: Equippable by Klarth.

--Moonstone Pact Ring-----

A unique ring for use in a Summoning Pact. Increases Max HP when equipped.

Obtain: Mandatory story event.

Note: Max HP +30%. Equippable by Klarth.

--Ruby Pact Ring-----

A unique ring for use in a Summoning Pact. Reduces damage from earth-type attacks by half.

Obtain: Mandatory story event.

Note: Equippable by Klarth.

--Sorcerer's Ring-----

A ring imbued with the power of the Spirit of Fire. Press Square to shoot fire.

Obtain: Mandatory dungeon.

Note: Press Square button to shoot fire in front of you. Needs to be equipped to a character to be used, doesn't need to be in battle.

--Emerald Ring-----

A ring engraved with the image of a fairy. Reduces TP consumption by a third.

Obtain: Found in various areas (Future), dropped by Dhaos (Past) and #028 Volt.

--Fairy Ring-----

A ring engraved with the image of a fairy. Reduces TP consumption by half.

Obtain: Rune Bottle on Emerald Ring.

--Mental Ring-----

Restores 1 TP at a time on a fixed interval during battle.

Obtain: One of the prizes from the Ishitori game in Alvanista Castle (Past), found in various areas (Past, Future).

Note: Restores 1 TP about every 5 seconds.

--Protect Ring-----

A ring engraved with the image of a battle god. Has a 10% chance of nullifying non-elemental attacks.

Obtain: Found in various areas (Past, Future), dropped by #068 Psychic.

Note: Chance to Nullify physical attacks +10%.

--Force Ring-----

A ring engraved with the image of a battle god. Has a 20% chance of nullifying non-elemental attacks.

Obtain: Rune Bottle on Protect Ring or Reflect Ring.

Note: Chance to nullify physical attacks +20%.

--Resist Ring-----

A ring engraved with the image of a goddess. Has a 10% chance of nullifying elemental attacks.

Obtain: Found in various areas (Past, Future), dropped by #194 Medium.

--Reflect Ring-----

A ring engraved with the image of a goddess. Has a 20% chance of nullifying elemental attacks.

Obtain: Rune Bottle on Resist Ring or Force Ring.

--Channeling-----

A unique ring with a very specific purpose. It seems to be capable of receiving electric signals.

Obtain: Found in Euclid sewers near the first save point (Present). Talk to Ami in Totis Village (Present), Mirald in Klarth's house (Past), Bart in Lone Valley cabin (Past), and Ranzo in the Ninja Village after Suzu joins (Future).

Note: Allows the equipped character to be controlled from the second to fourth slots with another controller. Enables Semi-Auto control mode for them.

--Dash Ring-----

By equipping this ring, you can manually control your dashing in battle.

Obtain: Found in Corroded Grotto (Future) and Moria Mine: Dwarven Ruins 13F (Future).

Note: Allows the equipped character to dash by double-tapping in Semi-Auto mode.

--Technical Ring-----

A ring that enables the Manual control scheme for a character.

Obtain: Found in Moria Mine 6F. From Graham after completing his treasure hunt sidequest.

Note: Enables Manual control mode for the equipped character.

--Rebirth Doll-----

A substitute doll that will die in your place during battle, reviving you.

Obtain: Found in various areas (Past, Future), dropped by #081 Shaman.

Note: Resurrects the equipped character if they fall during battle, but breaks afterwards.

--Sephira-----

A statue of an unnamed goddess. Earn 1.5 times the usual Gald after battle.

Obtain: Found in Graham's Treasure Hunt sidequest, island northeast of the Cave of Spirits (Future).

Note: Increases the amount of Gald earned by 1.5. The equipped character must make the final blow in battle to earn the increased Gald.

--Blue Sephira-----

A statue of a named goddess. Earn twice the usual Gald after battle.

Obtain: Rune Bottle on Sephira.

Note: Increases the amount of Gald earned by 2. The equipped character must make the final blow in battle to earn the increased Gald.

--Pickle Stone-----

A very heavy stone used to create pressure in a pickle press. Equip it to nullify the effect of Tractor Beam.

Obtain: Found in various areas (Past), dropped by #005 Azar, #032 Air Giant, #034 Ogre, and #122 Troll.

Note: Nullifies the Tractor Beam spell.

--Black Onyx-----

A type of gemstone that increases Max HP by 30%.

Obtain: Found in various areas (Past, Future). Dropped by #080 Jamir and #203 Lilith.

--White Mist-----

A crystal ball with smoke sealed inside. Decreases the time needed to escape from battle by 30%.

Obtain: Purchased in various areas (Past, Future).

--Magic Mist-----

A crystal ball with a magic smoke sealed inside. Decreases the time needed to escape from battle by 50%.

Obtain: Rune Bottle on White Mist.

--Moon Crystal-----

A type of gemstone that increases Max TP by 30%.

Obtain: Found in Graham's Treasure Hunt sidequest, southwestern secluded valley on Fenrir continent. Rune Bottle on Black Onyx.

--Derris Emblem-----

A complex crest crafted from metal with an unclear purpose.

Obtain: Talk to investigator in Early coffee shop for one. Found in Dhaos's Castle (Future), dropped by #227 ROAMEYE?.

Note: Needed to clear Dhaos's Castle (Future).

--Fight Symbol-----

The symbol of a warrior that boosts attack power by 10% when equipped.

Obtain: Purchased or found in various areas (Past, Future).

--Attack Symbol-----

The symbol of a passionate warrior, it boosts your critical hit rate when equipped.

Obtain: Purchased in various areas (Past, Future).

Note: Critical hit rate +10%.

--Holy Symbol-----

A sacred symbol that restores 5% of a character's Max HP on a fixed interval during battle.

Obtain: Purchased or found in various areas (Past, Future).

Note: Restores 5% HP about every 5 seconds during battle.

--Mystic Symbol-----

The symbol of a mystic that reduces spell casting time by half when equipped.

Obtain: Purchased in various areas (Past, Future).

Note: Spell casting duration cut in half. Equippable by Mint, Klarth, and Arche.

--Dark Seal-----

A dark seal that gives 1.5 times earned EXP, but in exchange, seals abilities and reduces defensive attributes by half.

Obtain: Found in Graham's Treasure Hunt sidequest, long island west of Morrison's House (Future). Dropped by #170 Voodoo Priest.

Note: Increases gained experience points by 1.5, but equipped character's abilities are sealed and defense is reduced by half. Doesn't apply to combo EXP bonus or to characters outside of battle, and only works if the equipped character is in battle.

--Demon's Seal-----

A demonic seal that doubles earned EXP, but in exchange, seals abilities and reduces defensive attributes to 0.

Obtain: Rune Bottle on Dark Seal.

Note: Doubles gained experience points, but equipped character's abilities are sealed and defense is reduced to 0. Doesn't apply to combo EXP bonus or to characters outside of battle, and only works if the equipped character is in battle.

--Earring-----

A momento from Mint's mother, the symbol of a true Methodist. Nullifies all non-elemental attacks.

Obtain: Mandatory story event.

Note: Defense +20, Accuracy +20. Resists Non-Elemental spells (chance to Nullify +100%). Equippable by Mint.

--Combo Command-----

By equipping this, you can take direct control of a character which includes inputting ability commands manually.

Obtain: Purchase in Geeth's Shop (Future).

Note: Enables Manual control mode for the equipped character, as well as enabling all abilities to be used at once. However, button commands like a fighting game are required to use abilities. Equippable by Cless, Chester, and Suzu. Obtaining it and the Combo Counter item give Cless the "Combo Master" title.

--Wall Break-----

A decorative item that has a chance to nullify earth based attacks 50% of the time.

Obtain: One of the prizes for clearing the Mach Race in Alvanista (Future), found in Graham's Treasure Hunt sidequest, eastern side of Early continent.

Note: Resists Earth Attribute (chance to Nullify +50%).

--Magic Pouch-----

A small bag that can be equipped. When walking through a dungeon, small items may occasionally fly out.

Obtain: Found in Dhaos's Castle (Future).

Note: Gives a random item out of a pool of items when walking around in a dungeon. Equipped character doesn't need to be in the battle party. See [TOPL_POOL] for a list of possible items.

--Magical Pouch-----

(Future)

Note: Collectible item; just for completion's sake.

--(c)Yellow Card-----

ToP Collectible Card (4/4): The Moon

Obtain: Talk to the Passionate Craftsman in Early equipment shop, and answer 2, 3, 4.

Note: Collectible item; just for completion's sake.

--(c)White Card-----

ToP Collectible Card (1/3): The Heavens

Obtain: Give the Brown Card to the Collector in the northern oasis in Freyland.

Note: Collectible item; just for completion's sake.

--(c)Brown Card-----

ToP Collectible Card (2/3): The Earth

Obtain: Give the Black Card to the girl in the third floor of Euclid Castle (Future)

Note: Collectible item; just for completion's sake.

--(c)Black Card-----

ToP Collectible Card (3/3): The Human

Obtain: Talk to the robed woman outside the inn in Miguel (Future).

Note: Collectible item; just for completion's sake.

--(c)Statue of Bravery-----

One of five statues of divine virtue: Bravery.

Obtain: Talk to the boy in Freezekiel inn after obtaining the nine items of Gilgamesh (Future).

Note: Collectible item; just for completion's sake.

--(c)Statue of Justice-----

One of five statues of divine virtue: Justice.

Obtain: Red chest after defeating Odin in the Tower of Flame (Future)

Note: Collectible item; just for completion's sake.

--(c)Statue of Friendship-----

One of five statues of divine virtue: Friendship.

Obtain: Found in the Depths of the Treant Forest (Future)

Note: Collectible item; just for completion's sake.

--(c)Statue of Love-----

One of five statues of divine virtue: Love.

Obtain: Buy the Combo Command item from Ten in Geeth's Shop (Future).

Note: Collectible item; just for completion's sake.

--(c)Statue of Dreams-----

One of five statues of divine virtue: Dreams.

Obtain: Complete Mint's Piano Teacher side event in Venezia (Future).

Note: Collectible item; just for completion's sake.

--(c)Special Flag-----

A very special flag. Feel the passion of the Crimson S!

Obtain: Win the Mach Race in Alvanista twice (Future).

Note: Collectible item; just for completion's sake.

--Mercury-----

A metal that liquefies at room temperature. The result at a failed attempt at alchemy.

Obtain: Found in various areas; stolen by #068 Psychic and #169 Prophet.

Note: Valuable item; just for selling. See section [TOPL_VALP] for a list of the best places to sell Valuables.

--Incense-----

An incense made from carefully selected woods and plants that blend to create a truly unique aroma.

Obtain: Found in various areas; dropped by #046 Kiyomasa and #71 Sakon; stolen from #135 Hatamoto.

Note: Valuable item; just for selling. See section [TOPL_VALP] for a list of the best places to sell Valuables.

--Ukiyo-e-----

A painting done in an ancient style that seems to be a distorted take on realism.

Obtain: Found in various areas; bought once from artist in the chief's house in Ninja Village. Dropped by #033 Okiyo and #051 Kunoichi.

Note: Valuable item; just for selling. See section [TOPL_VALP] for a list of the best places to sell Valuables.

--Coral-----

A hand-crafted piece of art made from fragments of coral.

Obtain: Found in various areas; dropped by #017 Evil Star and #099 Superstar; stolen from #191 Merman.

Note: Valuable item; only for selling. See section [TOPL_VALP] for a list of the best places to sell Valuables.

--Marble-----

A valuable stone used frequently in both construction and art.

Obtain: Found in various areas; dropped by #002 Ice Golem and #056 Clay Golem; stolen from #192 Mythril Golem.

Note: Valuable item; only for selling. See section [TOPL_VALP] for a list of the best places to sell Valuables.

--Clay Pot-----

An earthenware pot used in cooking. It's said that even the color and shape of the pot can impact the flavor.

Obtain: Found in various areas; stolen from #046 Kiyomasa and #071 Sakon

Note: Valuable item; only for selling. See section [TOPL_VALP] for a list of the best places to sell Valuables.

--Tapestry-----

A textile product created with a design that can even rival paintings in the level of detail.

Obtain: Found in various areas; dropped by #024 Witch, #159 Priestess, and #172 Hellcat.

Note: Valuable item; only for selling. See section [TOPL_VALP] for a list of the best places to sell Valuables.

--Ebony Wood-----

A deep black wood used as a material to create quality furniture with a refined feeling to it.

Obtain: Found in various areas; stolen from #121 Treant.

Note: Valuable item; only for selling. See section [TOPL_VALP] for a list of the best places to sell Valuables.

--Pelt-----

A beast's soft fur prized as a material for accessories.

Obtain: Found in various areas; ropped by #053 Grizzly, #063 Cerberus, #096 Snow Bunny, #152 Brown Bear, #168 Frost Bunny, #176 Boar Child, #183 Polar Bear, and #210 Lobo.

Note: Valuable item; only for selling. See section [TOPL_VALP] for a list of the best places to sell Valuables.

--Cordyceps-----

A valuable ingredient frequently used in traditional herbal remedies.

Obtain: Found in various areas; dropped by #007 Apache Doctor, #008 Alraune, #025 Witch Doctor, #030 Wolfsbane, #081 Shaman, and #171 Belladonna.

Note: Valuable item; only for selling. See section [TOPL_VALP] for a list of the best places to sell Valuables.

--Tea Cup-----

An ornate white industrial good. Even one piece of a set can be quite valuable.

Obtain: Found in various areas; stolen from #173 Banshee.

Note: Valuable item; only for selling. See section [TOPL_VALP] for a list of the best places to sell Valuables.

--Shamisen-----

A three-stringed musical instrument whose full range of sound can be produced only by experts.

Obtain: Found in various areas; dropped by #113 Dozo; stolen by #126 Ninja Master.

Note: Valuable item; only for selling. See section [TOPL_VALP] for a list of the best places to sell Valuables.

--Ivory-----

An elephant tusk used as material in many high quality goods.

Obtain: Found in various areas; dropped by #058 Great Tusk and #143 Bigfoot.

Note: Valuable item; only for selling. See section [TOPL_VALP] for a list of the best places to sell Valuables.

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x                                                                                               x
x ?Items.....[TOPL_?ITM] x
x                                                                                               x
XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX
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?Items are pieces of equipment that need to be identified by using a Rune Bottle on them before they can be used. Since each separate ?Item counts as its own entry in the Collector's Encyclopedia, I've listed them all here to help fill in the blanks.

--?Sword (Long Sword)-----

An unidentified sword.

Obtain: Found in various areas; dropped by various enemies.

--?Sword (Fame Face)-----

An unidentified sword.

Obtain: Dropped by #193 Mayer, one of the prizes from the Mach Boy race in Alvanista (Past), Found in Moria Mine: Dwarven Ruins 21F (Future)

--?Sword (Slayer Sword)-----

An unidentified sword.

Obtain: Found in Dhaos's Castle (Past). Dropped by #074 Samurai and #117 Dragonnewt.

--?Sword (Moon Falx)--[MISSABLE!]-----

An unidentified sword.

Obtain: Missable! One of the chests in the Olive Village item shop storage room for 60,000 Gald. Dropped by #114 Doom Guard.

--?Sword (Holy Sword)-----

An unidentified sword.

Obtain: Dropped by #018 Evil Sword and #066 Gold Dragon.

--?Sword (Dragontooth)-----

An unidentified sword.

Obtain: Dropped by #118 Dragontooth.

--?Sword (Flare Basilard)-----

An unidentified sword.

Obtain: Dropped by #136 Balrog; found in Cave of the Burning Sands (Future) if you bought Suzu's Red Spider Lily skill instead.

--?Sword (Ice Coffin)-----

An unidentified sword.

Obtain: Dropped by #002 Ice Golem, found in Moria Mine: Dwarven Ruins 21F (Future).

--?Sword (Duel Sword)-----

An unidentified sword.

Obtain: Found in Graham's Treasure Hunt sidequest, dropped by #071 Sakon.

--?Sword (Luck Blade)-----

An unidentified sword.

Obtain: Found in the Depths of the Treant Forest and/or Graham's Treasure Hunt sidequest; Tower of the Zodiac (Future) if you bought Suzu's Thunderbolt skill instead.

--?Sword (Wasier Rapier)-----

An unidentified sword.

Obtain: Found in Dhaos's Castle (Future), dropped by #046 Kiyomasa and #083 Chevalier.

--?Sword (Saint Rapier)-----

An unidentified sword.

Obtain: Found in Depths of the Treant Forest (Future), dropped by #104 Tyrant.

--?Sword (Doom Blade)-----

An unidentified sword.

Obtain: Found in forest around Ninja Village and Depths of the Treant Forest (Future), dropped by #162 Pluto.

--?Sword (Excalibur)-----

An unidentified sword.

Obtain: Found in Moria Mine: Dwarven Ruins 21F treasure room (Future). One of the nine Gilgamesh items.

--?Spear (Arc Wind)-----

An unidentified spear.

Obtain: Found in Depths of the Treant Forest (Future), dropped by #155 Black Knight.

--?Axe (Strike Axe)-----

An unidentified axe.

Obtain: Found in Cave of the Burning Sands (Past). Dropped by #075 Thunder Dragon.

--?Axe (Bahamut's Tear)-----

An unidentified axe.

Obtain: Found in Depths of the Treant Forest and Moria Mine: Dwarven Ruins 19F (Future).

--?Halberd (Saint Halberd)-----

An unidentified axe.

Obtain: Found in Depths of the Treant Forest and Graham's Treasure Hunt sidequest (Future).

--?Bow (Long Selfbow)-----

An unidentified bow.

Obtain: Dropped by #012 Archer, #095 Storm Rider, and #209 Ranger.

--?Bow (Aqua Spread)-----

An unidentified bow.

Obtain: Found in Corroded Grotto (Future), dropped by #004 Aqua Dragon.

--?Bow (Flare Spread)-----

An unidentified bow.

Obtain: One of the prizes from the Mach Race in Alvanista (Future), dropped by #021 Vulcan.

--?Bow (Sand Spread)-----

An unidentified bow.

Obtain: Dropped by #90 Scout and #209 Ranger.

--?Bow (Gale Spread)-----

An unidentified bow.

Obtain: Found in the Cavern of Ice (Future), dropped by #009 Arch Demon.

--?Bow (Merciless Bow)-----

An unidentified bow.

Obtain: Dropped by #034 Origin.

--?Bow (Berserk Arrow)-----

An unidentified bow.

Obtain: Found in Depths of the Treant Forest (Future), dropped by #145 Beast Master.

--?Rod (Rod)--[MISSABLE!]-----

An unidentified staff.

Obtain: Missable! Found in Euclid Village (Past), dropped by #103 Sorceress.

--?Rod (Rune Staff)-----

An unidentified staff.

Obtain: Found in various areas (Past), dropped by #103 Sorceress.

--?Rod (Star Mace)-----

An unidentified staff.

Obtain: Found in Depths of the Treant Forest (Future).

--?Rod (Star Mace)-----

An unidentified staff.

Obtain: Found in Dhaos's Castle and Depths of the Treant Forest (Future).

--?Book (Pin-Up Mag)-----

An unidentified book.

Obtain: Found in various areas (Past), dropped by #129 Gnome.

--?Book (The King in Yellow)-----

An unidentified book.

Obtain: Dropped by #112 Demeter.

--?Book (Liber Ivonis)-----

An unidentified book.

Obtain: Found in Demeter's Island (Past), dropped by #031 Undine.

--?Book (Seven Books of Hsan)-----

An unidentified book.

Obtain: Found in the forest around Ninja Village and the Depths of the Treant Forest.

--?Book (Messa di Requiem)-----

An unidentified book.

Obtain: Found in the Cavern of Ice (Future).

--?Book (True Magick)-----

An unidentified book.

Obtain: Found in Dhaos's Castle (Future).

--?Cloth (Star Cloak)-----

An unidentified cloak.

Obtain: Found in various areas (Future).

--?Cloth (Mithril Mesh)-----

An unidentified cloak.

Obtain: One of the chests in Olive Village item shop's storage room for 55,000 Gald (Past OR Future), found in Moria Mine (Past) and Moria Mine: Dwarven Ruins 21F (Future).

--?Armor (Leather Armor)-----

Unidentified armor.

Obtain: Found in Moria Mine: Dwarven Ruins 21F (Future).

--?Armor (Reflex)-----

Unidentified armor.

Obtain: Found in various areas (Future).

--?Armor (Mumbane)-----

Unidentified armor.

Obtain: Found in Dhaos's Castle and Depths of the Treant Forest (Future).

--?Armor (Gold Armor)-----

Unidentified armor.

Obtain: Found in Moria Mine: Dwarven Ruins 19F (Future).

--?Helmet (Leather Helm)-----

An unidentified helmet.

Obtain: Found in Moria Mine: Dwarven Ruins 21F (Future).

--?Helmet (Duel Helm)-----

An unidentified helmet.

Obtain: Found in various areas (Future).

--?Helmet (Star Helm)-----

An unidentified helmet.

Obtain: Found in Dhaos's Castle and the Depths of the Treant Forest (Future).

--?Beret (Star Beret)-----

An unidentified hat.

Obtain: Found in various areas (Future).

--?Spear (Corcesca)-----

An unidentified spear.

Obtain: Dropped by #155 Black Knight.

--?Axe (Battle Axe)-----

--Broken Bow-----

Chester's Bow. It's currently broken.

Obtain: Mandatory story event.

--Elemental Orb-----

A jewel received from the Spirits of Wind that allows you to speak to the Spirit of the Yggdrasil.

Obtain: Mandatory story event.

--Demeter's Key-----

The key to a door somewhere in Demeter's Mansion.

Obtain: Mandatory dungeon.

--Permit-----

A permit from the Alvanista royal family needed to enter the ruins of the Moria Mine.

Obtain: Mandatory story event.

--Emblem-----

The crest of the Alvanista royal family that allows entry to the Elven Village.

Obtain: Mandatory story event.

--Letter of Introduction-----

A letter from Lundgrom to Edward.

Obtain: Mandatory story event.

--Broken Rings-----

Broken pact rings found within the ruins of the Moria Mine.

Obtain: Mandatory dungeon.

--Magma Key-----

A key found within the Cave of the Burning Sands.

Obtain: Mandatory dungeon.

--Card-----

- Resist Ring
- Dried Seaweed
- Shrimp
- Egg
- Spice
- Carrot
- Pasta
- Beef
- Melon

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XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX
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x Monster Encyclopedia.....[TOPL_BEST] x
x                                                                                   x
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The entire Monster Encyclopedia or Bestiary. Listed are every monster in the game and their stats on Normal difficulty. Note that all of Dhaos's forms aren't listed in the in-game Bestiary, so I list them at the end. Here's an example of an entry and what all the data and abbreviations mean:

--#002 Ice Golem-----

HP: 8300 TP: 0 EXP: 428 Gald: 1410
 Attack: 585 Defense: 125 Agility: 20

Elemental Defense: Earth (May Nullify), Water (Absorb Some), Fire (Somewhat Weak), Wind (Somewhat Weak)
 Elemental Attack: Earth

Dropped Items: ?Sword (Long Sword), ?Sword (Ice Coffin)
 Stolen Item: Marble

Location: Cavern of Ice

--# of monster/Name-----

- HP.....: The monster's max HP. Multiply by 2 for Hard mode and by 3 for Mania mode.
- TP.....: The monster's max TP. Multiply by 25% for Hard and 50% for Mania (both rounded down).
- EXP.....: The amount of experience points given for defeating the monster.
- Gald.....: The amount of Gald given for defeating the monster.
- Attack.....: The monster's Attack stat. Multiply by 1.25 for Hard mode and 1.5 for Mania mode (rounded down).
- Defense.....: The monster's Defense stat.
- Agility.....: The monster's Agility stat.
- Elemental Defense...: The monster's defense against different elemental attributes (Non-Elemental magic, Earth, Water, Fire, Wind, Thunder, Light, and Darkness), if any, represented by different colored icons. Enemies have different defenses towards elemental attacks:

Absorb.....: The enemy will take no damage from the attack, absorbing some of the damage as HP instead. Of course, using this element against them is a futile effort. The closer the color of the word Absorb is to white, the more HP the enemy will recover from the attack. In this list, I'll use (Absorb Some) and (Absorb More) to note the severity of the absorption.

