



BRADYGAMES®
OFFICIAL STRATEGY GUIDE

TAKE YOUR GAME FURTHER®



COVERS NINTENDO DS™

TECMO

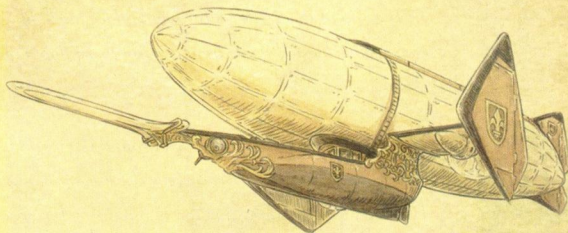
RED
ENTERTAINMENT

IGNITION
entertainment
and enterprise

Doug Walsh

NOSTALGIA

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Introduction

It is the age of the Airship.

At the end of the 19th century, in a place much like our own, the bold and courageous loaded their dreams upon these flying machines and ventured out into the skies above.

One such adventurer was known around the world for his audacity and daring. The legendary Gilbert Brown was the most famous explorer in all of England. However, tempting fate one too many times, he crossed paths with a mysterious organization and was never seen again.

Years later Eddie, Gilbert's son, boards the one thing his father left behind: his airship, the Maverick.

Leaving the only place he's ever known, Eddie departs London in search of his missing father and embarks on an adventure of his own...

ABOUT THIS GUIDE

You hold in your hands the ultimate guide for exploring the world as viewed by a group of young adventurers over one hundred years ago. Beginning with a comprehensive list of every character's skills and weapons data and culminates with a comprehensive walkthrough that packs countless maps and detailed strategy to get you through every dungeon and city in the world. We at BradyGames know how much players rely on guidebooks for the side-quests and secret missions and this book will surely not disappoint. We cover every character-specific side-quest, every bonus dungeon, and our "Adventurer's Association" and "World Treasure" chapters reveal everything you need to know for completing an additional 33 quests and finding all 50 World Treasures. Lastly, the comprehensive items and monsters sections are packed with information you can't get anywhere else. We're very proud of this book and hope it serves you well in your quest. Good luck, brave explorer!



CHARACTERS

MEET THE ADVENTURERS

Eddie

Full Name: Edward Brown

Homeland: London, England

Special Skill: Swordplay

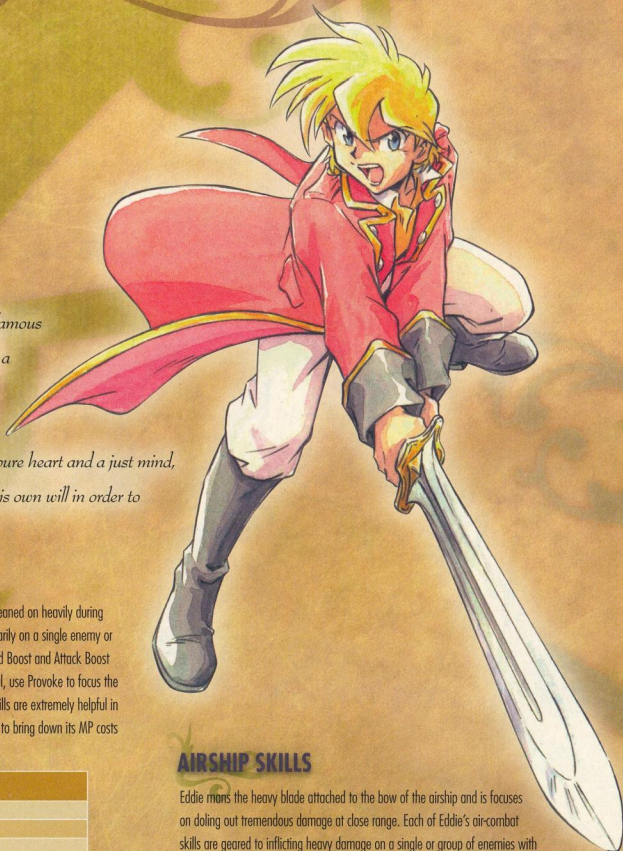
Age	Gender	Height	Weight
16	Male	5'2"	104 lb

Eddie's father is none other than the most famous adventurer in all of England, Gilbert. From a young age, he was taught the way of the sword and the spirit of the knight, making him a master of the blade. With a pure heart and a just mind, he too decides to become an adventurer of his own will in order to search for his missing father.

DUNGEON SKILLS

Eddie is the party's leader and primary combatant and should be leaned on heavily during combat. Though his skills lack elemental attributes and focus primarily on a single enemy or ally at a time, Eddy has little trouble dominating battles. Use Guard Boost and Attack Boost to buff allies' abilities when needed or, if feeling particularly helpful, use Provoke to focus the enemy's attacks on Eddy. His Combo Attack and Thunder Blade skills are extremely helpful in the early goings against single enemies. Level up Dividing Heaven to bring down its MP costs for later usage.

No.	Skill Name	Level Requirement	Additional Requirement
1	Overdrive	2	-
2	Combo Attack	5	-
3	Knight Heal	6	-
4	Attack Boost	8	Overdrive Lv. 5
5	Guard Boost	9	-
6	Provoke	14	-
7	Hyper Attack	18	Attack Boost Lv. 5
8	Hyper Guard	19	Guard Boost Lv. 5
9	Thunder Blade	20	-
10	Counter Guard	23	Guard Boost Lv. 5 & Provoke Lv. 5
11	Dividing Heaven	25	Overdrive Lv. 5 & Thunder Blade Lv. 5
12	Sonic Wave	28	Combo Attack Lv. 5
13	Demonic Blade	30	Attack Boost Lv. 5 & Dividing Heaven Lv. 5
14	Shining Blade	35	Dividing Heaven Lv. 6
15	Grand Cross	40	Sonic Wave Lv. 5 & Shining Blade Lv. 5
16	Supernova	-	Talk to Gilbert Brown after returning from Mt. Fuji.



AIRSHIP SKILLS

Eddie mans the heavy blade attached to the bow of the airship and is focuses on doing out tremendous damage at close range. Each of Eddie's air-combat skills are geared to inflicting heavy damage on a single or group of enemies with the exception of Power Boost which temporarily boosts the airship's AP. Spiral Arrow and Wild Rush are extremely effective skills, though they can cost considerable MP to perform. Use Eddie's standard attacks when enemies are in unfavorable positions and use the skills when the enemy is in a position where the equipped weapon is most effective.

No.	Skill Name	Level Requirement	Additional Requirement
1	Power Boost	6	-
2	Wild Rush	10	-
3	Spiral Arrow	15	Wild Rush Lv. 3
4	Unlimited	22	Power Boost Lv. 3 & Wild Rush Lv. 5
5	Limit Excel	29	Spiral Arrow Lv. 5 & Unlimited Lv. 5

Pad

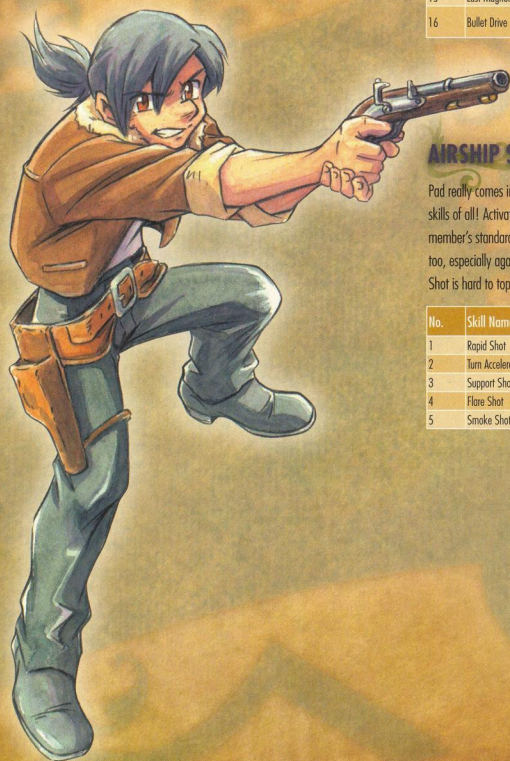
Full Name: Pad

Hometown: London, England

Special Skill: Firearms

Age	Gender	Height	Weight
17	Male	5'6"	123 lb

Pad lives in the East End of London. Separated from his parents as a baby, he knows nothing of his own family. He is considered a leader by the children of the slums, and has a very caring personality. Since he has lived alone for as long as he can remember, he seems a bit cold and distant. Consequently, he is rather negative when it comes to the topic of dreams or adventures.



DUNGEON SKILLS

As a wielder of firearms, Pad's preference for staying out of harm's way should be expected. Though many of his skills can be used to inflict considerable damage on the enemy—particularly Meteor Shot—many of his skills serve to alter the outcome through other means. Pad's Break Shot and Heavy Shot are effective at slowing and weakening the enemy while Steal and Escape Run offer self-explanatory alternatives to combat. Since the best armor and accessories will likely go to Eddie, don't hesitate to cast No Trace when Pad starts to run low on health.

No.	Skill Name	Level Requirement	Additional Requirement
1	Lock On	2	-
2	Steal	4	-
3	Random Shot	8	-
4	Treatment	9	-
5	Break Shot	12	Lock On Lv. 5
6	Speed Boost	13	-
7	Meteor Shot	16	Random Shot Lv. 5
8	No Trace	17	-
9	Escape Run	18	Steal Lv. 3 & Speed Boost Lv. 3
10	Heavy Shot	23	Lock On Lv. 5 & Steal Lv. 3
11	Hyper Speed	25	Speed Boost Lv. 5
12	Silencer	27	No Trace Lv. 3 & Hyper Speed Lv. 5
13	Dead Shot	30	Lock On Lv. 6 & Heavy Shot Lv. 5
14	Buster Shot	35	Lock On Lv. 5 & Speed Boost Lv. 5
15	Last Magnum	40	Meteor Shot Lv. 5 & Buster Shot Lv. 5
16	Bullet Drive	-	Talk to Elisabeth after rescuing her from the sky pirates.

AIRSHIP SKILLS

Pad really comes into his own in the air and his Support Shot skill may be one of the most useful skills of all! Activate this skill to have Pad lend additional support fire after every other party member's standard attack—it's like getting four turns in one! Pad's other skills come in handy too, especially against enemies lined up with his weapon's primary aiming direction, but Support Shot is hard to top!

No.	Skill Name	Level Requirement	Additional Requirement
1	Rapid Shot	7	-
2	Turn Acceleration	10	-
3	Support Shot	11	-
4	Flare Shot	20	Rapid Shot Lv. 3
5	Smoke Shot	26	Support Shot Lv. 5 & Flare Shot Lv. 5

INTRO

CHARACTERS

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BESTIARY

Melody



Full Name: Melody Farlight

Hometown: Merveille Village, France

Special Skill: Magic

Age	Gender	Height	Weight
16	Female	5'0"	90 lb

A girl born of a now nearly extinct race of wizards. Because Melody was raised in the wizard's village all her life, she has no friends of her own age. She has all the qualities of an outstanding wizard but is stubborn, unyielding, and sometimes rather selfish.

DUNGEON SKILLS

Melody's set of skills are exactly what you'd expect from a wizard like her. Focus attention on the elemental weaknesses of your foes and let them have it with the corresponding skill. Level up her four basic elemental skills to level 3 as they unlock to get their group-based equivalent. Life Drain and Magic Shell are best saved for boss battles against enemies who are neither non-elemental or who possess strong resistances to magic attacks.

No.	Skill Name	Level Requirement	Additional Requirement
1	Flamma	1	-
2	Flammoo	9	Flamma Lv. 3
3	Frost	10	-
4	Frostana	11	Frost Lv. 3
5	Aeria	12	-
6	Aeriana	13	Aeria Lv. 3
7	Grounda	14	-
8	Groundole	15	Grounda Lv. 3
9	Life Drain	16	-
10	Skill Break	22	-
11	Dark Ray	25	Flammoo Lv. 5 & Frost Lv. 5 & Aeria Lv. 5 & Grounda Lv. 5
12	Magic Shell	28	-
13	Magic Drain	30	Skill Break Lv. 5
14	Speed Break	35	-
15	Ultima Rain	40	Flammoo Lv. 5 & Frostana Lv. 5 & Aeriana Lv. 5 & Groundole Lv. 5
16	Demon's Gate	-	Visit Medea's grave after returning from the Amazon.

AIRSHIP SKILLS

Melody is a potent combatant when manning the airship's cannon, but it's best to use her skills against tougher enemies. Magic Shield and Magic Shower are very helpful skills that don't require significant upgrades to become useful. Slower Cannon and Aurora Cannon are both very effective when thrown into a tough situation, but you must upgrade them both to really tilt the battle in the party's favor.

No.	Skill Name	Level Requirement	Additional Requirement
1	Magic Shield	10	-
2	Magic Shower	16	-
3	Slower Cannon	18	Magic Shower Lv. 5
4	Drain Cannon	23	Magic Shield Lv. 5
5	Aurora Cannon	31	Magic Shield Lv. 8

Fiona

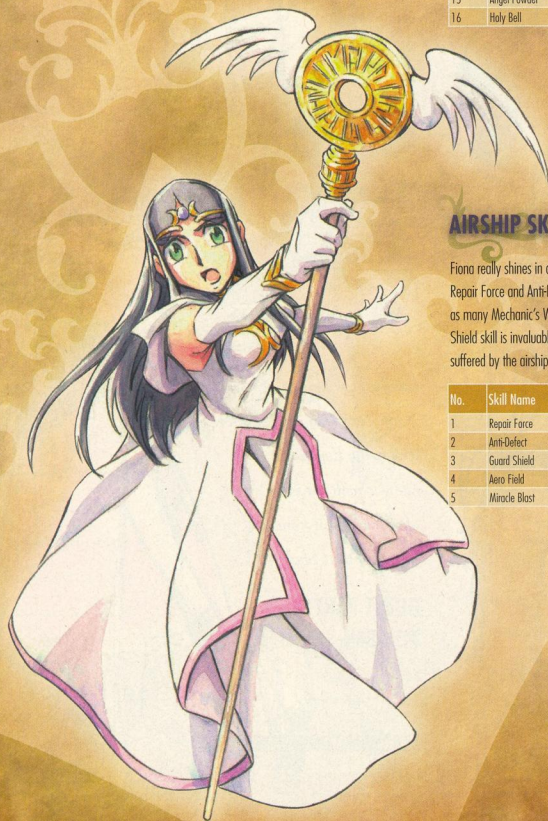
Full Name: Fiona

Hometown: Unknown

Special Skill: Miracle

Age	Gender	Height	Weight
Unknown	Female	5'3"	99 lb

A girl who is the target of a mysterious secret cabal. She has no memory of her past, and as such does not even know why the Cabal is after her. She is quiet and reserved, but she is also strong-willed and never changes her mind once it is made up. She has the ability to harness the mysterious power of miracles.



