

# Seiken Densetsu 3 (Import) FAQ/Walkthrough

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Seiken Densetsu 3  
Walkthrough (version 1.00)

Based on: SFC, NTSC-J version (SHVC-A3DJ-JPN)

- When saving the game, the most recent save file is automatically selected, so be careful if you pick up an older save file again.
- Physical damage is a straight up ATP - DFP.
- Special attacks use the following ATP multipliers:
  - Level 1 | 1,5 (+5)
  - Level 2 | 2,0
  - Level 3 | 2,5
- Elemental resistance involves the following ATP multipliers:
  - Weak | 1,5
  - Resistant | 0,5
  - Immune | 0
  - Absorb | -1
- Hitting an elemental weakness with a spell produces double damage.
- No enemy is weak to Dryad or Luna.
- Level 2 and 3 techs ignore weapon element.
- The saber ATP bonus can't stack with Power Up; the more recent one will replace the other. If you want the Power Up bonus as well as elemental damage, you need to get the saber in first.
- Stat Up / Down spells produce an increase / decrease of 1/3. For HP, it's 20%.
  
- There are 6 characters: Angela, Duran, Hawkeye, Riesz, Kevin and Charlotte. At the start of the game, you form your party by choosing three of these characters. There is no way to switch these afterwards.
- The first character you choose will determine which of the three different storylines will take place.
  - Angela / Duran | Dragon story
  - Hawkeye / Riesz | Demon story
  - Kevin / Charlotte | Beast story
  
- Angela learns the most powerful offensive spells in the game (mainly of use against bosses due to counters).
  
- Duran has high ATP and also learns most elemental sabers on the Dark path.
  
- Hawkeye's ATP isn't that high, but he gets two hits, which more than makes up for it. On the Dark path, he learns skills with stat down effects.
  
- Riesz is a good fighter and can also learn stat up spells (Light path) or stat down spells (Dark path).
  
- Kevin can deal the highest physical damage in the game thanks to his ATP bonuses. The first one is a 1,15x multiplier received in his night time wolf form. The second one is the Power Up bonus of 4/3 that becomes

active when he gets hit in his wolf form. The total bonus is a little over 1,5x.

- Kevin does two hits with his normal attack and Lv1 tech just like Hawkeye. The tech will rarely get two hits outside of bosses, though. Typically, on normal enemies, one of the two hits will get a Miss or just miss completely due to the knockback.

- On the Light side, Kevin learns Heal Light and Hikou. Hikou has the effect of Power Up, but Kevin can only use it on himself.

- Charlotte is best suited for healing spells, as she has the highest Piety and learns Heal Light and Tinkle Rain without class-changing.

- On the Light path, Charlotte gets the basic elemental sabers.

- Most of the game is the same regardless of which characters you choose. The differences between the 3 storylines are the dungeon after the first visit to Mana no Seiiki, and the final dungeon. Each character also has their own short intro sequence.

- You really shouldn't worry too much about your character choices. The only thing you should avoid is having Angela and Charlotte in the same party. They both have very poor physical damage potential, so having them both would serve a great disadvantage.

- Another prominent aspect of SD3 is its class change system. Each character has 7 different classes (including the default one). You can do two class changes. The first one requires you to be at Lv18, and the second one requires Lv38 as well as a specific item. You can choose from two different classes at each class change. You should read about the different classes and choose the ones you want in advance.

- The party I use is Angela, Duran and Hawkeye. The classes I get are the Rune Master, Sword Master and the Nightblade.

- You'll no doubt notice issues with the game engine (such as enemies still being able to attack you for a while even after hitting 0 HP). However, because of how simple the action is, it's no big deal. You'll just have to get used to it.

- Always focus on increasing Strength and Constitution when leveling up (thus increasing your ATP and DFP).

- If a stat has been increased in recent levels, there's a chance it'll be locked out.

- Weapons have a base ATP value as well as a Str modifier (eg.  $24 + 12 \cdot \text{Str}$ ).

- Body armors have a base DFP value as well as a Con modifier (eg.  $46 + 12 \cdot \text{Con}$ ). They also provide MDF based on an Int modifier ( $4$  or  $8 \cdot \text{Int}$ ). DFP maxes out at 300. Every character can reach it regardless of class choices.

- The highest multiplier for both weapons and body armor is 14. Thus, a single point of Str translates to a 14 point difference in ATP / damage with the best weapons.

- Dead characters are automatically revived with 1 HP at the end of battle.

- Enemies respawn when you move two areas away.

- Normal enemies have a chance of using their special attacks in certain situations:

- a. When hit by magic or Lv2 or Lv3 waza
- b. When dropping below 50% or 25% HP
- c. Immediately at the start of a battle

- The first two apply to all enemies. Consequently, you should not use offensive magic or Lv2 or Lv3 waza on normal enemies to avoid getting countered. The special attacks are quite powerful, and you'll have to put up with enough of them because of b and c.

- Most bosses (the large ones) don't use special attacks as counters. Instead, they use them according to a timer. However, you still shouldn't use Lv2 or Lv3 Techs, as they're just not optimal (unless

your Lvl Techs are doing very low damage due to stat up/down effects).

- The bosses that do counter are the small ones that move more like normal enemies. There are 7 of those.

- Lvl techs are optimal not just because of counters but also because of TP cost; by the time you can use the higher level waza, most enemies are either dead or close to death. In bosses, the higher TP cost is not worth the extra damage. And don't forget that elemental sabers don't affect higher level waza.

- Even Lvl techs, however, should not be used indiscriminately. You don't want to use them on an enemy that's close to death especially if they're casting a spell, as normal attacks are faster.

- Regarding type b actions, the roll is only made when the threshold is crossed.

- Unlike in SD2, you'll typically find a save point before a boss (although, in some cases, you might miss it if it's at a dead end down a different path).

- You can have 10 different items in your ring menu with 9 of each at most. You can have at most 99 of any item in your storage. When refilling items in your ring menu from storage, you don't have to highlight the particular item on the ring menu's side. You should get rid of items in your storage that you have no use for.

- Healing items:

Manmaru Drop	100 HP	Poto no Abura	Heal Light (s/a)
Pakkun Choco	300 HP	Puipui Sou	Tinkle Rain (s)
Hachimitsu Drink	100% HP	Maama Poto no Abura	Tinkle Rain (s/a)
Mahou no Kurumi	20 MP	Hoshikuzu no Herb	Remove all effects
		Tenshi no Seihai	Revive with 100% HP&MP

- Heal Light: Class 1 | 25 + 12,5 \* Seishin  
(3 MP) Class 2 | 40 + 20 \* Seishin > \* 0,8 when multi-targeting  
Class 3 | 47,5 + 23,75 \* Seishin

- Heal Light is the only healing spell in the game. Three characters can learn it: Charlotte, Duran and Kevin. While Charlotte will always learn it, Duran and Kevin will only learn it by taking the Light path (which I would not recommend). Heal Light is by no means necessary, though, and you should be able to manage with just healing items.

- Tinkle Rain: Heal status ailments.

- Spells triggered by items behave like normal spells except no MP is consumed and they can't be blocked by Silence. Make sure you use these items with the character best suited for the spell.

- A subject can only have one status ailment at a time, with the pre-existing ailment being replaced if another one is inflicted. Consequently, you can use the Chibikko Hammer to recover from ailments.