Nullify.....: The enemy has a chance to randomly take no damage from the attack. Using this element should be avoided if possible. The closer the color of the word Nullify is to white, the higher the chance of nullification will be. In this list, I'll use (May Nullify) and (High Nullify) to note how high the chance of nullification is.

Strong.....: The enemy is strong against the attack, taking reduced damage. Using this element is recommended against, but not entirely out of the question. The closer the word Strong is to white, the more the damage will be reduced. In this list, I'll use (Somewhat Strong) and (Very Strong) to note how strong the enemy is to the element.

Weak.....: The enemy is weak against the attack, taking increased damage. Using this element is recommended if possible. The closer the word Weak is to white, the more damage the enemy will take. In this list, I'll use (Somewhat Weak) and (Very Weak) to note how weak the enemy is to the element.

Elemental Attack....: The elemental attribute of the monster's attacks, if any, represented in the game by the same colored icons above.

Dropped Items.....: The item or items dropped by the enemy after the battle is won.

Stolen Items.....: The item that can be stolen from the enemy with Suzu's Unknown Fire ability. Since stealing items require Suzu, all enemies with stolen items exist in the future.

Location.....: The area the monster is located in along with specific floor and era if applicable.

In order for an entry to be counted as "complete", all the information must be filled out. This means you have to use a Spectacles on the enemy for their stats and elemental attributes, and keep killing them until you get all the items they drop. If an enemy has a stolen item available, that must be stolen as well. Once all that is done, the entry will count towards your total completion percentage.

--#001 Iron Golem--[MISSABLE!]-----

HP: 5550 TP: 0 EXP: 360 Gald: 1680
Attack: 220 Defense: 100 Agility: 15

Elemental Defense: Earth (May Nullify), Water (Somewhat Weak), Wind (Somewhat Weak), Thunder (Somewhat Weak)
Elemental Attack: Earth

Dropped Items: Iron Sallet, Iron Gloves

Location: Missable! Tower of the Zodiac (Past)

--#002 Ice Golem-----

HP: 8300 TP: 0 EXP: 428 Gald: 1410
Attack: 585 Defense: 125 Agility: 20

Elemental Defense: Earth (May Nullify), Water (Absorb Half), Fire (Somewhat Weak), Wind (Somewhat Weak)
Elemental Attack: Earth

Dropped Items: ?Sword (Long Sword), ?Sword (Ice Coffin)
Stolen Item: Marble

Location: Cavern of Ice

--#003 Owl--[MISSABLE!]-----

HP: 45 TP: 0 EXP: 3 Gald: 6
Attack: 20 Defense: 8 Agility: 80

Elemental Defense: Earth (Very Weak), Fire (Very Weak), Wind (may Nullify)
Elemental Attack: Wind

Dropped Items: Chicken, Egg

Location: Missable! World Map (Present), Forest of the Spirits (Present)

--#004 Aqua Dragon--[RARE!]-----

HP: 12,300 TP: 0 EXP: 2050 Gald: 9760
Attack: 620 Defense: 185 Agility: 30

Elemental Defense: Earth (Somewhat Strong), Water (Absorb More), Fire (Somewhat Weak), Thunder (Somewhat Weak), Darkness (Somewhat Strong)
Elemental Attack: Water

Dropped Items: ?Bow (Aqua Spread)

Location: Very rare encounter, Corroded Grotto (Future)

--#005 Azar--[MISSABLE!]-----

HP: 1800 TP: 450 EXP: 123 Gald: 345
Attack: 88 Defense: 52 Agility: 55

Elemental Defense: Water (Very Weak), Fire (May Nullify), Wind (Absorb Half)
Elemental Attack: Fire

Dropped Items: Pickle Stone, Rune Bottle

Location: Missable! Cave of the Burning Sands (Past)

--#006 Anaconda--[MISSABLE!]-----

HP: 50 TP: 0 EXP: 3 Gald: 7
Attack: 22 Defense: 7 Agility: 35

Elemental Defense: Fire (Very Weak)

Dropped Items: Apple Gummi, Spectacles

Location: Missable! Mountain Pass (Present)

--#007 Apache Doctor-----

HP: 2550 TP: 380 EXP: 288 Gald: 488
Attack: 136 Defense: 82 Agility: 60

Dropped Items: Cordyceps, Rune Bottle

Location: Midgard region World Map (Future)

--#008 Alraune-----

HP: 3660 TP: 0 EXP: 212 Gald: 1040
Attack: 166 Defense: 95 Agility: 45

Elemental Defense: Earth (May Nullify), Water (Absorb Half), Fire (Somewhat Weak), Wind (Somewhat Weak)

Elemental Attack: Earth

Dropped Items: Cordyceps, Spice

Location: Treant Forest (Future)

--#009 Arch Demon--[RARE!]-----

HP: 7980 TP: 450 EXP: 1001 Gald: 7960
Attack: 477 Defense: 120 Agility: 50

Elemental Defense: Light (Somewhat Weak), Darkness (Absorb More)

Elemental Attack: Darkness

Dropped Items: ?Bow (Gale Spread)

Location: Very rare encounter, Cave of the Spirits (Future)

--#010 Arc Knight--[BOSS!]-----

HP: 4000 TP: 0 EXP: 225 Gald: 1024
Attack: 85 Defense: 50 Agility: 60

Dropped Items: Knight's Saber

Location: Mandatory Boss Battle

--#011 Arch Bishop-----

HP: 6550 TP: 600 EXP: 503 Gald: 1050
Attack: 198 Defense: 120 Agility: 55

Elemental Defense: Non-Elemental (May Nullify), Earth (May Nullify), Water (May Nullify), Fire (May Nullify), Wind (May Nullify), Thunder (May Nullify), Light (May Nullify), Darkness (May Nullify)

Dropped Items: Rune Bottle, Hourglass
Stolen Item: Bread

Location: Dhaos's Castle (Future)

--#012 Archer--[MISSABLE!]-----

HP: 2330 TP: 0 EXP: 128 Gald: 288
Attack: 150 Defense: 74 Agility: 50

Dropped Items: Bread, ?Bow (Long Selfbow)

Location: Missable! Dhaos's Castle/Valhalla region World Map (Past)

--#013 Ignis Fatuus-----

HP: 2730 TP: 0 EXP: 50 Gald: 50
Attack: 162 Defense: 110 Agility: 45

Elemental Defense: Water (Somewhat Weak), Fire (May Nullify), Wind (Absorb Half)
Elemental Attack: Fire

Location: Cave of the Burning Sands (Future)

--#014 Ishrant--[BOSS!]-----

HP: 5550 TP: 500 EXP: 2222 Gald: 9990
Attack: 456 Defense: 120 Agility: 20

Elemental Defense: Non-Elemental (May Nullify), Earth (May Nullify), Water (May Nullify), Fire (May Nullify), Wind (Absorb More), Thunder (May Nullify), Light (May Nullify), Darkness (May Nullify)
Elemental Attack: Wind

Dropped Items: Poison Check

Location: Mandatory Boss Battle

--#015 Efreet--[BOSS!]-----

HP: 5500 TP: 2000 EXP: 2525 Gald: 6543
Attack: 250 Defense: 85 Agility: 60

Elemental Defense: Water (Somewhat Weak), Fire (Absorb More), Wind (Absorb Half)
Elemental Attack: Fire

Dropped Items: Flare Mantle

Location: Mandatory Boss Battle

--#016 Inferno-----

HP: 8390 TP: 800 EXP: 321 Gald: 543

Attack: 183 Defens: 117 Agility: 60

Elemental Defense: Water (Somewhat Weak), Fire (May Nullify), Wind (Absorb Half)

Elemental Attack: Fire

Dropped Items: Fire Charm

Location: Tower of Flame

--#017 Evil Star-----

HP: 4980 TP: 0 EXP: 541 Gald: 1610

Attack: 300 Defense: 98 Agility: 45

Elemental Defense: Water (May Nullify), Fire (Very Weak), Thunder (Somewhat Weak)

Elemental Attack: Water

Dropped Items: Coral, Shrimp

Location: Corroded Grotto (Future)

--#018 Evil Sword-----

HP: 24,800 TP: 0 EXP: 222 Gald: 2222

Attack: 688 Defense: 243 Agility: 400

Elemental Defense: Non-Elemental (May Nullify), Earth (May Nullify), Water (May Nullify), Fire (May Nullify), Wind (May Nullify), Thunder (May Nullify), Light (Absorb More), Darkness (May Nullify)

Dropped Items: ?Sword (Holy Sword)

Location: Cave of Darkness

--#019 Evil Lord-----

HP: 6400 TP: 250 EXP: 298 Gald: 3630

Attack: 195 Defense: 105 Agility: 60

Dropped Items: Rune Bottle

Location: Mandatory Boss Battle

--#020 Viper-----

HP: 285 TP: 0 EXP: 18 Gald: 18

Attack: 75 Defense: 21 Agility: 50

Elemental Defense: Fire (Very Weak)

Dropped Items: Apple Gummi, Panacea Bottle

Location: Demeter's Mansion Tree Room (Past OR Future)

--#021 Vulcan--[RARE!]-----

HP: 8640 TP: 0 EXP: 1015 Gald: 8520
Attack: 385 Defense: 160 Agility: 45

Elemental Defense: Water (Somewhat Weak), Fire (May Nullify)
Elemental Attack: Fire

Dropped Items: ?Bow (Flare Spread)

Location: Very rare encounter, Cave of the Burning Sands (Future)

--#022 Vulture--[MISSABLE!]-----

HP: 210 TP: 0 EXP: 16 Gald: 19
Attack: 69 Defense: 19 Agility: 80

Elemental Defense: Earth (Somewhat Weak) Fire (Somewhat Weak), Wind (May
Nullify)
Elemental Attack: Wind

Dropped Items: Chicken, Egg

Location: Missable! World Map (Past)

--#023 Vampire Bat-----

HP: 850 TP: 0 EXP: 16 Gald: 29
Attack: 105 Defense: 42 Agility: 90

Elemental Defense: Light (Somewhat Weak), Darkness (High Nullify)
Elemental Attack: Darkness

Location: Moria Mine 1-9F (Past OR Future)

--#024 Witch-----

HP: 3950 TP: 550 EXP: 512 Gald: 1160
Attack: 192 Defense: 123 Agility: 55

Elemental Defense: Non-Elemental (May Nullify), Earth (May Nullify), Water (May
Nullify), Fire (May Nullify), Wind (May Nullify), Thunder (May Nullify), Light
(May Nullify), Darkness (May Nullify)

Dropped Items: Witch Dress, Tapestry
Stolen Item: Magical Broom

Location: Dhaos's Castle (Future)

--#025 Witch Doctor-----

HP: 5930 TP: 530 EXP: 548 Gald: 1310
Attack: 207 Defense: 125 Agility: 55

Dropped Items: Orange Gummi, Cordyceps
Stolen Item: Bread

Location: Dhaos's Castle (Future)

--#026 Will-o-Wisp--[MISSABLE!]-----

HP: 1320 TP: 0 EXP: 10 Gald: 10
Attack: 100 Defense: 70 Agility: 40

Elemental Defense: Water (Very Weak), Fire (May Nullify), Wind (May Absorb)
Elemental Attack: Fire

Location: Missable! Cave of the Burning Sands (Past)

--#027 Winged Devil-----

HP: 3550 TP: 200 EXP: 99 Gald: 222
Attack: 143 Defense: 68 Agility: 60

Elemental Defense: Light (Somewhat Weak), Darkness (May Nullify)
Elemental Attack: Darkness

Dropped Items: Spectacles, Rune Bottle

Location: Moria Mine 7-9F (Past OR Future), Valhalla Plains (Past), Battle in
the Sky (Past)

--#028 Volt--[BOSS!]-----

HP: 28,000 TP: 3000 EXP: 5656 Gald: 43,210
Attack: 385 Defense: 185 Agility: 30

Elemental Defense: Earth (May Nullify), Water (Somewhat Weak), Thunder (Absorb
More), Light (Very Strong)
Elemental Attack: Thunder

Dropped Items: Emerald Ring

Location: Mandatory Boss Battle

--#029 Woodkarla-----

HP: 32,250 TP: 0 EXP: 1262 Gald: 12,620
Attack: 434 Defense: 202 Agility: 15

Elemental Defense: Earth (High Nullify), Water (Absorb More), Fire (Somewhat
Weak), Wind (Somewhat Weak)
Elemental Attack: Earth

Dropped Items: Apple, Prune

Location: Euclid Arena (Future)

--#030 Wolfsbane-----

HP: 2660 TP: 0 EXP: 159 Gald: 369
Attack: 125 Defense: 60 Agility: 40

Elemental Defense: Earth (May Nullify), Water (Absorb Half), Fire (Somewhat Weak), Wind (Somewhat Weak)
Elemental Attack: Earth

Dropped Items: Lettuce, Cordyceps

Location: Treant Forest (Past)

--#031 Undine--[BOSS!]-----

HP: 6450 TP: 3000 EXP: 999 Gald: 8888
Attack: 250 Defense: 100 Agility: 35

Elemental Defense: Water (Absorb More), Fire (Somewhat Weak), Thunder (Somewhat Weak)
Elemental Attack: Water

Dropped Items: ?Book (Liber Ivonis)

Location: Mandatory Boss Battle

--#032 Air Giant-----

HP: 34,500 TP: 0 EXP: 4960 Gald: 16,950
Attack: 555 Defense: 199 Agility: 35

Elemental Defense: Wind (High Nullify)

Dropped Items: Pickle Stone

Location: Euclid Arena (Future)

--#033 Okiyo--[BOSS!]-----

HP: 15,500 TP: 0 EXP: 6000 Gald: 5000
Attack: 450 Defense: 200 Agility: 200

Elemental Defense: Light (Somewhat Weak), Darkness (Very Strong)
Elemental Attack: Darkness

Dropped Items: Ukiyo-e

Location: Optional Boss Battle, Euclid Arena (Future)

--#034 Origin--[BOSS!]-----

HP: 45,000 TP: 3000 EXP: 8765 Gald: 8888
Attack: 435 Defense: 200 Agility: 10

Elemental Defense: Non-Elemental (Absorb More), Earth (May Nullify), Water (May Nullify), Fire (May Nullify), Wind (May Nullify), Thunder (May Nullify), Light (Absorb More), Darkness (May Nullify)

Dropped Items: ?Bow (Merciless Bow)

Location: Mandatory Boss Battle

--#035 Ogre-----

HP: 2860 TP: 0 EXP: 158 Gald: 321
Attack: 155 Defense: 63 Agility: 40

Elemental Defense: Earth (May Nullify), Wind (Somewhat Weak), Light (Very Weak), Darkness (Somewhat Strong)
Elemental Attack: Earth

Dropped Items: Beef, Pickle Stone

Location: Moria Mine, 6-9F (Past OR Future)

--#036 Orche Jelly-----

HP: 1230 TP: 0 EXP: 27 Gald: 38
Attack: 97 Defense: 46 Agility: 15

Elemental Defense: Water (May Nullify), Fire (Very Weak), Thunder (Somewhat Weak), Darkness (Somewhat Strong)
Elemental Attack: Water

Dropped Items: Apple Gummi

Location: Moria Mine 1-9F (Past OR Future)

--#037 Orcrot--[BOSS!]-----

HP: 2300 TP: 0 EXP: 201 Gald: 864
Attack: 99 Defense: 27 Agility: 10

Elemental Defense: Earth (May Nullify), Water (Absorb Half), Fire (Very Weak), Wind (Somewhat Weak)
Elemental Attack: Earth

Dropped Items: Apple

Location: Mandatory Boss Battle

--#038 Odin--[BOSS!]-----

HP: 100,000 TP: 10,000 EXP: 3000 Gald: 3000
Attack: 800 Defense: 600 Agility: 10

Elemental Defense: Non-Elemental (May Nullify), Earth (May Nullify), Water (May Nullify), Fire (May Nullify), Wind (May Nullify), Thunder (May Nullify), Light (Absorb More), Darkness (May Nullify)

Elemental Attack: Light

Location: Optional Boss Battle, Tower of Flame (Future)

--#039 Kage--[MISSABLE!]-----

HP: 4800 TP: 0 EXP: 232 Gald: 777
Attack: 222 Defense: 90 Agility: 100

Elemental Defense: Light (Somewhat Weak), Darkness (High Nullify)
Elemental Attack: Darkness

Dropped Items: Rice, Reverse Doll

Location: Missable! Dhaos's Castle (Past)

--#040 Crab-----

HP: 300 TP: 0 EXP: 1 Gald: 1
Attack: 0 Defense: 120 Agility: 10

Elemental Defense: Non-Elemental (High Nullify), Earth (High Nullify), Water (Absorb More), Fire (High Nullify), Wind (High Nullify), Thunder (HighNullify), Light (High Nullify), Darkness (High Nullify)

Dropped Items: Octopus, Squid
Stolen Item: Shrimp

Location: Optional Boss Battle?, Graham's Treasure Hunt Sidequest, most beaches that have treasure (Future)

--#041 Gallic Sword-----

HP: 27,850 TP: 0 EXP: 4444 Gald: 8888
Attack: 522 Defense: 193 Agility: 400

Elemental Defense: Non-Elemental (May Nullify), Earth (May Nullify), Water (May Nullify), Fire (May Nullify), Wind (May Nullify), Thunder (May Nullify), Light (Absorb More), Darkness (May Nullify)

Location: Euclid Arena (Future)

--#042 Galf Beast-----

HP: 41,000 TP: 0 EXP: 5000 Gald: 10,000
Attack: 538 Defense: 250 Agility: 60

Elemental Defense: Fire (Somewhat Weak), Light (Somewhat Weak), Darkness (High Nullify)
Elemental Attack: Darkness

Location: Optional Boss Battle, Euclid Arena (Future)

--#043 Carcass-----

HP: 2760 TP: 0 EXP: 273 Gald: 890
Attack: 155 Defense: 71 Agility: 55

Elemental Defense: Light (Somewhat Weak), Darkness (May Nullify)
Elemental Attack: Darkness

Dropped Items: Liqueur Bottle

Location: Volt's Cave (Future)

--#044 Caw Caw-----

HP: 3120 TP: 0 EXP: 54 Gald: 108
Attack: 169 Defense: 84 Agility: 95

Elemental Defense: Earth (Somewhat Weak), Fire (Somewhat Weak), Wind (May Nullify), Light (Somewhat Weak), Darkness (May Nullify)
Elemental Attack: Wind

Dropped Items: Chicken, Egg

Location: Early region World Map (Future)

--#045 Gargoyle-----

HP: 17,150 TP: 1000 EXP: 964 Gald: 4400
Attack: 531 Defense: 222 Agility: 65

Elemental Defense: Non-Elemental (May Nullify), Earth (May Nullify), Water (May Nullify), Fire (May Nullify), Wind (May Nullify), Thunder (May Nullify), Light (May Nullify), Darkness (High Nullify)
Elemental Attack: Darkness

Dropped Items: Rune Bottle

Location: Cave of Darkness (Future)

--#046 Kiyomasa-----

HP: 28,700 TP: 0 EXP: 3800 Gald: 4800
Attack: 649 Defense: 240 Agility: 55

Dropped Items: ?Sword (Wasier Rapier), Incense
Stolen Item: Clay Pot

Location: Moria Mine: Dwarven Ruins 11-21F (Future)

--#047 Killer Owl--[MISSABLE!]-----

HP: 180 TP: 0 EXP: 13 Gald: 16
Attack: 63 Defense: 19 Agility: 90

Elemental Defense: Earth (Very Weak), Fire (Very Weak), Wind (May Nullify)

Elemental Attack: Wind

Dropped Items: Chicken, Egg

Location: Missable! Euclid region World Map (Past), Forest of the Spirits (Past)

--#048 Killer Bee-----

HP: 1250 TP: 0 EXP: 8 Gald: 13
Attack: 120 Defense: 68 Agility: 105

Elemental Defense: Fire (Somewhat Weak)

Location: Forest of the Spirits (Future), Ymir Forest (Future), Ymir region World Map (Future)

--#049 King Cobra-----

HP: 1960 TP: 0 EXP: 22 Gald: 48
Attack: 130 Defense: 71 Agility: 60

Elemental Defense: Fire (Somewhat Weak)

Dropped Items: Spectacles

Location: Forest of the Spirits (Future), Mountain Pass (Future)

--#050 Queen Bee-----

HP: 3800 TP: 0 EXP: 99 Gald: 185
Attack: 380 Defense: 200 Agility: 1000

Elemental Defense: Fire (Somewhat Weak)

Location: Euclid Arena (Future), Depths of the Treant Forest (Future)

--#051 Kunoichi-----

HP: 4500 TP: 0 EXP: 505 Gald: 1030
Attack: 357 Defense: 90 Agility: 100

Elemental Defense: Light (Somewhat Weak), Darkness (High Nullify)
Elemental Attack: Darkness

Dropped Items: Rice, Ukiyo-e

Location: Cavern of Ice (Future)

--#052 Kraken-----

HP: 10,500 TP: 0 EXP: 1010 Gald: 1200
Attack: 355 Defense: 160 Agility: 40

Elemental Defense: Water (High Nullify), Fire (Somewhat Weak), Thunder (Somewhat Weak)

Elemental Attack: Water

Dropped Items: Squid, Octopus

Location: Euclid Arena (Future)

--#053 Grizzly-----

HP: 9680 TP: 0 EXP: 570 Gald: 1160
Attack: 365 Defense: 100 Agility: 40

Elemental Defense: Fire (Somewhat Weak)

Dropped Items: Pelt

Location: Treant Forest (Future)

--#054 Green Roper--[MISSABLE!]-----

HP: 1870 TP: 0 EXP: 54 Gald: 133
Attack: 100 Defense: 53 Agility: 10

Elemental Defense: Fire (Very Weak), Darkness (Somewhat Strong)

Dropped Items: Panacea Bottle

Location: Missable! Cave of the Spirits (Past)

--#055 Clay Idol--[MISSABLE!]-----

HP: 1 TP: 1 EXP: 1 Gald: 1
Attack: 95 Defense: 50 Agility: 30

Elemental Defense: (High Nullify), Earth (High Nullify), Water (High Nullify),
Fire (High Nullify), Wind (High Nullify), Thunder (High Nullify), Light (High
Nullify), Darkness (High Nullify)

Elemental Attack: Earth

Dropped Items: Mixed Gummi

Location: Missable! Cave of the Spirits (Past)