DUNGEON SKILLS

Fiona is the party's designated healer and gains access to skills that focus on restoring HP, reviving fallen party members, and boosting stats. Though her attack spells can inflict significant damage on enemies vulnerable to Holy magic, it's best to use her MP to give other characters extra turns. That said, the party is all but impossible to beat once Fiona's Angel Powder skill is significantly upgraded.

No.	Skill Name	Level Requirement	Additional Requirement
1	Healing Breeze	1	-
2	Recovery Bell	15	-
3	Warp Gate	16	-
4	Holy Breeze	18	-
5	Soothing Light	20	Healing Breeze Lv. 5
6	Blessing Breeze	22	-
7	Lumina	23	-
8	White Gale	24	-
9	Angel's Song	26	Healing Breeze Lv. 3 & Blessing Breeze Lv. 5
10	Spiritual Light	28	Blessing Breeze Lv. 5
11	Lumierona	30	Lumina Lv. 5
12	Merciful Breeze	33	-
13	Blue Whirlwind	35	White Gale Lv. 5
14	White Requiem	38	Recovery Bell Lv. 5 & Soothing Light Lv. 5
15	Angel Powder	40	Soothing Light Lv. 6 & Lumierona Lv. 5
16	Holy Bell	-	Defeat Freya and exit the Acropolis.

AIRSHIP SKILLS

Fiona really shines in air-to-air combat thanks to her ability to protect and repair the airship. Repair Force and Anti-Defect can save the party thousands of gold by removing the need to buy as many Mechanic's Wrenches and Extinguishers, among other items. Additionally, her Guard Shield skill is invaluable when flying at higher altitudes[md]it can more than halve the damage suffered by the airship!

No.	Skill Name	Level Requirement	Additional Requirement
1	Repair Force	16	-
2	Anti-Defect	19	Repair Force Lv. 3
3	Guard Shield	21	-
4	Aero Field	25	Guard Shield Lv. 3
5	Miracle Blast	27	Anti Defect Lv. 3 & Aero Field Lv. 5

SUPPORTING CAST

Evans

Full Name: Jim Evans

Homeland: London, England

Special Skill: Knowledge of the Ancients

Age	Gender	Height	Weight
46	Male	5'4"	209 lb

Gilbert's long-time friend and supporter of Eddie. Jim is in search of the world's hidden mysteries and treasures as the deputy chief curator of the Royal Museum.



Gilbert

Full Name: Gilbert Brown

Homeland: London, England

Special Skill: Swordplay

Age	Gender	Height	Weight
45	Male	5'8"	157 lb

Eddie's father and famous British adventurer. Injured in a battle with the Ancient Father's Cabal, he is said to be recovering at home.



GUEST PARTY MEMBER

Action: Sword attack against a single enemy.

Level	AP	M. AP	AGI
45	360	137	140

Beatrice

Full Name: Beatrice Fitzgerald

Homeland: London, England

Special Skill: Gather Information

Age	Gender	Height	Weight
44	Female	5'5"	106 lb

An aristocrat living in London's West End. She is a long-time friend of Gilbert and Evans, and cooperates with them.



Scarlett

Full Name: Scarlett Felini

Homeland: Italy

Special Skill: Swordplay

Age	Gender	Height	Weight
25	Female	5'6"	119 lb

Lone-wolf sky pirate Scarlett Felini flies in her deep crimson airship the Esperanza. Now reunited with her sister Astell after freeing her from the control of the Cabal.

GUEST PARTY MEMBER

Action: Sword attack against a single enemy.

Level	AP	M. AP	AGI
17	130	53	66



Fogg

Full Name: Julius Fogg

Hometown: London, England

Special Skill: -

Age	Gender	Height	Weight
48	Male	5'8"	161 lb

Julius is the chief curator of the Royal Museum, and is also the director of the Royal Exploration Agency. The former partner of Gilbert, and a legend.



Magi

Full Name: Magi the "Lightning"

Hometown: Germany

Special Skill: Psychic Power

Age	Gender	Height	Weight
Unknown	Female	4'6"	79 lb

Member of the Royal Exploration Agency with super powers and a past in the Cabal. Born weak, she lives in a wheelchair. She can stop time for a limited period.

GUEST PARTY MEMBER

Action: Healing magic on all allies.

Level	AP	M. AP	AGI
32	170	120	80



Shirley

Full Name: Shirley Crawford

Hometown: America

Special Skill: Archaeology

Age	Gender	Height	Weight
27	Female	5'6"	123 lb

A member of the Royal Exploration Agency. She admires Gilbert as her master and honors his work. She will become a great sympathizer to Eddie.



Carlos

Full Name: Carlos

Hometown: Mexico

Special Skill: Firearms

Age	Gender	Height	Weight
35	Male	5'9"	154 lb

An agent of the Royal Exploration Agency. Carlos appears suddenly and is skilled at investigation, infiltration, and destruction. He is trusted as Fogg's right-hand man.

GUEST PARTY MEMBER

Action: Gunshot attack against a single enemy.

Level	AP	M. AP	AGI
23	175	71	76



THE ANCIENT FATHER'S CABAL

Hartmann Roswell



Full Name: Hartmann the "Silent Guru"

Hometown: Merveille, France

Special Skill: Magic

Age	Gender	Height	Weight
52	Male	5'7"	146 lb

An elite of the Ancient Father's Cabal. Though a wizard born in Merveille Village, Hartmann was exiled for using magic to soothe his own desires.

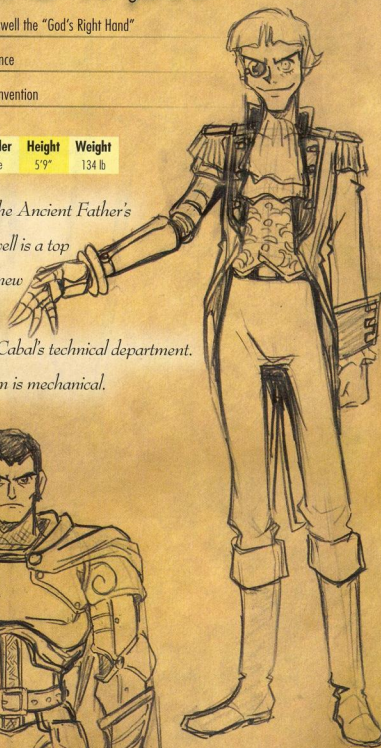
Full Name: Roswell the "God's Right Hand"

Hometown: France

Special Skill: Invention

Age	Gender	Height	Weight
28	Male	5'9"	134 lb

An elite of the Ancient Father's Cabal. Roswell is a top scientist for new ships and weapons in Cabal's technical department. His right arm is mechanical.



Carmin

Full Name: Carmine the "Invincible"

Hometown: Italy

Special Skill: Swordplay

Age	Gender	Height	Weight
39	Male	6'1"	181 lb

An elite of the Ancient Father's Cabal. Carmine has the power of invincibility; he can instantly cure all damage. He also takes pride in being a knight.



Astell

Full Name: Astell

Homeland: Italy

Special Skill: Transformation

Age	Gender	Height	Weight
19	Female	5'3"	88 lb

A former elite of the Ancient Father's Cabal. Her memory erased and manipulated by the Cabal until Scarlett risks her life for her, reuniting the two sisters.

GUEST PARTY MEMBER

Action: Magic attack on all enemies.

Level	AP	M. AP	AGI
28	180	140	116



Yang Gui

Full Name: Yang Gui the "Vacant"

Homeland: China

Special Skill: Sorcery

Age	Gender	Height	Weight
Unknown	Female	Unknown	Unknown

An elite of the Ancient Father's Cabal. Disguised as a member of the Exploration Agency, she fools Eddie. In truth she has no physical form and cannot be attacked.

GUEST PARTY MEMBER

Action: Healing magic on a single ally.

Level	AP	M. AP	AGI
18	130	95	115



Kakyo

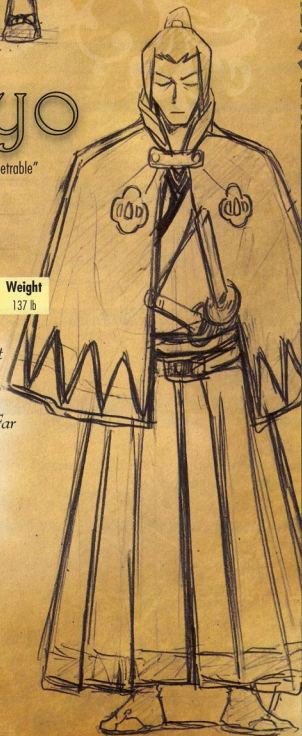
Full Name: Kakyo the "Impenetrable"

Homeland: Japan

Special Skill: Swordplay

Age	Gender	Height	Weight
33	Male	5'7"	137 lb

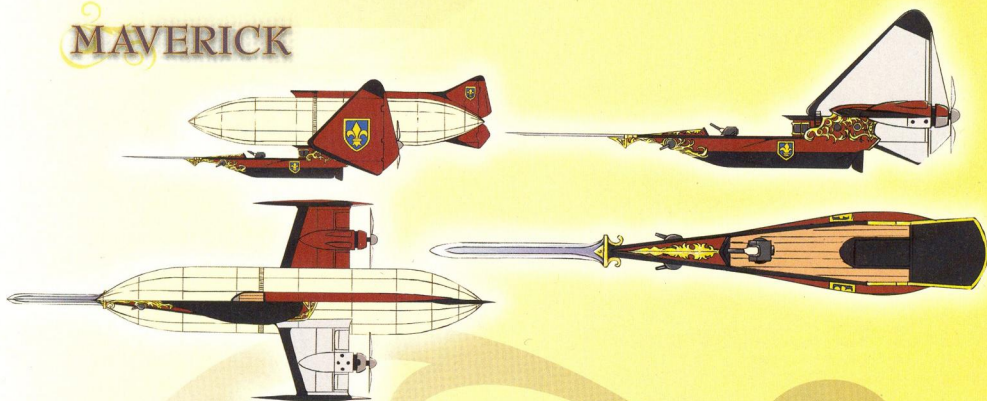
An elite of the Ancient Father's Cabal. Kakyo manages the Cabal's Far East base on Mt. Fuji, and is a descendant of samurai. He can walk through anything.



Airship Fleet

The age of the airship was a spectacular time filled with wonder and discovery, all thanks to the craft's ability to transport people around the world at breakneck speed. The airship's role in Nostalgia cannot be understated. The world is a large place, filled with a dizzying number of cities, cultures, and treasures to explore. Only the more advanced airships can travel at higher altitudes and cover greater distances faster, but these higher altitudes are also a dangerous place to be. Though each airship comes equipped with an assortment of weaponry, the high-altitude explorer needs far better defenses to ensure safe passage at the edge of the atmosphere!

MAVERICK



Length	Height	Width	Maximum Altitude	Maximum Speed
177 feet	52 feet	72 feet	Medium	127 MPH

BASE STATISTICS

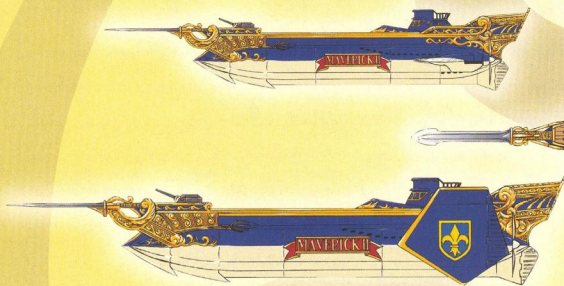
END	AP	DP	EVA	M. DP	AGI
100	35	40	30	30	20

Gilbert's airship. Though small, the Maverick can be powerful in combat once the weapons are upgraded. The Maverick is a high-powered airship.

INITIAL WEAPONS OUTLAY

- > Light Blade
- > Light Gun
- > Light Cannon
- > Light Orb
- > Light Shield

MAVERICK II

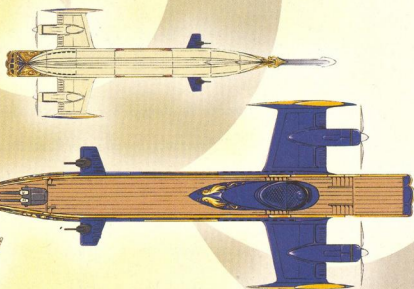


Length	Height	Width	Maximum Altitude	Maximum Speed
253 feet	43 feet	75 feet	High	265 MPH

BASE STATISTICS

END	AP	DP	EVA	M. DP	AGI
200	50	55	40	40	30

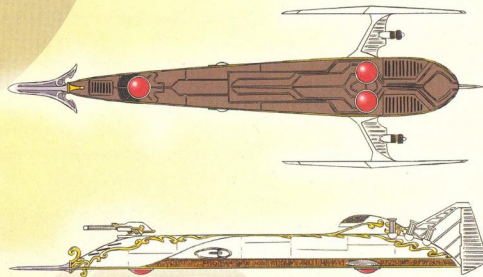
This new airship design boasts a larger flight core and hidden envelopes to provide better protection. The Maverick II combines excellent mobility with combat superiority.