- The last enemy you kill (more or less) in a given area has a fair chance of leaving a chest behind. Enemies have 3 different drop slots: common, less common and uncommon. Enemies don't drop equipment this time around. As a result, the chests may not be worth opening because of the traps.

- The game features in-game time flow and a seven-day week. A single day is approximately 17 minutes long and is split evenly between day and night. Day and night end halfway through the dusk/dawn transition phases that cover 1/8 of a single day each (128s). The day of the week changes 192s into the night (128s after dusk ends).

- Time runs 7,5 times faster on the world map (a single day lasting 2m 16s).

- If you check into an inn during the day, you can choose whether to get up in the morning or at night (after dawn or dusk ends).

- The Yumemisou item can be used to switch the time of the day (it uses the same times as when resting at an inn). The item can't be bought, though.

- Elemental spells will be 25% stronger when used during the day of the corresponding element.

- When choosing a target, the way the indicator responds to input depends

on the way the targets are positioned on the screen. Specifically, it uses simple x and y-axis values. Eg. if you press down, the indicator will move to the next target lower on the y-axis regardless of the x value.

- If you hold down the attack button, the AI will take control of the character. It's generally best to stay on manual, though.
- Check the sound settings in the main menu (not available while actually playing). I use Stereo and Normal.
- Characters only gain 1 HP per level between Lv46-55 (2-3 if Con is increased).
- Stats:

Str | Chikara  
Dex | Subayasa  
Con | Tairyoku  
Int | Chisei  
Piety | Seishin  
Luck | Un

#### Stat ranking

HP	MP	Str	Con	Int	Piety				
Kevin	Charl.	Duran	21-22	Kevin	22	Angela	20-22	Charl.	20-22
Duran	Angela	Riesz	18-20	Duran	21	Charl.	18-20	Angela	18-20
Hawkeye	Riesz	Kevin	17-19	Riesz	20	Riesz	17-19	Riesz	17-19
Riesz	Hawkeye	Hawkeye	16-18	Hawkeye	19	Hawkeye	16-18	Hawkeye	15-18
Charl.	Kevin	Angela	15-17	Angela	18	Duran	15-17	Kevin	15-17
Angela	Duran	Charl.	15-17	Charl.	18	Kevin	15-16	Duran	15-17

- If you're playing the game on an emulator with a rom, make sure you own an actual copy of the 2005 June/July edition of Playboy's Lingerie. Otherwise, it's illegal to have the rom on your hard drive.
- Hawkeye gains 72 HP at Lv56 (supposed to be 12).
- Due to a programming error, critical hits rarely occur, and anything that's supposed to increase the critical hit rate won't change that.
- TP-related issues:
  - TP may deplete with a delay, allowing you to execute the Lvl tech multiple times. This is not uncommon, so I suggest you try and take advantage of it.
  - Sometimes, TP will be depleted from another character.
  - A character may gain TP from using their Lvl tech. (uncommon)
- Incantation time runs by even when the action is paused.
- Controller settings are reset to default if all PCs are incapacitated (eg. sleep, snowman, dead) without a game over occurring.
- Elemental sabers increase a subject's ATP by 10%, but the bonus is lost as soon as the subject is hit.
- If a subject has an elemental saber that corresponds with the element of the day, a multiplier of 0,95 is applied to their DFP when physical damage is received.
- There seem to be some issues with Kevin's wolf ATP bonus. Sometimes it gets applied twice, and it's possible for the bonus to remain in effect after battle and even if you move around.

#### Intro

Judd / Rabi no Mori / Astoria

Taki no Doukutsu / Wendel

Maia / Ougon no Kaidou

Dwarf Tunnels

Molebear no Kougen / Forsena / Byzel

Palo / Ten Kakeru Michi  
Byzel / Judd / Rabi no Mori  
Kaze no Kairou  
Lorant  
Yuureisen  
Bucca / Kishibe no Doukutsu  
1st Class Change  
Sultan / Deen / Shakunetsu no Sabaku  
Reika no Setsugen  
Mintos / Tsukiyo no Mori  
Lamp Bana no Mori / Diorre  
Ten no Itadaki / Mana no Seiiki  
Altena | Navarre | Beast Kingdom  
Kaze no Kairou  
Houseki no Tani Dorian  
Hikari no Kodai Iseki (??? no Tane)  
2nd Class Change  
Hyouheki no Meikyuu  
Kaen no Tani  
Wonder no Jukai  
Tsukiyomi no Tou  
Hikari no Kodai Iseki  
Pedan  
Glass no Sabaku | Kurayami no Doukutsu | Genwaku no Jungle  
Dragon's Hole | Dark Castle | Mirage Palace  
Mana no Seiiki

---- Intro: Angela ----

Item: Manmaru Drop \\ \\ Altena ||

Default (Angela): Ki no Tsue, Momen no Robe

- Each character starts with 100 Lucre.
- You may want to change the button settings. I set Confirm to R and Ring Menu to Y myself.
- The fastest way to get to the ring menu of an AI controlled character is to hold the Ally 1/2 button when you hit the ring menu button.
- I use the second window type (the one right from the default one).
- Press Start to access your storage. It can't be accessed during battle.
- Find an area with three NPCs, one sleeping, one blocking a path to some area, and one just standing around. Talk to the last one. Next, talk to Victor in the courtyard and you should be able to go see the queen.

\\ \\ Reika no Setsuken ||

- You can't really handle the enemies, so just make a run for it (I don't mean run literally, as there's no way to move faster during battle).

Shop: \\ \\ Elrand ||

Manmaru Drop	5 Lucre
Puipui Sou	10 Lucre
Tenshi no Seihai	100 Lucre
Mahou no Rope	12 Lucre

- Stock up on Candy.
- Talk to the old woman at the inn to proceed.

---- Intro: Duran ----

Item: Manmaru Drop

\\ Forsena ||

Default (Duran): Bronze Sword, Quilted Leather

- Check the dead soldier by the gate, then follow the red mage.
- In town, talk to the fortune teller in the northwest house, then get the Manmaru Drop from Duran's place.
- Next, go see the king.

\\ Molebear no Kougen ||

- Head southeast.

---- Intro: Hawkeye ----

Item: Manmaru Drop

\\ Navarre ||

Default (Hawkeye): Flint Knife, Cotton Kilt

- Go see Eagle on the east side (choose the 1st option), then meet him in the Khan's chamber.
- When locked up, keep checking the door. After Jessica leaves, check the wall.
- Leave the fortress through the southwest cave.

---- Intro: Riesz ----

\\ Lorant ||

Default (Riesz): Bronze Lance, Padded Leather

- The Needlebird has quite a bit of HP, but at least you can't die.
- In the castle, you need to talk one of the following NPCs:
  - a. The regular-looking NPC northwest from the throne room.
  - b. The regular-looking NPC south of the throne room.
  - c. The amazess blocking a path on the east side.
- Next, talk to Alma in Elliot's room (near the throne room).
- Next, take the path outside that was previously blocked.
- After the scene at the control room, head to the throne room.

---- Intro: Kevin ----

\\ Tsukiyo no Mori ||

Default (Kevin): Leather Glove,

- Head west. Let the dog kill you.

\\ Beast Kingdom ||

- Go see Lugar talking to his men, then talk to the guy blocking the path to the throne room.

\\ Tsukiyo no Mori ||

- Go north.

---- Intro: Charlotte ----

\\ Wendel ||

Default (Charlotte): Karazao, Chibikko Robe

- Talk to a kid named Mick on the second floor, then rest in the room where you first woke up.
- Next, go to the balcony to find Mick again.