--#056 Clay Golem-----

HP: 20,250 TP: 0 EXP: 1818 Gald: 5006
Attack: 404 Defense: 156 Agility: 10

Elemental Defense: Earth (High Nullify), Wind (Somewhat Weak)
Elemental Attack: Earth

Dropped Items: Marble

Location: Euclid Arena (Future)

--#057 Clay Demon-----

HP: 250 TP: 0 EXP: 77 Gald: 420
Attack: 75 Defense: 13 Agility: 70

Elemental Defense: Light (Very Weak), Dark (May Nullify)
Elemental Attack: Darkness

Dropped Items: Panacea Bottle, Spectacles

Location: Mandatory Boss Battle, Underground Crypt (Present)

--#058 Great Tusk-----

HP: 28,500 TP: 0 EXP: 505 Gald: 1001
Attack: 505 Defense: 202 Agility: 45

Elemental Defense: Fire (Somewhat Weak)

Dropped Items: Ivory

Location: Euclid Arena, Moria Mine: Dwarven Ruins 21F (Future)

--#059 Ghoul--[MISSABLE!]-----

HP: 165 TP: 0 EXP: 13 Gald: 23
Attack: 50 Defense: 17 Agility: 50

Elemental Defense: Light (Very Weak), Darkness (May Nullify)
Elemental Attack: Darkness

Dropped Items: Panacea Bottle

Location: Missable! Underground Crypt (Present)

--#060 Cave Spider-----

HP: 3210 TP: 0 EXP: 98 Gald: 128
Attack: 201 Defense: 68 Agility: 50

Elemental Defense: Earth (Somewhat Strong), Fire (Very Weak), Wind (Very Weak),
Light (Very Weak), Darkness (May Nullify)
Elemental Attack: Darkness

Dropped Items: Liqueur Bottle

Location: Moria Mine 9F (Past OR Future)

--#061 Caveman-----

HP: 2340 TP: 0 EXP: 63 Gald: 128
Attack: 125 Defense: 60 Agility: 40

Elemental Defense: Earth (May Nullify), Wind (Very Weak), Light (Very Weak),
Darkness (Somewhat Strong)
Elemental Attack: Earth

Dropped Items: Potato, Beef

Location: Moria Mine, 4-9F (Past OR Future)

--#062 Gazehound-----

HP: 2660 TP: 0 EXP: 138 Gald: 285
Attack: 180 Defense: 70 Agility: 25

Elemental Defense: Earth (May Nullify), Wind (Very Weak), Light (Very Weak),
Darkness (Somewhat Strong)
Elemental Attack: Earth

Dropped Items: Panacea Bottle, Orange Gummi

Location: Moria Mine, 8-9F (Past OR Future)

--#063 Cerberus-----

HP: 42,000 TP: 0 EXP: 7700 Gald: 8800
Attack: 770 Defense: 248 Agility: 70

Elemental Defense: Fire (Somewhat Strong), Light (Somewhat Weak), Darkness
(High Nullify)
Elemental Attack: Darkness

Dropped Items: Mixed Gummi
Stolen Item: Pelt

Location: Moria Mine: Dwarven Ruins

--#064 Cocadrille-----

HP: 5300 TP: 0 EXP: 464 Gald: 2870
Attack: 270 Defense: 100 Agility: 70

Elemental Defense: Earth (May Nullify), Fire (Absorb More), Wind (Somewhat
Weak)
Elemental Attack: Earth

Dropped Items: Basilisk Scale

Location: Freyland region World Map (Future)

--#065 Kosuke--[BOSS!]-----

HP: 5000 TP: 0 EXP: 5 Gald: 10
Attack: 400 Defense: 300 Agility: 200

Elemental Defense: Light (Somewhat Weak), Darkness (Somewhat Strong)
Elemental Attack: Darkness

Dropped Items: Pineapple Gummi
Stolen Item: Mask

Location: Cave of Ordeals (see [TOPWS_COD])

--#066 Gold Dragon--[RARE!]-----

HP: 13,800 TP: 0 EXP: 3605 Gald: 11,200

Attack: 720 Defense: 200 Agility: 30

Elemental Defense: Earth (Somewhat Strong), Fire (Somewhat Strong), Thunder (Somewhat Strong), Light (Absorb More), Darkness (Somewhat Weak)

Elemental Attack: Light

Dropped Items: ?Sword (Long Sword), ?Sword (Holy Sword)

Location: Very rare encounter, only appears in rooms that have/had treasure chests, Tower of the Zodiac (Future)

--#067 Golem--[BOSS!]-----

HP: 4770 TP: 0 EXP: 188 Gald: 410

Attack: 95 Defense: 25 Agility: 15

Elemental Defense: Earth (May Nullify), Wind (Very Weak)

Elemental Attack: Earth

Dropped Items: Holy Bottle, Orange Gummi

Location: Mandatory Boss Battle, Underground Crypt (Present)

--#068 Psychic-----

HP: 2050 TP: 350 EXP: 245 Gald: 423

Attack: 118 Defense: 78 Agility: 50

Elemental Defense: Non-Elemental (May Nullify), Earth (May Nullify), Water (May Nullify), Fire (May Nullify), Wind (May Nullify), Thunder (May Nullify), Light (May Nullify), Darkness (May Nullify)

Dropped Items: Protect Ring, Rune Bottle

Stolen Item: Mercury

Location: Tower of the Zodiac (Future)

--#069 Saizo--[BOSS!]-----

HP: 30,000 TP: 0 EXP: 25 Gald: 50

Attack: 500 Defense: 360 Agility: 200

Elemental Defense: Light (Somewhat Weak), Darkness (Somewhat Strong)

Elemental Attack: Darkness

Dropped Items: Miracle Gummi

Stolen Item: Mask

Location: Cave of Ordeals (see [TOPWS_COD])

--#070 Sidewinder-----

HP: 780 TP: 0 EXP: 24 Gald: 37
Attack: 87 Defense: 38 Agility: 50

Elemental Defense: Water (Somewhat Weak), Fire (Somewhat Strong)

Dropped Items: Orange Gummi

Location: Freyland Region World Map

--#071 Sakon-----

HP: 17,500 TP: 0 EXP: 2105 Gald: 3200
Attack: 600 Defense: 230 Agility: 75

Dropped Items: ?Sword (Duel Sword), Incense
Stolen Item: Clay Pot

Location: Dhaos's Castle (Future)

--#072 Sasuke--[BOSS!]-----

HP: 50,000 TP: 0 EXP: 50 Gald: 100
Attack: 550 Defense: 400 Agility: 200

Elemental Defense: Light (Somewhat Weak), Darkness (Somewhat Strong)
Elemental Attack: Darkness

Dropped Items: Miracle Gummi
Stolen Item: Mask

Location: Cave of Ordeals (see [TOPWS_COD])

--#073 Samael-----

HP: 19,900 TP: 1200 EXP: 2230 Gald: 7650
Attack: 395 Defense: 150 Agility: 55

Elemental Defense: Non-Elemental (May Nullify), Earth (May Nullify), Water
(May Nullify), Fire (May Nullify), Wind (May Nullify), Thunder (May Nullify),
Light (May Nullify), Darkness (High Nullify)
Elemental Attack: Darkness

Dropped Items: Paralysis Check

Location: Dhaos's Castle, upper tower (Future)

--#074 Samurai--[MISSABLE!]-----

HP: 5500 TP: 0 EXP: 390 Gald: 1234
Attack: 240 Defense: 100 Agility: 50

Dropped Items: Rice, ?Sword (Slayer Sword)

Location: Missable! Dhaos's Castle (Past)

--#075 Thunder Dragon--[RARE!]-----

HP: 11,500 TP: 0 EXP: 777 Gald: 7770

Attack: 520 Defense: 170 Agility: 30

Elemental Defense: Earth (Somewhat Strong), Water (Somewhat Weak), Thunder (Absorb More), Light (Somewhat Strong), Darkness (Somewhat Strong)

Elemental Attack: Thunder

Dropped Items: ?Axe (Battle Axe), ?Axe (Strike Axe)

Location: Very rare encounter, Volt's Cave (Future)

--#076 Shade--[MISSABLE!]-----

HP: 1720 TP: 100 EXP: 83 Gald: 115

Attack: 90 Defense: 80 Agility: 75

Elemental Defense: Light (Somewhat Weak), Darkness (May Nullify)

Elemental Attack: Darkness

Dropped Items: Rune Bottle

Location: Missable! Tower of the Zodiac (Past)

--#077 Jackal--[MISSABLE!]-----

HP: 230 TP: 0 EXP: 18 Gald: 22

Attack: 75 Defense: 20 Agility: 70

Elemental Defense: Fire (Somewhat Weak)

Dropped Items: Orange Gummi, Spectacles

Location: Missable! World Map (Past)

--#078 Jack-o-Lantern-----

HP: 38,700 TP: 900 EXP: 6900 Gald: 9800

Attack: 666 Defense: 248 Agility: 25

Elemental Defense: Earth (High Nullify), Water (Absorb More), Fire (Somewhat Weak), Wind (Somewhat Weak)

Elemental Attack: Earth

Dropped Items: Cucumber, Tomato

--#079 Shaitan--[RARE!]-----

HP: 9200 TP: 250 EXP: 894 Gald: 6780

Attack: 320 Defense: 130 Agility: 40

Elemental Defense: Wind (May Nullify)

Dropped Items: Holy Bottle

Location: Very rare encounter, Demeter's Mansion (Future)

--#080 Jamir--[BOSS!]-----

HP: 3500 TP: 1500 EXP: 666 Gald: 8753

Attack: 80 Defense: 65 Agility: 60

Elemental Defense: Light (Somewhat Weak), Darkness (May Nullify)

Elemental Attack: Darkness

Dropped Items: Black Onyx

Location: Mandatory Boss Battle

--#081 Shaman--[MISSABLE!]--[RARE!]-----

HP: 2250 TP: 280 EXP: 113 Gald: 308

Attack: 120 Defense: 65 Agility: 55

Dropped Items: Rebirth Doll, Cordyceps

Location: Missable! Very rare encounter, Midgard region World Map (Past)

--#082 Jann-----

HP: 4500 TP: 0 EXP: 108 Gald: 125

Attack: 250 Defense: 100 Agility: 35

Elemental Defense: Wind (May Nullify)

Dropped Items: Mixed Gummi

Location: Thor (Past OR Future)

--#083 Chevalier-----

HP: 5500 TP: 0 EXP: 296 Gald: 583

Attack: 201 Defense: 90 Agility: 70

Elemental Defense: Light (May Nullify)

Dropped Items: ?Sword (Wasier Rapier)

Location: Euclid Arena (Future)

--#084 Juzo--[BOSS!]-----

HP: 20,000 TP: 0 EXP: 15 Gald: 30

Attack: 460 Defense: 340 Agility: 200

Elemental Defense: Light (Somewhat Weak), Darkness (Somewhat Strong)

Elemental Attack: Darkness

Dropped Items: Pineapple Gummi

Stolen Item: Mask

Location: Cave of Ordeals (see [TOPWS_COD])

--#085 Silver Dragon--[MISSABLE!]-----

HP: 8880 TP: 0 EXP: 888 Gald: 4440
Attack: 420 Defense: 105 Agility: 20

Elemental Defense: Earth (Somewhat Strong), Fire (Somewhat Strong), Wind (Somewhat Weak), Thunder (Somewhat Strong), Light (Absorb More), Darkness (Somewhat Strong)

Dropped Items: Mixed Gummi

Location: Missable! Very rare encounter, Valhalla Plains during war (Past)

--#086 Jinn--[MISSABLE!]-----

HP: 7100 TP: 100 EXP: 582 Gald: 3230
Attack: 270 Defense: 120 Agility: 35

Elemental Defense: Wind (May Nullify)

Dropped Items: Heavy Boots

Location: Missable! Dhaos's Castle (Past)

--#087 Jinpachi--[BOSS!]-----

HP: 10,00 TP: 0 EXP: 10 Gald: 20
Attack: 430 Defense: 320 Agility: 200

Elemental Defense: Light (Somewhat Weak), Darkness (Somewhat Strong)
Elemental Attack: Darkness

Dropped Items: Pineapple Gummi

Stolen Item: Mask

Location: Cave of Ordeals (see [TOPWS_COD])

--#088 Sea Slug--[MISSABLE!]-----

HP: 860 TP: 0 EXP: 13 Gald: 13
Attack: 85 Defense: 40 Agility: 15

Elemental Defense: Water (May Nullify), Fire (Somewhat Weak), Thunder (Somewhat Weak), Darkness (Somewhat Strong)
Elemental Attack: Water

Location: Missable! Corroded Grotto (Past)

--#089 Scavenger-----

HP: 2300 TP: 0 EXP: 24 Gald: 46

Attack: 134 Defense: 70 Agility: 108

Elemental Defense: Earth (Somewhat Weak), Fire (Somewhat Weak), Wind (May Nullify)

Dropped Items: Chicken, Egg

Location: Venezia/Ymir regions World Map (Future)

--#090 Scout-----

HP: 2660 TP: 0 EXP: 371 Gald: 550
Attack: 191 Defense: 88 Agility: 55

Dropped Items: ?Bow (Long Bow), ?Bow (Sand Spread)

Location: Valhalla region World Map (Future)

--#091 Squid--[MISSABLE!]-----

HP: 2500 TP: 0 EXP: 96 Gald: 246
Attack: 200 Defense: 50 Agility: 30

Elemental Defense: Water (May Nullify), Fire (Very Weak), Thunder (Somewhat Weak)

Elemental Attack: Water

Dropped Items: Squid, Octopus

Location: Missable! Corroded Grotto (Past)

--#092 Skeleton-----

HP: 200 TP: 0 EXP: 18 Gald: 52
Attack: 80 Defense: 15 Agility: 45

Elemental Defense: Light (Very Weak), Darkness (May Nullify)

Elemental Attack: Darkness

Dropped Items: Apple Gummi, Long Sword

Location: Underground Crypt (Present), Euclid Arena (Future)

--#093 Skeleton King-----

HP: 19,800 TP: 0 EXP: 2525 Gald: 7878
Attack: 409 Defense: 198 Agility: 50

Elemental Defense: Light (Somewhat Weak), Darkness (High Nullify)

Elemental Attack: Darkness

Dropped Items: ?Sword (Long Sword)

--#094 Starfish--[MISSABLE!]-----

HP: 1350 TP: 0 EXP: 88 Gald: 177
Attack: 130 Defense: 47 Agility: 40

Elemental Defense: Water (May Nullify), Fire (Very Weak), Thunder (Somewhat Weak)

Elemental Attack: Water

Dropped Items: Mackerel, Coral

Location: Missable! Corroded Grotto (Past)

--#095 Storm Rider-----

HP: 29,800 TP: 1000 EXP: 1617 Gald: 10,800
Attack: 633 Defense: 242 Agility: 50

Elemental Defense: Non-Elemental (May Nullify), Earth (May Nullify), Water (May Nullify), Fire (May Nullify), Wind (May Nullify), Thunder (May Nullify), Light (May Nullify), Darkness (Absorb More)

Elemental Attack: Darkness

Dropped Items: ?Bow (Long Selfbow), ?Bow (Crescent Arrow)

Location: Cave of Darkness (Future)

--#096 Snow Bunny-----

HP: 2200 TP: 0 EXP: 43 Gald: 63
Attack: 120 Defense: 66 Agility: 65

Elemental Defense: Fire (Somewhat Weak)

Dropped Items: Pelt

Location: Valhalla/Dhaos's Castle region World Map (Past OR Future)

--#097 Specter-----

HP: 3530 TP: 250 EXP: 266 Gald: 1450
Attack: 145 Defense: 82 Agility: 90

Elemental Defense: Light (Somewhat Weak), Darkness (May Nullify)

Elemental Attack: Darkness

Dropped Items: Rune Bottle

Location: Demeter's Mansion (Future)

--#098 Slime--[MISSABLE!]-----

HP: 80 TP: 0 EXP: 6 Gald: 13
Attack: 30 Defense: 8 Agility: 10

Elemental Defense: Water (May Nullify), Fire (Very Weak), Thunder (Somewhat Weak)

Elemental Attack: Water

Dropped Items: Apple Gummi

Location: Missable! Euclid Sewers, Underground Crypt (Present)

--#099 Superstar-----

HP: 18,500 TP: 0 EXP: 1919 Gald: 2828

Attack: 421 Defense: 201 Agility: 50

Elemental Defense: Water (May Nullify), Fire (Somewhat Weak), Thunder (Somewhat Weak)

Elemental Attack: Water

Dropped Items: Coral, Shrimp

Location: Euclid Arena (Future)

--#100 Siren-----

HP: 3010 TP: 0 EXP: 185 Gald: 1320

Attack: 130 Defense: 74 Agility: 80

Elemental Defense: Earth (Somewhat Weak), Wind (May Nullify)

Elemental Attack: Wind

Dropped Items: Apple Gummi

Location: Lone Valley (Future)

--#101 Zombie-----

HP: 8800 TP: 0 EXP: 387 Gald: 2310

Attack: 308 Defense: 136 Agility: 55

Elemental Defense: Light (Somewhat Weak), Darkness (High Nullify)

Elemental Attack: Darkness

Dropped Items: Panacea Bottle

Location: Dhaos's Castle (Future)

--#102 Zombie Giant-----

HP: 19,800 TP:0 EXP: 1051 Gald: 8150

Attack: 378 Defense: 205 Agility: 45

Elemental Defense: Earth (High Nullify), Wind (Somewhat Weak), Light (Somewhat Weak), Darkness (High Nullify)

Elemental Attack: Darkness

Location: Dhaos's Castle (Future)

--#103 Sorceress--[MISSABLE!]-----

HP: 2000 TP: 250 EXP: 84 Gald: 171
Attack: 107 Defense: 60 Agility: 50

Elemental Defense: Non-Elemental (May Nullify), Earth (May Nullify), Water (May Nullify), Fire (May Nullify), Wind (May Nullify), Thunder (May Nullify), Light (May Nullify), Darkness (May Nullify)

Dropped Items: ?Rod (Rod), ?Rod (Rune Staff)

Location: Missable! Dhaos's Castle (Past)

--#104 Tyrant-----

HP: 23,500 TP: 0 EXP: 2828 Gald: 8487
Attack: 417 Defense: 192 Agility: 70

Elemental Defense: Light (May Nullify)

Dropped Items: ?Sword (Saint Rapier)

Location: Euclid Arena (Future)

--#105 Chirp Chirp-----

HP: 2380 TP: 0 EXP: 27 Gald: 47
Attack: 131 Defense: 71 Agility: 90

Elemental Defense: Earth (Somewhat Weak), Fire (Somewhat Weak), Wind (May Nullify)

Elemental Attack: Wind

Dropped Items: Chicken, Egg

Location: Lone Valley (Future), Ymir region World Map (Future)

--#106 Depraved Monk--[MISSABLE!]-----

HP: 2270 TP: 250 EXP: 85 Gald: 209
Attack: 115 Defense: 65 Agility: 50

Elemental Defense: Non-Elemental (May Nullify), Earth (May Nullify), Water (May Nullify), Fire (May Nullify), Wind (May Nullify), Thunder (May Nullify), Light (May Nullify), Darkness (May Nullify)

Dropped Items: Bread, Talisman

Location: Missable! Tower of the Zodiac (Past)

--#107 Dingo--[MISSABLE!]-----

HP: 100 TP: 0 EXP: 5 Gald: 16
Attack: 32 Defense: 9 Agility: 60

Elemental Defense: Fire (Very Weak)

Dropped Items: Orange Gummi

Location: Missable! Morrison's House region World Map (Present)

--#108 Timber Wolf-----

HP: 2450 TP: 0 EXP: 34 Gald: 61
Attack: 140 Defense: 72 Agility: 75

Elemental Defense: Fire (Somewhat Weak)

Dropped Items: Orange Gummi

Location: World Map (Future)

--#109 Desert King-----

HP: 2650 TP: 0 EXP: 106 Gald: 161
Attack: 95 Defense: 48 Agility: 35

Elemental Defense: Earth (May Nullify), Fire (Somewhat Strong), Wind (Somewhat Weak)

Elemental Attack: Earth

Dropped Items: Liqueur Bottle, Apple Gummi

Location: Freyland region World Map (Past OR Future)

--#110 Desert Fly-----

HP: 860 TP: 0 EXP: 65 Gald: 87
Attack: 85 Defense: 37 Agility: 70

Elemental Defense: Water (Somewhat Weak), Fire (Somewhat Strong), Wind (Somewhat Strong)

Dropped Items: Spectacles

Location: Freyland region World Map (Past OR Future)

--#111 Death Stalker-----

HP: 2020 TP: 0 EXP: 32 Gald: 54
Attack: 147 Defense: 77 Agility: 40

Elemental Defense: Fire (Somewhat Weak)

Location: Freyland region World Map (Future)

--#112 Demeter--[BOSS!]-----

HP: 2600 TP: 1200 EXP: 380 Gald: 5600
Attack: 75 Defense: 50 Agility: 55

Elemental Defense: Non-Elemental (May Nullify), Earth (May Nullify), Water (May Nullify), Fire (May Nullify), Wind (May Nullify), Thunder (May Nullify),

Light (May Nullify), Darkness (May Nullify)

Dropped Items: ?Book (The King in Yellow)

Location: Mandatory Boss Battle

--#113 Dozo--[BOSS!]-----

HP: 28,500 TP: 0 EXP: 9000 Gald: 5000

Attack: 500 Defense: 230 Agility: 200

Elemental Defense: Light (Somewhat Weak), Darkness (Very Strong)

Elemental Attack: Darkness

Dropped Items: Shamisen

Location: Optional Boss Battle, Euclid Arena (Future)

--#114 Doom Guard--[MISSABLE!]-----

HP: 5200 TP: 0 EXP: 315 Gald: 633

Attack: 225 Defense: 95 Agility: 70

Elemental Defense: Light (Somewhat Weak), Darkness (May Nullify)

Elemental Attack: Darkness

Dropped Items: ?Sword (Long Sword), ?Sword (Moon Falx)

Location: Missable! Dhaos's Castle (Past)

--#115 Doom Toad-----

HP: 3450 TP: 0 EXP: 116 Gald: 279

Attack: 163 Defense: 79 Agility: 50

Elemental Defense: Water (May Nullify), Fire (Somewhat Weak), Light (Somewhat Weak), Darkness (May Nullify)

Elemental Attack: Water

Location: Early region World Map (Future)

--#116 Draco-Centaur--[MISSABLE!]-----

HP: 6660 TP: 300 EXP: 444 Gald: 2220

Attack: 321 Defense: 99 Agility: 20

Elemental Defense: Light (Somewhat Weak), Darkness (High Nullify)

Elemental Attack: Darkness

Dropped Items: Rune Bottle

Location: Missable! Valhalla Plains during war (Past)

--#117 Dragonewt-----

HP: 4440 TP: 0 EXP: 222 Gald: 444
Attack: 176 Defense: 80 Agility: 35

Elemental Defense: Water (Somewhat Strong), Fire (Somewhat Strong), Thunder (Somewhat Weak), Darkness (Somewhat Strong)

Dropped Items: ?Sword (Long Sword), ?Sword (Slayer Sword)

Location: Valhalla Plains during war (Past), Cave of the Burning Sands (Future)