INITIAL WEAPONS OUTLAY

- Long Blade
- Big Gun
- Big Cannon
- White Cannon
- Large Shield

SLEIPNIR



Length	Height	Width	Maximum Altitude	Maximum Speed
354 feet	56 feet	121 feet	High	380 MPH

BASE STATISTICS

END	AP	DP	EVA	M. DP	AGI
300	65	70	50	50	40

An ancient airship sealed within the Tower of the Moon. Featuring an Eterna hull, the Sleipnir is a legendary ship and the pinnacle of ancient technology.

INITIAL WEAPONS OUTLAY

- Dainsleif
- Mjolnir
- Gjallarhorn
- Einherjar
- Yggdras Shield

Battle Basics

Nostalgia is a tremendous entry in the world of traditional role-playing games and offers a sophisticated and rewarding gameplay system for players to enjoy. Filled with hundreds of items and equipment, a bewildering number of places to explore and quests to undertake, and dozens of skills and abilities, Nostalgia is guaranteed to impress long-time fans of the genre and newcomers alike. One of the things that makes Nostalgia so remarkable, however, is that despite this wealth of content, the game is surprisingly easy to grasp and quite intuitive. Nevertheless, this chapter is designed to introduce you to everything you need to set out on your adventure. The following pages serve as a complement to the user's manual included with your copy of the game and contains detailed explanations and tips for every aspect of the game. Please refer to the user's manual for specific information about gameplay controls and using the Main Menu.

It's a Wide, Wide World

Nostalgia is a turn-based RPG starring a cast of four characters led by the youthful Eddie Brown, the main character under your control during the game (prologue excluded). Nostalgia is all about exploring the world's great cities and ruins and harkens back to a day when much about the world was a mystery. As Eddie you will utilize an airship to move across the world between towns and dungeons, giving you three environments to become familiar with: towns, dungeons, and air.

TOWNS

The game begins in London, the central town in the game and a place you will visit often throughout the adventure. Though towns range in size and accommodations, they all share the following traits:

- You're free from harm while in a town. There are no enemies in towns and, unless triggered by a specific story event, there are no battles in towns.
- You can save at any time while in a town. Simply press the Start Button to access the Main Menu and save your progress to one of two available slots.
- Every town has residents and travelers that have valuable information to share. Sometimes you must make repeat visits to the same town and speak to the same people at different times (see the "World Treasure" chapter for specifics) but get in the habit of talking to everyone.
- Every town has a number of hidden items to find. Walk slowly along the edge of the map and near conspicuous objects in search of these hidden items. Look for the "Inspect" prompt to appear in the lower right-hand corner of the screen and press the A Button when it does to pick up the hidden item. The general location of each hidden spot have been marked on the maps throughout this book. Search inside houses and other buildings as well!



TOWN MAP LEGEND

ICON	DESCRIPTION
	Adventurer's Association
	Airship Dock
	Armor
	Bar
	Inn
	Tool
	Weapon



TOWN SERVICES

Few genres benefit from the use of dual-screens as much as the RPG. Use the +Control Pad to move Eddie around the town on the upper screen while navigating with the map visible on the lower screen. Each town is slightly different, but most share the same common services.

ICON	NAME	DESCRIPTION
	Inn	Pay a small fee and sleep the night away. Wake up with full HP and MP. Also cures any status effects.
	Adventurer's Association	Accept or report completed Adventurer's Association quests and get gadgets appraised.
	Airship Dock	Buy/sell and install airship parts, repair your airship, or leave the town.
	Weapon Shop	Buy/sell weapons for the party.
	Armor Shop	Buy/sell armor and accessories for the party.
	Item Shop	Buy/sell consumable items to help the party in battle.
	Bar	Talk with patrons and look for clues.

LONDON CALLING!

London has two very special aspects to it that need mentioning. For starters, it's where Eddie's house is found. Return to the mansion and speak to the butler near in the living room for a refreshing night of sleep and free HP/MP refills!

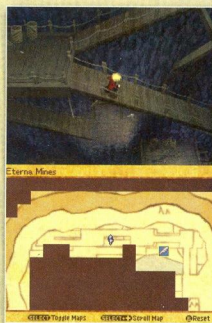
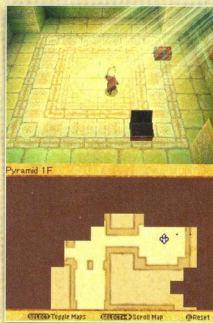
Secondly, London is the only town that sees a change in its shops inventory. Each time Eddie makes "first contact" with a town containing an airship dock, trade will open up between the towns and London's shops get a larger assortment of items.

DUNGEONS

Moving around inside dungeons is similar to moving about in towns, except your movement will be frequently interrupted by random battles with monsters. That is not the only difference, however.

Dungeons are all unique, but many share the same common traits:

- The navigation map on the lower screen is revealed little by little as Eddie moves throughout each room. Dungeons are comprised of numerous areas—fully explore all walkable areas to reveal the entire area before continuing. The navigation map flashes right as you reach 100% exploration for a given area.
- Dungeons don't have any hidden items, but they do have plenty of chests. Consult the maps in this book for details on each and every treasure chest in the game.
- You can't save your progress while in a dungeon except at the designated Save Point (glowing book). Save your progress in the airship before entering the dungeon then again at the Save Point. Save Points are always located in the room immediately before a boss battle.
- Many of the dungeons have a lone member of the Korol tribe, a mysterious race of friendly creatures. Every Korol is different. Some replenish the party's HP, others sell you items, some appraise gadgets, and others tell you to scram! Talk to them all!
- Dungeons often contain switches and levers that must be activated in specific orders to gain access to other areas. Approach conspicuous switches and press the A Button when prompted. Always remember that blue means closed and red means open.



DUNGEON MAP LEGEND

ICON	DESCRIPTION
	Save Point
	Chest
	Switch
	Map Connector

WORLD MAP

The world is a big place and the only way to get around in *Nostalgia* is by airship. Fly the airship between towns and dungeons and engage in random battles with flying enemies from all around the world. Exploring the world in an airship is not unlike exploring dungeons on foot, but the main difference is that there are three altitudes at which the airship can navigate (with the proper equipment). Enemies increase in strength and deadliness at the higher altitudes so it's better to remain closer to the ground when starting out. Here are a few other tips to keep in mind while exploring the great blue yonder.

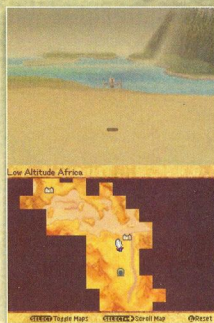
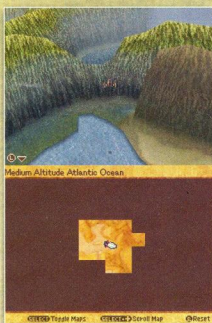
- Press and hold the B Button to move forward and press the A Button when over a town or dungeon to land. Look for the airship's shadow on the ground (low and medium altitude only) to know how close you are to being directly over your destination.
- The next destination based on progress through the main story will be shown on the world map as a red circle. Press the Select Button to toggle between the world map and local map. Press and hold Select while using +Control Pad to pan around the local map.
- Use the R Button and L Button to ascend and descend, respectively (once applicable). Enemies are much weaker closer to the ground, but it takes much longer to travel great distances at low altitude and storms and mountains often necessitate flying at higher altitudes. Only airships capable of ascending to high altitude can cross oceans, clouds, and ascend over the tallest mountains.
- Weather impacts airship combat most of all, but clouds and tornados also impede airship travel. These weather phenomena cannot be flown through. Fortunately, weather only occurs at low and medium altitude.
- The airship will eventually prove vital in your search for World Treasure. Though details and maps are provided for every one of these hidden locations, having a good knowledge of world geography and history will certainly help. You must also be a skilled airship pilot to get up and over the mountains and to search the narrow valleys and canyons that some of the World Treasures are hidden within.
- You can save your progress at any time during air travel by pressing the Start Button and selecting the Save Game option in the Main Menu.

Battle Ready!

Nostalgia is just as much about combat as it is exploration. There are over 250 different monsters just looking to pounce on Eddie and friends at every turn—towns are indeed the only place Eddie can go without being attacked every several seconds. Though this may sound quite dangerous, these frequent encounters only help to make the party stronger. Defeating enemies earns the party experience (XP), gold, and Skill Points (SP). All are needed to level up, buy new equipment, and upgrade and unlock new skills.

Battles in a turn-based RPG such as *Nostalgia* rely heavily on statistical information about the status of the characters and monsters involved in the fight. Player decision-making is of paramount importance, but even the wildest strategist will struggle mightily to overcome a statistical mismatch.

The fate of the party and the monsters they encounter in battle is largely dependent on a set of values collectively known as status. You can view the characters' current status at any time by accessing the Main Menu and viewing the Status screen. This screen shows you the character's current equipment, level, HP/MP values, and a host of other values. It's these other numbers that determine your effectiveness in combat.



INTRO

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STATUS ATTRIBUTE	NAME	DESCRIPTION
STR	Strength	Affects character's Attack Power rating.
STM	Stamina	Affects character's Defense Power rating.
SPI	Spirit	Affects Magic Attack and Magic Defense rating.
AGI	Agility	Affects turn order, Accuracy, and Evasion ratings.
LCK	Luck	Affects character's luck in battle.
AP	Attack Power	Determines the amount of damage dealt by attacks.
DP	Defense Power	Determines the amount of damage taken from enemies.
M. AP	Magic Attack	Determines the effect of skills.
M. DP	Magic Defense	Determines the amount of damage taken from enemy skills.
ACC	Accuracy	Affects the accuracy of character's attacks.
EVA	Evasion	The chance character has to dodge an enemy's attack.

DUNGEON BATTLES

Most of your time spent playing *Nostalgia* will be spent fighting monsters inside the many dungeons scattered around the world. These battles are initiated at random and follow a turn-based order. Party members and monsters will take turns making combat decisions based on their Agility rating and the Wait Time for any skills that were used previously.

The upper screen shows the party in the foreground, facing the enemies they must defeat. The most important pieces of information on the upper screen are the red and blue bars beneath each of your party members. These represent that character's HP and MP levels, respectively. Keeping each character's HP bar from emptying is every bit as important as attacking your opponent!

REAL-TIME ORDER UPDATES

One of the most helpful features that you can take advantage of is the constant updating of the order table while you scroll through your available list of skills. Each skill has a different Wait Time associated with it and you can see immediately in the order table when that specific character's next turn will be before you select a skill. Some skills have such short Wait Times that using the skill (such as Thunder Blade) will net the character a second turn right away while others will drop the character off the order table completely.

The lower screen contains a mathematical representation of the HP and MP bars shown in the upper screen and, more importantly, the lower screen contains the order table. Pay close attention to the order table so you know exactly whose turn is coming up and how to prepare.

CHARACTER LEVEL

The level of your characters is often seen as the most important number of all, but it really just serves as a way to compare a character's or monster's relative strength in a single number. Each time characters "levels up" their HP and MP increase and they receive a slight statistical increase to all the attributes listed in the table. Each character's attributes increase at a different rate depending on their battle style (e.g. Eddie gains more STR and STM each time he levels up, whereas Melody gains larger increases in M. AP and M. DP) but leveling up is not the only way to increase these stats. Items called "shards" can be used to provide an instant boost of +5 to a specific attribute. It's also possible to consume items and cast skills in battle that provide temporary statistical increases.



BATTLE COMMANDS

Each character has the same five options available during their turn: Attack, Skill, Defend, Item, and Run. The choice you make should be based on the party's current HP/MP levels, how strong the enemy is, and the current order list. You must adjust your tactics if the party is in poor health or if a number of enemies have turns coming up.

ATTACK

Have the active character perform a physical attack on the targeted enemy with their current weapon. This has a very low Wait Time associated with it and may even be more effective than using a skill in some instances, but you will likely use this option less frequently as you progress through the game and acquire more powerful skills. Wait Time = 100.

SKILL

Each character has more than a dozen useful battle skills that do everything from perform attacks, provide status boosts, heal the party, or cast magical attacks on enemies. Use your acquired Skill Points to upgrade skills. This not only increases their effectiveness, but often reduces their MP cost and lowers their Wait Time. Wait Time = Varies (see "Characters" chapter).

DEFEND

Instructs the character to take a defensive posture and brace for an attack. This action has a very short Wait Time and will often result in this character's turn coming up again before an enemy attacks him/her. Nevertheless, it can provide a significant reduction in damage and be very useful against a major enemy attack. Wait Time = 75.

ITEM

Select one of the many usable items in the party's possession (the party shares a single inventory) and either it use on the active party member or give it to another. This is a great way for non-healing characters like Melody and Pad revive or heal Fiona or others. Wait Time = 100.

RUN

If the battle isn't going your way or you simply don't feel like fighting, you can always select Run from the list of commands and try to flee. This option has a relatively low success rate and you may opt to attempt it after it's too late. Keep a dozen Flee Stones on hand in case of emergency. It's possible to Run (or use a Flee Stone) with several members in the party knocked out. Wait Time = 100 (if failed).



CALCULATING RUN SUCCESS RATE

Whether or not the Run command will work isn't just a function of luck, nor is it a random decision. Instead, it's based on the following formula and the Level Modifier value determined by the following table.

$$\text{Run Success Rate} = 50 + \text{Level Modifier} + (\text{Character AGI} - \text{Highest Enemy AGI}) + (\text{Character's LCK} / 10)$$

LEVEL MODIFIER FOR RUN SUCCESS CALCULATION

LEVEL COMPARISON	LEVEL MODIFIER VALUE
Character's level is >20 levels BELOW the enemies' average level	-20
Character's level is >10 levels BELOW the enemies' average level	-10
Character's level is >10 levels ABOVE the enemies' average level	+10
Character's level is >20 levels ABOVE the enemies' average level	+20

STATUS EFFECTS

Many of the monsters you encounter—especially boss enemies—are capable of inflicting the party with various debilitating status effects. These effects can significantly impact your ability to continue the fight and should be treated at once by other members, either via a spell or with an appropriate item. Some status effects wear off during the course of battle, but most stick with the character until victory is achieved or an item is used. Poison sticks with the character until an item is used or the party stays in an inn.