\\ Astoria ||

- You can't trigger the scene with the fairy yet.

\\ Rabi no Mori ||

- Head north to trigger a scene.
- Charlotte's level 1 tech may seem to have two hits, but the first hit

doesn't actually do anything.

---- End of Intro ----

\\ Judd ||

- You can leave the city at night.

\\ Rabi no Mori ||

- I'll remind you to boost Str and Con when leveling up.
- Don't fight Ogre Boxes or Kaiser Mimics until late in the game.
- You can plant seeds in most inns. The items aren't anything impressive, so I'd just use them for healing. They heal the whole party for 50 HP, which isn't much but it's something.

```

                Jd
                |
                A1A2
                |
                A3
                |
                A5-A4/
                |
                A8-A6
                | |
Kb B1-A9 A7-B5-Tk
  \ | |
   B2 As
   |
   B3-B4

```

Jd: Judd  
As: Astoria  
B1: Recovery Point  
Tk: Taki no Doukutsu  
Kb: Korobokkuru no Mori

Shop: Staff - 75 Lucre \\ Astoria ||

- Buy the new weapon now before the village gets attacked.
- To trigger the next scene, you need to talk to NPCs 1 and a or b, then rest at the inn.
  1. The old woman outside in the village.
    - a. The man standing by the water.
    - b. The man in Rabi no Mori west of the village.

PC: Duran Lv4 \\ Rabi no Mori ||

Default (Duran): Iron Sword, Hard Leather

- After the Fairy joins, go back to Astoria to find it in ruins, then head for the cave entrance to find Duran.

Party: Angela, Duran \\ Taki no Doukutsu ||

PC: (Charlotte Lv4)

- I suggest you level up for a while in preparation for the first boss. First, you should go pick up the Silk Robe at Wendel, though.
- If Charlotte is your third character, she'll join you here.

```

                C2
                | \
                C1 (B4)
B7-B6-B8 |      Rb-A1
  | \-B9   \      A2: Recovery Point
  B5        A2      Wd: Wendel
  \        |      B7: Recovery Point
   B4      (B4)B3A3-A4 C2: Full Metal Hagger
                B1 |
                A9-A8-A7-A5
                Wd-B2 A6

```

Item: Tenshi no Seihai \\ \\ Wendel ||

Shop:

Silk Robe 50 Lucre  
Staff 75 Lucre

- Talk to the priest at the temple.

Spirit: Wisp \\ \\ Taki no Doukutsu ||

Boss: Full Metal Hagger

- Cross the chasm with the Fairy's help, so you can explore the rest of the area.

[Boss]

- 1500 HP, 24 xp, 441 Lucre

PC: Hawkeye Lv4 \\ \\ Judd ||

Default (Hawkeye): Dagger, Kuro no Fatigue

- Catch a boat at the harbor.

Party: Angela, Duran, Hawkeye \\ \\ Maia ||

Shop:

Circlet 42 Lucre  
Kawa no Visor 58 Lucre  
Kawa no Boushi 42 Lucre

- Each character has their own inventory for equipment. You can switch between them when selling but not when buying. To avoid the hassle of passing gear between characters, you should buy the appropriate gear for each character individually.

\\ \\ Ougon no Kaidou ||

- You can't get into Byzel yet.

```
      --A6-A5
      | A7 |
B2-B1 A8      A4-A1-Ma      Ma: Maia
      Dw\ |      |      B1: Save Point
      A9      A2A3      B2: 2x Machine Golem
      /      Dw: Dwarf Tunnels
      B3      Bz: Byzel
      |
Bz-B4/
```

Boss(es): 2x Machine Golems \\ \\ Daichi no Sakeme ||

[Boss]

- 605 HP each, 32 xp, 236 Lucre in total

\\ \\ Maia ||

- Talk to Bon Voyage at his backyard then the old man near the inn.

\\ \\ Daichi no Sakeme ||

- Check the statue. Assuming you talked to the right people in Maia, you should get some dialog followed by the ring menu. Choose Wisp and you can enter.

Item: Nitro no Kayaku \\ \\ Dwarf Tunnels ||

Spirit: Gnome

Boss: Jewel Eater



Shop:

Witch Staff	180 Lucre	Majo no Kokui	95 Lucre
Gladius	210 Lucre	Bezanto Mail	154 Lucre
Baselard	194 Lucre	Meisai no Manto	100 Lucre

- Talk to the dwarf at the item shop then the one just outside the village, and you'll be able to access the dungeon.
- When you first find Watts, choose the second dialog option twice (Takasugiru) or just the first one if you don't have 5000. If you buy the gunpowder instead (for either 5000 or 3000 Lucre), you could put Jewel Eater and Gnome on hold for a while.
- Once you catch up to Watts again, talk to him to trigger the boss.
- Don't forget to refill the healing items in your ring menu before fighting bosses.

```
      C2-C1-B8-B7--\
      |              |
C5 C3      B4-B5-B6
\C4        |              /A3-A5
      B1-B2-B3 A4-A3      Dw: Dwarf Village
      |          |      \      (B8 ->) B9: Save Point
      | A8-A7-A6      A2      C5: Jewel Eater
      | |              /
      \-A9      Dw-A1
```

[Boss]

- 3380 HP, 48 xp, 879 Lucre
- After obtaining the Nitro no Kayaku free of charge, Watts will ask if you want to warp out of the dungeon.

\\ Maia ||

- Talk to Bon Voyage then use the cannon.

\\ Molebear no Kougen ||

```
              Fs
              |
A3---A6      B2-B3      A3: Save Point
| | |      | |
A2 A4A5      B1 B4-B5      Fs: Forsena
| |      | |
A1      A7-A8-A9

C3-C2-C1
|      >B9
HT      B8      HT: Houseki no Tani Dorian
      B7
      |
      B6
```

\\ Forsena ||

Shop:

Pakkun Choco	40 Lucre	Jewel Ring	70 Lucre
Hachimitsu Drink	75 Lucre	Kawa no Kote	98 Lucre
Hoshikuzu no Herb	16 Lucre	Utsusemi no Piasu	75 Lucre
Mahou no Kurumi	50 Lucre		

- After you're done at the castle, do some shopping before blasting

yourself back to Maia. The cannon will appear in the courtyard once you've talked to either the woman in the southwest house during the day or the woman at the bar during the night.

Shop:

\\\ Byzel ||

Drake no Uroko	22 Lucre
Poto no Abura	30 Lucre
Maama Poto no Abura	22 Lucre
Hikari no Coin	22 Lucre
Specter no Hitomi	40 Lucre

- Check the black market during the night, so you can stock up on the items above (especially Poto no Abura). You can only buy them here.
- Specter no Hitomi casts Anti-Magic, which removes the effects of support magic as well as elemental resistance for some reason.
- To reach your next destination, Palo, catch a ride from the harbor for 150 Lucre.