--#118 Dragontooth-----

HP: 3330 TP: 0 EXP: 111 Gald: 333
Attack: 173 Defense: 79 Agility: 50

Elemental Defense: Light (Somewhat Weak), Darkness (May Nullify)
Elemental Attack: Darkness

Dropped Items: ?Sword (Long Sword), ?Sword (Dragontooth)

Location: Valhalla Plains during war (Past), Demeter's Mansion (Future)

--#119 Dragon Knight--[MISSABLE!]-----

HP: 1650 TP: 0 EXP: 55 Gald: 77
Attack: 90 Defense: 45 Agility: 35

Elemental Defense: Water (Very Weak), Fire (Somewhat Strong), Thunder (Somewhat Weak), Darkness (Somewhat Strong)

Dropped Items: Flare Bottle

Location: Missable! Cave of the Burning Sands (Past)

--#120 Dragonfly--[MISSABLE!]-----

HP: 990 TP: 0 EXP: 45 Gald: 89
Attack: 100 Defense: 53 Agility: 80

Elemental Defense: Fire (Somewhat Weak), Wind (Somewhat Strong)

Dropped Items: Spectacles

Location: Missable! Ymir Forest (Past), Treant Forest (Past)

--#121 Treant-----

HP: 8700 TP: 0 EXP: 678 Gald: 3450
Attack: 256 Defense: 127 Agility: 20

Elemental Defense: Earth (May Nullify), Water (Absorb Some), Fire (Somewhat Weak), Wind (Somewhat Weak)

Elemental Attack: Earth

Dropped Items: Apple, Mangosteen
Stolen Item: Ebony Wood

Location: Ymir Forest (Past), Treant Forest (Future)

--#122 Troll--[RARE!]-----

HP: 5250 TP: 0 EXP: 531 Gald: 5310
Attack: 280 Defense: 77 Agility: 45

Elemental Defense: Earth (Somewhat Strong), Wind (Somewhat Weak), Light
(Somewhat Weak), Darkness (Somewhat Strong)
Elemental Attack: Earth

Dropped Items: Pickle Stone

Location: Very rare encounter, Lone Valley (Future)

--#123 Dhole-----

HP: 12,600 TP: 0 EXP: 726 Gald: 1998
Attack: 399 Defense: 177 Agility: 80

Elemental Defense: Fire (Somewhat Weak)

Dropped Items: Orange Gummi

Location: Euclid Arena (Future), Moria Mine: Dwarven Ruins 10-21F (Future)

--#124 Nightwing-----

HP: 1050 TP: 0 EXP: 210 Gald: 432
Attack: 153 Defense: 74 Agility: 100

Elemental Defense: Light (Somewhat Weak), Darkness (High Nullify)
Elemental Attack: Darkness

Location: Cave of the Spirits (Future)

--#125 Nightmare-----

HP: 3980 TP: 350 EXP: 311 Gald: 1914
Attack: 167 Defense: 99 Agility: 90

Elemental Defense: Light (Somewhat Weak), Darkness (May Nullify)
Elemental Attack: Darkness

Dropped Items: Rune Bottle

Location: Tower of the Zodiac (Future)

--#126 Ninja Master-----

HP: 7800 TP: 0 EXP: 707 Gald: 1550
Attack: 480 Defense: 110 Agility: 110

Elemental Defense: Light (Somewhat Weak), Darkness (High Nullify)

Elemental Attack: Darkness

Dropped Items: Rice, Claw Gauntlet

Stolen Item: Shamisen

Location: Forced Encounter, Volt's Cave (Future), Cave of Darkness (Future)

--#127 Nebiros-----

HP: 4240 TP: 800 EXP: 383 Gald: 1430

Attack: 170 Defense: 75 Agility: 65

Elemental Defense: Light (Somewhat Weak), Darkness (May Nullify)

Elemental Attack: Darkness

Dropped Items: Spectacles, Rune Bottle

Location: Volt's Cave (Future), Dhaos's Castle (Future)

--#128 Nocturnal Fly-----

HP: 10,750 TP: 0 EXP: 665 Gald: 1968

Attack: 489 Defense: 150 Agility: 25

Elemental Defense: Fire (Somewhat Weak), Light (Somewhat Strong), Darkness
(High Nullify)

Elemental Attack: Darkness

Dropped Items: Mixed Gummi

Location: Depths of the Treant Forest (Future)

--#129 Gnome--[BOSS!]-----

HP: 3400 TP: 0 EXP: 2222 Gald: 12,345

Attack: 95 Defense: 70 Agility: 30

Elemental Defense: Earth (Absorb More), Wind (Somewhat Weak)

Elemental Attack: Earth

Dropped Items: ?Book (Pin-up Mag)

Location: Mandatory Boss Battle

--#130 Python--[MISSABLE!]-----

HP: 195 TP: 0 EXP: 11 Gald: 13

Attack: 65 Defense: 18 Agility: 50

Elemental Defense: Fire (Somewhat Weak)

Dropped Items: Apple Gummi

Location: Missable! Forest of the Spirits (Past), Mountain Pass (Past)

--#131 Bugbear--[MISSABLE!]-----

HP: 65 TP: 0 EXP: 4 Gald: 7
Attack: 27 Defense: 8 Agility: 20

Elemental Defense: Fire (Somewhat Weak)

Dropped Items: Cheese, Bread

Location: Missable! World Map (Present)

--#132 Basilisk--[MISSABLE!]-----

HP: 4850 TP: 0 EXP: 384 Gald: 688
Attack: 210 Defense: 75 Agility: 65

Elemental Defense: Earth (May Nullify), Water (Somewhat Weak), Fire (Absorb Some), Wind (Somewhat Weak)

Elemental Attack: Earth

Dropped Items: Basilisk Scale

Location: Missable! Freyland region World Map

--#133 Basilisk King-----

HP: 21,850 TP: 0 EXP: 5665 Gald: 6556
Attack: 388 Defense: 188 Agility: 70

Elemental Defense: Earth (High Nullify), Fire (Absorb More), Thunder (Somewhat Weak)

Elemental Attack: Earth

Dropped Items: Basilisk Scale

Location: Euclid Arena

--#134 Bodoch-----

HP: 2100 TP: 0 EXP: 47 Gald: 108
Attack: 135 Defense: 72 Agility: 40

Elemental Defense: Fire (Somewhat Weak)

Dropped Items: Cheese, Spectacles

Location: World Map (Future)

--#135 Hatamoto-----

HP: 6700 TP: 0 EXP: 369 Gald: 2468
Attack: 320 Defense: 110 Agility: 50

Dropped Items: Rice, Damascus Sword

Stolen Item: Incense

Location: Volt's Cave (Future), Dhaos's Castle (Future)

--#136 Balrog--[RARE!]-----

HP: 9550 TP: 600 EXP: 1414 Gald: 9630

Attack: 398 Defense: 140 Agility: 50

Elemental Defense: Water (Somewhat Weak), Fire (Absorb More), Light (Somewhat Weak), Darkness (Absorb More)

Elemental Attack: Darkness

Dropped Items: ?Sword (Long Sword), ?Sword (Flare Basilard)

Location: Very rare encounter, Tower of Flame (Future)

--#137 Banshee-----

HP: 23,500 TP: 0 EXP: 2000 Gald: 2000

Attack: 595 Defense: 230 Agility: 50

Elemental Defense: Light (Somewhat Weak), Darkness (High Nullify)

Elemental Attack: Darkness

Dropped Items: Strawberry, Banana

Stolen Item: Tea Cup

Location: Moria Mine: Dwarven Ruins 10-21F (Future)

--#138 Hanzo-----

HP: 13,800 TP: 0 EXP: 1601 Gald: 1968

Attack: 500 Defense: 200 Agility: 200

Elemental Defense: Light (Somewhat Weak), Darkness (High Nullify)

Elemental Attack: Darkness

Dropped Items: Rice, Reverse Doll

Location: Volt's Cave (Future), Dhaos's Castle (Future), Cave of Darkness (Future)

--#139 Pumpkin King-----

HP: 22,500 TP: 0 EXP: 6776 Gald: 9889

Attack: 456 Defense: 220 Agility: 25

Elemental Defense: Earth (High Nullify), Water (Absorb More), Fire (Somewhat Weak), Wind (Somewhat Weak)

Elemental Attack: Earth

Dropped Items: Cucumber, Tomato

Location: Euclid Arena (Future)

--#140 Burning Dead-----

HP: 1480 TP: 0 EXP: 44 Gald: 66
Attack: 89 Defense: 43 Agility: 45

Elemental Defense: Water (Somewhat Weak), Fire (May Nullify), Light (Somewhat Weak), Darkness (Somewhat Strong)
Elemental Attack: Fire

Dropped Items: Orange Gummi

Location: Cave of the Burning Sands (Past), Tower of Flame (Future)

--#141 Harpy--[MISSABLE!]-----

HP: 255 TP: 0 EXP: 21 Gald: 27
Attack: 77 Defense: 22 Agility: 70

Elemental Defense: Earth (Somewhat Weak), Wind (May Nullify)
Elemental Attack: Wind

Dropped Items: Orange Gummi, Panacea Bottle

Location: Missable! Lone Valley (Past)

--#142 Bishop-----

HP: 2940 TP: 360 EXP: 264 Gald: 458
Attack: 130 Defense: 80 Agility: 55

Elemental Defense: Non-Elemental (May Nullify), Earth (May Nullify), Water (May Nullify), Fire (May Nullify), Wind (May Nullify), Thunder (May Nullify), Light (May Nullify), Darkness (May Nullify)

Dropped Items: Blue Talisman, Rune Bottle
Stolen Item: Bread

Location: Tower of the Zodiac (Future)

--#143 Bigfoot-----

HP: 36,500 TP: 0 EXP: 4000 Gald: 12,000
Attack: 638 Defense: 222 Agility: 25

Elemental Defense: Water (Very Strong), Fire (Somewhat Weak)

Dropped Items: Ivory

Location: Moria Mine: Dwarven Ruins

--#144 Peep Peep--[MISSABLE!]-----

HP: 225 TP: 0 EXP: 20 Gald: 24
Attack: 74 Defense: 20 Agility: 80

Elemental Defense: Earth (Somewhat Weak), Fire (Somewhat Weak), Wind (May Nullify)

Elemental Attack: Wind

Dropped Items: Chicken, Egg

Location: Missable! Lone Valley (Past)

--#145 Beast Master-----

HP: 24,700 TP: 1000 EXP: 2800 Gald: 6020

Attack: 606 Defense: 213 Agility: 50

Elemental Defense: Light (Somewhat Weak), Darkness (High Nullify)

Elemental Attack: Darkness

Dropped Items: ?Bow (), ?Bow (Berserk Arrow)

Location: Moria Mine: Dwarven Ruins (Future)

--#146 Fire Bug-----

HP: 4760 TP: 0 EXP: 100 Gald: 100

Attack: 203 Defense: 130 Agility: 45

Elemental Defense: Water (Somewhat Weak), Fire (May Nullify), Wind (Absorb Some)

Elemental Attack: Fire

Location: Tower of Flame (Future)

--#147 Pharaoh-----

HP: 25,250 TP: 0 EXP: 3131 Gald: 15,150

Attack: 452 Defense: 212 Agility: 45

Elemental Defense: Fire (Somewhat Weak), Light (Somewhat Weak), Darkness (High Nullify)

Elemental Attack: Darkness

Dropped Items: Panacea Bottle

Location: Euclid Arena (Future)

--#148 Phantom--[MISSABLE!][BOSS!]-----

HP: 2640 TP: 150 EXP: 133 Gald: 226

Attack: 105 Defense: 85 Agility: 85

Elemental Defense: Light (Somewhat Weak), Darkness (May Nullify)

Elemental Attack: Darkness

Dropped Items: Rune Bottle

Location: Missable! Battle in the Sky (Past)

--#149 Phoenix-----

HP: 32,500 TP: 0 EXP: 3900 EXP: 3900 Gald: 5800
Attack: 987 Defense: 355 Agility: 90

Elemental Defense: Water (Somewhat Weak), Fire (Absorb More)
Elemental Attack: Fire

Dropped Items: Pineapple Gummi

Location: Moria Mine: Dwarven Ruins

--#150 Fenbeast-----

HP: 30,000 TP: 0 EXP: 2468 Gald: 12,345
Attack: 600 Defense: 256 Agility: 50

Elemental Defense: Earth (May Nullify), Water (Absorb More), Fire (Somewhat Weak), Wind (May Nullify), Light (Somewhat Weak), Darkness (High Nullify)

Location: Mandatory Boss Battle

--#151 Bushwhacker--[MISSABLE!]-----

HP: 2220 TP: 0 EXP: 116 Gald: 256
Attack: 130 Defense: 70 Agility: 50

Dropped Items: Bread, Long Selfbow

Location: Missable! Treant Forest (Past)

--#152 Brown Bear--[MISSABLE!]-----

HP: 4960 TP: 0 EXP: 116 Gald: 471
Attack: 220 Defense: 77 Agility: 30

Elemental Defense: Fire (Somewhat Weak)

Dropped Items: Orange Gummi, Pelt

Location: Missable! Treant Forest (Past)

--#153 Black Slime-----

HP: 3980 TP: 0 EXP: 55 Gald: 97
Attack: 228 Defense: 84 Agility: 20

Elemental Defense: Water (May Nullify), Fire (Somewhat Weak), Thunder (Somewhat Weak)

Elemental Attack: Water

Dropped Items: Orange Gummi

Location: Valhalla region World Map (Future)

--#154 Black Dragon-----

HP: 45,500 TP: 0 EXP: 9800 Gald: 12,500
Attack: 999 Defense: 620 Agility: 40

Elemental Defense: Earth (Somewhat Strong), Water (Somewhat Strong), Wind
(Somewhat Strong), Light (Somewhat Weak), Darkness (Very Strong)

Dropped Items: Mixed Gummi

Location: Moria Mine: Dwarven Ruins

--#155 Black Knight-----

HP: 10,050 TP: 0 EXP: 711 Gald: 5300
Attack: 535 Defense: 123 Agility: 70

Elemental Defense: Light (Somewhat Weak), Darkness (May Nullify)
Elemental Attack: Darkness

Dropped Items: ?Spear (Corcesca), ?Spear (Arc Wind)

Location: Tower of the Zodiac (Future), Cave of Darkness (Future).

--#156 Black Bat--[MISSABLE!]-----

HP: 720 TP: 0 EXP: 14 Gald: 23
Attack: 95 Defense: 39 Agility: 90

Elemental Defense: Light (Somewhat Weak), Darkness (High Nullify)
Elemental Attack: Darkness

Location: Missable! Cave of the Spirits (Past)

--#157 Blood Sucker-----

HP: 1980 TP: 0 EXP: 33 Gald: 33
Attack: 135 Defense: 63 Agility: 20

Elemental Defense: Water (May Nullify), Fire (Somewhat Weak), Darkness
(Somewhat Strong)
Elemental Attack: Water

Location: Lone Valley (Future), Corroded Grotto (Future)

--#158 Flamberke--[BOSS!]-----

HP: 45,700 TP: 1000 EXP: 6556 Gald: 19,891
Attack: 535 Defense: 202 Agility: 60

Elemental Defense: Water (Somewhat Weak), Fire (Absorb More), Wind (Absorb
Some), Light (Very Strong)
Elemental Attack: Fire

Location: Mandatory Boss Battle

--#159 Priestess-----

HP: 2300 TP: 300 EXP: 109 Gald: 303
Attack: 111 Defense: 70 Agility: 55

Elemental Defense: Non-Elemental (May Nullify), Earth (May Nullify), Water (May Nullify), Fire (May Nullify), Wind (May Nullify), Thunder (May Nullify), Light (May Nullify), Darkness (May Nullify)

Dropped Items: Silver Cloak, Tapestry

Location: Cavern of Ice (Future)

--#160 Blive-----

HP: 2560 TP: 0 EXP: 96 Gald: 196
Attack: 149 Defense: 72 Agility: 45

Elemental Defense: Water (May Nullify), Fire (Very Weak), Thunder (Somewhat Weak), Darkness (Somewhat Strong)
Elemental Attack: Water

Location: Cave of the Spirits (Future)

--#161 Blue Sylph--[BOSS!]-----

HP: 300 TP: 4000 EXP: 111 Gald: 222
Attack: 65 Defense: 25 Agility: 80

Elemental Defense: Earth (Somewhat Weak), Wind (Absorb More)
Elemental Attack: Wind

Dropped Items: Rune Bottle

Location: Mandatory Boss Battle, Lone Valley (Past)

--#162 Pluto--[BOSS!]-----

HP: 45,000 TP: 3000 EXP: 9900 Gald: 15,500
Attack: 789 Defense: 363 Agility: 30

Elemental Defense: Non-Elemental (May Nullify), Earth (May Nullify), Water (May Nullify), Fire (May Nullify), Wind (May Nullify), Thunder (May Nullify), Light (May Nullify), Darkness (Absorb More)
Elemental Attack: Darkness

Dropped Items: ?Sword (Doom Blade)

--#163 Blue Roper-----

HP: 5150 TP: 0 EXP: 211 Gald: 619
Attack: 234 Defense: 100 Agility: 25

Elemental Defense: Fire (Somewhat Weak)

Location: Midgard region World Map (Future)

--#164 Flame Jii-----

Hp: 5670 TP: 650 EXP: 234 Gald: 456
Attack: 151 Defense: 98 Agility: 60

Elemental Defense: Water (Somewhat Weak), Fire (May Nullify), Wind (Absorb Some)

Elemental Attack: Fire

Dropped Items: Fire Charm

Location: Cave of the Burning Sands (Future)

--#165 Flame Sword--[BOSS!]-----

HP: 15,200 TP: 350 EXP: 333 Gald: 3333
Attack: 564 Defense: 202 Agility: 300

Elemental Defense: Non-Elemental (May Nullify), Earth (May Nullify), Water (May Nullify), Fire (Absorb More), Wind (May Nullify), Thunder (May Nullify), Light (May Nullify), Darkness (May Nullify)

Elemental Attack: Fire

Location: Miniboss Battle, Tower of Flame (Future)

--#166 Predator-----

HP: 1830 TP: 0 EXP: 21 Gald: 43
Attack: 128 Defense: 70 Agility: 110

Elemental Defense: Earth (Somewhat Weak), Fire (Somewhat Weak), Wind (May Nullify)

Elemental Attack: Wind

Dropped Items: Chicken, Egg

--#167 Frost King-----

HP: 7530 TP: 0 EXP: 196 Gald: 358
Attack: 488 Defense: 90 Agility: 45

Elemental Defense: Earth (May Nullify), Water (Absorb Some), Fire (Very Weak), Wind (Somewhat Weak)

Elemental Attack: Earth

Dropped Items; Ice Charm

Location: Freezekiel region World Map (Future), Cavern of Ice (Future)

--#168 Frost Bunny-----

HP: 2880 TP: 0 EXP: 99 Gald: 120
Attack: 161 Defense: 85 Agility: 70

Elemental Defense: Fire (Very Weak)

Dropped Items: Pelt

Location: Freezekiel region World Map (Future)

--#169 Prophet-----

HP: 5270 TP: 580 EXP: 484 Gald: 998

Attack: 194 Defense: 120 Agility: 55

Elemental Defense: Non-Elemental (May Nullify), Earth (May Nullify), Water (May Nullify), Fire (May Nullify), Wind (May Nullify), Thunder (May Nullify), Light (May Nullify), Darkness (May Nullify)

Dropped Items: Rune Bottle, Protect Ring

Stolen Item: Mercury

Location: Dhaos's Castle (Future)

--#170 Voodoo Priest-----

HP: 6850 TP: 600 EXP: 617 Gald: 1770

Attack: 217 Defense: 130 Agility: 55

Elemental Defense: Darkness (May Nullify)

Dropped Items: Rune Bottle, Dark Seal

Stolen Item: Bread

Location: Dhaos's Castle (Future)

--#171 Belladonna-----

HP: 1920 TP: 0 EXP: 101 Gald: 196

Attack: 110 Defense: 44 Agility: 30

Elemental Defense: Earth (May Nullify), Water (Absorb Some), Fire (Somewhat Weak), Wind (Very Weak)

Elemental Attack: Earth

Dropped Items: Cabbage, Cordyceps

Location: Moria Mine (Past OR Future)

--#172 Hellcat-----

HP: 2600 TP: 400 EXP: 127 Gald: 346

Attack: 122 Defense: 75 Agility: 55

Elemental Defense: Non-Elemental (May Nullify), Earth (May Nullify), Water (May Nullify), Fire (May Nullify), Wind (May Nullify), Thunder (May Nullify), Light (May Nullify), Darkness (May Nullify)

Dropped Items: Straw Hat, Tapestry

Location: Tower of Flame (Future)

--#173 Hellhound-----

HP: 4680 TP: 0 EXP: 89 Gald: 178
Attack: 210 Defense: 88 Agility: 80

Elemental Defense: Fire (Somewhat Weak), Fire (Somewhat Weak), Darkness (High Nullify)
Elemental Attack: Darkness

Location: Early region World Map (Future)

--#174 Hellmaster-----

HP: 2640 TP: 2500 EXP: 202 Gald: 1010
Attack: 122 Defense: 59 Agility: 50

Elemental Defense: Light (Somewhat Weak), Darkness (May Nullify)
Elemental Attack: Darkness

Dropped Items: Holy Bottle

Location: Lone Valley, Miasma-filled rooms (Past), Moria Mine 9F (Past OR Future)

--#175 Boar--[MISSABLE!]-----

HP: 175 TP: 0 EXP: 45 Gald: 80
Attack: 35 Defense: 9 Agility: 40

Elemental Defense: Fire (Somewhat Weak)

Dropped Items: Pork

Location: Missable! Forced Encounter, Forest of the Spirits (Present), Forest of the Spirits (Past)

--#176 Boar Child--[MISSABLE!]-----

HP: 40 TP: 0 EXP: 5 Gald: 8
Attack: 15 Defense: 8 Agility: 50

Elemental Defense: Fire (Very Weak)

Dropped Items: Pork, Pelt

Location: Missable! Forced Encounter, Forest of the Spirits (Present), Forest of the Spirits (Past)

--#177 Boar Boar-----

HP: 20,150 TP: 0 EXP: 101 Gald: 343
Attack: 488 Defense: 111 Agility: 45

Elemental Defense: Fire (Somewhat Weak)

Dropped Items: Pork

Location: Euclid Arena (Future), Moria Mine: Dwarven Ruins (Future)

--#178 Poison Toad-----

HP: 1720 TP: 0 EXP: 53 Gald: 114
Attack: 145 Defense: 65 Agility: 45

Elemental Defense: Water (May Nullify), Fire (Very Weak), Thunder (Somewhat Weak), Darkness (Somewhat Strong)
Elemental Attack: Water

Location: Volt's Cave (Future)

--#179 Boggart-----

HP: 3700 TP: 0 EXP: 103 Gald: 309
Attack: 170 Defense: 85 Agility: 45

Elemental Defense: Fire (Somewhat Weak), Light (Somewhat Weak), Darkness (May Nullify)

Dropped Items: Cheese, Spectacles

Location: Early region World Map (Future)

--#180 White Bear--[MISSABLE!]-----

HP: 5340 TP: 0 EXP: 237 Gald: 501
Attack: 230 Defense: 83 Agility: 35

Elemental Defense: Fire (Somewhat Weak)