ICON	STATUS EFFECT	DESCRIPTION	RECOVERY CHANCE	COMMENT
	Blind (also called Darkness)	Obscures the character's vision and reduces their Accuracy and Evasion ratings.	1st Turn: 60% 2nd Turn: 60% 3rd Turn: 100%	This is a relatively benign status effect and can generally be ignored.
	Paralysis	Paralyzes the body and makes it impossible to perform an action.	1st Turn: 0% 2nd Turn: 0% 3rd Turn: 40% 4th Turn: 40% 5th Turn: 40% 6th Turn: 100%	Treat this at once with a Unicorn Horn or skill.
	Confuse	The character will randomly attack a friend, foe, or even himself for a short period.	1st Turn: 0% 2nd Turn: 0% 3rd Turn: 40% 4th Turn: 40% 5th Turn: 40% 6th Turn: 100%	Confuse typically wears off once the afflicted is attacked by a monster, and isn't a big deal if Fiona is Confused but can be a huge problem if Eddie suddenly starts attacking the party. Treat with Mint Candy at once!
	Poison	This harmful status effect slowly drains the character of health and continues after the battle is over.	N/A	Treat with an Antidote or skill unless close to the end of the battle and headed back to town.
	Curse	A devastating effect that reflects half the damage you inflict back onto the affected character.	N/A	Lift the Curse immediately with a skill or by using a Sacrifice Doll.
	Petrify	The character is turned to stone and is unable to move or perform any actions. This effect continues after the battle is over.	N/A	This is a very harmful effect and needs to be addressed immediately with a Gorgon Tear.
	Death	The character is immediately reduced to 0 HP and killed.	N/A	Surviving party members must use either a Silver Chalice or Golden Chalice to revive the fallen character. Fiona can also use Recovery Bell.

FIGHT FIRE WITH FIRE!

In addition to these status effects, many of the enemies also possess elemental attributes and attacks. Consult the tables at the beginning of each area in the walkthrough and also in the bestiary portion of this book to see what a particular enemy's elemental vulnerabilities and strengths are plan accordingly. Dungeons often have numerous monsters with the same type of elemental properties—counter this with the right defensive apparel and accessories.

FIRST STRIKE AND CRITICAL HITS

It's hard to overstate the importance of attacking first in a battle. Not only does it give you a chance to possibly defeat weaker enemies before they can attack, but it also gives you the chance to set your defense before a stronger foe launches their assault. Equipping the Mechanical Clock gadget is one way to increase the chance of initiating a surprise attack (first strike), but increasing the party's AGI and LCK ratings also help.

A critical hit sometimes happens when a character uses their basic attack command or initiates a physical attack. You'll know when a critical hit occurs thanks to the "CRITICAL" message that appears on the screen and also by the larger-than-expected amount of damage that is performed. Increase the chance of getting a critical hit by equipping appropriate items or gadgets and by increasing a character's LCK rating. A character's critical hit rate is determined by the following formula:

$$\text{Critical Hit Rate} = 5 + \text{Character's LCK Rating} / \text{Enemy's LCK Rating}$$

AIRSHIP BATTLES

Airship battles take place just like battles in dungeons, except they occur in the air and utilize your airship's equipped defenses. The enemy monsters or airships and your party members take turns just like normal, but each of your characters use their own personal weapons system onboard the airship and share a common END. The airship's health is called its endurance and is displayed as the red END bar in the right-hand corner of the upper screen. The blue MP Gauge shows the currently-active character's magic power, just like in dungeon battles.

Perhaps the most fundamental difference between dungeon battles and those take place in the air is that enemies can flank the airship. Not only does this limit the chances of a successful "Run" attempt, but some weapons are less effective in certain directions. Each character's status in the lower screen contains three arrows that represent the attack strength in each direction for that character's given airship weapon—the redder the arrow, the stronger the attack is in that direction. It's important to pay close attention to this when deciding which enemy to target, as you want to make the most of each attack.

DIRECTIONAL DAMAGE GUIDES

ARROW COLOR	ATTACK MODIFIER
Dark Red	2.00x
Orange	1.75x
Yellow-Orange	1.50x
Yellow	1.25x
White	1.00x

BATTLE COMMANDS

Party members take turns and have many of the same options available to them in the air as they do on ground, but there are some notable differences. The main difference is that instead of having a "Defend" option, each character has the chance to use a particular airship ability.

EDDIE

Eddie can attack a single enemy with the "Blade" attached to the bow of the airship or he can select "Assault" and attack a single enemy with a powerful charging attack that does more damage, but also damages the airship. Assault inflicts 1.2x–1.4x the normal damage of Blade, but airship's END is reduced by 0.3x of the damage dealt to enemy.

PAD

Pad mans the airship's "Gun" and can fire on a single enemy. His other option is to fire at "Random" at a single group of enemies. This deals damage to each enemy, although less than if he targeted one with his "Gun" command. Random inflicts 0.6x–0.8x the normal damage of Gun.

MELODY

Melody is in charge of the "Cannon" and can fire a powerful blast at a single enemy. Use her "Target" ability to temporarily increase the Accuracy of the weapon. Cast Target once to improve accuracy by 1.5x and cast a second time to increase it to 2.5x. Accuracy increase lasts 3 turns or until you use Cannon.

FIONA

Fiona uses the airship's "Orb" to attack with a powerful light beam. This is often a rather weak attack so use the "Charge" command for a temporary increase in the Attack Power of the weapon. Charge increases attack power by 1.5x the first time it is used, 2.5x the second time, and the damage will be 4x after casting Charge a third time.



ENEMIES MOVE, BUT YOU CAN'T






You'll no doubt see enemies change position during the battle. Some might move from the left to the front or the right to the left or vice-versa. Unfortunately, the airship cannot out-flank the enemy and is stuck in the center of the group. Look for opportunities to attack groups of enemies with powerful skill attacks—sometimes an enemy maneuver will work to your advantage!

WEATHER EFFECTS

WEATHER TYPE	ATTACK POWER EFFECT	ACCURACY EFFECT	ELEMENTAL EFFECT
Rain	Gun: -10%		Water: +20%
	Cannon: -10%		Fire: -10%
Thunderstorm	Blade: -10%	Blade: -10%	Wind: +30%
	Gun: -10%	Gun: -10%	Earth: -10%
	Cannon: -10%	Cannon: -10%	
Snow	Blade: -10%		Water: +30%
			Fire: -20%
Sandstorm		Blade: -20%	Earth: +20%
		Gun: -20%	Water: -10%
		Cannon: -20%	

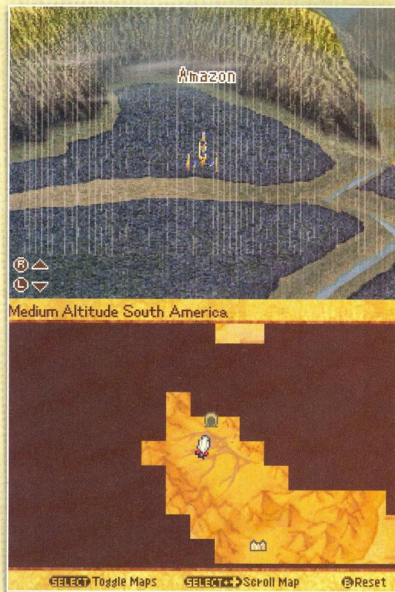
STATUS EFFECTS

Airborne enemies also possess the ability to impart status effects on the airship, but their options are more limited and the capability is generally limited to large airships and certain monster types. That said, airship status effects are every bit as dangerous to the party as those they encounter in dungeons. Consult the table for an explanation.

ICON	STATUS EFFECT	DESCRIPTION	RECOVERY CHANCE	COMMENT
	Fire	Sets the airship on fire and causes damage equal to 5% of Max END after each character's turn.	N/A	Depending on how much END the airship has, this can sometimes be ignored, especially if the battle is nearly over. Use an Extinguisher.
	Electric Shock	This creates a short in the airship's circuitry that causes the weapons systems to occasionally not work. Characters turns will be skipped 50% of time.	1st Turn: 0% 2nd Turn: 0% 3rd Turn: 40% 4th Turn: 40% 5th Turn: 40% 6th Turn: 100%	Treat this with an Earth Plug as soon as possible, otherwise you may not get many chances to attack or repair.
	Blade Disabled	Temporarily disables the Blade weapon, causing Eddie's turn to be skipped.	1st Turn: 60% 2nd Turn: 60% 3rd Turn: 100%	Use a Recovery Device or appropriate skill at once. You cannot afford to have Eddie lose multiple turns!
	Gun Disabled	Temporarily disables the Blade weapon, causing Pod's turn to be skipped.	1st Turn: 60% 2nd Turn: 60% 3rd Turn: 100%	Use a Recovery Device or appropriate skill at once. You cannot afford to have Pod lose multiple turns!
	Cannon Disabled	Temporarily disables the Cannon weapon, causing Melody's turn to be skipped.	1st Turn: 60% 2nd Turn: 60% 3rd Turn: 100%	Use a Recovery Device or appropriate skill at once. You cannot afford to have Melody lose multiple turns!

WEATHER EFFECTS

Airship battles don't always take place in calm skies. The weather changes around the world *Nostalgia* and sometimes you must account for adverse weather conditions during battles. Different weather phenomena affect the airship's weaponry differently so plan accordingly when flying through stormy weather!



POST BATTLE RESULTS

There are few more satisfying sounds in gaming than hearing the victory song of an RPG after an intense battle! Accompanying that music in *Nostalgia* is the Results Screen, where you are shown the amount of XP, SP, and Gold the party had earned during the fight. This screen also reveals which items were obtained from the defeated enemy and what the party's battle rank was. The rank is a grade that not only determines how much bonus XP, SP, and Gold the party gets, but also increases the Rank Bonus. The higher the Rank Bonus, the better the chances are of receiving a rare item drop after a battle. The best rank is an "S", followed by an "A", "B", and "C". Earning an "S" increases your Rank Bonus by 2 points, an "A" increases it by 1 point. Earning a "B" or "C" resets the Rank Bonus to 0.

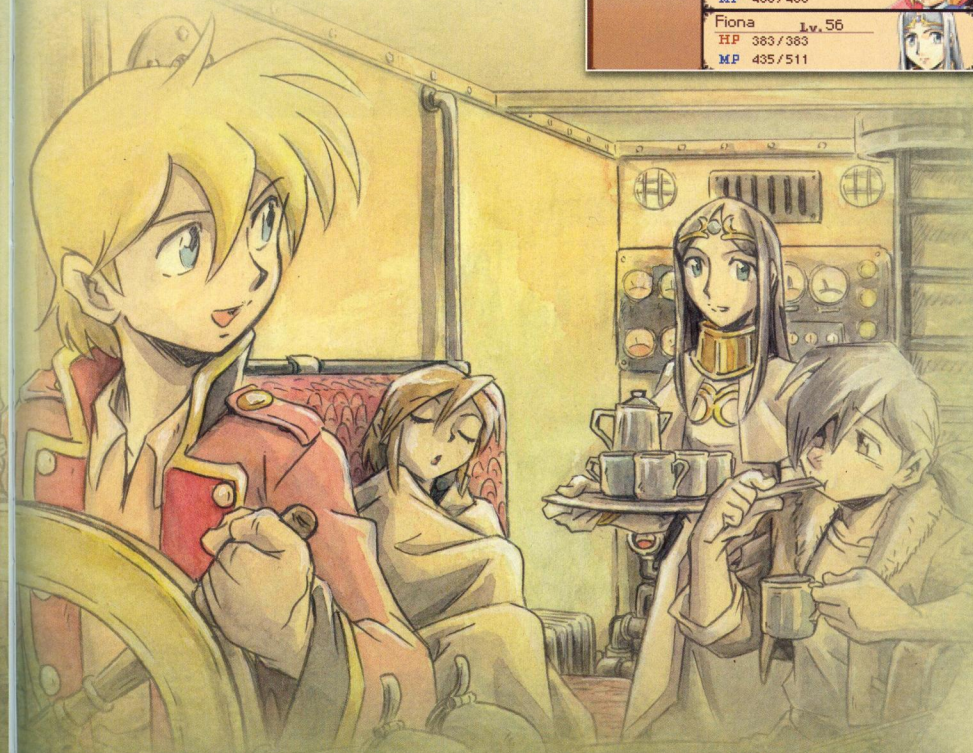
DON'T MAX OUT SP!

Spend your SP often because the party cannot amass more than 9999 of unspent SP. Continuing to fight enemies while holding onto 9999 SP will only cause you waste SP. Go on an SP spending spree after every four or five battles, unless saving for a specific upgrade.

Battle Result	
XP	32500 + 8125 → 40625
SP	1800 + 400 → 2000
G	18000 + 4500 → 22500
Item	None

You won the battle!

Order	
Eddie	Lv. 56
HP	429 / 615
MP	348 / 364
Pad	Lv. 56
HP	477 / 477
MP	351 / 389
Melody	Lv. 56
HP	426 / 426
MP	439 / 483
Fiona	Lv. 56
HP	383 / 383
MP	435 / 511



CALCULATING RANK

There are a number of factors that go into determining what Rank you receive at the end of the battle but, primarily, a higher rank is achieved by defeating enemies very quickly while losing a minimum of HP in the process. Every action you take during the battle results in a number of "points" being tracked behind the scenes that determine the Rank.