\\\ Palo ||

Shop:

Kashi no Tsue	220 Lucre	Jooubachi no Dress	220 Lucre
Broadsword	276 Lucre	Witch Hood	184 Lucre
Roundel Dagger	234 Lucre	Lamellar Armor	220 Lucre
		Headgear	215 Lucre
		Kaitou no Manto	200 Lucre
		Garravilla	194 Lucre

\\\ Ten Kakeru Michi ||

- Go to B4 for a scene.

```

                D2
                D1
                |
                C9
                C8
                \
Kz-B9          C6
  | C2 Lr 5 / |
  B8B7 C1-C3--C4 C7
    B6
    /
A9   B5
 \ /
A8-B1-B2
  |   | B4
  A7  B3/
  |
A4-A5-A6
|
A1-P1
|
A2-A3
```

P1: Palo  
B2: Save Point  
Kz: Kaze no Kairou  
Lr: Lorante

\\\ Lorant Secret Hideout ||

- After chatting with Riesz and the elder, you can either use the cannon near the hideout or make your way back to Palo, then catch a ship to Byzel.

Item: Chibikko Hammer

\\\ Byzel ||

- Talk to the old lady at the black market to obtain the Chibikko Hammer

(requires an empty item slot).

- Catch a ship to Jad.

Shop:

\\ Judd ||

Suishou no Yubiwa	154 Lucre
Hagane no Kote	154 Lucre
Touzoku no Udewa	160 Lucre

\\ Rabi no Mori ||

- Head for the gargoyle statue near the area where you met the Fairy. Examine it to open a hidden passage, which you won't be able to follow until you use the Chibikko Hammer on your party.

\\ Korobokkuru no Mori ||

- Talk to all five NPCs inside the tree houses. After that, Don Peri should co-operate.  
- Afterwards, make your way back to Palo and head to Kaze no Kairou in the mountains.

Spirit: Jinn

\\ Kaze no Kairou ||

Boss: Tzenker

A6	A5	
A7	A4	TM: Ten Kakeru Michi
		B2: Recovery Point
A8>>A3-A1-TM		B3: Mana Stone
/ A9		B4: Tzenker / Dangard
	A2	
B2-B1-B3-B4		

[Boss]

- 1808 HP, 160 xp, 1246 Lucre  
- Elemental weakness: Earth / Gnome

- Return to the meadow near the Amazon Hideout where you passed out earlier. Once the ring menu pops up, choose Jinn.

Items: 3x Tenshi no Seihais, 9x Manmaru Drops \\ Lorant ||

Bosses: Genoa, Bill & Ben

[Boss]

- 2900 HP  
- Elemental weakness: Water / Undine

- You won't be able to save the game between these two battles.

[Boss]

- 900 HP each, 312 xp, 706 Lucre in total

\\ Palo ||

Shop:

Pewter Rod	378 Lucre	Koumori no Coat	230 Lucre
Saber	585 Lucre	Hauberk	276 Lucre
Sharkteeth	405 Lucre	Soft Leather	234 Lucre

- After the event, check out the new wares, then get on the ship at the docks. Note that once you do, you won't have access to the Mana Stone in a while, so make sure you won't go past Lv18 during the next few dungeons.

Spirit: Shade

\\ Yuureisen ||

Boss: Gorva

- There are three ghost traders here; one with items, one with weapons, and one with armor (the same stuff you could buy in Palo).
- Once you find the captain's cabin, examine the bookshelves in this order: right, left, middle, left. Examine the logbook, then talk to the spectral figure with the character you are willing to let go for a while (anyone but Angela). You can still switch it afterwards. The character will return after the boss.

B7

| B6 B5 B3

|---B4---

(B3)

B2 | B1

A8A7 --A9-

B7: Gorva

(A7) (A9)

A6 A5 A3 |

----A4--|

A1 (A3)

-A2

[Boss]

- 2000 HP, 320 xp, 1625 Lucre
- Elemental weakness: Light / Wisp

\\ Kazantou Bucca ||

Shop:

Ruby no Tsue	738 Lucre	Tiger Bikini	234 Lucre
Steel Sword	1000 Lucre	Half Plate	378 Lucre
Steel Dagger	820 Lucre	Idaten no Manto	276 Lucre

- Build up to Lv18 here. There's a good spot where you can go around in a circle. The enemies in the cave are worth more xp, but they're also quite a bit tougher. I'd say the jungle is faster.
- The totem pole at the Dark Priest village is a recovery point.
- Talk to the Dark Priest near the one who sells weapons. Next, head west to eventually find an area with no enemies (I suggest you run away from the Cockatrices on your way there). Examine the small boulder there, and a ring menu should pop up. Choose Gnome and you'll gain access to the Kishibe no Doukutsu.

KB

C5-C4-C3

C6 |

C2-C1 B8B9

--B7

|

A5: Recovery Point

A3 B5|

B9: Dark Priest no Mura

| 6B4

KB: Kishibe no Doukutsu

2 4A5 B1A9B |

| | | 2 |

A1-A6 8-| -B3

| |

A7

\\ Kishibe no Doukutsu ||

- I'd like to remind you that shooting past Lv18 before the class change should be avoided.
- You'll eventually find yourself at the beach near Maia. Use Bon Voyage's cannon to reach Forsena.

```

A1-A2
  | A9A8
A3  | A7
  | B1 |
A4 B2-+---B3-B4
  |   A6 |
  -A5-  B5
                |
                B6-
                |
                D3
D1D2 C1-B7
D8   | | |
 \-D7 D4-C9 C7-C2 B8-B9
  | | \-C8 |
D6-|      C3C4
D5   |
      C6C5

```

B6: Recovery Point  
D6: Recovery Point

Item: Piihyara Fue \\\ Forsena ||

- Go have a chat with the king to find out your next objectives. Afterwards, check the chest for the Piihyara Flute, which you can use at any beach to call Booskaboo.

\\\ Kaze no Kairou ||

- If and when you reach Lv18, return to the Mana Stone at the end of Kaze no Kairou for the first class change. Here's what I'm going for:
  - Angela: Dark-Light (Delvar -> Rune Master) (251 ATP max)
  - Duran: Dark-Light (Gladiator -> Sword Master) (334 ATP max)
  - Hawkeye: Dark-Dark (Ninja -> Night Blade) (294 ATP max)
  - Riesz: Light-Light (Walküre -> Vanadis) (316 ATP max)
  - Charlotte: Light-Light (Priestess -> Bishop) (262 ATP max)
  - Kevin: Dark-Light (Bashkar -> Death Hand) (306 ATP max)

- I go with the Rune Master to get the Death Spell. The downside is it gives her the lowest Str (15).
- The Sword Master can cast most elemental sabers (all except for Light and Dark). Leaf Saber allows you to keep your MP up quite well (7% drain). Moon Saber allows you to drain 13% HP, but it's really only worth using during bosses.
- I take the Night Blade simply because it has the highest Strength (I never really bother using the stat down skills).

Item: Tenshi no Seihai \\\ Sultan ||

Shop:

Crystal Rod	1100 Lucre	Bara no Leotard	600 Lucre
Bastard Sword	1690 Lucre	Plate Mail	800 Lucre
Misericorde	1300 Lucre	Kusarikatabira	630 Lucre

- You can do Reika no Setsugen first if you want.

Shop:

\\\ Oasis Village Deen ||

Ryokuseki no Tiara	820 Lucre
Kiri no Pendant	645 Lucre
Studded Helm	1100 Lucre
Gauntlet	820 Lucre

Haneboushi 800 Lucre  
Dokuhebi no Piasu 630 Lucre

- You can only get these items during the day.