Dropped Items: Flare Bottle

Location: Missable! Valhalla/Dhaos's Castle region World Map (Past)

--#181 Boggle--[MISSABLE!]-----

HP: 200 TP: 0 EXP: 13 Gald: 18
Attack: 70 Defense: 19 Agility: 30

Elemental Defense: Fire (Somewhat Weak)

Dropped Items: Spectacles, Bread

Location: Missable! World Map (Past)

--#182 Hornet--[MISSABLE!]-----

HP: 150 TP: 0 EXP: 6 Gald: 5

Attack: 55 Defense: 17 Agility: 110

Elemental Defense: Fire (Somewhat Weak)

Location: Missable! Euclid region World Map (Past), Forest of the Spirits (Past)

--#183 Polar Bear-----

HP: 6930 TP: 0 EXP: 261 Gald: 663
Attack: 360 Defense: 94 Agility: 40

Elemental Defense: Fire (Somewhat Weak)

Dropped Items: Pelt

Location: Freezekiel region World Map (Future), Valhalla region World Map (Future)

--#184 Bone Knight--[MISSABLE!]-----

HP: 480 TP: 0 EXP: 24 Gald: 36
Attack: 79 Defense: 23 Agility: 40

Elemental Defense: Light (Very Weak), Darkness (May Nullify)
Elemental Attack: Darkness

Location: Missable! Demeter's Mansion (Past)

--#185 Mighty Oak-----

HP: 5200 TP: 0 EXP: 567 Gald: 1230
Attack: 235 Defense: 80 Agility: 15

Elemental Defense: Earth (May Nullify), Water (Absorb Some), Fire (Very Weak),
Wind (Somewhat Weak)
Elemental Attack: Earth

Dropped Items: Apple, Grapes

Location: Ymir/Treant Forest (Past), Euclid Arena (Future)

--#186 Maxwell--[BOSS!]-----

HP: 7500 TP: 400 EXP: 3333 Gald: 22,222
Attack: 250 Defense: 100 Agility: 10

Elemental Defense: Non-Elemental (Absorb More), Earth (May Nullify), Water
(May Nullify), Fire (May Nullify), Wind (May Nullify), Thunder (May Nullify),
Light (May Nullify), Darkness (May Nullify)

Dropped Items: Heavy Stone

Location: Mandatory Boss Battle

--#187 Mummy--[MISSABLE!]-----

HP: 350 TP: 0 EXP: 44 Gald: 99
Attack: 90 Defense: 18 Agility: 45

Elemental Defense: Fire (Somewhat Weak), Light (Very Weak), Darkness (May Nullify)
Elemental Attack: Darkness

Dropped Items: Panacea Bottle, Life Bottle

Location: Missable! Underground Crypt (Past)

--#188 Manta-----

HP: 39,500 TP: 0 EXP: 3200 Gald: 5400
Attack: 842 Defense: 321 Agility: 85

Elemental Defense: Water (Absorb More), Fire (Somewhat Weak)
Elemental Attack: Water

Dropped Items: Sardine, Shrimp
Stolen Item: Tuna

Location: Moria Mine: Dwarven Ruins (Future)

--#189 Manticore-----

HP: 38,500 TP: 0 EXP: 10,000 Gald: 5250
Attack: 876 Defense: 333 Agility: 60

Elemental Defense: Fire (Somewhat Weak), Darkness (Very Strong)

Dropped Items: Lemon Gummi

Location: Moria Mine: Dwarven Ruins 21F (Future)

--#190 Mandrake-----

HP: 10,200 TP: 0 EXP: 1212 Gald: 999
Attack: 322 Defense: 148 Agility: 45

Elemental Defense: Earth (High Nullify), Water (Absorb More), Fire (Somewhat Weak), Wind (Somewhat Weak)
Elemental Attack: Earth

Dropped Items: Paralysis Charm, Stone Charm

Location: Euclid Arena (Future)

--#191 Merman-----

HP: 5550 TP: 0 EXP: 264 Gald: 2106
Attack: 250 Defense: 100 Agility: 50

Elemental Defense: Water (May Nullify), Fire (Somewhat Weak)

Elemental Attack: Water

Dropped Items: Sardine, Tuna

Stolen Item: Coral

Location: Thor (Past OR Future)

--#192 Mythril Golem-----

HP: 12,700 TP: 0 EXP: 1010 Gald: 3640

Attack: 464 Defense: 130 Agility: 20

Elemental Defense: Earth (May Nullify), Wind (Somewhat Weak), Thunder (Somewhat Strong), Light (May Nullify)

Elemental Attack: Earth

Dropped Items: Mythril Gloves, Mythril Plate

Stolen Item: Marble

Location: Tower of the Zodiac (Future)

--#193 Mayer--[BOSS!]-----

HP: 9000 TP: 0 EXP: 450 Gald: 4040

Attack: 150 Defense: 55 Agility: 55

Dropped Items: ?Sword (Fame Face)

Location: Mandatory Boss Battle

--#194 Medium--[MISSABLE!]-----

HP: 1850 TP: 250 EXP: 73 Gald: 206

Attack: 86 Defense: 58 Agility: 45

Elemental Defense: Non-Elemental (May Nullify), Earth (May Nullify), Water (May Nullify), Fire (May Nullify), Wind (May Nullify), Thunder (May Nullify), Light (May Nullify), Darkness (May Nullify)

Dropped Items: Bread, Resist Ring

Location: Missable! Tower of the Zodiac (Past)

--#195 Monk Soldier--[MISSABLE!]-----

HP: 2550 TP: 280 EXP: 102 Gald: 257

Attack: 120 Defense: 70 Agility: 50

Elemental Defense: Non-Elemental (May Nullify), Earth (May Nullify), Water (May Nullify), Fire (May Nullify), Wind (May Nullify), Thunder (May Nullify), Light (May Nullify), Darkness (May Nullify)

Dropped Items: Bread, Protect Ring

Location: Missable! Dhaos's Castle (Past)

--#196 Lycurgus-----

HP: 26,900 TP: 1500 EXP: 4649 Gald: 9870
Attack: 571 Defense: 238 Agility: 55

Elemental Defense: Non-Elemental (May Nullify), Earth (May Nullify), Water
(May Nullify), Fire (May Nullify), Wind (May Nullify), Thunder (May Nullify),
Light (May Nullify), Darkness (High Nullify)
Elemental Attack: Darkness

Dropped Items: Poison Charm, Stone Charm

Location: Cave of Darkness (Future)

--#197 Lizard--[MISSABLE!]-----

HP: 4440 TP: 0 EXP: 126 Gald: 177
Attack: 125 Defense: 90 Agility: 40

Elemental Defense: Fire (Somewhat Weak)

Dropped Items: Panacea Bottle

Location: Missable! Ymir Forest (Past)

--#198 Lizardfly--[MISSABLE!]-----

HP: 150 TP: 0 EXP: 9 Gald: 11
Attack: 42 Defense: 14 Agility: 65

Elemental Defense: Fire (Somewhat Strong), Wind (Somewhat Strong)

Dropped Items: Spectacles

Location: Missable! Underground Crypt (Present)

--#199 Lizardman--[MISSABLE!]-----

HP: 320 TP: 0 EXP: 22 Gald: 44
Attack: 80 Defense: 25 Agility: 35

Elemental Defense: Water (Somewhat Strong), Fire (Somewhat Strong), Thunder
(Somewhat Weak), Darkness (Somewhat Strong)

Dropped Items: Spectacles

Location: Missable! Lone Valley (Past)

--#200 Lich--[MISSABLE!]-----

HP: 14,310 TP: 450 EXP: 525 Gald: 2730
Attack: 270 Defense: 90 Agility: 55

Elemental Defense: Light (Somewhat Weak), Darkness (May Nullify)
Elemental Attack: Darkness

Dropped Items: Panacea Bottle

Location: Missable! Dhaos's Castle (Past)

--#201 Living Sword-----

HP: 4400 TP: 0 EXP: 111 Gald: 1111
Attack: 300 Defense: 160 Agility: 200

Elemental Defense: Non-Elemental (May Nullify), Earth (May Nullify), Water (May Nullify), Fire (May Nullify), Wind (May Nullify), Thunder (May Nullify), Light (May Nullify), Darkness (May Nullify)

Location: Thor (Past OR Future)

--#202 Living Dead--[MISSABLE!]-----

HP: 280 TP: 0 EXP: 17 Gald: 29
Attack: 76 Defense: 22 Agility: 50

Elemental Defense: Light (Very Weak), Darkness (May Nullify)
Elemental Attack: Darkness

Dropped Items: Life Bottle, Liqueur Bottle

Location: Missable! Lone Valley (Past)

--#203 Lilith--[BOSS!]-----

HP: 40,000 TP: 1000 EXP: 1 Gald: 100
Attack: 400 Defense: 700 Agility: 130

Elemental Defense: Non-Elemental (May Nullify), Earth (May Nullify), Water (May Nullify), Fire (High Nullify), Wind (May Nullify), Thunder (Absorb More), Light (May Nullify), Darkness (High Nullify)

Dropped Items: Black Onyx

Location: Optional Boss Battle, Euclid Arena (Future)

--#204 Wraith--[MISSABLE!]-----

HP: 440 TP: 60 EXP: 45 Gald: 123
Attack: 77 Defense: 24 Agility: 65

Elemental Defense: Light (Somewhat Weak), Darkness (May Nullify)
Elemental Attack: Darkness

Dropped Items: Rune Bottle

Location: Missable! Demeter's Mansion (Past)

--#205 Lesser Demon--[RARE!]-----

HP: 6780 TP: 300 EXP: 909 Gald: 6850
Attack: 401 Defense: 115 Agility: 50

Elemental Defense: Light (Somewhat Weak), Darkness (Absorb More)
Elemental Attack: Darkness

Dropped Items: Dark Bottle

Location: Very rare encounter, Cavern of Ice (Future)

--#206 Red Sylph--[BOSS!]-----

HP: 350 TP: 6000 EXP: 222 Gald: 555
Attack: 67 Defense: 23 Agility: 80

Elemental Defense: Earth (Somewhat Weak), Wind (Absorb More)
Elemental Attack: Wind

Dropped Items: Rune Bottle

Location: Mandatory Boss Battle

--#207 Red Pudding--[MISSABLE!]-----

HP: 2020 TP: 0 EXP: 31 Gald: 43
Attack: 130 Defense: 72 Agility: 15

Elemental Defense: Water (May Nullify), Fire (Somewhat Weak), Thunder (Somewhat Weak)
Elemental Attack: Water

Dropped Items: Mixed Gummi

Location: Missable! Valhalla/Dhaos's Castle region World Map (Past)

--#208 Red Roper--[MISSABLE!]-----

HP: 2590 TP: 0 EXP: 78 Gald: 166
Attack: 120 Defense: 78 Agility: 20

Elemental Defense: Fire (Somewhat Weak)

Dropped Items: Poison Check

Location: Missable! Midgard region World Map (Past)

--#209 Ranger-----

HP: 2550 TP: 0 EXP: 261 Gald: 440
Attack: 170 Defense: 83 Agility: 55

Dropped Items: ?Bow (Long Selfbow), ?Bow (Sand Spread)

Location: Treant Forest (Future)

--#210 Lobo-----

HP: 40,500 TP: 0 EXP: 6600 Gald: 7700
Attack: 765 Defense: 245 Agility: 80

Elemental Defense: Fire (Somewhat Weak)

Dropped Items: Mixed Gummi
Stolen Item: Pelt

Location: Moria Mine: Dwarven Ruins 21F (Future)

--#211 Wyvern--[BOSS!]-----

HP: 41,000 TP: 0 EXP: 10,000 Gald: 10,000
Attack: 989 Defense: 580 Agility: 60

Elemental Defense: Non-Elemental (May Nullify), Earth (May Nullify), Water
(May Nullify), Fire (High Nullify), Wind (Absorb More), Thunder (Absorb More),
Light (May Nullify), Darkness (High Nullify)
Elemental Attack: Wind

Location: Optional Boss Battle, Moria Mine: Dwarven Ruins (Future)

--#212 Wight-----

HP: 3110 TP: 0 EXP: 293 Gald: 990
Attack: 162 Defense: 75 Agility: 65

Elemental Defense: Light (Somewhat Weak), Darkness (May Nullify)
Elemental Attack: Darkness

Dropped Items: Dark Bottle

Location: Lone Valley (Future)

--#213 Were-Vulture--[MISSABLE!]--[BOSS!]-----

HP: 1900 TP: 0 EXP: 38 Gald: 64
Attack: 103 Defense: 64 Agility: 95

Elemental Defense: Earth (Somewhat Weak), Fire (Somewhat Weak), Wind (May
Nullify)
Elemental Attack: Wind

Dropped Items: Chicken, Egg

Location: Missable! Battle in the Sky (Past)

--#214 AC Roper-----

HP: 4680 TP: 0 EXP: 197 Gald: 538
Attack: 167 Defense: 90 Agility: 25

Elemental Defense: Fire (Somewhat Weak)

Dropped Items: Poison Check

Location: Cave of the Spirits (Future)

--#215 Giant Squid-----

HP: 10,250 TP: 0 EXP: 626 Gald: 2460

Attack: 350 Defense: 100 Agility: 40

Elemental Defense: Water (May Nullify), Fire (Somewhat Weak), Thunder (Somewhat Weak)

Elemental Attack: Water

Dropped Items: Squid, Octopus

Location: Corroded Grotto (Future)

--#216 Giant Scorpion--[MISSABLE!]-----

HP: 640 TP: 0 EXP: 13 Gald: 16

Attack: 82 Defense: 36 Agility: 45

Elemental Defense: Water (Somewhat Weak), Fire (Somewhat Strong)

Location: Missable! Freyland region World Map (Past)

--#217 Giant Slug--[MISSABLE!]-----

HP: 75 TP: 0 EXP: 5 Gald: 5

Attack: 35 Defense: 10 Agility: 10

Elemental Defense: Water (May Nullify), Fire (Very Weak), Thunder (Somewhat Weak), Darkness (Somewhat Strong)

Elemental Attack: Water

Location: Missable! Euclid Sewers, Underground Crypt cave area (Present)

--#218 Giant Toad--[MISSABLE!]-----

HP: 980 TP: 0 EXP: 24 Gald: 35

Attack: 90 Defense: 38 Agility: 40

Elemental Defense: Water (May Nullify), Fire (Somewhat Weak), Thunder (Somewhat Weak), Darkness (Somewhat Strong)

Elemental Attack: Water

Location: Missable! Cave of the Spirits (Past)

--#219 Giant Bat--[MISSABLE!]-----

HP: 60 TP: 0 EXP: 4 Gald: 12

Attack: 33 Defense: 8 Agility: 80

Elemental Defense: Light (Very Weak), Darkness (High Nullify)

Elemental Attack: Darkness

Location: Missable! Euclid Sewers, Underground Crypt cave area (Present)

--#220 Giant Bee--[MISSABLE!]-----

HP: 25 TP: 0 EXP: 2 Gald: 3
Attack: 15 Defense: 7 Agility: 100

Elemental Defense: Fire (Very Weak)

Location: Missable! World Map (Present), Forest of the Spirits (Past)

--#221 Giant Frog--[MISSABLE!]-----

HP: 120 TP: 0 EXP: 7 Gald: 15
Attack: 30 Defense: 8 Agility: 30

Elemental Defense: Water (May Nullify), Fire (Very Weak), Thunder (Somewhat Weak), Darkness (Somewhat Strong)

Elemental Attack: Water

Location: Missable! Underground Crypt, cave area (Present)

--#222 Giant Mayfly-----

HP: 2570 TP: 0 EXP: 75 Gald: 102
Attack: 178 Defense: 75 Agility: 85

Elemental Defense: Fire (Somewhat Weak), Wind (Somewhat Strong)

Location: Ymir Forest (Future), Treant Forest (Future)

--#223 Giant Lizard-----

HP: 6660 TP: 0 EXP: 202 Gald: 416
Attack: 344 Defense: 135 Agility: 45

Elemental Defense: Fire (Somewhat Weak)

Dropped Items: Panacea Bottle

Stolen Item: Egg

Location: Ymir Forest (Future)

--#224 Giant Leech--[MISSABLE!]-----

HP: 175 TP: 0 EXP: 9 Gald: 9
Attack: 65 Defense: 20 Agility: 15

Elemental Defense: Water (May Nullify), Fire (Somewhat Weak), Thunder (Somewhat Weak), Darkness (Somewhat Strong)

Elemental Attack: Water

Location: Missable! Lone Valley (Past)

--#225 Giant Wasp--[MISSABLE!]-----

HP: 650 TP: 0 EXP: 9 Gald: 12
Attack: 100 Defense: 55 Agility: 120

Elemental Defense: Fire (Somewhat Weak)

Location: Missable! Ymir region World Map (Past), Ymir Forest (Past)

--#226 DARKEYE?--[BOSS!]-----

HP: 56,000 TP: 300 EXP: 5100 Gald: 12,345
Attack: 550 Defense: 180 Agility: 90

Elemental Defense: (High Nullify), Earth (High Nullify), Water (High Nullify),
Fire (High Nullify), Wind (High Nullify), Thunder (High Nullify), Ligh
(Somewhat Weak), Darkness (Absorb Some)
Elemental Attack: Darkness

Location: Forced Encounter, Dhaos's Castle (Future)

Note: The game says he nullifies Darkness, but he actually absorbs it.

--#227 ROAMEYE?-----

HP: 18,600 TP: 0 EXP: 4790 Gald: 7700 Attack: 450 Defense: 165 Agility: 90

Elemental Defense: Elemental Defense: (High Nullify), Earth (High Nullify),
Water (High Nullify), Fire (High Nullify), Wind (High Nullify), Thunder (High
Nullify), Ligh (Somewhat Weak), Darkness (Absorb Some)
Elemental Attack: Darkness

Dropped Items: Derris Emblem

Location: Dhaos's Castle 2F+ (Future)

--#228 SEALEYE?--[BOSS!]-----

HP: 62,000 TP: 350 EXP: 6200 Gald: 10,000
Attack: 600 Defense: 185 Agility: 90

Elemental Defense: Elemental Defense: (High Nullify), Earth (High Nullify),
Water (High Nullify), Fire (High Nullify), Wind (High Nullify), Thunder (High
Nullify), Ligh (Somewhat Weak), Darkness (Absorb Some)
Elemental Attack: Darkness

Location: Forced Encounter, Dhaos's Castle (Future)

--#229 10000R-----

HP: 10,000 TP: 0 EXP: 100 Gald: 1000
Attack: 250 Defense: 150 Agility: 30

Elemental Defense: Water (Somewhat Weak), Thunder (Somewhat Weak)

Location: Thor (Future)

--#230 2SH-----

HP: 12,600 TP: 0 EXP: 55 Gald: 550
Attack: 240 Defense: 150 Agility: 25

Elemental Defense: Water (Somewhat Weak), Thunder (Somewhat Weak)

Location: Thor (Past OR Future)

--#231 3000R-----

HP: 3000 TP: 0 EXP: 30 Gald: 300
Attack: 200 Defense: 120 Agility: 20

Elemental Defense: Water (Somewhat Weak), Thunder (Somewhat Weak)

Location: Thor (Past OR Future)

--#232 3SH-----

HP: 15,600 TP: 0 EXP: 88 Gald: 880
Attack: 270 Defense: 180 Agility: 30

Elemental Defense: Water (Somewhat Weak), Thunder (Somewhat Weak)

Location: Thor (Future)

--#233 4400R-----

HP: 4400 TP: 0 EXP: 44 Gald: 44
Attack: 230 Defense: 130 Agility: 25

Elemental Defense: Water (Somewhat Weak), Thunder (Somewhat Weak)

Location: Thor (Past OR Future)

--Dhaos (1st Encounter)--[BOSS!]-----

HP: 30,000 TP: 5000 EXP: 2222 Gald: 9999
Attack: 270 Defense: 130 Agility: 10

Elemental Defense: Non-Elemental (May Nullify), Earth (May Nullify), Water (May Nullify), Fire (May Nullify), Wind (May Nullify), Thunder (May Nullify), Light (May Nullify), Darkness (May Nullify)

Dropped Items: Emerald Ring

Location: Mandatory Boss Battle

--Dhaos (2nd Encounter)--[BOSS!]-----

HP: 45,000 TP: 5000 EXP: 5555 Gald: 25,552

Strike an enemy with a thunderbolt then bring down your weapon on your foe.

Obtain: Level 9.

Note: Costs 8 TP. Damage based on Slash stat. The thunderbolt deals Thunder-elemental damage. Combo Rank 1. One of Cless's best skills, the thunderbolt can track the enemy some distance in front of Cless and immediately interrupts them on hit, even if it causes no damage.

Command: Up, Up-Forward, Forward, Down-Forward, Down + X.

--Akisazame/Autumn Sandstorm-----

Assault an enemy with unrelenting thrusts.

Obtain: Level 12.

Note: Costs 12 TP. Damage based on Thrust stat. Combo rank 1. The final hit launches the enemy into the air if they are light enough. Combining it with Arche's Ice Needle or Stone Blast, or Chester's Hurricane can create very large combos.

Command: Forward, Back, Forward + X.

--Kogahazan/Tiger Fang-----

Combine two slash attacks, clamping down on the enemy with the fangs of a tiger.

Obtain: Level 15.

Note: Costs 7 TP. Damage based on Slash stat. Combo rank 1. Links into any other higher skill. Another good combo starter since it links well into most Ougis. Great to interrupt enemies that jump or charge towards you.

Combo Command: Forward, Down, Down-Forward + X.

--Jushorai/Concentrate-----

Focus your mind to temporarily boost accuracy.

Obtain: Level 20.

Note: Costs 6 TP. Combo rank 2; but cannot link into any further skills. Boosts Accuracy stat for about 20 seconds during battle [exact boost uncertain].

Combo Command: Up, Down + Square.

--Ho'otengu/Rising Phoenix-----

Engulfed in the flames of the phoenix, take flight and descend upon your enemies.

Obtain: Level 23.

Note: Costs 8 TP. All hits deal Fire-elemental damage. Combo rank 1. If Cless is close enough to the enemy and they are light enough, he will carry the enemy with him during the attack.

Combo Command: Up, Up-Forward, Forward + X.

--Shugohouin/Divine Seal-----

Thrust your weapon into the ground, holding enemies at bay with a circle of holy light.

Obtain: Level 27.

Note: Costs 20 TP. All hits deal Light-elemental damage. Combo rank 1; but cannot link into any further skills. Pushes enemy back, and can deal insane damage if an enemy is up against the wall.

Combo Command: Back, Down-Back, Down, Down-Forward, Forward, Down-Forward, Down + Circle.

--Shinkuhazan/Vacuum Slash-----

Execute a broad slash with a blade of air plessure.

Obtain: Level 31.

Note: Costs 12 TP. Damage based on Slash stat. Combo rank 1. Slow start up, but has a very far range.

Combo Command: Forward, Down-Forward, Down, Back-Down, Back, Forward + Circle.

--Shukiho/Meditate-----

Draw in energy from the surrounding atmosphere to restore HP.

Obtain: Level 34.