EVALUATION: NUMBER OF ACTIONS TAKEN

VICTORY CONDITION	POINTS
Victory in 1 action	+40 points
Victory in 2-5 actions	+20 points
Victory in 6-10 actions	+10 points
Victory in 11-20 actions	-1 point per action
Victory in 21-30 actions	-5 points per action
Victory in >31 actions	-10 points per action

EVALUATION: TYPE OF ACTIONS

ACTION TAKEN	POINTS
Use Attack/Defend/Item	0 points
Use Skill	+1 point
Utilize equipped gadget	+2 points
Get a critical hit	+1 point
Miss with an attack	-5 points
Fail when using Run	-10 points
Character is killed	-20 points per death
Character/airship receives status effect	-10 points per instance

EVALUATION: STATUS WHEN COMBAT ENDS

ACTION TAKEN	POINTS
Battle ends with character dead	-40 points each
Battle ends with character/airship having a status effect	-10 points each
Victory achieved, last command was Attack	+1 point
Victory achieved, last command was Blade/Gun/Cannon/Orb	+1 point
Victory achieved, last command was Skill	+10 points
Victory achieved, last command struck enemy's weak point	+15 points
Victory achieved, last command was Co-Op Skill	+20 points
Combat ends, character has max HP*	+5 points each
Combat ends, airship has max END	+20 points
Combat ends, character has max MP*	+5 points each

* Points awarded changes depending on number of characters in party. 1 character = +30; 2 characters = +20, 3 characters = +10 each.

EVALUATION: MISCELLANEOUS

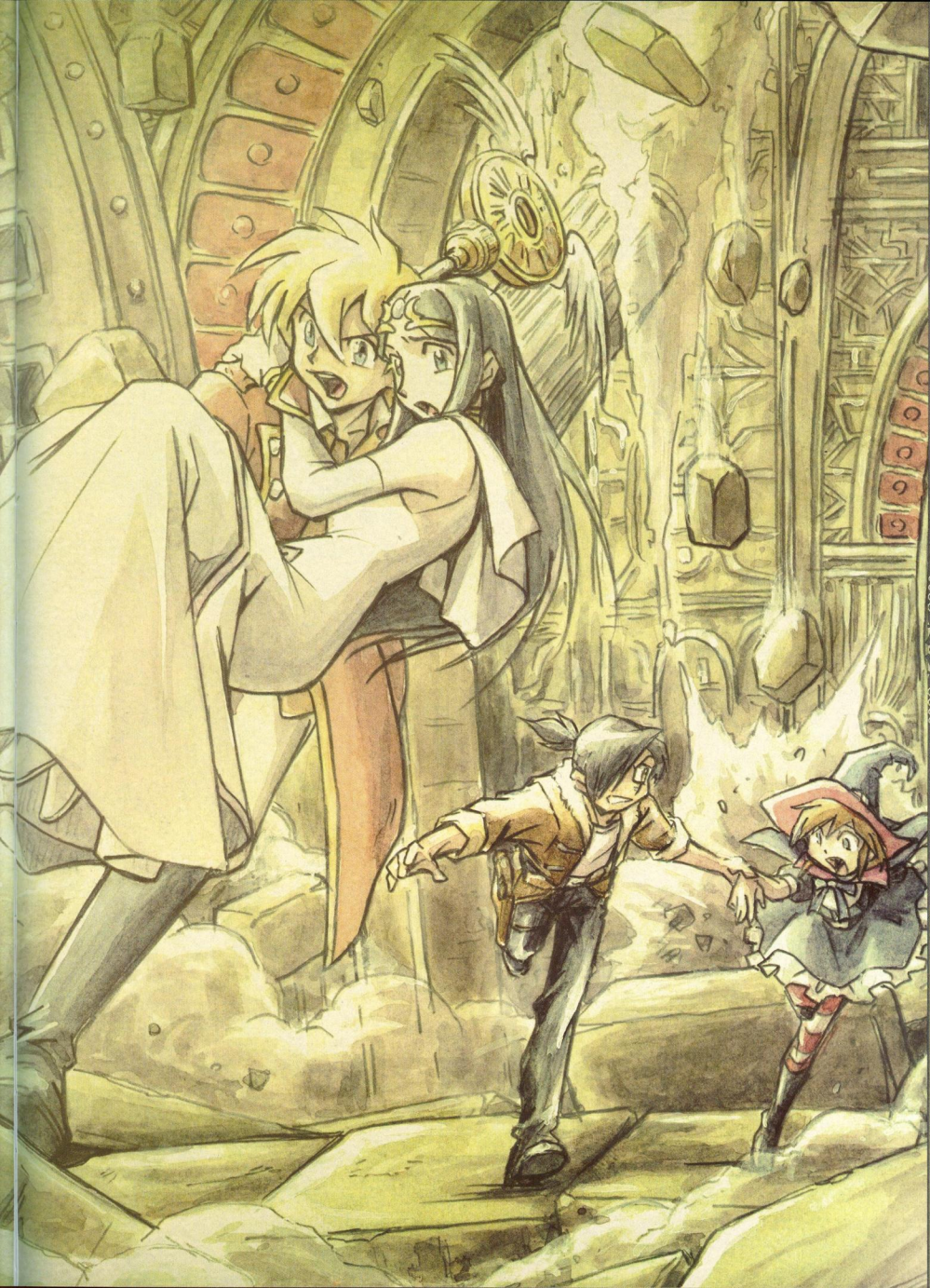
ACTION TAKEN	POINTS
First Strike	+5 points
Surprise Attack	-5 points
Defeated boss enemy	+10 points
Party's average is higher than enemies' average level	-10 points
Party's average is lower than enemies' average level	+10 points

FINAL RANK & BONUS DETERMINATION

EVALUATION POINTS	GRADE	BONUS
>81	S	1.25x
61-81	A	1.1x
41-60	B	-
<40	C	-

RARE ITEM DROP RATE

RANK BONUS	MODIFIER
10-19	+5%
20-29	+10%
30-49	+15%
50-99	+20%







The Birth of an Adventurer

TOWER OF BABEL

The Prologue begins high up inside the Tower of Babel where a young girl is being coerced into retrieving a fragment of an ancient artifact. The tension hanging in the dusty air is quickly shattered by a costumed adventurer by the name of Gilbert Brown—he's come to rescue her! The duo must hurry out of the tower before the Man in Armor extricates himself from the cleverly-planned trap.



DUNGEON OVERVIEW



SUGGESTED LEVEL 20

TREASURE LIST

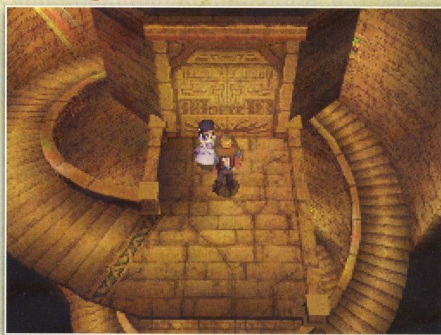
Chest No.	Item	Category
-	-	-

ENEMY ENCOUNTERS

Name	Lv.	HP	Elemental Weakness
Cabal Combatant	12	60	-
Man in Armor	20	9999	Water, Dark

ESCAPE THE TOWER OF BABEL

Guide Gilbert down the spiraling stairs from 5F to the ground level of the Tower of Babel. The girl will follow close behind, but stay out of harm's way. There are no treasure chests or hidden items to find here, but Gilbert must battle several Cabal Combatants en route to the exit. Use standard attacks to defeat them or experiment by using the Dividing Heaven skill attack.



MAN IN ARMOR



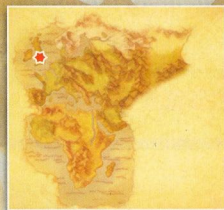
Lv	HP	MP	AP	DP	M. AP	M. DP	Elemental Weakness
20	9999	500	100	0	100	50	Water, Dark

It should only take one glance at the amount of HP the Man in Armor has to tell you that this is a battle that cannot be won. Though Gilbert is his equal in level, he lacks the skills, items, and support needed to outlast an enemy of this caliber. Though the Dividing Heaven skill inflicts roughly 120 HP worth of damage, Gilbert would need to land the attack over 80 times to achieve victory! That is impossible. Play out the battle and watch as Gilbert and the young girl try to make their escape.

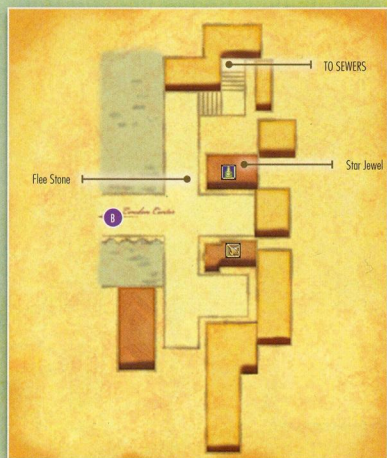
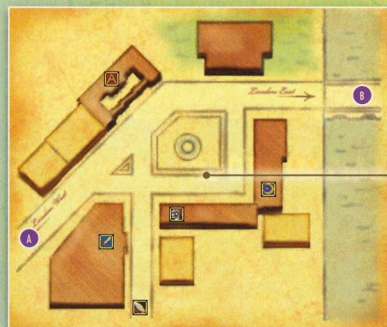
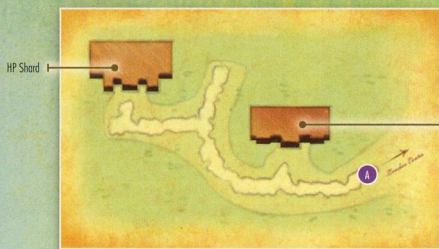


LONDON

Word of Gilbert's struggle makes its way back to London where a man by the name of Evans is given the unfortunate task of relaying the news to the adventurer's wife and son. The young boy, Eddie, is not about to sit idly while nobody searches for his father. He declares that he will join the Adventurer's Association and set out in search of his father!



TOWN OVERVIEW



INN 1206 ADVENTURER'S ASSOCIATION Yes

WEAPON SHOP

Item	Cost (G)	Eddie	Pad	Melody	Fiona
Short Sword	100	X	-	-	-

ARMOR SHOP

Item	Cost (G)	Eddie	Pad	Melody	Fiona
Adventurer's Wear	80	X	X	X	X
Leather Coat	120	X	-	-	-
Leather Vest	100	-	X	-	-
Bandana	56	X	X	X	X
Cotton Gloves	48	X	X	X	X
Leather Knuckles	55	X	X	-	-
Gauntlets	70	X	-	-	-
Iron Gloves	70	-	X	-	-

ITEM SHOP

Item	Cost (G)	Description
Heal Bottle	30	Restores 50 HP.
Antidote	10	Cures Poison.
Silver Chalice	1500	Revives a fallen party member and restores 200 HP on revival.

AIRSHIP PARTS SHOP

Item	Cost (G)	Blade	Guns	Cannon	Orb	Shield	Upgrade Part
-	-	-	-	-	-	-	-

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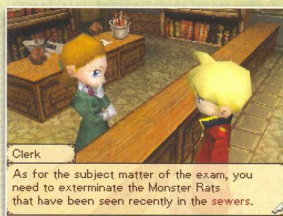
PREPARING FOR ACTION

HIDDEN ITEMS

Consult the maps within this book for the whereabouts of hidden items that can be found while walking slowly around the perimeter of rooms, alleys, and even in dungeons. These items are invisible to the naked eye so watch for the button prompt to appear in the lower right-hand corner of the screen. Many of these items are quite difficult to find, but the items most critical to Eddie's success are contained in highly visible chests so don't fret if you miss one or two of these hidden items.



Eddie begins his journey with 500G in his wallet—take a minute to buy some better armor in London Central before heading east. Visit the item shop and purchase two Antidotes and several Heal Bottles, then head to the northeastern corner of London East. Talk to Marie to learn about her friend Pad who has gone into the sewers, then head inside.



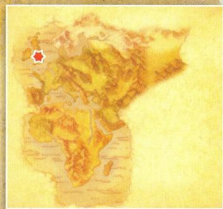
Head east to London Central and enter the large white building on the north side of town and talk to the clerk. This is the Adventurer's Association. All aspiring adventurers must first pass an entrance exam and Eddie is no exception. Eddie is told to head to the Sewers in London East and eliminate the Monster Rat.

NEW ITEMS IN STOCK

The shops in London continue to gain new items as trade with other cities becomes possible. Simply put, the more cities Eddie visits during his journey, the more exotic the items available for sale in the London shops become. Make a point of visiting the shops in London after every visit to a new city to see what new and equipment is available. Consult the "Items Data" chapter in this book for a full listing of all pieces of equipment and items and for information concerning their location and availability.

LONDON SEWERS

The London Sewers, located in the northeastern corner of East London, are home to a number of rats and other assorted creatures. Floodgates control the flow of water through the area and limit exploration. Eddie cannot explore the entire area during this initial visit.



DUNGEON OVERVIEW



SUGGESTED LEVEL 2

TREASURE LIST

Chest No.	Item	Category
1	500G	Money
2	Heal Bottle x2	Consumable Item
3	500G	Money
4	Strength Shard	Consumable Item
5	Black Blade Plans	Valuable/Equipment

ENEMY ENCOUNTERS

Name	Lv.	HP	Elemental Weakness
Rat	1	7	Earth, Dark
Bat	2	10	Fire, Dark
Flying Fish	2	12	Earth, Dark
Jelly	3	15	Earth, Dark
Monster Rat	5	40	Water, Dark

CONTROL THE FLOODGATES

Navigating the London Sewers can only be done with the help of the levers used to control the massive floodgates in the area. There are three floodgates total. Pull the levers near each of them to seal off the water and make it possible to cross the channels. While fences make it impossible to run freely through the channels, there are stairs that lead in and out of the channels. Proceed around the perimeter of the area then cross from west to east to the center.