Boss(es): Bill & Ben

\\ Shakunetsu no Sabaku ||

Nv  
S1-A1-A2<A6 B3  
| | |  
A3-A5 B1-B2  
4 | |  
8A7-A9  
|  
B45  
C1 / \  
B9-B8 B6-B7-Dn  
/ |  
C3C2 C4-C5  
KT

S1: Sultan  
Nv: Navarre  
Dn: Deen  
C5: Bill 2 & Ben 2  
KT: Kaen no Tani

[Boss]

- 999 HP each, 648 xp, 1066 Lucre in total

Spirit: Salamander

\\ Kaen no Tani ||

Boss(es): 3x Machine Golem S

\\ Reika no Setsugen ||

A1  
C7  
|  
C6 C4  
| C3  
C5 /  
C2-C1-B9 E1  
| |  
HM C8 B8B7 A1  
| | |  
D3-D2-C9D1 B6-B5 A7A6-A5-A3-A2  
| | |  
B4 B2-B1-A89 A4  
| |  
B3

E1: Elrand  
B4: Save Point  
A1: Altena  
D1: Recovery Point  
D2: 3x Machine Golem S  
HH: Hyouheki no Meikyuu

[Boss]

- 1000 HP each, 648 xp, 1599 Lucre in total

Spirit: Undine

\\ Hyouheki no Meikyuu ||

\\ Mintos ||

Shop:

Soul Rod	2400 Lucre	Bunny Dress	1000 Lucre
Cunning Staff	2795 Lucre	Lunula Mail	1450 Lucre
Silver Blade	2820 Lucre	Tsukikage no Cloak	1300 Lucre
Falchion	3380 Lucre		
Katar	2600 Lucre		
Karura	2900 Lucre		

Spirit: Luna

\\ Tsukiyo no Mori ||

Boss: Lugar

```

          A1-Mt
TT      |
B3     A3A2
|      |
B2 A6A5A4
| |    /
B1-A789/
  \    B7
    B4-B5-B6
BK      /|
C6-C5   B9 B8
|  3  |
C4--C1-C2

```

```

Mt: Mintos
B2: Save Point
B3: Lugar
TT: Tsukiyomi no Tou
C2: Recovery Point
BK: Beast Kingdom

```

[Boss]

- 3461 HP, 1120 xp, 1093 Lucre

\\ Lamp Bana no Mori ||

- You can finally access the forest with Luna's help. Follow the red flowers (visible at night) to reach Diorre.

```

C1
|      A5  A2-A1
B9   7| | |
|     A-A4-A3
B8-B7-6 |
      \A8A9
      |
      B1
      | |
      -B2-B3-
Do     |
B6-B5-B4-
      |

```

```

A6: Recovery Point
Do: Diorre
C1: Gildervine

```

\\ Diorre ||

Shop:

Toneriko no Tsue	2650 Lucre	Fukurou no Coat	1970 Lucre
Tot no Tsue	3155 Lucre	Kurohyou no Hood	990 Lucre
Flamberg	3410 Lucre	Reflex	1970 Lucre
Shamshir	3440 Lucre	Visored Helm	1750 Lucre
Suishou no Dagger	3160 Lucre	Elf no Muneate	1750 Lucre
Ashura	3195 Lucre	Yousei no Boushi	1150 Lucre

- Talk to the guy in the southwest building.  
- Starting from here, body armors have an MDF modifier of 8\*Int.

Spirit: Dryad

\\ Lamp Bana no Mori ||

Boss: Gildervine

- When you examine the recovery point, a ring menu should pop up. Choose Luna.

[Boss]

- 8245 HP

\\ Boukyaku no Shima ||

- This is the little island east of Maia.  
- After the event, make your way to Palo and head for Lorant. Talk to the amazon in front of the castle, and she'll open a new path for you.

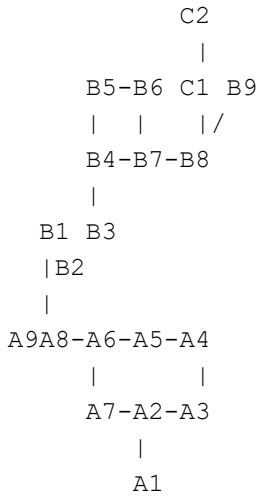
\\ Ten no Itadaki ||

- You'll find Flammie at the end.

Item: Kaze no Taiko (Unique)

\\ Mana no Seiiki ||

- Don't miss the path made by the plants on the water.
- You can only use the drum in the south-most area.



B4: Class Change Point, RP

---- Angela / Duran ----

\\ Altena ||

Shop:

Raajin no Tsue	3480 Lucre	Soyokaze no Koromo	2150 Lucre
Skull Rod	4000 Lucre	Mamori no Yubiwa	860 Lucre
Palestorm	4535 Lucre	Tenba no Yoroi	2600 Lucre
Katzbalger	5070 Lucre	Chikara no Kote	1690 Lucre
Blue Gale	3830 Lucre	Hayate no Manto	2350 Lucre
Yasha	4400 Lucre	Inishie no Talisman	1100 Lucre

- I suggest you level up to Lv30-32 here. Not any higher than that, though, since you've got the second class change coming up and you should try not to be higher than the required Lv38 at that point (it also requires certain items, and getting those will take a while).

- By now, you've likely started getting Bomb and Shinigami-kun from trapped chests. As a result, you may not want to open any chests.
- After the event in the castle, you can start hunting down the seven God Beasts (Shinjuu) in any order you want. Getting around will also be much easier thanks to Flammie.
- The markers on the map will not go out as you defeat the Shinjuus, so you may want to write down which ones you've killed.

---- Hawkeye / Riesz ----

\\ Deen ||

- New gear.

Item: (Manmaru Drop)

\\ Navarre ||

- Get to the throne room.

---- Kevin / Charlotte ----

\\ Mintos ||

- New gear.

\\ Beast Kingdom ||



- Get to the throne room.

---- End Split ----

Boss: Dangard \\\ Kaze no Kairou ||

- Head for the area where you met Jinn. (Enemies: Lv28)
- I'll remind you not to fight bosses during the day of their element.

[Boss]

- (1st Beast) 2670 xp, 22 664 Lucre (5666 Lucre from each phase)
- Four phases
- Elemental weakness: Earth / Gnome

\\ Molebear no Kougen ||

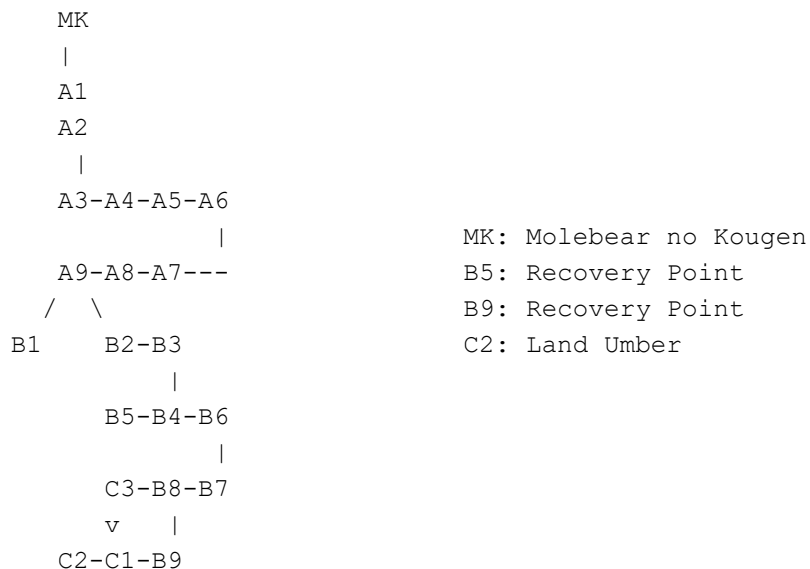
Shop:

Miimiru Rod	6950 Lucre	Mananaan no Koromo	3160 Lucre
Ayakashi no Tsue	7200 Lucre	Gin no Circlet	2300 Lucre
Balmunk	7735 Lucre	Fireblaze	2150 Lucre
Kusanagi Blade	8440 Lucre	Leonis Plate	3155 Lucre
Dancing Dagger	7600 Lucre	Horned Helm	2350 Lucre
Bishamon	7735 Lucre	Kenshi no Udewa	2000 Lucre
		Hotaruishi no Muneate	3155 Lucre
		Grizzly Galea	2100 Lucre
		Kirigakure no Fuda	2050 Lucre

- Land on the southern edge of the highlands. Follow the path and you should find the cat merchants (Josephine & Chiquichita) and the entrance to the Gemstone Valley.