Note: Costs 10 TP. Restores about 40% HP for Cless. Combo rank 2; but cannot link into any further skills. Very slow start up, may want to combo from a skill that pushes the enemy back before using it.

Combo Command: Down, Down, Down + Square.

--Shishisenko/Roaring Lion-----

Blow the enemy away with the force of your fighting spirit.

Obtain: Level 37.

Note: Costs 12 TP. Damage based on Thrust stat. Combo rank 1. Pushes enemy back, has a fair range and can hit enemies close behind the target.

Combo Command: Forward, Back, Down-Back, Down, Down-Forward, Forward + X.

--Goshorai/Focus-----

Focus your mind to temporarily boost attack power.

Obtain: Level 41.

Note: Costs 16 TP. Boosts Attack by 30% for about 20 seconds; same effect as Flare Bottle or Sharpness, doesn't seem to stack with them. Part of the animation can damage and push back enemies; deals Fire-elemental damage. Combo rank 2; but cannot link into any further skills.

Combo Command: Down, Up + Square.

--Senkuretsuha/Shining Strike-----

Knock the enemy upward with a powerful blow and finish with a rotating thrust.

Obtain: Level 45.

Note: Costs 10 TP. Damage based on Thrust stat. All hits deal Light-elemental damage. Combo rank 1.

Combo Command: Forward, Down-Forward, Down, Down-Back, Back, Forward + X.

--Gurenken/Crimson Blade-----

Bathe your weapon in holy fire and send it crashing into the enemy.

Obtain: Level 50.

Note: Costs 10 TP. Damage based on Slash stat. All hits deal Fire-elemental damage. Combo rank 1; but cannot link into any further skills.

Combo Command: Up, Forward-Up, Forward, Down-Forward, Down + Circle.

--Kokusohazan/Rending Void-----

A space-time ability that rends the enemy with the power of your fighting spirit.

Obtain: Mandatory story event.

Note: Costs 28 TP. Actual attack's damage based on Slash stat. The light that surrounds Cless at the beginning of the attack deals Light-elemental damage. Combo rank 2.

Combo Command: Down, Down-Forward, Forward, Down, Down-Forward, Forward + X.

--Kukanshoten'i/Teleport-----

A space-time ability that uses teleportation to strike the enemy without warning.

Obtain: Mandatory story event.

Note: Costs 30 TP. Actual attack's damage based on Slash and Thrust stats. The light that surrounds Cless at the beginning of the attack deals Light-elemental

damage. Combo rank 2.

Combo Command: Down, Down-Forward, Forward, Up-Forward, Up + X.

--Jigenzan/Dimensional Divide-----

A space-time ability that engulfs the enemy in a temporal distortion.

Obtain: Mandatory story event.

Note: Costs 35 TP. Damage based on Slash stat. Combo rank 2. Very fast, very long range; excellent skill.

Combo Command: Down, Down-Back, Back, Down-Back, Down, Down-Forward, Forward + X.

--Satsugeki Bukouken/Wild Blade Dance-----

Chain a number of attacks into an extraordinary combination.

Obtain: Have the S.D. sword equipped and level up to 100 or above.

Note: Costs 50 TP. Damage based on Slash stat. Combo rank 3. The full combo can only be unleashed with the S.D. sword equipped, but you can still use some of it even without it. Requires a special button command in order to actually use the combo, apparently it's "Circle, X, Up + Circle, Down + X, Up + Square, Circle, Circle, Down + Square" but I just mash up and down and press Square, Circle, and X in rotation and it always works.

Combo Command: Down, Down-Back, Back, Down-Back, Down, Down-Forward, Forward + Square.

--Ogi: Majin Hienkyaku/Demonic Kick-----

An advanced ability that combines Demonic Blade and Swallow Kick.

Obtain: Mandatory Story event.

Note: Costs 10 TP. Combo rank 2.

Combo Command: Back, Down-Back, Down, Down-Forward, Forward + Square.

--Ogi: Majin Sohazan/Demonic Fangs-----

An advanced ability that combines Demonic Blade and Tiger Fang.

Obtain: Talk to shopkeeper behind counter at Belladam equipment shop (Past) OR examine dresser in upper-left corner of western house in Miguel (Future).

Note: Costs 15 TP. Combo rank 2. One of Cless's best Ogis; can be obtained very early and useful up until the end of the game. The Tiger Fang portion of the Ougi hits four times and can lift enemies into the air if they are light enough.

Combo Command: Forward, Down, Down-Forward + Square.

--Ogi: Majin Senretsuha/Demonic Storm-----

An advanced ability that combines Demonic Blade and Autumn Sandstorm.

Obtain: Buy from drunken Solder in Alvanista Adventurer's Guild for 6000 Gald (Past OR Future).

Note: Costs 18 TP. Combo rank 2. Good for keeping clusters of enemies interrupted when combined with other base abilities.

Combo Command: Forward, Back, Forward + Square.

--Ogi: Majin Senkuha/Demonic Strike-----

An advanced ability that combines Demonic Blade and Shining Strike.

Obtain: Talk to traveler in tent southwest of the Tower of the Zodiac (Past OR Future).

Note: Costs 16 TP. Combo rank 2.

Combo Command: Forward, Down-Forward, Down, Down-Back, Back, Forward + Square.

--Ogi: Shishi Hienkyaku/Roaring Kick-----

An advanced ability that combines Roaring Lion and Demonic Blade.

Obtain: Buy from traveler in tent southwest of Moria Mine for 12,000 Gald (Past OR Future).

Note: Costs 15 TP. Combo rank 2. Rather useful for pushing back or stalling enemies when it's the only Roaring Lion Ougi available.

Combo Command: Back, Down-Back, Down, Down-Forward, Forward + X and Square.

--Ogi: Shishi Kohazan/Roaring Fang-----

An advanced ability that combines Roaring Lion and Tiger Fang.

Obtain: Clear the Euclid arena for the first time (Future).

Note: Costs 20 TP. Combo rank 2. Very useful for interruption/push back.

Combo Command: Forward, Down, Down-Forward + X and Square.

--Ogi: Shishi Senretsuha/Roaring Storm-----

An advanced ability that combines Roaring Lion and Autumn Sandstorm.

Obtain: Moria Mine: Dwarven Ruins 21F treasure room (Future).

Note: Costs 28 TP. Combo rank 2. Pretty much the ultimate interruption/push back/stunlocking skill, great for mashing enemies into the corner.

Combo Command: Forward, Back, Forward + X and Square.

--Ogi: Shishi Senkuha/Roaring Strike-----

An advanced ability that combines Roaring Lion and Shining Strike.

Obtain: Buy from soldier in leftmost room of Freezekiel inn for 30,000 Gald (Future).

Note: Costs 20 TP. Combo rank 2.

Combo Command: Forward, Down-Forward, Down, Down-Back, Back, Forward + X and Square.

--Ogi: Shusou Hienkyaku/Claw Kick-----

An advanced ability that combines Thunder Claw and Swallow Kick.

Obtain: Buy from man in Midgard alleyway for 18,000 Gald (Past) OR in Alvanista Castle for 18,000 Gald (Future).

Note: Costs 15 TP. Combo rank 2.

Combo Command: Back, Down-Back, Down, Down-Forward, Forward + Circle and X.

--Ogi: Shusou Raizanha/Claw Slash-----

An advanced ability that combines Thunder Claw and Tiger Fang.

Obtain: Optional story event in Ninja Village when Suzu joins the party (Future).

Note: Costs 18 TP. Combo rank 2. The Tiger Fang portion of the Ougi hits four times and can lift enemies into the air if they are light enough.

Combo Command: Forward, Down, Down-Forward + Circle and X.

--Ogi: Shuso Senretsuha/Claw Storm-----

An advanced ability that combines Thunder Claw and Autumn Sandstorm.

Obtain: Buy from Female Soldier in Venezia armor shop for 3000 Gald (Past OR Future).

Note: Costs 22 TP. Combo rank 2. Good for interrupting/stalling clusters of enemies.

Combo Command: Forward, Back, Forward + Circle and X.

--Ogi: Shuso Senkuuha/Claw Strike-----

An advanced ability that combines Thunder Claw and Shining Strike.

Obtain: Buy from soldier in Valhalla Plains after the war for 50,000 Gald (Past OR Future).

Note: Costs 19 TP. Combo rank 2.

Combo Command: Forward, Down-Forward, Down, Down-Back, Back, Forward + Circle and Square.

--Ogi: Ho'o Tenshokyaku/Phoenix Kick-----

An advanced ability that combines Rising Phoenix and Swallow Kick.

Obtain: Buy from instructor in Miguel school of swordsmanship for 20,000 Gald (Future).

Note: Costs 14 TP. Combo rank 2.

Combo Command: Back, Down-Back, Down, Down-Forward, Forward + Circle and Square.

--Ogi: Ho'o Shohazan/Phoenix Talons-----

An advanced ability that combines Rising Phoenix and Tiger Fang.

Obtain: Buy from swordsman in oasis southeast of Olive Village for 20,000 Gald (Future).

Note: Costs 17 TP. Combo rank 2. The Tiger Fang portion of the Ougi hits four times and can lift enemies into the air if they are light enough.

Combo Command: Forward, Down, Down-Forward + Circle and Square.

--Ogi: Ho'o Senretsuha/Phoenix Storm-----

An advanced ability that combines Rising Phoenix and Autumn Sandstorm.

Obtain: Talk to traveler in tent southwest of Edward's Mansion (Past OR Future).

Note: Costs 21 TP. Combo rank 2. Good for interrupting/stalling flying enemies.

Combo Command: Forward, Back, Forward + Circle and Square.

--Ogi: Ho'o Tenkuha/Phoenix Strike-----

An advanced ability that combines Rising Phoenix and Shining Strike.

Obtain: Buy from swordsman in Early coffee shop for 50,000 Gald.

Note: Costs 18 TP. Combo rank 2.

Combo Command: Forward, Down-Forward, Down, Down-Back, Back, Forward + Circle and Square.

--Ogi: Jiku Sohazan/Dimensional Void-----

An advanced space-time ability that combines Dimensional Divide and Rending

Fire a flaming arrow.

Obtain: Level 3

Note: Costs 4 TP, deals Fire-elemental damage. Combo rank 1. Hold down on a shortcut button for constant firing and excellent interruption.

Combo Command: Down, Down-Forward, Forward + X.

--Toga/Ice Fang-----

Fire a frozen arrow.

Obtain: Level 8.

Note: Costs 5 TP, deals Water-elemental damage. Combo rank 1. Hold down on a shortcut button for constant firing and excellent interruption.

Combo Command: Down, Down-Forward, Forward + Square.

--Goten/Roaring Thunder-----

Fire an electrified arrow.

Obtain: Level 16.

Note: Costs 8 TP, deals Thunder-elemental damage. Combo rank 1. Hold down on a shortcut button for constant firing and excellent interruption. Maybe Chester's best skill, with such a low TP cost, and possibly dealing two hits with the thunder, you can lock down most enemies with it if you hold it down on a shortcut.

Combo Command: Back, Down-Back, Down, Down-Forward, Forward + X.

--Shoha/Piercing Blast-----

Blast away the ground to punish the enemy with the debris.

Obtain: Level 22.

Note: Costs 11 TP, deals Earth-elemental damage. Combo rank 1. Somewhat slow start up, but hits a fair amount of times and covers a wide area.

Combo Command: Forward, Down-Forward, Down, Down-Back, Back, Forward + X.

--Shinten/Heaven's Quiver-----

Fire off a barrage of arrows that fall like rain from the skies above the enemy.

Obtain: Level 28.

Note: Costs 11 TP. Combo rank 1. A bit too slow for my tastes, but good for knocking down flying enemies.

--First Aid-----

Restore a little HP to one ally.

Obtain: Known by default.

Note: Costs 5 TP. Restores about 30% HP to one ally.

--Pikohan/Toy Hammer-----

Drop a toy hammer to stun an enemy.

Obtain: Level 5.

Note: Costs 4 TP. Interrupts and has a chance to stun one enemy.

--Charge-----

Restores 5 TP to one ally.

Obtain: Level 8.

Note: Costs 10 TP.

--Deep Mist-----

Lower the accuracy of an enemy with a veil of thick fog.

Obtain: Level 11.

Note: Costs 3 TP. Interrupts and has a chance to lower one enemy's accuracy [exact value unknown].

--Heal-----

Restore some TP to one ally.

Obtain: Level 14.

Note: Costs 10 TP. Restores about 60% HP to one ally.

--Acid Rain-----

Lower the defense of all enemies in a shower of acid rain.

Obtain: Level 17.

Note: Costs 12 TP. Interrupts and has a chance to reduce the defense of all enemies on screen [exact value unknown].

--Antidote-----

Cure one ally of poison.

Obtain: Level 20.

Note: Costs 8 TP.

--Silence-----

Seal away an enemy's spell casting.

Obtain: Level 23.

Note: Costs 6 TP. Interrupts and has a chance to silence one enemy.

--Nurse-----

Restore some HP to all allies.

Obtain: Level 26.

Note: Costs 20 TP. Restores 45% HP to all allies.

--Sharpness-----

Raises one ally's attack.

Obtain: Level 29.

Note: Costs 12 TP. Increases on allie's attack by 30%; same effect as Focus or Flare Bottle and doesn't seem to stack with them.

--Recover-----

Cure one ally of poison, paralysis, or stone.

Obtain: Level 32

Note: Costs 18 TP.

--Dispel-----

Remove all status changes from all allies.

Obtain: Level 35.

Note: Costs 14 TP. Removes all negative effects from the party, such as lowered defense or accuracy.

--Cure-----

Restore a lot of HP to one ally.

Obtain: Level 38.

Summon the Spirits of Wind, one of the Four Great Spirits.

Obtain: Mandatory story event.

Note: Costs 8 TP. Deals 3 hits of Wind-elemental damage for about 90 damage per hit. Launches the enemy into the air if they are light enough.

--Undine-----

Summon the Spirit of Water, one of the Four Great Spirits.

Obtain: Mandatory story event.

Note: Costs 12 TP. Deals about 2 hits of Water-elemental damage to all enemies on screen for about 400 damage per hit.

--Gnome-----

Summon the Spirit of Earth, one of the Four Great Spirits.

Obtain: Mandatory story event.

Note: Costs 16 TP. Deals 1 hit of Earth-elemental damage to all enemies on screen for about 450 damage.

--Efreet-----

Summon the Spirit of Fire, one of the Four Great Spirits.

Obtain: Mandatory story event.

Note: Costs 20 TP. Deals 15 hits of Fire-elemental damage to random enemies on screen for about 70-80 damage per hit. Good for creating large combos.

--Maxwell-----

Summon the Spirit of Molecules, leader of the Four Great Spirits.

Obtain: Mandatory story event.

Note: Costs 20 TP. Fires 8 molecules which hit enemies rather randomly depending on their size; each molecule deals about 200 Non-Elemental damage.

--Luna-----

Summon the Spirit of the Moon.

Obtain: Mandatory story event.

Note: Costs 24 TP. Summons columns of light that hit the entire screen randomly; each column deals 1 hit of about 400 Light-elemental damage.

--Shadow-----

Summon the Spirit of Darkness.

Obtain: Cave of Darkness (Future), see [TOPWS_COD] for more details.

Note: Costs 30 TP. Hits all enemies on screen for 1 hit of about 4000-5000 Darkness-elemental damage.

--Aska-----

Summon the Spirit of Light.

Obtain: Thor's control room (Future), see [TOPWS_AT2] for more details.

Note: Costs 30 TP. Hits all enemies on screen for 1 hit of about 4000-5000 Light-elemental damage.

--Volt-----

Summon the Spirit of Thunder.

Obtain: Mandatory story event.

Note: Costs 26 TP. Hits all enemies on screen for 1 hit of about 3000 Thunder-elemental damage.

--Origin-----

Summon the Spirit of Creation.

Obtain: Mandatory story event.

Note: Costs 36 TP. Hits all enemies on screen for 1 hit of about 3500-4500 Non-Elemental damage.

--Gremlin Lair-----

An ancient, forbidden ritual that summons countless small devils from the Demonic Realms.

Obtain: Moria Mine: Dwarven Ruins 14F (Future), see [TOPWS_MML] for more details.

Note: Costs 42 TP. The gremlins hit whatever enemies on screen they run into first for a total of 10 hits of about 300 Non-Elemental damage. The gremlins can actually miss if they don't run into an enemy, and along with the poor damage I don't recommend using this skill.

--Pluto-----

An ancient, forbidden ritual that summons the lord of the Demonic Realms.

Obtain: Moria Mine: Dwarven Ruins 21F (Future), see [TOPWS_FPL] for more details.

--Storm-----

A low-level wind spell that calls a sudden gale to the battlefield.

Obtain: Buy from Half-Elf in Venezia for 1000 Gald (Past OR Future).

Note: Costs 8 TP. Deals 1 hit of about 300 Wind-elemental damage to all enemies on screen.

--Glaive-----

A low-level earth spell that skewers the enemy with spires of rock from below.

Obtain: Find in Cave of the Spirits (Past OR Future).

Note: Costs 10 TP. Deals up to 4 hits of about 100 Earth-elemental damage to one enemy. Doesn't stop time for the animation; good at stunlocking groups of enemies or wide enemies. Lifts the enemy into the air if they are light enough.

--Ice Tornado-----

A low-level water spell that engulfs the enemy in a storm of ice.

Obtain: Bookshelf in Klarth's house in Euclid (Past) OR bookshelf in Lone Valley cabin (Future).

Note: Costs 10 TP. Deals 1 hit of about 500 Water-elemental damage to one enemy. Lifts the enemy into the air if they are light enough.

--Eruption--[MISSABLE!]-----

A low-level fire spell that causes a volcanic eruption beneath the target.

Obtain: Missable! Found in Cave of the Burning Sands (Past).

Note: Costs 10 TP. Deals random hits of about 15 Fire-elemental damage with a final hit of about 800 damage to a wide area.

--Tractor Beam-----

A mid-level non-elemental spell that suspends enemies helplessly in midair and drops them.

Obtain: Buy from sorceress in Alvanista Castle's sorcery lab for 4000 Gald (Past OR Future).

Note: Costs 12 TP. Deals 1 hit of about 400 Non-Elemental damage to a wide area. Doesn't work on flying enemies or enemies lifted into the air.

--Thunder Blade-----

A mid-level thunder spell that produces a thunderclap near the enemy.

Obtain: Buy from sorceress in Alvanista Castle's sorcery lab for 12,000 Gald (Past OR Future).

Note: Costs 16 TP. Deals 1 hit of about 1000 Thunder-elemental damage to all enemies on screen.

--Cyclone-----

A mid-level wind spell that produces a large tornado around the enemy.

Obtain: Talk to Lenios's brother in Venezia, then speak to Lenios (Past) OR sorceress in Miguel equipment shop (Future).

Note: Costs 17 TP. Deals 4 hits of about 400 Wind-elemental damage to all enemies in a wide area. Extremely useful earlier in the game.

--Ray-----

A mid-level light spell that pierces the enemy with countless beams of light.

Obtain: Mandatory story event.

Note: Costs 18 TP. Deals 1 hit of about 1500 Light-elemental damage to all enemies on screen.

--Fire Storm--[MISSABLE!]-----

A mid-level fire spell that creates a storm of flame which scorches the field.

Obtain: Missable! Found in Dhaos's Castle (Past).

Note: Costs 20 TP. Deals random hits of about 40-50 Fire-elemental damage before a final hit of about 1500 damage to all enemies on screen.

--Rock Mountain--[MISSABLE!]-----

A mid-level earth spell that crushes the enemy beneath a rock slide.

Obtain: Missable! Found in Dhaos's Castle (Past).

Note: Costs 20 TP. Deals random hits of about 100 Earth-elemental damage before a final hit of about 1000 damage to all enemies in a wide area.

--Tempest-----

A mid-level wind spell that creates a raging storm all around the enemy.

Obtain: Found in Demeter's Mansion (Future).

Note: Costs 24 TP. Deals 1 hit of about 2000 Wind-elemental damage to all enemies on screen.

--Maelstrom-----

A mid-level water spell that creates a gigantic whirlpool beneath the enemy.

Obtain: Found in Corroded Grotto (Future).

Note: Costs 22 TP. Deals 1 hit of about 1500 Water-elemental damage to all enemies on screen.

--Earthquake-----

A high-level earth spell that summons an enormous earthquake.

Obtain: Found in forest around Ninja Village (Future).

Note: Costs 27 TP. Deals 1 hit of about 2500-3500 Earth-elemental damage to all enemies on screen. Doesn't work on flying enemies or enemies lifted up into the air.

--God Breath-----

A high-level wind spell that crushes the enemy using incredible air pressure.

Obtain: Found in Thor (Past OR Future).

Note: Costs 32 TP. Deals 1 hit of about 4000 Wind-elemental damage to all enemies on screen.

--Explode-----

A high-level fire spell that produces a huge explosion in a wide area around the target.

Obtain: Found in the Tower of Flame (Future).

Note: Costs 32 TP. Deals 1 hit of about 4000 Fire-elemental damage to all enemies on screen.

--Indignation-----

A high-level thunder spell that unleashes the thunder of the gods.

Obtain: Mandatory story event.

Note: Costs 30 TP. Deals 1 hit of around 2000-2500 Thunder-elemental damage to all enemies on screen.

--Tidal Wave-----

A high-level water spell that calls forth a crushing wave in a wide area around the enemy.

Obtain: Found in the Cavern of Ice (Future).

Note: Costs 34 TP. Deals 1 hit of around 4000 Water-elemental damage to all enemies on screen.

--Black Hole-----

The forbidden dark spell that draws enemies into the perfect silence of a black hole.

Obtain: Found in Moria Mine: Dwarven Ruins 18F (Future).

Note: Costs 42 TP. Deals 1 hit of around 4500 Darkness-elemental damage to all enemies on screen.

--Meteor Swarm-----

A high-level non-elemental spell that decimates the battlefield with falling meteorites.

Obtain: Found in Dhaos's Castle (Future).

Note: Costs 50 TP. Deals multiple random hits of around 1000 Non-Elemental damage to all enemies on screen.

--Big Bang-----

The forbidden light spell that explodes with the unspeakable power of a supernova.

Obtain: Found in Moria Mine: Dwarven Ruins 21F treasure room (Future).

Note: Costs 75 TP. Deals 1 hit of around 4500-5500 Light-elemental damage to all enemies on screen.

xx
x Suzu Fujibayashi/Ninpo x
xx

Suzu's ninpo are obtained by scrolls you can either buy from wandering ninja or found in chests in dungeons.

Although Suzu doesn't have Ougis like Cless, you can still link and combo with her skills. Thunderbolt links into any of her skills, and any of her other lower skills link into May Shower. Jiraiya can link from any of her skills.

So basically, it goes something like this:

Normal attack -> Combo rank 1 (Thunderbolt) -> Combo rank 2 (various skills) -> Combo rank 3 (May Shower) -> Combo rank 4 (Jiraiya).

--Utsushimi/Replication-----

Create an after-image of yourself, doubling attack damage.

Obtain: Known by default.

Note: Costs 10 TP. Combo rank 2. Doubles the hits of Suzu's normal attacks for about ten seconds, but disables the use of her abilities until it wears off.

Combo Command: Down, Down, Down + Square.

--Shiranui/Unknown Fire-----

Steal an item from an enemy.

Obtain: Known by default.