Round the corner on the central island to find Pad, the boy Marie told Eddie about. Pad is surrounded by rats and could really use Eddie's help. Target the rats set to attack before Eddie or Pad's next turn to defeat them most efficiently. Use the Save Point then continue east across the next channel.

100% EXPLORATION

Let the map screen be your guide to where you have and haven't yet been. One of your goals upon entering a dungeon should be to fully explore and "point-in" the navigable portions of each dungeon map. Not only will the entire map be revealed upon doing so, but this is the only way you can be sure to find all of the hidden chests in the area too! Be as thorough as you can, but know that the London Sewers require repeat visits in order to be fully revealed.

MONSTER RAT

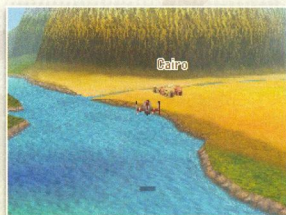
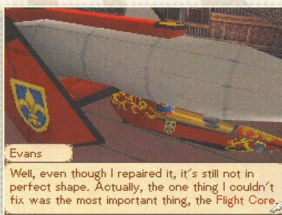
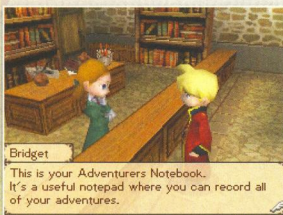
Lv	HP	MP	AP	DP	M. AP	M. DP	Elemental Weakness
5	40	10	30	10	10	5	Earth, Dark

Eddie encounters the Monster Rat in the center of the London Sewers, just east of the second floodgate. This time it's Pad who comes to help. Use Eddie's Overdrive skill to boost his AP while Pad attacks and uses Heal Bottles to keep the two of them healthy. Eddie and Pad may be slightly low on HP from earlier battles so keep an eye on their HP. It should only take four or five attacks to finish off the Monster Rat.



THE JOURNEY CONTINUES

Pad becomes a full-time member of Eddie's party after defeating the Monster Rat. Head back to the Adventurer's Association to receive the **Adventurer's Notebook**. This not only gives Eddie full-blown Adventurer status (needed to gain the trust of Mr. Evans and others), but it also entitles him to accept quests from any of the Adventurer's Association bureaus around the world. Eddie should accept the first available quest right now to pocket a quick extra 2000G which can come in handy for buying a Silver Chalice at the item shop.



The clerk informs Eddie that Mr. Evans is waiting for him at the Airship Dock, located on the south edge of London Central. Meet with Mr. Evans to gain access to the Maverick airship and fly south in the direction of the Mediterranean Sea. Bypass the tiny French village of Merveille and continue on a slight southeast angle towards Cairo. The duo will encounter some hostile Eagles en route, but they're nothing the Maverick can't handle!

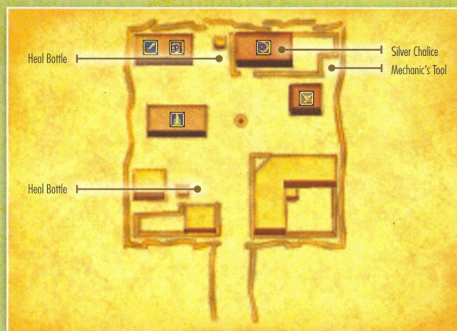
The Mystery of the Pyramid

CAIRO

Eddie knows his dad was headed to Cairo the last time he left London, but he doesn't know why. Thanks to Mr. Evans though, Eddie and Pad can fly to Egypt in relative safety and ask around. With any hope, somebody will remember seeing the famed Gilbert Brown sauntering through town.



TOWN OVERVIEW



INN 100G

ADVENTURER'S ASSOCIATION No

WEAPON SHOP

Item	Cost (G)	Eddie	Pad	Melody	Fiona
Claymore	250	X	-	-	-
Handgun	200	-	X	-	-

ARMOR SHOP

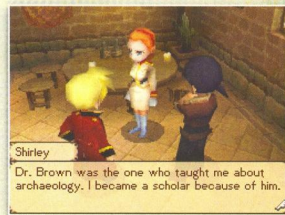
Item	Cost (G)	Eddie	Pad	Melody	Fiona
Cotton Clothes	90	X	X	-	-
Turban	75	X	X	-	-
Gunman Hat	100	-	X	-	-
Leather Gloves	55	X	X	X	X
Iron Bracelet	60	-	-	X	X

ITEM SHOP

Item	Cost (G)	Description
Heal Bottle	30	Restores 50 HP.
Sacrifice Doll	60	Removes Curse.
Silver Chalice	1500	Revives a fallen party member and restores 200 HP on revival.
Mechanic's Tool	30	Restores 50 END for the airship.
Extinguisher	10	Removes Fire from the airship.
Earth Plug	30	Removes Electric Shock from the airship.

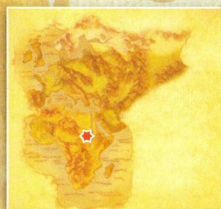
ON GILBERT'S TRAIL

Take a minute to stroll around Cairo to collect hidden items, and to purchase equipment and items for the airship. Many of the people in the town will mention the Pyramid to the south—and some will even hint that adventurers pass through Cairo en route to the pyramid—but Eddie and Pad won't get far without talking to the right person first. Speak to the man in the purple robe with the yellow turban outside the tavern. Hassan refers Eddie to a scholar he spoke with in the bar. Head inside to meet Shirley, an archaeologist who studied under Gilbert. Not only does she confirm that Gilbert went to the Pyramid, but she even gives Eddie the **Pyramid Key**, which he needs to get into the underground chambers. Return to the airship and fly south to the Pyramid.



PYRAMID

The Pyramid lies just to the south of Cairo, farther upstream along the Nile River. The raging sandstorm can make navigation tricky for the novice airship pilot, but the Maverick can handle it if Eddie can.



DUNGEON OVERVIEW



REASURE LIST

Chest No.	Item	Category
1	Sacrifice Doll	Consumable Item
2	Heal Bottle x2	Consumable Item
3	Heal Bottle	Consumable Item
4	Leather Jacket	Equipment
5	Mechanic's Tool	Consumable Item
6	Mechanic's Tool	Consumable Item
7	Warp Stone	Consumable Item
8	Chain Coat	Equipment

ENEMY ENCOUNTERS

Name	Lv.	HP	Elemental Weakness
Sandworm	6	23	Wind, Dark
Spider	8	27	Wind, Dark
Mummy	8	25	Holy
Skeleton	7	36	Holy
Pharaoh	10	100	-

SUGGESTED LEVEL 5

INTRO

CHARACTERS

AIRSHIP FLEET

BATTLE BASICS

WALKTHROUGH

BONUS QUESTS

ADVENTURER'S
ASSOCIATION

WORLD
TREASURE

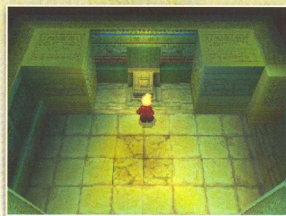
SKILLS

ITEMS DATA

BESTIARY

HEADING UNDERGROUND

The ground floor of the Pyramid contains several booby-traps in the form of break-away floors that can send Eddie and Pad plummeting into the isolated west side of B1. Stairs offer an easy escape and the fall provides more of an annoyance than a threat—look out for cracked segments of the floor in the long corridor running south-to-north and carefully step around them. Locate the chests in the rooms on the eastern side of 1F and proceed to the lock at the northern end of the corridor. Use the Pyramid Key to gain access to the stairs leading underground.



Descend the stairs to B1 and sprint southward away from the giant boulder that begins rolling after the party. Duck into the hallway to the west to escape the boulder and continue the descent to B2. Many of the coffins lining the main corridor in B2 contain Mummies that Eddie will have to fight. Defeat the Mummies to gain the **Chamber Key** which is need in B3. Continue deeper into the Pyramid and use the Save Point before unlocking the gate in B3.

THE KOROL NAMED FLAUM

Nearly every dungeon Eddie visits during his travels contains a member of the Korol species. These friendly little creatures have special abilities and are always willing to help adventurers. Many restore the party's HP, offer to appraise gadgets, or even sell the party much-needed items. Flaum doesn't do any of these things. Instead, he's just here to warn the party about the curse on the Pyramid and serve to gain Eddie's trust when dealing with future Korols.



PHARAOH

Lv	HP	MP	AP	DP	M. AP	M. DP	Elemental Weakness
10	100	30	50	12	14	7	-

The Pharaoh's primary attack emits a laser-like beam of energy to strike down upon both Eddie and Pad, but it doesn't inflict significant damage. Use Eddie's Combo Attack skill to land three strikes on the Pharaoh each turn while Pad uses Lock On to increase his chance of a critical strike. Consume one of the many Heal Bottles found elsewhere in the Pyramid to keep the duo safe. It should only take four turns for Eddie and Pad to defeat the The Pharaoh's primary attack emits a laser-like beam of energy to strike down upon both Eddie and Pad, but it doesn't inflict significant damage. Use Eddie's Combo Attack skill to land three strikes on the Pharaoh each turn while Pad uses Lock On to increase his chance of a critical strike. Consume one of the many Heal Bottles found elsewhere in the Pyramid to keep the duo safe. It should only take four turns for Eddie and Pad to defeat the Pharaoh, provided they don't spend too many turns using items or prepping skills.



INTO THE LIBRARY

Slide the sarcophagus aside and descend the secret stairs to the Library of Alexandria. The party encounters a man in a trench coat named Carlos, an explorer every bit as mysterious as the Pyramid itself. Scour the downstairs for the out-of-sight chest between the bookcases on the south side then climb the ladder to the upper walkway.

Inspect the shimmering item near the painting by the ladder to find Eddie's Dad's Pipe and the Tower Painting, a clue Eddie believes will lead them to his father. Gather up the remaining items in the Library and use a Warp Stone to quickly return to the dungeon exit.



THE JOURNEY CONTINUES

Return to Cairo and show the Tower Painting to Shirley to find out what she knows. She informs Eddie and Pad that the painting is of the Tower of Babel, but that the Maverick can't get over the mountains without a repaired Flight Core. She doesn't know how to go about repairing the airship, but is sure one of the crewmen in Cairo will.

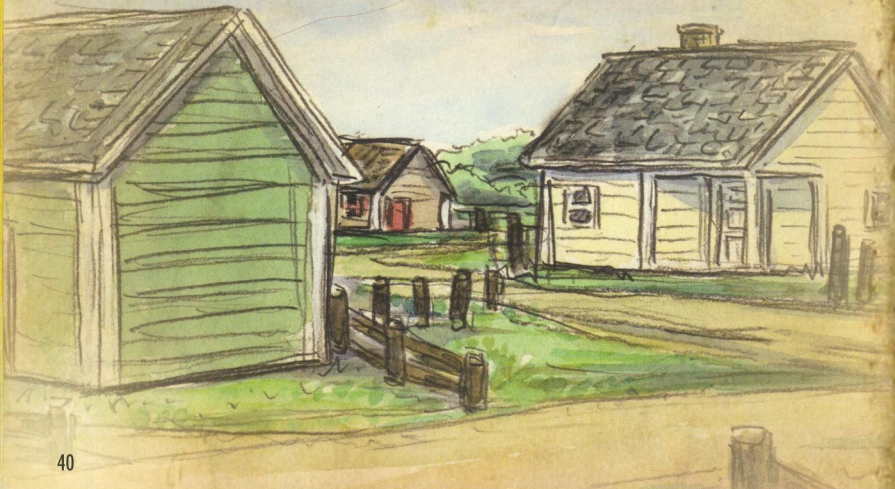
Return to the tavern and talk to the man sitting at the corner of the bar. Brian believes the only people who can repair Flight Cores are the wizards who live in Merveille Village in France. Armed with this latest bit of information, return to the Maverick and fly northwest back across the Mediterranean Sea to Merveille Village.



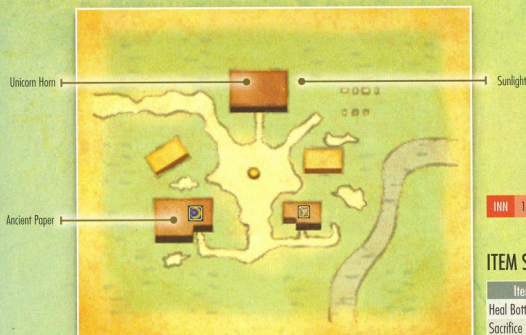
The Witch's Errand

MERVEILLE VILLAGE

This little village in the forested countryside of southern France is just a short flight from Cairo. Merveille Village is home to a peculiar group of people, content to live out their days in the isolation of the forest while practicing their magical talents. They seldom get any visitors nor do they travel to other towns.



TOWN OVERVIEW



INN 130G ADVENTURER'S ASSOCIATION No

ITEM SHOP

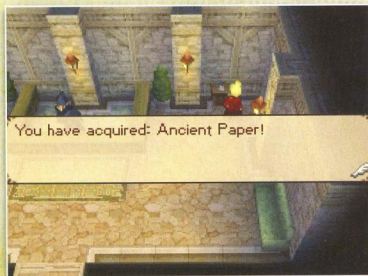
Item	Cost (G)	Description
Heat Bottle	30	Restores 50 HP.
Sacrifice Doll	60	Removes Curse.

MEET THE ELDER

Make the rounds in Merville Village, seek out the hidden items, and speak with each of the villagers—they each have some interesting things to say. Once you're familiar with the village, head to the large house on the north side of town and speak to the old man in the brown robes. He is the Elder and though he doesn't believe in flying, he knows who can fix the Flight Core. Head back to the airship to meet Melody, a young girl suddenly in a hurry to leave the village and travel with the party to Eterna Mines, where they should be able to find the Eterna needed to fix the Flight Core.

GADGETS EXPLAINED

The item called "Ancient Paper" inside the inn is of no use to the party in its current form, but this gadget and many others like it are quite valuable once appraised. Look for nondescript items such as these and bring them to the suited man in any Adventurer's Association office to have it appraised. Appraisal fees range from 1,000 to 10,000 gold, but it's money well spent. Once appraised, the gadget can be equipped to any party member to gain its special effect.