Boss: Land Umber \\\ Houseki no Tani Dorian ||

- The enemies are quite annoying. I suggest you ignore them and make this a quick visit. (Lv30)



[Boss]

- (2nd beast) 3200 xp, 6073 Lucre
- Elemental weakness: Wind / Jinn

Item: Hachimitsu Drink \\\ Hikari no Kodai Iseki ||

Lost & Found: ??? no Tane (Paapa Poto Lv33)

- Paapa Potos are spawned by Maama Potos. The ??? no Tane is an uncommon drop and you can only get them if the Paapa Potos are at least Lv33. There's no other way to get these seeds until you're at the end of the game.
- Find the area with a note on the wall. After examining it, return

to the previous area and examine the two slabs on the wall. A ring menu should pop up on each one. Choose Wisp for the left one and Shade for the right one.

- After passing through the area that used to be flooded, you'll find two paths leading north. The left one takes you to a save point, and the right one takes you to Light Gazer.

- This is the place where I get my ??? no Tanes. Unfortunately, you can't reroll the results (except once, kind of), so you just have to get lucky. If you're having trouble getting seeds at all, you need to do some resetting.

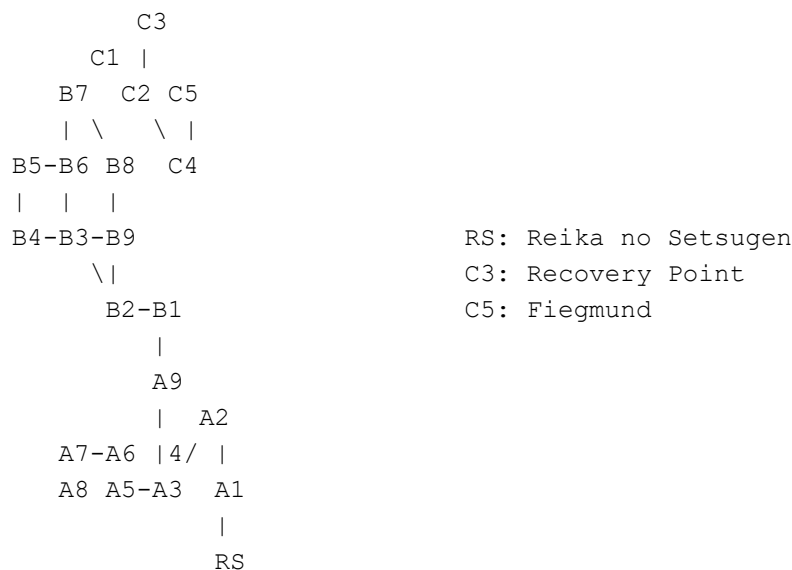
- Rune no Sho: A green book.
- Kenshou no Akashi: A green medallion. (Sword Master)
- Toushi no Akashi: A red medallion. (Duelist)
- Yome no Saikoro: A red die.
- Brisingamen: A golden chain.
- Seisui no Kobin: A golden jar.
- Shirou no Tamashii: A green... thing.
  
- Angela: Dark-Light (Delvar -> Rune Master) (251 ATP max)
- Duran: Dark-Light (Gladiator -> Sword Master) (334 ATP max)
  - or Dark-Dark (Gladiator -> Duelist) (351 ATP max)
- Hawkeye: Dark-Dark (Ninja -> Night Blade) (294 ATP max)
- Riesz: Light-Light (Walküre -> Vanadis) (316 ATP max)
- Charlotte: Light-Light (Priestess -> Bishop) (262 ATP max)
- Kevin: Dark-Light (Bashkar -> Death Hand) (306 ATP max)

- If you put these items in your ring menu, you can see which class they unlock in the description. Once the character is at Lv38 and you have the necessary item, you can use the the statue at the Mana Sanctuary for the second and final class change. Hopefully, you can do it for at least two of your characters. If the RNG really screws you over, you may have to settle for just one. If you hit Lv40 before getting the right items, you should probably move on. Maama Potos give you 315 xp and Paapa Potos give you 379. You'll be leveling up fairly quickly.

- If you manage to do the class change at the earliest possible level, the character will reach max stats around Lv55. Anyone who has to wait until the end of the game won't get max stats until about Lv70.

Boss: Fiegmund

\\\ Hyouheki no Meikyuu ||



[Boss]

- (3rd Beast) 3790 xp, 6481 Lucre
- Elemental weakness: Fire / Salamander

Boss: Xan Bie

\\ Kaen no Tani ||

- If you managed to get Angela to class change, you should get the Death Spell now / soon (Lv44 if you changed at Lv38). You should also get a couple of levels after each beast. Otherwise, you probably can't afford the new gear.

SS

A1

|

A2B1B2

| |

A3--B3-B4B5B6-C1

| | |

| A6 B8B7-B9C2C3

A5A4-+/  
A7A8A9

SS: Shakunetsu no Sabaku

A7: Recovery Point

C3: Xan Bie

[Boss]

- (4th Beast) 4450 xp, 6891 Lucre  
- Elemental weakness: Water / Undine

- Josephine and Chiquichita will have updated their wares at this point (four Beasts down).

Shop:

Nebula Staff	14 335 Lucre	Yuuyami no Dress	3440 Lucre
Inishie no Rod	17 335 Lucre	Shirayuki no Veil	2795 Lucre
Tyrving	17 470 Lucre	Kenshi no Yoroi	4935 Lucre
Muramasa Blade	18 670 Lucre	Gin no Sallet	3415 Lucre
Merkiel Dagger	17 230 Lucre	Kuro Shouzoku	4135 Lucre
Taishaku	17 470 Lucre	Kuzozukin	2865 Lucre

Boss: Mispolm

\\ Wonder no Jukan ||

B7

B6B8-B9C1

/

B5-B4

B3 \_B2

B1

/

/A8\_

A8A7 A9

|

A6

/

A4-A3-A2A1

A5

B5: Recovery Point

C1: Mispolm

[Boss]

- (5th Beast) 5180 xp, 7302 Lucre

Boss: Dolan

\\ Tsukiyomi no Tou ||

[Boss]

- (6th Beast) 5980 xp, 7715 Lucre

Boss: Light Gazer

\\ Hikari no Kodai Iseki ||

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

[Boss]

- (7th Beast) 6400 xp, 7922 Lucre
- Elemental weakness: Darkness / Shade

- Pedan should now show up on your map.