Note: Costs 7 TP. Combo rank 2. Has a chance to steal an enemy's stolen item if they have one available.

Combo Command: Back, Down-Back, Down, Down-Forward, Forward + Square.

--Izunaotoshi/Fox Drop-----

Descend from the sky to assault the enemy with a surprise attack.

Obtain: Known by default.

Note: Costs 8 TP. Combo rank 2. Good for aerial enemies that can't be pushed back easily.

Combo Command: Down, Down-Forward, Forward, Up-Forward, Up + X.

--Hagakure/Leaf Clover-----

Call forth a storm of leaves to mask your effortless escape from battle.

Obtain: Known by default.

Note: Costs 12 TP. Combo rank 2. Since the escape gauge doesn't fill up faster than running away normally, and Suzu can be hit out of the skill, it's not much more practical than simply trying to escape. Best to combo into it if you want to use it.

Combo Command: Down, Up, Down, Up + Square.

--Manjushage/Red Spider Lily-----

Unleash several flaming shuriken.

Obtain: Found in chest in Cave of the Burning Sands (Future) OR bought from ninja in the Tower of Flame for 510,000 Gald (Future). If purchased, the chest contains a ?Sword (Flare Baselard) instead.

Note: Costs 10 TP. Deals Fire-elemental damage. Combo rank 2. Great for pushing back enemies on the ground or in the air.

Combo Command: Back, Down-Back, Down, Down-Forward, Forward + X.

--Raiden/Thunderbolt-----

Throw a blade that summons thunder and lightning.

Obtain: Found in chest in Tower of the Zodiac (Future) OR bought from ninja in

--Alvein Successor-----

Master of the Alvein School's Ultimate Ougi: Blade of Ascension. Use it with Square + X + Circle in a pinch.

Obtain: Talk to the receptionist in the Miguel school of swordsmanship, then stay at the inn until you get a scene with Cless (Future).

Note: Does not have to be equipped to use the Blade of Ascension, only has to be acquired first.

--Combo Master-----

Proof that one has obtained both the Combo Counter and Combo Command.

Obtain: Obtain both the Combo Counter and Combo Command accessories.

--Berserk-----

The title granted to one who has endured many difficult battles.

Obtain: Go through 256 encounters on Hard or Mania difficulty.

--Champion-----

The title awarded for complete victory in the fighting tournament.

Obtain: Clear the Euclid arena at least once (Future).

--Gourmet Master--[MISSABLE!]-----

Proof of a chef that has mastered all forms of cooking.

Obtain: Missable! Master every single recipe.

--Ishitori Master--[MISSABLE!]-----

Having surpassed the former master, you are now known as the Great Ishitori Master!

Obtain: Missable! Beat the Ishitori Master in Alvanista Castle (Past).

--Eternal Swordsman-----

The title given to the swordsman who possesses the Eternal Sword.

Obtain: Mandatory story event.

--Gilgamesh-----

Proof that one possesses all the items from the Legend of Ishtar.

Obtain: Reach level 7.

--Priestess-----

The title given to a Methodist who has reached Level 12.

Obtain: Reach level 12.

--Bishop-----

The title given to a Methodist who has reached Level 20.

Obtain: Reach level 20.

--Cardinal-----

The title given only to a chosen Methodist.

Obtain: Reach level 40.

--Pope-----

The title bestowed in recognition of the greatest of Methodists.

Obtain: Reach level 80.

--Cupid-- [MISSABLE!]-----

Proof that you had a hand in encouraging Nancy and Elwin's love.

Obtain: Missable! Complete the Nancy and Elwin sidequest (Past); see sections [TOPWS_NE1], [TOPWS_NE2], [TOPWS_NE3], and [TOPWS_NE4] for more details.

--BOING-----

It seems people are surprised by your full figure.

Obtain: First hot spring event in the Ninja Village (Future).

--Pure Maiden-----

Proof of a pure maiden recognized by the Unicorn.

Obtain: Mandatory story event.

--Gourmet Master-- [MISSABLE!]-----

Proof of a chef that has mastered all forms of cooking.

Obtain: Missable! Master every single recipe.

--Magic User-----

The title given to one who can use Sorcery.

Obtain: Owned by default.

--Witch--[MISSABLE!]-----

The title given to one who has learned 5 spells.

Obtain: Missable! Learn 5 spells.

--Mage--[MISSABLE!]-----

The title given to one who has learned 10 spells.

Obtain: Missable! Learn 10 spells.

--Sorceress--[MISSABLE!]-----

The title given to one who has learned 15 spells.

Obtain: Missable! Learn 15 spells.

--Wizard--[MISSABLE!]-----

The title given to one who has learned 20 spells.

Obtain: Missable! Learn 20 spells.

--Spell Master--[MISSABLE!]-----

The title bestowed in recognition of one who mastered all forms of magic.

Obtain: Missable! Learn every spell.

--Party Girl-----

The title given to a heavy drinker.

Obtain: Mandatory story event.

--Little Kid-----

"I mean, look, I'm built like a little kid...", is what you said yourself.

Obtain: First hot spring event in the Ninja Village (Future).

--Python-----

It's probably not a good idea to try and solve everything through seduction...

The title of a chosen female ninja.

Obtain: Reach level 60.

--Crane Ninja-----

The title bestowed upon the ultimate female ninja.

Obtain: Reach level 80.

--Heartless-----

Void of emotion. The burden of those bound by the Law of the Ninja.

Obtain: Owned by default.

--Future Leader-----

The title that carries of the expectations of the Ninja Village.

Obtain: Talk to the girl near the save point in the Ninja Village after Suzu joins (Future).

--Sweet Tooth-----

The nickname for someone who loves sweets.

Obtain: Talk to the chef outside Olive Village grocer twice for a scene (Future).

--Gourmet Master--[MISSABLE!]-----

Proof of a chef that has mastered all forms of cooking.

Obtain: Missable! Master every single recipe.

--Shinobi-----

Completion of the Ordeals brings true understanding that the Way of the Ninja is to <<endure>> all trials.

Obtain: Complete Suzu's rite of succession in the Cave of Ordeals (Future). See section [TOPWS_COD] for more details.

--It's Electric!-----

The first time I saw you, it was like a flash of light and my body shook with excitement. Could this be love?

Obtain: Owned by default.

Note: Restores 10+1% per recipe level HP for all allies.

Uses to Master: Cless: 20 Chester: 17 Mint: 10 Klarth: 7 Arche: 50 Suzu: 10

--Rice Ball-----

A rice ball packed with love. Restores a little HP and cures poison.

Obtain: Known by default.

Ingredients: Rice, Dried Seaweed.

Note: Restores 10+1% per recipe level HP and cures poison for all allies.

Uses to Master: Cless: 17 Chester: 13 Mint: 10 Klarth: 10 Arche: 34 Suzu: 5

--Cabbage Roll--[MISSABLE!]-----

Succulent pork rolled in lush cabbage. Restores a little HP.

Obtain: Missable! Talk to Chef in Euclid grocer (Present).

Ingredients: Cabbage, Pork.

Note: Restores 12+1% per recipe level HP for all allies.

Uses to Master: Cless: 20 Chester: 13 Mint: 10 Klarth: 10 Arche: 25 Suzu: 10

--Steamed Egg Custard-----

A steamed dish made with egg and soup stock. Restores a little HP and cures poison.

Obtain: Mandatory story event.

Ingredients: Chicken, Egg.

Note: Restores 12+1% per recipe level HP and cures poison for all allies.

Uses to Master: Cless: 13 Chester: 10 Mint: 10 Klarth: 10 Arche: 25 Suzu: 10

--Sushi--[MISSABLE!]-----

Choice fish and rice come together in perfect harmony. Restores a little HP and cures paralysis and stone.

Obtain: Missable! Talk to Chef in Venezia grocer (Past).

Ingredients: Rice and 1 of Tuna, Mackerel, Sardines, Squid, Octopus, or Shrimp.

Note: Restores 15+1% HP and cures paralysis and stone for all allies.

Uses to Master: Cless: 17 Chester: 10 Mint: 10 Klarth: 10 Arche: 25 Suzu: 5

--Cheeseburger--[MISSABLE!]-----

A burger topped with cheese for added punch. Restores some HP.

Obtain: Missable! Talk to Lenios's wife, Sophia, in Belladam (Past).

Ingredients: Bread, Cheese, and 1 of Chicken, Beef, or Pork.

Note: Restores 20+1% per recipe level HP for all allies.

Uses to Master: Cless: 20 Chester: 13 Mint: 10 Klarth: 10 Arche: 25 Suzu: 10

--French Toast--[MISSABLE!]-----

Mere toast transformed in the harmony of milk and eggs. Restores some HP and cures poison.

Obtain: Missable! Talk to Chef in center of Hamel (Past). Unavailable after clearing the Lone Valley.

Ingredients: Milk, Egg, Bread.

Note: Restores 20+1% per recipe level HP for all allies.

Uses to Master: Cless: 20 Chester: 17 Mint: 13 Klarth: 10 Arche: 25 Suzu: 13

--Sandwich--[MISSABLE!]-----

Add your favorites, a sandwich has no wrong ingredients! Restores some HP and cures paralysis.

Obtain: Missable! Talk to Chef in Euclid grocer (Past).

Ingredients: Bread and 2 of Lettuce, Cucumber, Potato, or Egg.

Note: Restores 20+1% per recipe level HP and cures paralysis for all allies.

Uses to Master: Cless: 20 Chester: 15 Mint: 13 Klarth: 13 Arche: 25 Suzu: 10

--Neapolitan--[MISSABLE!]-----

A rich tomato pasta that both adults and children adore. Restores some HP and cures stone.

Obtain: Missable! Talk to Chef in Alvanista grocer (Past).

Ingredients: Tomato, Pork, Pasta.

Note: Restores 20+1% HP per recipe level and cures stone for all allies.

Uses to Master: Cless: 20 Chester: 13 Mint: 13 Klarth: 10 Arche: 25 Suzu: 10

--Poware--[MISSABLE!]-----

A refined dish featuring grilled beef in a rich sauce. Restores some HP.

Obtain: Missable! Talk to Chef in Olive Village grocer (Past).

Ingredients: Beef, Cheese, Bread.

Note: Restores 25+1% per recipe level HP for all allies.

Uses to Master: Cless: 17 Chester: 13 Mint: 13 Klarth: 10 Arche: 25 Suzu: 13

--Fruit Juice--[MISSABLE!]-----

A sweet yet healthy drink abounding in vitamins. Restores a little TP.

Obtain: Missable! Talk to Chef in eastern oasis in Freyland desert (Past).

Ingredients: Apple, Strawberry, Banana.

Note: Restores 7+1% per recipe level TP for all allies.

Uses to Master: Cless: 25 Chester: 17 Mint: 17 Klarth: 17 Arche: 13 Suzu: 7

--Sashimi--[MISSABLE!]-----

Sashimi is not food, it is art. Aesthetic sense is key. Restores some HP and cures poison.

Obtain: Missable! Talk to Shif in Edward's house after clearing Dhaos's Castle (Past).

Ingredients: Tuna, Mackerel, Sardines.

Note: Restores 25+1% per recipe level HP and cures poison for all allies.

Uses to Master: Cless: 13 Chester: 10 Mint: 17 Klarth: 9 Arche: 25 Suzu: 5

--Meat and Potato Stew-----

A blend of meat and potatoes just like mom used to make. Restores some HP.

Obtain: Talk to Chef outside in Miguel (Future).

Ingredients: Carrot, Potato, Onion, Pork.

Note: Restores 30+1% per recipe level HP for all allies.

Uses to Master: Cless: 13 Chester: 13 Mint: 10 Klarth: 9 Arche: 25 Suzu: 5

--Steak-----

Only the finest cuts of meat make it to the grill. Restores a lot of HP.

Obtain: Talk to Chef in third floor of Euclid Castle (Future).

Ingredients: Carrot, Potato, Spice, and 1 of Chicken, Beef, or Pork.

Note: Restores 35+1% per recipe level HP for all allies.

Uses to Master: Cless: 17 Chester: 13 Mint: 13 Klarth: 10 Arche: 25 Suzu: 10

--Pescatore-----

A themed pasta dish with the blessing of the sea. Restores a lot of HP and cures poison and paralysis.

Obtain: Talk to Chef in Morrison's Manor (Future).

Ingredients: Tomato, Squid, Shrimp, Pasta.

Note: Restores 15+1% per recipe level HP and cures paralysis for all allies.

Uses to Master: Cless: 17 Chester: 13 Mint: 10 Klarth: 10 Arche: 25 Suzu: 7

--Gratin-----

An artfully arranged pasta baked with a white sauce. Restores some HP and tiny bit of TP.

Obtain: Talk to Chef inside cabin at Lone Valley (Future).

Ingredients: Milk, Cheese, Pasta, and 1 of Chicken or Shrimp.

Note: Restores 25+1% per recipe level HP and 1% TP for all allies.

Uses to Master: Cless: 15 Chester: 15 Mint: 13 Klarth: 13 Arche: 25 Suzu: 13

--Beef Hot Pot-----

Stewed meat and vegetables, a blend ripe with stamina. Restores some HP and revives allies.

Obtain: Talk to Chef at the dock in Corroded Grotto (Future).

Ingredients: Carrot, Cabbage, Onion, and 1 of Chicken, Beef, or Pork.

Note: Restores 20+1% HP and revives all allies.

Uses to Master: Cless: 17 Chester: 13 Mint: 13 Klarth: 10 Arche: 25 Suzu: 7

--Fish Hot Pot-----

The dish loved by men of the sea, full of omega-3 fatty acids. Restores some HP and a little TP.

Obtain: Talk to Chef in Alvanista grocer (Future).

Ingredients: Cabbage, Kelp, and 2 of Tuna, Mackerel, Sardines, Squid, Octopus, or Shrimp.

Note: Restores 20+1% per recipe level HP and 5% TP for all allies.

Uses to Master: Cless:15 Chester: 13 Mint: 13 Klarth: 10 Arche: 25 Suzu: 7

--Beef Stew-----

A beef dish prepared with a secret sauce. Restores a lot of HP.

Obtain: Talk to Chef on second floor of Freezekiel supermarket (Future).

Ingredients: Carrot, Potato, Onion, Beef.

Note: Restores 40+1% per recipe level HP for all allies.

Uses to Master: Cless: 15 Chester: 13 Mint: 13 Klarth: 13 Arche: 25 Suzu: 13

--Fruit Parfait-----

A dreamy fruit dish, all your favorites are on parade! Restores some TP.

Obtain: Talk to Chef in Elven Village grocer (Future).

Ingredients: Milk and 3 of Apple, Lemon, Strawberry, Banana, Pineapple, Melon, Grapes, Mangosteen, or Prune.

Note: Restores 15+1% per recipe level TP for all allies.

Uses to Master: Cless: 20 Chester: 20 Mint: 17 Klarth: 17 Arche: 13 Suzu: 10

--Curry and Rice-----

The golden pair bring their trademark spicy kick. Restores a lot of HP and cures poison and paralysis.

Obtain: Talk to Chef outside Olive Village grocer (Future).

Ingredients: Carrot, Potato, Rice, Spice, and 1 of Chicken, Beef, or Pork.

Note: Restores 35+1% per recipe level HP and cures poison and paralysis for all allies.

Uses to Master: Cless: 13 Chester: 13 Mint: 10 Klarth: 10 Arche: 34 Suzu: 20

--Fruit Punch-----

A fantasia of fruit sits astride a sea of syrup. Restores a lot of TP.

Obtain: Talk to Chefbot in Thor (Future).

Ingredients: 5 of Apple, Lemon, Strawberry, Banana, Pineapple, Melon, Grapes, Mangosteen, or Prune.

Note: Restores 25+1% per recipe level TP for all allies.

Uses to Master: Cless: 25 Chester: 25 Mint: 20 Klarth: 20 Arche: 13 Suzu: 15

--Vegetable Salad-----

The blessings of the land make the ultimate green salad! Restores some HP and a little TP.

Obtain: Talk to Chef in Elven Village grocer again after receiving Fruit Parfait recipe (Future).

Ingredients: Carrot, Cabbage, Lettuce, Cucumber, Tomato.

Note: Restores 20+1% per recipe level HP and 10% TP for all allies.

Uses to Master: Cless: 20 Chester: 17 Mint: 15 Klarth: 15 Arche: 20 Suzu: 10

--Hashed Meat and Rice-----

A simple yet nostalgic blend of beef and rice. Restores a lot of HP.

Obtain: Talk to chef in Early coffee shop (Future).

Ingredients: Tomato, Onion, Beef, Rice, and 1 of Carrot or Potato.

Note: Restores 50+1% per recipe level HP for all allies.

Uses to Master: Cless: 17 Chester: 15 Mint: 15 Klarth: 15 Arche: 25 Suzu: 10

--Miso Oden-----

A legendary dish passed down through the ages in Japon. Restores full HP and TP and revives allies.

Obtain: Talk to Ofuyu in eastern house of Ninja Village (Future).

Ingredients: Radish, Potato, Konjac, Kelp, Egg, Miso.

Note: Restores 100% HP and TP and revives all allies.

Uses to Master: Cless: 1 Chester: 1 Mint: 1 Klarth: 1 Arche: 1 Suzu: 1

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XX

Part 1

--Totis Village-----

Weapon Shop <<Teaser>>

Long Sword.....140 Rapier.....180 Short Selfbow.....50
Long Selfbow.....200

Item Shop <<Ghauri>>

Apple Gummi.....60 Spectacles.....10 Chicken.....40
Beef.....64 Pork.....56 Bread.....20

Rice.....32 Dried Seaweed.....16

--Mountain Pass-----

Peddler

Apple Gummi.....60 Orange Gummi.....200 Panacea Bottle.....350

--Euclid-----

Variety Shop <<Squishy>>

Long Sword.....140 Rapier.....180 Short Selfbow.....50
Rod.....10 Leather Armor.....120 Cloak.....12
Wood Shield.....50 Beret.....300 Spectacles.....10
Apple Gummi.....60 Orange Gummi.....200 Chicken.....40
Pork.....56 Cabbage.....40 Apple.....40
Egg.....20 Bread.....20

Weapon Shop <<Holy Knight>>

Saber.....200 Rapier.....180 Short Selfbow.....50
Short Selfbow.....50 Long Selfbow.....200

Armor Shop <<Holy Knight>>

Leather Armor.....120 Chain Mail.....900 Wood Shield.....50
Round Shield.....300 Leather Helm.....600 Leather Gloves.....150

Item Shop <<Baby>>

Apple Gummi.....60 Orange Gummi.....200 Panacea Bottle.....350
Life Bottle.....300

Grocer <<Marion>>

Chicken.....40 Beef.....64 Pork.....56
Egg.....20 Bread.....20 Rice.....32
Dried Seaweed.....16 Cabbage.....40

--Morrison's House-----

Peddler

Long Selfbow.....200 Rod.....20 Chain Mail.....900
Ring Mail.....1200 Cloak.....12 Round Shield.....300
Leather Helm.....400 Leather Gloves.....150 Beret.....300
Mantle.....20 Spectacles.....10 Apple Gummi.....60
Orange Gummi.....200 Mixed Gummi.....1000 Panacea Bottle.....350
Life Bottle.....300 Chicken.....40 Pork.....56
Egg.....20 Bread.....20 Rice.....32
Dried Seaweed.....16 Cabbage.....40 Apple.....40

--Belladam Village-----

Equipment Shop <<Double K.O.>>

Saber.....200	Rapier.....180	Verdun.....700
Colichemarde.....1400	Battle Axe.....700	Rod.....10
Gem Rod.....600	Leather Armor.....120	Chain Mail.....900
Ring Mail.....1200	Cloak.....12	Amber Cloak.....620
Wood Shield.....50	Round Shield.....300	Leather Helm.....600
Iron Sallet.....840	Beret.....300	Leather Gloves.....150

Accessory Shop <<Draw>>

Apple Gummi.....60	Orange Gummi.....200	Mixed Gummi.....1000
Panacea Bottle.....350	Life Bottle.....300	Flare Bottle.....150
Liqueur Bottle.....60	Elven Boots.....4000	Mantle.....20
Leather Mantle.....100	Spectacles.....10	

--Euclid Village-----

Equipment Shop <<Bi-Shop>>

Rapier.....180	Verdun.....700	Colichemarde.....1400
Fine Saber.....700	Battle Axe.....700	Rod.....10
Gem Rod.....600	Chain Mail.....900	Ring Mail.....1200
Cloak.....12	Amber Cloak.....620	Round Shield.....300
Kite Shield.....600	Leather Helm.....600	Iron Sallet.....840
Beret.....300	Leather Gloves.....150	Kitchen Mittens.....300

Accessory Shop <<Cat's Eye>>

Apple Gummi.....60	Orange Gummi.....200	Mixed Gummi.....1000
Panacea Bottle.....350	Life Bottle.....300	Flare Bottle.....150
Liqueur Bottle.....60	Elven Boots.....4000	Mantle.....20
Leather Mantle.....100	Spectacles.....10	Talisman.....2000
Rabbit's Foot.....200		

Grocer <<Vegetto>>

Carrot.....150	Cabbage.....40	Cucumber.....90
Potato.....250	Tomato.....190	Onion.....210
Apple.....40	Strawberry.....220	Banana.....190
Milk.....30	Cheese.....40	

--City of Hamel-----

Item Shop <<Angel's Blessing>>

Apple Gummi.....60	Orange Gummi.....200	Mixed Gummi.....1000
Panacea Bottle.....350	Life Bottle.....300	Flare Bottle.....150
Liqueur Bottle.....150	Holy Bottle.....80	Dark Bottle.....20
Mantle.....20	Leather Mantle.....100	Spectacles.....20
Pickaxe.....150	Rope.....100	

Armor Shop <<Endurance>>

Chain Mail.....900	Ring Mail.....1200	Cloak.....12
Amber Cloak.....620	Round Shield.....300	Kite Shield.....600
Leather Helm.....600	Iron Sallet.....840	Beret.....300
Ankh Beret.....800	Leather Gloves.....150	Kitchen Mittens.....300

--Port City, Venezia-----

Weapon Shop <<Aqua Blade>>

Verdun.....700	Colichemarde.....1400	Fine Saber.....700
Walloon Sword.....1600	Battle Axe.....700	Crescent Axe.....1200
Corcesca.....2400	Rod.....10	Gem Rod.....600

Armor Shop <<See-Through>>

Ring Mail.....1200	Splint Mail.....1900	Cloak.....12
Amber Cloak.....620	Kite Shield.....600	Fight Shield.....1150
Iron Sallet.....840	Armet Helm.....1320	Beret.....300
Ankh Beret.....800	Leather Gloves.....150	Iron Gloves.....600
Kitchen Mittens.....300		

Accessory Shop <<Maraga's Ocean>>

Apple Gummi.....60	Orange Gummi.....200	Mixed Gummi.....1000
Panacea Bottle.....350	Life Bottle.....300	Flare Bottle.....150
Liqueur Bottle.....60	Holy Bottle.....80	Dark Bottle.....20
Heavy Boots.....1040	Mantle.....20	Leather Mantle.....100
Spectacles.....10	Pickaxe.....150	Rope.....100
Talisman.....2000	Rabbit's Foot.....200	White Mist.....5000