Melody doesn't know where the Eterna Mines are located, other than that they are in Africa. Massive storm clouds and mountains limit the ability of the Maverick to travel so follow the Nile River upstream past the Pyramid to the southeastern coast and continue around the tip of the continent to Cape Town, South Africa.



INTRO

CHARACTERS

AIRSHIP FLEET

BATTLE BASICS

WALKTHROUGH

BONUS QUESTS

ADVENTURER'S ASSOCIATION

WORLD TREASURE

SKILLS

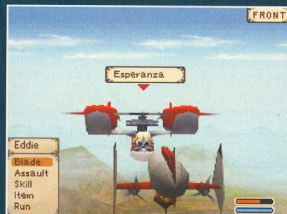
ITEMS DATA

BESTIARY

ESPERANZA

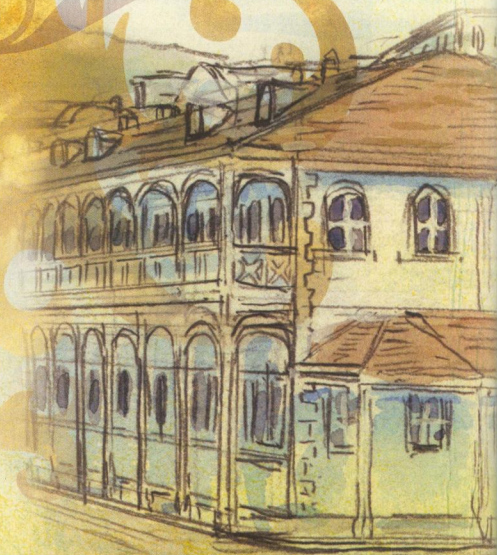
Lv	HP	MP	AP	DP	M. AP	M. DP	Elemental Weakness
15	150	0	50	20	10	5	-

The Maverick is approached by a sky pirate named Scarlett on their way to Cape Town and forced into combat. Her airship, the Esperanza, is capable of damaging the Maverick's weaponry with its Skull Blade attack. Have a Mechanic's tool on hand to repair damage when necessary and rely on each party member's basic attacks. Melody inflicts significant damage via the Light Cannon since the Esperanza tends to stay directly in front of the Maverick—the Light Cannon and Light Blade are both most effective when dealing with enemies straight ahead. Continue to Cape Town.

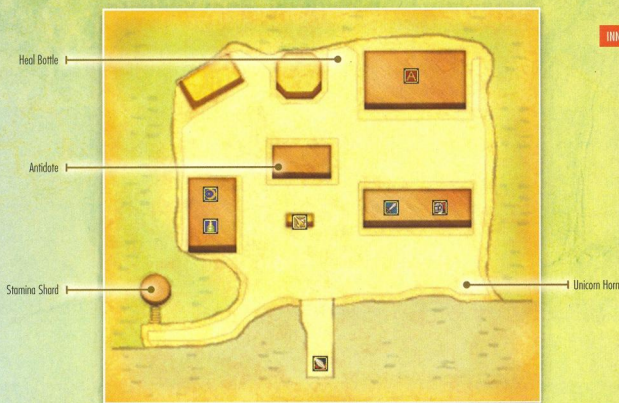


CAPE TOWN

Cape Town is a welcoming city on the southern tip of the African continent. People come to Cape Town from all over the world to enjoy the coast and the many shops it has. With any luck, some of the people will know where the Eterna Mines are.



TOWN OVERVIEW



INN 300G ADVENTURER'S ASSOCIATION Yes



WEAPON SHOP

Item	Cost (G)	Eddie	Pad	Melody	Fiona
Pirate Saber	350	X	-	-	-
Wheel Lock Gun	330	-	X	-	-
Morning Star	330	-	-	X	-

ARMOR SHOP

Item	Cost (G)	Eddie	Pad	Melody	Fiona
Witch's Cloak	220	-	-	X	-
Straw Hat	230	X	X	X	X
Witch's Mittens	270	-	-	X	-

ITEM SHOP

Item	Cost (G)	Description
Heal Bottle	30	Restores 50 HP.
Mint Candy	40	Cures Confusion.
Sacrifice Doll	60	Removes Curse.
Silver Chalice	1500	Revives a fallen party member and restores 200 HP on revival.

AIRSHIP PARTS SHOP

Item	Cost (G)	Blade	Guns	Cannon	Orb	Shield	Upgrade Part
Mechanic's Tool	30	-	-	-	-	-	-
Extinguisher	10	-	-	-	-	-	-
Earth Plug	30	-	-	-	-	-	-
Silver Lance	290	X	-	-	-	-	-
Heavy Gun	296	-	X	-	-	-	-
Smart Cannon	200	-	-	X	-	-	-
Heavy Cannon	300	-	-	X	-	-	-
Cannon Spirit of the Knight	295	-	-	-	X	-	-
Shield Upgrade	400	-	-	-	-	X	-
Plate 02	600	-	-	-	-	-	X

A BRIEF STOP

Visit the shops throughout Cape Town and purchase as much new equipment and items as possible. While many of the residents have handy information, only one knows the location of the Eterna Mines. Look for the man in the red shirt with the big hat in front of the Adventurer's Association office and speak to him. Zaccari tells Eddie the Eterna Mines are in the mountains due north, along the western coast.

PRIORITIZE UPGRADE PLATES

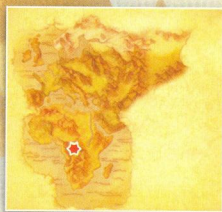
Of all the parts you can buy for the airship, none are more important than Upgrade Plates. These plates instantly boost the END and EVA and don't require separate installation—they activate immediately upon purchase! Every city's airship parts shop has a new Upgrade Plate for purchase—never pass up these vital upgrades.

Name	No.	G
Smart Cannon	1 (00)	200
Heavy Cannon	1 (00)	300
Spirit of the Knight	1 (00)	295
Knight Shield	1 (00)	400
Upgrade Plate 02		600

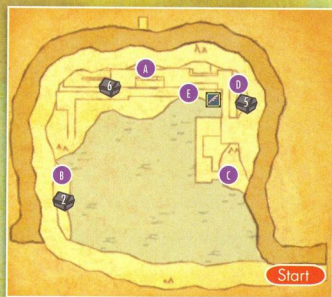
Raises max END by 50

ETERNA MINES

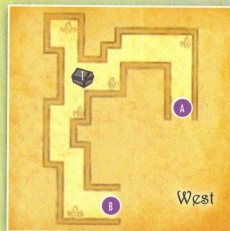
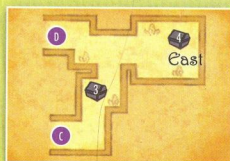
The Eterna Mines lay within a giant hole in the ground, in a valley along the northwestern coast of Africa. Adventurers visiting the mines must negotiate a series of walkways and ramps to descend to the bottom of the quarry where the main mine shafts are located. Several higher tunnels lead to precarious ledges said to contain valuable treasure.



DUNGEON OVERVIEW



SUGGESTED LEVEL 8



Chapter 6



TREASURE LIST

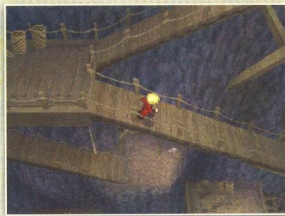
Chest No.	Item	Category
1	Heal Bottle	Consumable Item
2	Gladius	Equipment
3	Mint Candy	Consumable Item
4	Sunlight	Equipment
5	1000G	Money
6	Old Clock	Gadget
7	Warp Stone	Consumable Item
8	Stamina Shard	Consumable Item

ENEMY ENCOUNTERS

Name	Lv.	HP	Elemental Weakness
Wolf	8	53	-
Mushroom	9	57	Wind, Dark
Hornet	10	56	Fire, Dark

IN SEARCH OF THE ETERNA CRYSTAL

Explore each mine tunnel fully while continue to the ground level where the entrance to the Great Mines is. Though the mine cart tracks continue straight north from the entrance, the path is blocked by a heavy gate, thus forcing the party to head east. The **Eterna Crystal** is on the ground in the easternmost tunnel within the Great Mines area—grab it and use the Warp Stone to quickly return to the surface and fly back to Merveille Village so Melody can fix the Flight Core.



A GOOD NIGHT'S REST

Stop off at Cairo to spend an inexpensive night at the inn. This is a quick and efficient way to refill the party's HP and MP gauges. Cape Town has a hotel, but it's expensive compared to Cairo.

HARTMANN



Lv	HP	MP	AP	DP	M. AP	M. DP	Elemental Weakness
20	120	500	50	10	60	30	-

The party is not back in Merveille Village for long before they find themselves battling a powerful magic-wielder named Hartmann. Hartmann's primary attack is Flammoo, a fire spell that deals moderate damage to the entire party. Hartmann has no elemental vulnerabilities so cast Frost or Flamma with Melody while Eddie uses his Combo Attack skill to inflict major damage. Pad's Lock On skill is effective thanks to its very short Wait Time. Use Pad and Melody to distribute Heal Potions while Eddie inflicts the bulk of the damage.



INTRO

CHARACTERS

AIRSHIP FLEET

BATTLE BASICS

WALKTHROUGH

BONUS QUESTS

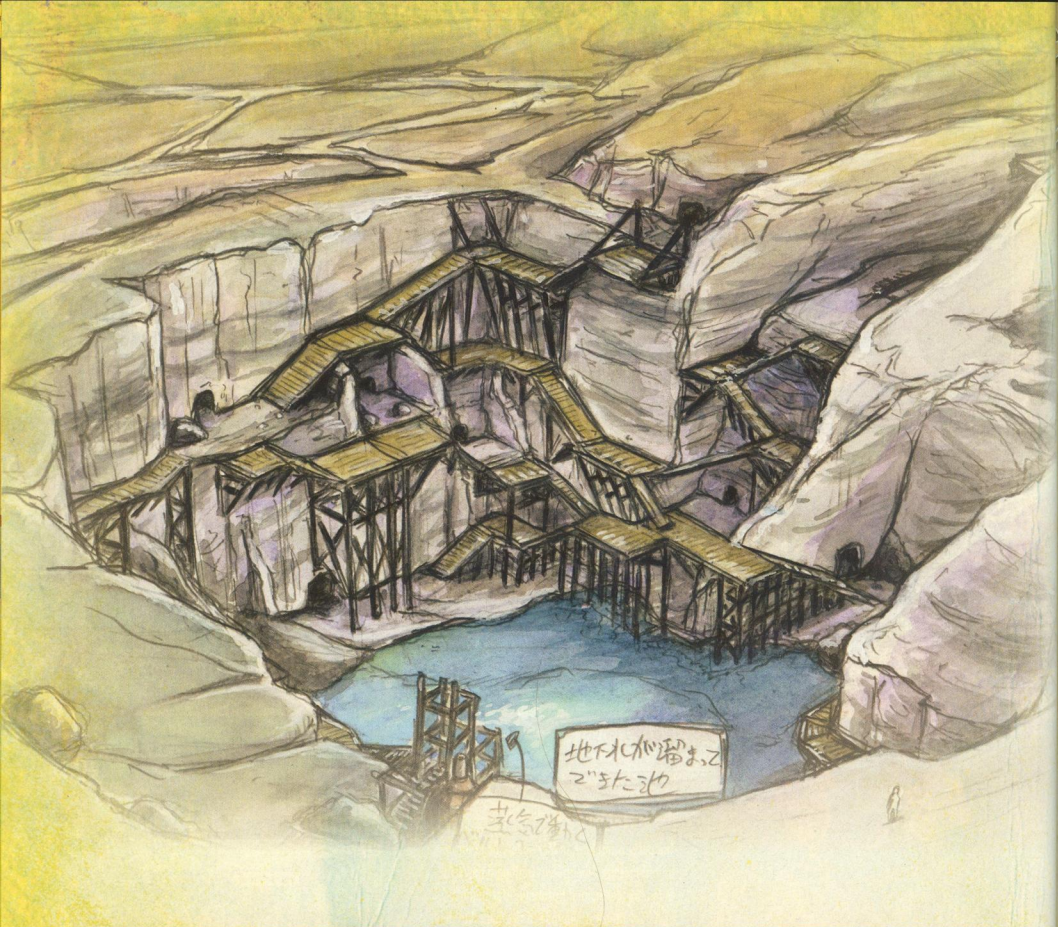
ADVENTURER'S ASSOCIATION

WORLD TREASURE

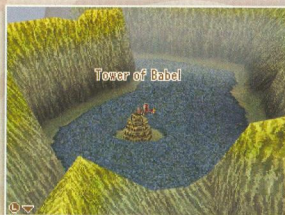
SKILLS

ITEMS DATA

BESTIARY



THE JOURNEY CONTINUES



Now that the Flight Core on the Maverick has been fixed, the party can travel to the Tower of Babel in search of Eddie's father. The Tower of Babel is beyond the mountains directly east of Cairo, on the Arabian Peninsula. Climb to medium altitude near the mountains to get up and over them, then quickly descend to low altitude to avoid the more dangerous enemies and sky pirates that roam the upper air currents.

Consider stopping off in London to take on some quests for the Adventurer's Association and to purchase the new weapons and armor that has come available since the party traveled to Cape Town. Additional quests become available nearly every time Eddie and his party explore a new dungeon. It's also a good idea to upgrade the Maverick in London before setting out for higher altitudes.

The Tower of Babel

TOWER OF BABEL

The legendary Tower of Babel lies to the east of Cairo, in the mountains near the sea. Eddie must put the repaired Flight Core to use to ascend to medium altitude and fly over the mountain pass to reach it, but care must be taken! Dangerous enemies lurk in the upper atmosphere and the Maverick is not yet equipped to handle most enemy airships.