\\ Pedan ||

Shop:

Mizunara no Tsue	22 000 Lucre	Kurayami no Robe	7015 Lucre
Cernunnos no Tsue	31 735 Lucre	Kasumi no Veil	3630 Lucre
Krau-Solas	21 870 Lucre	Hakugin no Yoroi	8430 Lucre
Levatein	34 470 Lucre	Beryl Armlet	5070 Lucre
Sheol no Tantou	18 270 Lucre	Ninja Garb	7200 Lucre
Fudoumyouou	32 535 Lucre	Noctogoggle	3630 Lucre

- Talk to the guy in the west structure to proceed.

---- Angela / Duran ----

\\ Glass no Sabaku ||

Lost & Found: Buki Bougu no Tane (Nightblade), ??? no Tane (various)

Boss: Zable Fahr (three parts)

- The Glass Desert is a good place to level up. You can get 100 000 Exp in about 30 minutes. You'll want to do it at night to avoid Rust Hurricane. The enemies have between 560-700 HP. Use Death on Nightblades and Lesser Demons (Nightblades because they're dangerous, and Lesser Demons, so you can focus on the Gremlins and avoid getting spammed with Evil Gate). Go rest in Maia when day breaks. You'll get about 60k per trip.
- The Nightblade's Bunshinzan deals 360/380 pod to all characters. It's possible for them to use it twice in a row, although it's very unlikely. I've only seen it happen a couple of times.
- You should try and score the seed weapons (the armor is of little to no significance, though). You can use Death to take out the Boulders with ease without the other two characters engaging the enemy. If you don't have Death, you can still get the seeds pretty easily in the third area (coming from the north).

```

                B5--DH
                |
                B4
            B3
        B2
    B1          B3: Zable Fahr
    A9          B4: Recovery Point
    A-A6_      DH: Dragon's Hole
    7--+-A8
        A4
        A3
        A2
        A1
```

[Boss]

- 9380 xp, 14 110 Lucre
- Elemental weakness: Light / Wisp

\\ Dragon's Hole ||

Lost & Found: Buki Bougu no Tane (Death Machine, Puchi Drazombie, Greater Demon)

Bosses: Kokuyou no Kishi, Tzenker 2a, Jewel Eater 2,

Full Metal Hagger 2a, Guren no Madoushi, (Black Rabi)

- I recommend at least Lv60 before exploring this place.
- Dark Lords can do around 500 pod with Daichifunshutsuken, but they don't use it as often as ninjas and wolves use their specials.
- There are three normal save points (in A5, C7 and E2) but no recovery points.
- There's an unusually high number of enemies in E8. They'll respawn normally, but the path will remain open once you've cleared them out once.

B3-B2	A9						A1: Kokuyou no Kishi		
F1b4	\						A5: Save Point		
B5-B6	B1	A8	D3*-D2-C2		E9		A9: Tzenker 2a		
	\		/	D3	E8		C6: Jewel Eater 2		
B7	A4-A5-A6		C3-C7-C8	D4	D9*	E7	C7: Save Point		
		/			D5	D8	E6	D9*	D1: Full Metal Hagger 2a
B8-A3-A7		C6C5C4	D1		D6-D7	E5	E1	E2: Save Point	
\			C9			E4E3E2	E9: Guren no Madoushi		
A2-B9C1							F1: Black Rabi		
A1	C2*								

- [Boss: Kokuyou no Kishi] A1
- 8310 xp, 1347 Lucre
  - Elemental weaknesses: Fire, Wind, Light

- [Boss: Tzenker 2a] A9
- 8830 xp, 5860 Lucre

- [Boss: Jewel Eater 2] C6
- 7504 xp, 7054 Lucre

- [Boss: Full Metal Hagger 2a] D1
- 5970 xp, 5411 Lucre
  - Elemental weakness: Dark / Shade

- [Boss: Guren no Madoushi] E9
- 10 540 xp, 1476 Lucre
  - Ancient: ~550 pod to all.

- You can now fight the (more or less) fearsome Black Rabi in F1. He behaves like a normal enemy, so you can easily avoid counters. His normal attacks are nothing to worry about, so you'll have no trouble until you hit the 50% mark. His type b action is a combo of attacks that will leave you severely wounded and Moogled, while the spells he casts on himself will heal him for 760 HP. If he heals himself back above 50%, the combo will repeat.
- The solution is quite simple. As soon as the combo begins, hit him with a Lv3 tech with your strongest character. He's got 240 DFP, so you'll want to use Power Up. Don't let the other two characters use techs (on their own) so as not to trigger the TP bug. Stop using techs when you think you're getting close to 50% (it'll take a few minutes). You can heal yourself during the combo if needed; just mash the ring menu button after an attack.
- The Black Rabi is weak to Light but reflects Light-elemental spells.
- Defeating the Black Rabi gives you the Moogle Badge, but it's hardly of use at this point in the game.

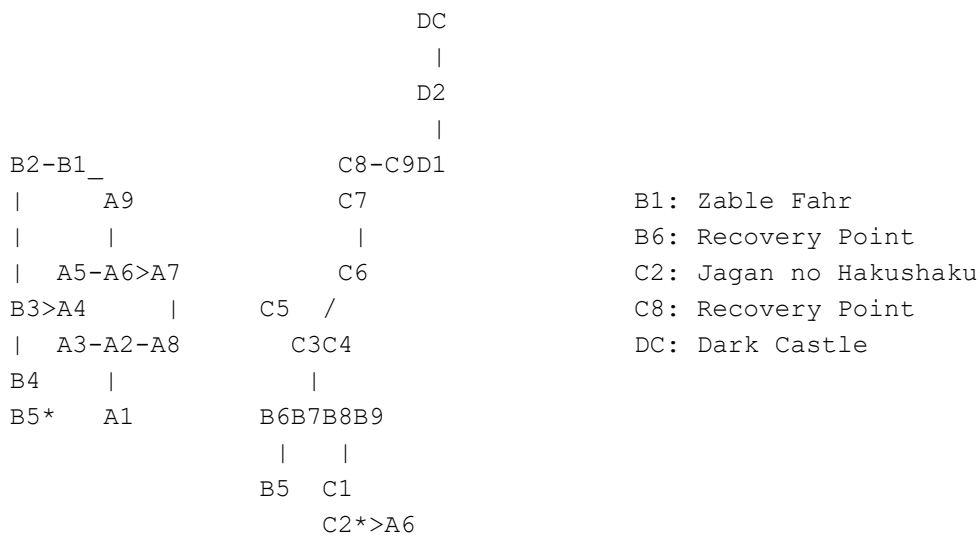
Lost & Found: Buki Bougu no Tane (Nightblade, Wolf Devil),

??? no Tane (Boulder, Ghost, Puchi Tiamat, Greater Demon)

Bosses: Zable Fahr (three parts), Jagan no Hakushaku

- Just like Nightblades, Wolf Devils may use their special twice in a row.

- Get the seed weapons before proceeding into the Dark Castle.