Grocer <<Waterfront>>

Tuna.....240	Mackerel.....140	Sardines.....100
Squid.....50	Octopus.....60	Shrimp.....160
Chicken.....40	Beef.....64	Pork.....56
Egg.....20	Bread.....20	Rice.....32
Dried Seaweed.....16		

--Various Ships-----

Sailor

Apple Gummi.....60	Orange Gummi.....200	Mixed Gummi.....1000
Panacea Bottle.....350	Life Bottle.....300	Bread.....20
Rice.....32	Dried Seaweed.....16	

--Kingdom of Alvanista-----

Weapon Shop <<Rhyme>>

Verdun.....700	Colichemarde.....1400	Fine Saber.....700
Walloon Sword.....1600	Crescent Axe.....1800	Bardiche.....2980
Corcesca.....2400	Halberd.....4000	Gem Rod.....600
Ruby Wand.....1240		

Armor Shop <<Rhyme>>

Splint Mail.....1900	Breastplate.....3600	Amber Cloak.....620
Silver Cloak.....2500	Kite Shield.....600	Fight Shield.....1150
Iron Sallet.....840	Armet Helm.....1320	Ankh Beret.....800
Straw Hat.....1420	Long Blue Ribbon....840	Iron Gloves.....600
Gauntlets.....1200	Kitchen Mittens....300	

Accessory Shop <<Calendar>>

Heavy Boots.....1040	Leather Mantle.....100	Thief's Mantle....2000
Pickaxe.....150	Rope.....100	Talisman.....2000
Paralysis Check..27,200	Poison Check.....6200	Rabbit's Foot.....200
White Mist.....5000	Fight Symbol.....7200	Holy Symbol.....100,000
Mystic Symbol...674,100	Silver Shawl.....3030	

Grocer <<Stuffed>>

Chicken.....40	Beef.....64	Pork.....56
Carrot.....150	Cabbage.....40	Potato.....250
Apple.....40	Strawberry.....220	Banana.....190
Tuna.....240	Mackerel.....140	Sardines.....100
Bread.....20	Dried Seaweed.....16	

Item Shop <<Houttuynia>>

Apple Gummi.....60	Orange Gummi.....200	Mixed Gummi.....1000
Panacea Bottle.....350	Life Bottle.....300	Flare Bottle.....150
Liqueur Bottle.....60	Holy Bottle.....80	Dark Bottle.....20
Rune Bottle.....3500	Spectacles.....10	

--Olive Village-----

Equipment Shop <<Garlic>>

Verdun.....700	Colichemarde.....1400	Fine Saber.....700
Walloon Sword.....1600	Crescent Axe.....1800	Bardiche.....2980
Corcesca.....2400	Halberd.....4000	Gem Rod.....600
Ruby Wand.....1240	Splint Mail.....1900	Breastplate.....3600
Amber Cloak.....620	Silver Cloak.....2500	Kite Shield.....600
Fight Shield.....1150	Iron Sallet.....840	Armet Helm.....1320
Ankh Beret.....800	Straw Hat.....1420	Long Blue Ribbon....840
Iron Gloves.....600	Gauntlets.....1200	Kitchen Mittens....300
Deck Brush.....600		

Accessory Shop <<Tenderloin>>

Heavy Boots.....1040	Leather Mantle.....100	Thief's Mantle....2000
Talisman.....2000	Paralysis Check..27,200	Poison Check.....6200
Rabbit's Foot.....200	White Mist.....5000	Fight Symbol.....7200
Holy Symbol.....100,000	Mystic Symbol...674,100	Silver Shawl.....3030

Grocer <<Sirloin>>

Chicken.....40	Beef.....64	Pork.....56
Egg.....20	Bread.....20	Rice.....32
Spice.....240	Pasta.....60	Milk.....30
Cheese.....40	Carrot.....150	Potato.....250
Onion.....210	Apple.....40	Pineapple.....430

Item Shop <<Yago>>

Apple Gummi.....60	Orange Gummi.....200	Mixed Gummi.....1000
Panacea Bottle.....350	Life Bottle.....300	Flare Bottle.....150
Liqueur Bottle.....60	Holy Bottle.....80	Dark Bottle.....20
Spectacles.....10		

--Elven Village-----

Nameless Grocer

Apple.....40	Lemon.....160	Strawberry.....220
Banana.....190	Pineapple.....430	Melon.....3000
Grapes.....250	Carrot.....150	Cabbage.....40
Cucumber.....90	Tomato.....190	Milk.....30
Cheese.....40		

Nameless Item Shop

Apple Gummi.....60	Orange Gummi.....200	Mixed Gummi.....1000
Panacea Bottle.....350	Life Bottle.....300	Flare Bottle.....150
Liqueur Bottle.....60	Holy Bottle.....80	Rune Bottle.....3500
Spectacles.....10		

Nameless Accessory Shop

Heavy Boots.....1040	Leather Mantle.....100	Thief's Mantle.....2000
Talisman.....2000	Paralysis Check..27,200	Poison Check.....6200
Rabbit's Foot.....200	White Mist.....5000	Fight Symbol.....7200
Attack Symbol....10,000	Holy Symbol.....100,000	Mystic Symbol...674,100
Silver Shawl.....3030		

--Midgard Castle-----

Weapon Shop <<Spirit>>

Verdun.....700	Colichemarde.....1400	Fine Saber.....700
Walloon Sword.....1600	Crescent Axe.....1800	Bardiche.....2980
Corcesca.....2400	Halberd.....4000	Mech Halberd.....22,000
Gem Rod.....600	Ruby Wand.....1240	

Armor Shop <<Spirit>>

Breastplate.....3600	Plate Mail.....24,500	Amber Cloak.....620
Silver Cloak.....2500	Fight Shield.....1150	Fine Shield.....15,800
Iron Sallet.....840	Armet Helm.....1320	Straw Hat.....1420
Fine Beret.....3600	Striped Ribbon....4000	Iron Gloves.....600
Gauntlets.....1200	Kitchen Mittens....300	

Item Shop <<Buster>>

Apple Gummi.....60	Orange Gummi.....200	Mixed Gummi.....1000
Panacea Bottle.....350	Life Bottle.....300	Flare Bottle.....150
Liqueur Bottle.....60	Holy Bottle.....80	Dark Bottle.....20
Rune Bottle.....3500	Spectacles.....10	

Grocer <<Ninja>>

Chicken.....40	Beef.....64	Pork.....56
Bread.....20	Rice.....32	Dried Seaweed.....16
Tuna.....240	Mackerel.....140	Sardines.....100
Carrot.....150	Cabbage.....40	Apple.....40
Strawberry.....220	Banana.....190	

Accessory Shop <<Slayer IV>>

Heavy Boots.....1040	Leather Mantle.....100	Thief's Mantle.....2000
Talisman.....2000	Paralysis Check..27,200	Poison Check.....6200
Rabbit's Foot.....200	White Mist.....5000	Fight Symbol.....7200
Attack Symbol....10,000	Holy Symbol.....100,000	Mystic Symbol...674,100
Silver Shawl.....3030		

Part 3

--City of Miguel-----

Equipment Shop <<Kogahazan>>

Colichemarde.....1400	Walloon Sword.....1600	Damascus Sword...34,800
Crescent Axe.....1800	Bardiche.....2980	Sadain Glaive...50,560
Halberd.....4000	Mech Halberd....22,000	Composite Bow.....3000
Ruby Wand.....1240	Breastplate.....3600	Plate Mail.....24,500
Holy Cloak.....56,000	Mithril Mesh....30,000	Fight Shield.....1150
Fine Shield.....15,800	Armet Helm.....1320	Cross Helm.....5000
Straw Hat.....1420	Fine Beret.....3600	Striped Ribbon....4000
Gauntlets.....1200	Kitchen Mittens....300	

Item Shop <<Benjamin>>

Heavy Boots.....1040	Leather Mantle.....100	Thief's Mantle.....2000
Talisman.....2000	Paralysis Check..27,200	Poison Check.....6200
Rabbit's Foot.....200	White Mist.....5000	Fight Symbol.....7200
Attack Symbol....10,000	Holy Symbol.....100,000	Mystic Symbol...674,100
Silver Shawl.....3030	Apple Gummi.....60	Orange Gummi.....200
Mixed Gummi.....1000	Panacea Bottle.....350	Life Bottle.....300
Flare Bottle.....150	Liqueur Bottle.....60	Holy Bottle.....80
Dark Bottle.....20	Rune Bottle.....3500	Spectacles.....10

--Morrison's House-----

Peddler

Apple Gummi.....60	Orange Gummi.....200	Mixed Gummi.....1000
Panacea Bottle.....350	Life Bottle.....300	Flare Bottle.....150
Liqueur Bottle.....60	Holy Bottle.....80	Dark Bottle.....20
Rune Bottle.....3500	Spectacles.....10	

--Kingdom of Euclid-----

Weapon Shop <<Holy Knight>>

Colichemarde.....1400	Walloon Sword.....1600	Damascus Sword...34,800
Crescent Axe.....1800	Bardiche.....2980	Sadain Glaive....50,560
Halberd.....4000	Mech Halberd.....22,000	Composite Bow.....3000
Ruby Wand.....1240		

Armor Shop <<Holy Knight>>

Breastplate.....3600	Plate Mail.....24,500	Holy Cloak.....56,000
Mithril Mesh.....30,000	Fight Shield.....1150	Fine Shield.....15,800
Armet Helm.....1320	Cross Helm.....5000	Straw Hat.....1420
Fine Beret.....3600	Striped Ribbon.....4000	Gauntlets.....1200
Kitchen Mittens.....300		

Grocer <<Flavor King>>

Carrot.....150	Cabbage.....40	Lettuce.....110
Radish.....1600	Potato.....250	Tomato.....190
Onion.....210	Apple.....40	Lemon.....160
Strawberry.....220	Banana.....190	Chicken.....40
Beef.....64	Pork.....56	Cheese.....40
Egg.....20	Bread.....20	Rice.....32
Dried Seaweed.....16		

Variety Shop <<Flexible Q>>

Apple Gummi.....60	Orange Gummi.....200	Mixed Gummi.....1000
Panacea Bottle.....350	Life Bottle.....300	Heavy Boots.....1040
Leather Mantle.....100	Thief's Mantle....2000	Stone Check.....46,200
Talisman.....2000	Paralysis Check..27,200	Poison Check.....6200
Rabbit's Foot.....200	White Mist.....5000	Fight Symbol.....7200
Attack Symbol....10,000	Holy Symbol.....100,000	Mystic Symbol...674,100
Silver Shawl.....3030		

Item Shop <<Furry Friends>>

Apple Gummi.....60	Orange Gummi.....200	Mixed Gummi.....1000
Panacea Bottle.....350	Life Bottle.....300	Flare Bottle.....150
Liqueur Bottle.....60	Holy Bottle.....80	Dark Bottle.....20
Rune Bottle.....3500	Spectacles.....10	Leather Mantle.....100
Thief's Mantle....2000	Paralysis Check..27,200	Poison Check.....6200
Holy Symbol.....100,000	Mystic Symbol...674,100	Silver Shawl.....3030

--Port City, Venezia-----

Weapon Shop <<Aqua Blade>>

Walloon Sword.....1600	Damascus Sword...34,800	Sinclair.....49,800
Bardiche.....2980	Hard Cleaver.....65,530	Sadain Glaive....50,560
Halberd.....4000	Mech Halberd.....22,000	Composite Bow.....3000
Ruby Wand.....1240		

Armor Shop <<See-Through>>

Plate Mail.....24,500	Mithril Plate....50,000	Holy Cloak.....56,000
Mithril Mesh.....30,000	Fight Shield.....1150	Fine Shield.....15,800
Armet Helm.....1320	Cross Helm.....5000	Straw Hat.....1420
Fine Beret.....3600	Pretty Ribbon.....4000	Gauntlets.....1200
Mithril Gloves...10,000	Kitchen Mittens.....300	

Item Shop <<Maraga's Ocean>>

Apple Gummi.....60	Orange Gummi.....200	Mixed Gummi.....1000
Panacea.....350	Life Bottle.....300	Heavy Boots.....1040
Leather Mantle.....100	Thief's Mantle.....2000	Stone Check.....46,200
Paralysis Check..27,200	Poison Check.....6200	White Mist.....5000
Fight Symbol.....7200	Attack Symbol....10,000	Holy Symbol.....100,000
Mystic Symbol...674,100	Silver Shawl.....3030	

Grocer <<Waterfront>>

Tuna.....240	Mackerel.....140	Sardines.....100
Squid.....50	Octopus.....60	Shrimp.....160
Kelp.....180	Egg.....20	Bread.....20
Rice.....32	Dried Seaweed.....16	Chicken.....40
Beef.....64	Pork.....56	Carrot.....150
Cabbage.....40	Apple.....40	Strawberry.....220

--Kingdom of Alvanista-----

Weapon Shop <<Rhyme>>

Damascus Sword...34,800	Sinclair.....49,800	Destroyer.....80,000
Holy Sword.....88,800	Bardiche.....2980	Hard Cleaver.....65,530
Sadain Glaive...50,560	Mech Halberd....22,000	Poleaxe.....65,140
Composite Bow.....3000	Cranequin.....7000	Ruby Wand.....1240
Holy Staff.....6000	Deck Brush.....600	

Grocer <<Stuffed>>

Chicken.....40	Beef.....64	Pork.....56
Cheese.....40	Egg.....20	Bread.....20
Rice.....32	Dried Seaweed.....16	Carrot.....150
Cabbage.....40	Cucumber.....90	Apple.....40
Strawberry.....220	Banana.....190	Tuna.....240
Mackerel.....140	Sardines.....100	Konjac.....300

Accessory Shop <<Calendar>>

Heavy Boots.....1040	Leather Mantle.....100	Thief's Mantle.....2000
Stone Check.....46,200	Talisman.....2000	Paralysis Check..27,200
Poison Check.....6200	Rabbit's Foot.....200	White Mist.....5000
Fight Symbol.....7200	Attack Symbol....10,000	Holy Symbol.....100,000
Mystic Symbol...674,100	Silver Shawl.....3030	

Item Shop <<Houttuynia>>

Apple Gummi.....60	Orange Gummi.....200	Mixed Gummi.....1000
Panacea Bottle.....350	Life Bottle.....300	Flare Bottle.....150
Liqueur Bottle.....60	Holy Bottle.....80	Dark Bottle.....20
Rune Bottle.....3500	Spectacles.....10	

Equipment Shop <<Rhyme>>

Plate Mail.....24,500	Mithril Plate....50,000	Holy Cloak.....56,000
Mithril Mesh.....30,000	Fight Shield.....1150	Fine Shield.....15,800
Armet Helm.....1320	Cross Helm.....5000	Straw Hat.....1420
Fine Beret.....3600	Pretty Ribbon.....4000	Gauntlets.....1200

Mithril Gloves...10,000 Kitchen Mittens.....300

--Elven Village-----

Item Shop <<Sunset>>

Elven Boots.....4000	Thief's Mantle.....2000	Elven Mantle.....9560
Stone Check.....46,200	Talisman.....2000	Paralysis Check..27,200
Poison Check.....6200	White Mist.....5000	Fight Symbol.....7200
Attack Symbol...10,000	Holy Symbol.....100,000	Mystic Symbol...674,100
Silver Shawl.....3030	Wonder Broom.....12,000	Witch Dress.....100,000

Grocer <<Red Shelves>>

Apple.....40	Lemon.....160	Strawberry.....220
Banana.....190	Pineapple.....430	Melon.....3000
Grapes.....250	Mangosteen.....640	Prune.....500
Carrot.....150	Cabbage.....40	Lettuce.....110
Cucumber.....90	Potato.....250	Tomato.....190
Onion.....210	Milk.....30	Cheese.....40

Item Shop <<Silent Song>>

Apple Gummi.....60	Orange Gummi.....200	Mixed Gummi.....1000
Panacea Bottle.....350	Life Bottle.....300	Flare Bottle.....150
Liqueur Bottle.....60	Holy Bottle.....80	Dark Bottle.....20
Rune Bottle.....3500	Spectacles.....10	

--Ninja Village-----

Ninja Shop <<Mashed Potatoes>>

Vanguard.....180,000	Ninto Ayame.....100,000	Kisaragi.....22,500
Yayoi.....125,000	Hood.....2400	Manji Symbol...124,000
Water-Spider.....8000	Apple Gummi.....60	Orange Gummi.....200
Mixed Gummi.....1000	Panacea Bottle.....350	Life Bottle.....300
Flare Bottle.....150	Liqueur Bottle.....60	Holy Bottle.....80
Dark Bottle.....20	Rune Bottle.....3500	Rope.....100
Carrot.....150	Cucumber.....90	Apple.....40
Grapes.....250	Rice.....32	Dried Seaweed.....16

--Olive Village-----

Equipment Shop <<Garlic>>

Sinclair.....49,800	Destroyer.....80,000	Holy Sword.....88,000
Flare Basilard..140,000	Bardiche.....2980	Hard Cleaver.....65,530
Sadain Glaive...50,560	Mech Halberd.....22,000	Poleaxe.....65,140
Composite Bow.....3000	Cranequin.....7000	Ruby Wand.....1240
Holy Staff.....6000	Plate Mail.....24,500	Mithril Plate...50,000
Holy Cloak.....56,000	Mithril Mesh.....30,000	Fight Shield.....1150
Fine Shield.....15,800	Armet Helm.....1320	Cross Helm.....5000
Straw Hat.....1420	Fine Beret.....3600	Pretty Ribbon.....7500
Gauntlets.....1200	Mithril Gloves...10,000	Kitchen Mittens.....300

Accessory Shop <<Tenderloin>>

Heavy Boots.....1040	Leather Mantle.....100	Thief's Mantle.....2000
Stone Check.....46,200	Talisman.....2000	Paralysis Check..27,200
Poison Check.....6200	Rabbit's Foot.....200	White Mist.....5000
Fight Symbol.....7200	Attack Symbol....10,000	Holy Symbol.....100,000
Mystic Symbol...674,100	Silver Shawl.....3030	

Grocer <<Sirloin>>

Chicken.....40	Beef.....64	Pork.....56
Cheese.....40	Bread.....20	Rice.....32
Spice.....240	Pasta.....60	Milk.....30
Cheese.....40	Carrot.....150	Potato.....250
Onion.....210	Apple.....40	Pineapple.....430
Mangosteen.....640	Prune.....500	

Item Shop <<Yago>>

Apple Gummi.....60	Orange Gummi.....200	Mixed Gummi.....1000
Panacea Bottle.....350	Life Bottle.....300	Flare Bottle.....150
Liqueur Bottle.....60	Holy Bottle.....80	Dark Bottle.....20
Rune Bottle.....3500	Spectacles.....10	

--City of Freezekiel-----

Equipment Shop <<Iced Coffee>>

Damascus Sword...34,800	Sinclair.....49,800	Destroyer.....80,000
Laser Blade.....200,000	Bardiche.....2980	Hard Cleaver.....65,530
Sadain Glaive....50,560	Mech halberd....22,000	Poleaxe.....65,140
Cranequin.....7000	Crescent Arrow..148,000	Ruby Wand.....1240
Holy Staff.....6000	Plate Mail.....24,500	Mithril Plate...50,000
Holy Cloak.....56,000	Mithril Mesh....30,000	Fight Shield.....1150
Fine Shield.....15,800	Armet Helm.....1320	Cross Helm.....5000
Straw Hat.....1420	Fine Beret.....3600	Pretty Ribbon.....7500
Gauntlets.....1200	Mithril Gloves...10,000	Kitchen Mittens....300

Grocer <<Freezer>>

Chicken.....40	Beef.....64	Pork.....56
Cheese.....40	Egg.....20	Bread.....20
Rice.....32	Dried Seaweed....16	Carrot.....150
Carrot.....15	Potato.....250	Onion.....210
Apple.....40	Lemon.....160	Banana.....190
Squid.....50	Octopus.....60	Shrimp.....160

Accessory Shop <<Freezer>>

Heavy Boots.....1040	Leather Mantle.....100	Thief's Mantle.....2000
Stone Check.....46,200	Talisman.....2000	Paralysis Check..27,200
Poison Check.....6200	Rabbit's Foot.....200	White Mist.....5000
Fight Symbol.....7200	Attack Symbol....10,000	Holy Symbol.....100,000
Mystic Symbol...674,100	Silver Shawl.....3030	

Item Salesman <<Toyama>>

Apple Gummi.....60	Orange Gummi.....200	Mixed Gummi.....1000
Panacea Bottle.....350	Life Bottle.....300	Flare Bottle.....150
Liqueur Bottle.....60	Holy Bottle.....80	Dark Bottle.....20
Rune Bottle.....3500	Spectacles.....10	

--Early, City of Darkness-----

Accessory Shop <<Midnight>>

Apple Gummi.....60	Orange Gummi.....200	Mixed Gummi.....1000
Panacea Bottle.....350	Life Bottle.....300	Flare Bottle.....150
Liqueur Bottle.....60	Holy Bottle.....80	Dark Bottle.....20
Rune Bottle.....3500	Spectacles.....10	Heavy Boots.....1040
Leather Mantle.....100	Thief's Mantle.....2000	Stone Check.....46,200
Talisman.....2000	Paralysis Check..27,200	Poison Check.....6200
Rabbit's Foot.....200	White Mist.....5000	Fight Symbol.....7200
Attack Symbol....10,000	Holy Symbol.....100,000	Mystic Symbol...674,100
Silver Shawl.....3030		

Equipment Shop <<3 A.M.>>

Sinclair.....49,800	Destroyer.....80,000	Ice Coffin.....140,000
Laser Blade.....200,000	Hard Cleaver.....65,530	Sadain Glaive...50,560
Mech Halberd....22,000	Poleaxe.....65,140	Aqua Spread....140,000
Crescent Arrow..148,000	Holy Staff.....6000	Plate Mail.....24,500
Mithril Plate...50,000	Holy Cloak.....56,000	Mithril Mesh....30,000
Fine Shield.....15,800	Cross Helm.....5000	Fine Beret.....3600
Pretty Ribbon.....7500	Mithril Gloves...10,000	Kitchen Mittens.....300

Coffee Shop <<Sleeping In>>

Chicken.....40	Beef.....64	Pork.....56
Milk.....30	Cheese.....40	Egg.....20
Bread.....20	Rice.....32	Dried Seaweed.....16
Pasta.....60	Carrot.....150	Cabbage.....40
Lettuce.....110	Apple.....40	Lemon.....160
Strawberry.....220	Squid.....50	Octopus.....60
Shrimp.....160		

--Geeth's Shop-----

<<Geeth Shop>> (Sami)

Rare Plate.....82,000	Rare Shield.....48,500	Rare Helm.....31,000
Rare Gauntlets...59,400	Crescent Arrow..148,000	

<<Geeth Shop>> (Ten)

Combo Command...400,000

--Moria Mine-----

Supply Unit

Apple Gummi.....60	Orange Gummi.....200	Mixed Gummi.....1000
Panacea Bottle.....350	Life Bottle.....300	Flare Bottle.....150
Liqueur Bottle.....60	Holy Bottle.....80	Dark Bottle.....20
Rune Bottle.....3500	Spectacles.....10	Chicken.....40
Beef.....64	Pork.....56	Bread.....20
Rice.....32	Dried Seaweed.....16	Carrot.....150
Cabbage.....40	Potato.....250	

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