[Boss]

- 9380 xp, 14 110 Lucre

- Elemental weakness: Light / Wisp

[Boss]

- 8310 xp

- Elemental weaknesses: Fire, Earth

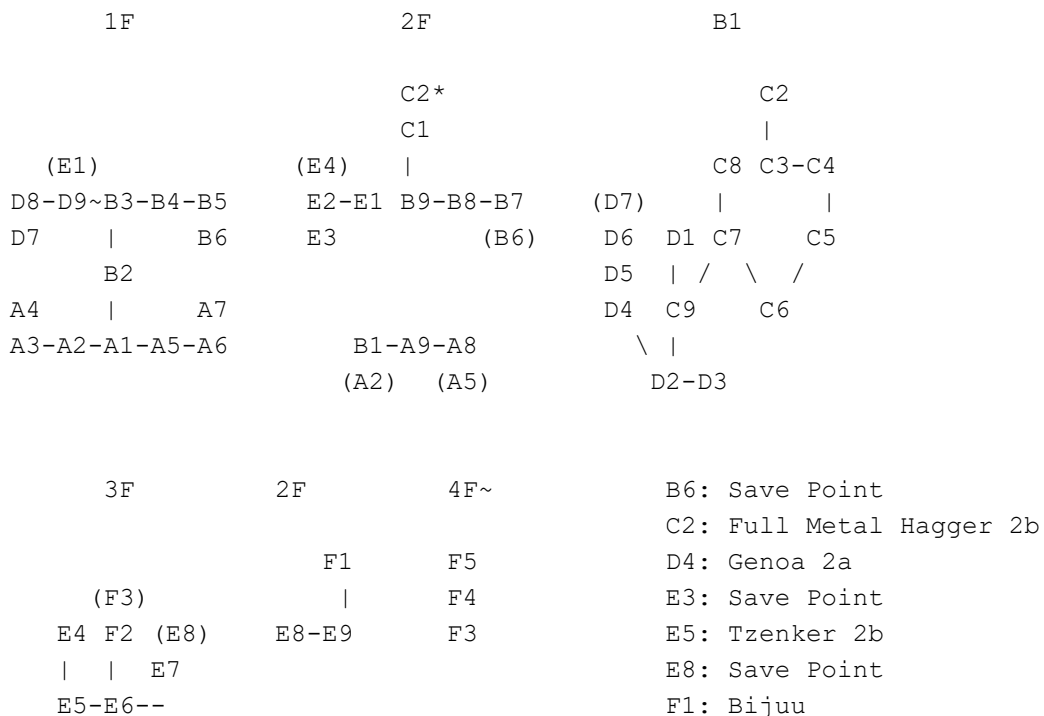
\\ Dark Castle ||

Items: Mahou no Kurumi, Hachimitsu Drink

Bosses: Full Metal Hagger 2b, Genoa 2, Tzenker 2b, Bijuu

- The early areas of the castle would probably be the best place to level up. You can even use higher level techs when no Dark Lords are around.

- Refrain from using a Magic Rope here. Using one could result in the dungeon becoming unbeatable.



[Boss: Full Metal Hagger 2b] C2  
- 5298 xp, 5170 Lucre  
- Elemental weakness: Dark / Shade

[Boss: Genoa 2] D4  
- Elemental weakness: Water / Undine

[Boss: Tzenker 2b] E5  
- 9950 xp, 6133 Lucre

[Boss: Bijuu] F1  
- 12 440 xp, 1572 Lucre  
- Elemental weakness: Earth / Gnome

---- Kevin / Charlotte ----

\\ Genwaku no Jungle ||

Item: Gensou no Kagami

Lost & Found: ??? no Tane (Boulder), Buki Bougu no Tane (Wolf Devil)

Bosses: Zable Fahr (three parts), Shi o Kurau Otoko

- Don't try to fight enemies when Evil Shamans are around.
- The best place to get Weapon/Armor Seeds is at C3. Again, just get the weapons. Don't bother with the armor.

MP	A8	(B2)			
D1	(B9)A9(B1)	(B9)B1(B8)	(B3)B2		
	(B7)	[A9]	(A9)	A7	
C9 C7 C3					
C6 C12	(B7)	(b1)	[A9]	A8--A6 A3	
C8	(A9) B3(B1)	(B5)B4	(B6)B5(B2)		
C5-C4B6(A9)	(B4)		(B7)	A9 5A4-A1-Pd	
				/	
	(B8)	(B9)		A2	
	B7	(b8)B8 (A9)	B9(b3)		
	(B8)	(B1)	(b5)		

Pd: Pedan  
A8: Save Point  
C4: Zable Fahr  
C7: Recovery Point  
C9: Shi o Kurau Otoko  
MP: Mirage Palace

[Boss]  
- 9380 xp, 14 110 Lucre

[Boss]  
- 8310 xp, 4041 Lucre  
- Elemental weakness: Light / Wisp

\\ Mirage Palace ||

Item: Mahou no Kurumi

Bosses: Genoa 2b, Gildervine 2, Gorva 2, Heath

- Hopefully you have Turn Undead (max damage to undead enemies for 1 MP), otherwise the Necromancers are going to make it hard for you to take out the enemies. They're all over the place. If you don't have Turn Undead, it's time to use those Lv3 Techs.
- B9 is the best place to level up. Take out the two Undead enemies with Turn Undead, then trigger a respawn. If you don't have Turn Undead, you're

kind of fu\*ked. While there are no Necromancers inside the palace, there are Golems instead, so it's definitely not a good choice.

```
C2
C3          D3*          -----E1-----          F3-F2-F1
          (C2) D2          |          D|          F4*
          C1 | (C6)          E5 6 F1 9 E2
8          B9-+4-C5          || | E9 | E3*          F7
7          \| /          E87E6-D5D7D8
6 (B5)B4-A2-C7(C8)          |(E4)|          E9* 4/7* F4*
B5          /| \          |          | D4          F4 F6
          (A4)A3 A1 C9(D1)          -----D3-----          --F5--
A5A4
|
A6          E4-E3          A2: Save Point
/|\          B8: Genoa 2b
B1 9 7          C8: Gildervine 2
B2 8          D6: Save Point
B3          F2: Gorva 2
          F7: Heath
```

- All you need to do in the mines is examine the chest.

[Boss: Genoa 2b] B8

- C3: Talk to all the NPCs (including the dog).
- C6: Just keep going up.

[Boss: Gildervine 2] C8

- Hit the left switch in D9 then the switch in E3 and you can reach E9. The switch in D5 allows you to reach the chest.

[Boss: Gorva 2] F2  
- 9950 xp, 6133 Lucre

- The left teleporter in F6 will take you to F7 but only during the night.

[Boss: Heath] F7  
- 10 540 xp, 1476 Lucre

#### ---- The Final Battle ----

\\\ Mana no Seiiki ||

Boss: Ryuutei / Kuro no Kikoushi / Dark Lich

- I usually build up to Lv70 before proceeding.
- The final bosses use spells of all elements, so try to time the fight on Mana Holy Day.
- You need to defeat all the enemies in C4 to be able to proceed.

```
D2-D3
/
D1
\ 9
8 |
\|7
C6C5-C4-C3 C2 C1
| | /
B7-B8-B9          B7: Class Change Point, RP
|          D3: Final Boss
```



B6-B5 B3  
| |  
A7 B4-B2  
| |  
A6A5-A4-A8-A9  
| |  
A3-A2 B1  
|  
A1

[Boss: Ryuutei]

- Flare: ~450-550 pod to all.
- Ryuutei is by far the hardest of the three. He can lower all of your stats and will eventually boost his ATP and DFP.

[Boss: Kuro no Kikoushi]

- Catastrophe: ~500 pod to all.
- He doesn't use many multi-target attacks in the second phase, so it can be hard to get the most out of your Poto Oil.

[Boss: Dark Lich]

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