DUNGEON OVERVIEW



SUGGESTED LEVEL 11

ENEMY ENCOUNTERS

Name	Lv.	HP	Elemental Weakness
Poison Jelly	12	55	-
Evil Eye	11	54	Holy
Babel Crow	11	52	Fire, Dark
Fairy	12	50	Fire, Dark
Cabal Combatant	12	60	-
Carmine	20	9999	Water, Dark

TREASURE LIST

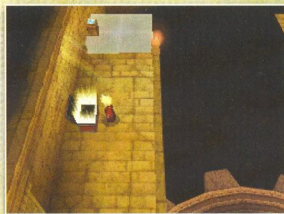
Chest No.	Item	Category
1	2000G	Money
2	Leather Cloak	Equipment
3	Super Heal Bottle	Consumable Item
4	Flame Hammer	Equipment
5	Battle Coat	Equipment
6	Rumored Mittens	Equipment
7	Iron Gauntlets	Equipment
8	Antidote	Consumable Item
9	Sniper Gloves	Equipment
10	Beautiful Gem	Gadget

SOLVING THE TOWER PUZZLES

The Tower of Babel appears simple enough from the first floor, but things get far more complicated the higher the party climbs. Floors 2F and 3F are heavily fragmented and require would-be ascenders to negotiate a series of hovering platforms and rising and falling sections of floor. Though simply climbing the tower is a rather straightforward affair, fully exploring each floor for treasure and to reveal 100% of the map is much trickier.

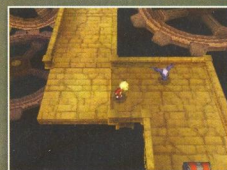
The floating platforms on 3F simply move back and forth from one side to the other with a flick of the switch, but figuring out the moving floor panels and pedestal switches isn't as easy. Each of the switches and the gap in the floor that their floor panel corresponds to has been numbered. Ignore the gap in the floor to the right of the entrance upon arrival and head up the stairs on the left. Activate switch #2 to extend the floor panel and continue to 2F where Mr. Evans awaits.

Activate switches #1 and #3 to cross the gap then make the panel rise back to its upper position. Continue around the exterior of the tower to the upper half of 2F and cross over the bridge you made by throwing switch #3. Continue across the upper part of 2F to the stairs leading to 3F. Use the floating translucent platforms to reach switch #5 and #6 to gather up the treasure in the area. Throw switch #7 to reach the valuable Flame Hammer and immediate equip it on Melody.



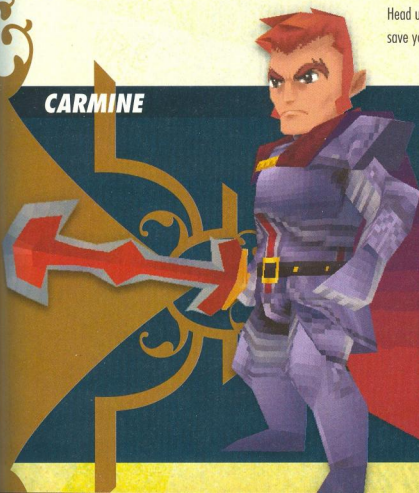
GOING DOWN?

Throw switch #4 while on the upper part of 2F and return the way you came to the lower half of the floor to cross over to the Korol and the chest. This particular Korol is named Atrum and will restore the party's MP levels. Another option is to leave the panel for switch #4 in the upper position and throw switch #1 as you cross back over the bridge on your way down the tower. This will make it possible to cross the gap on 1F.



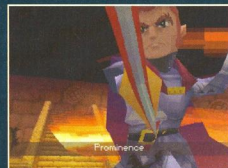
Head up the stairs to the puddle-filled 4F. Collect the numerous pieces of equipment from the chests on this level and save your progress before ascending to what should be a very familiar-looking 5F.

CARMINE



Lv	HP	MP	AP	DP	M. AP	M. DP	Elemental Weakness
20	9999	500	130	10	100	20	Water, Dark

Carmine is impressed by the party's ability to survive an encounter with Hartmann, but still doesn't take the group of youngsters seriously; and for good reason—he's way too strong for them to harm. Attack swiftly with Eddie's Combo Attack and Melody's Frost spell to inflict some damage and to aggravate Carmine sooner. Don't consume any Heal Battles or use any Silver Chalice during this fight, as Carmine cannot be beaten anyway. He won't wait long before unleashing his awe-inspiring Prominence attack which sufficiently ends the battle.



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WORLD TREASURE

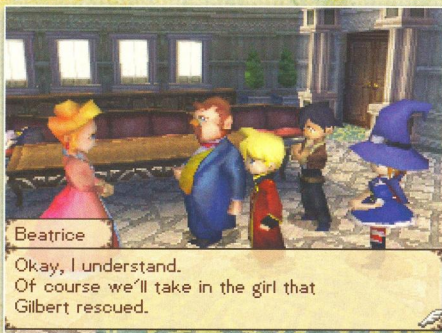
SKILLS

ITEMS DATA

BESTIARY

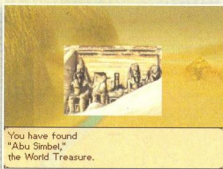
MAKING A RUN FOR LONDON!

Guide Fiona down the stairs and back out of the Tower of Babel to the airship where Mr. Evans is waiting. You can use a Warp Stone if you have one, but the return trip out of the tower provides a chance to collect the treasure chest on 1F. Pilot the airship back to London and head straight to Beatrice's house in London West, just beyond the Brown residence.



WORLD TREASURE

Mr. Evans asks the party to use the *Maverick* to begin searching for World Treasure sites. These archaeological sites can only be found once a rumor of their location is heard from a townsperson. Mr. Evans gives the first clue to a temple in Egypt. Locating a World Treasure merely requires flying over the site at the proper altitude—some World Treasures can only be found at a particular altitude. Once the World Treasure has been located, head back to the museum in London and speak to Mr. Evans. He rewards your efforts with an item as certain milestones are met. See the “World Treasure” chapter in this book for locations, maps, and tips for finding each of the World Treasures.



THE JOURNEY CONTINUES

Head to Egypt to search for Abu Simbel as Mr. Evans requests (just follow the river south to find it) then report back to him to collect your reward. By then Fiona will have awoken and Beatrice will have learned where Gilbert may have went. Lucky for Eddie and the others, Fiona insists on helping search for Gilbert. This gives the party a dedicated healer (and powerful wielder of Holy magic) and frees Eddie up from needing to use his Knight Heal skill.



Eddie learns that his father went to Saint Petersburg, east of the snow-capped mountains. The next leg of Eddie's journey takes him further from London than he has yet gone. It's a good idea to tackle a few of the available quests at the Adventurer's Association to build up the party's supply of gold and to properly outfit the *Maverick* (and the party) with the best weapons and equipment available. Though returning to the Tower of Babel multiple times in a row may not sound all that


appealing, the party can gain a wealth of experience and SP by doing so.

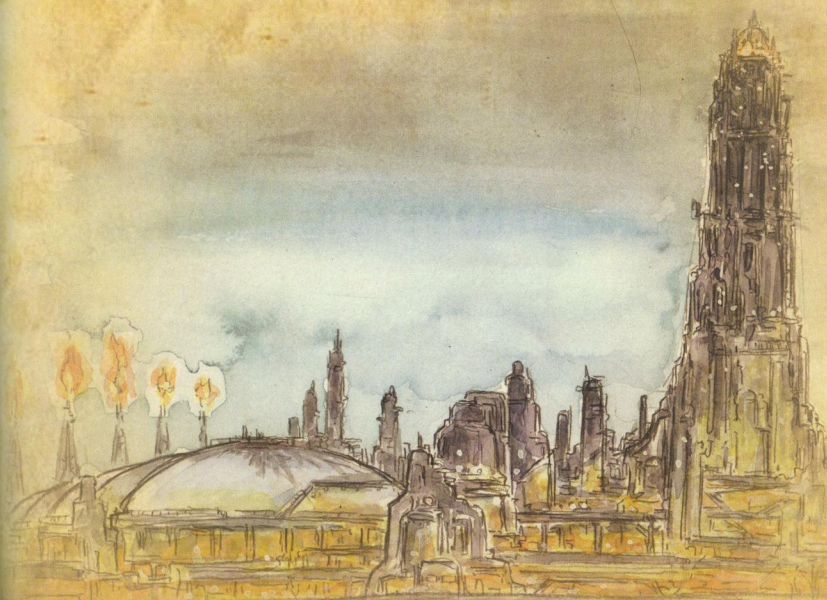
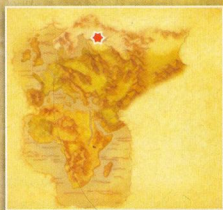
The flight to Saint Petersburg can seem a bit tricky at first. Raise to medium altitude and head over the mountains directly east of London and continue on a southeasterly angle until encountering a valley on the left. Fly over the mountains near this valley towards the snowy tundra and descend into Saint Petersburg. Don't be too afraid to run from combat if you find yourself surrounded by Battle Flags!



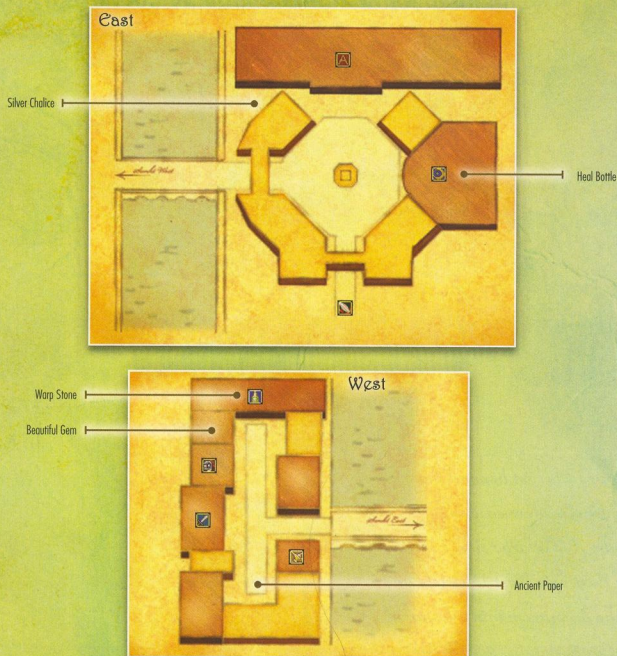
Beneath the Siberian Sky

SAINT PETERSBURG

Saint Petersburg sits just beyond the border of the frozen snow-covered northern lands. It is a large city composed of East and West Districts and it has all of the accoutrements a group of weary adventurers require. 



TOWN OVERVIEW



INN 4006 ADVENTURER'S ASSOCIATION Yes

WEAPON SHOP

Item	Cost (G)	Eddie	Pad	Melody	Fiona
Rapier	600	X	-	-	-
War Hammer	580	-	-	X	-

ITEM SHOP

Item	Cost (G)	Description
Heal Bottle	30	Restores 50 HP.
Super Heal Bottle	200	Restores 100 HP.
Heal Leaf	500	Restores 50 HP for all party members.
Star Jewel	500	Restores 50 MP.
Antidote	10	Cures Poison.
Sunlight	20	Cures Darkness.
Unicorn Horn	30	Cures Paralysis.
Gorgon Tear	50	Cures Petrify.
Mint Candy	40	Cures Confusion.
Sacrifice Doll	60	Removes Curse.
Silver Chalice	1500	Revives a fallen party member and restores 200 HP on revival.
Warp Stone	50	Escape from a dungeon.

ARMOR SHOP

Item	Cost (G)	Eddie	Pad	Melody	Fiona
Fur Jacket	450	X	X	-	-
White Robe	480	-	-	-	X
Fur Hood	400	X	X	X	X
Wizard's Hat	420	-	-	X	-
Silver Tiara	420	-	-	-	X
Woolen Gloves	340	X	X	X	X
Bronze Bangle	380	-	-	-	X

AIRSHIP PARTS SHOP

Item	Cost (G)	Blade	Guns	Cannon	Orb	Shield	Upgrade Part
Mechanic's Tool	30	-	-	-	-	-	-
Mechanic's Wrench	300	-	-	-	-	-	-
Extinguisher	10	-	-	-	-	-	-
Earth Plug	30	-	-	-	-	-	-
Mermaid Voice	620	-	X	-	-	-	-
Dragon's Breath	8200	-	-	X	-	-	-
Trinity Orb	195	-	-	-	X	-	-
Aqua Sphere	590	-	-	-	X	-	-
Aqua Wall	620	-	-	-	-	X	-
Upgrade Plate 03	1200	-	-	-	-	-	X

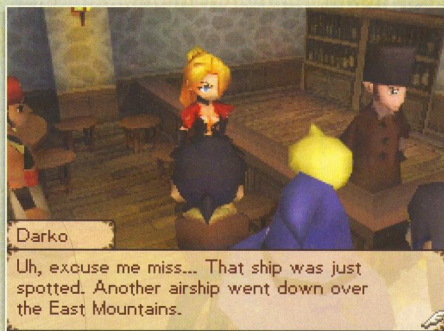
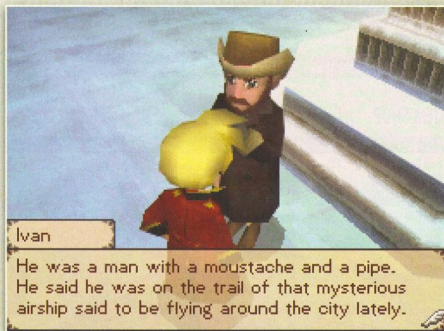
AIRSHIPS AND SKY PIRATES

BEHOLD THE DRAGON'S BREATH!

It's pricey, but if you've been completing quests from the Adventurer's Association and have an extra 8,200 gold on hand, you should consider purchasing the Dragon's Breath cannon for the Maverick. This powerful weapon provides an increase of +46 AP over the Heavy Cannon and deals Fire damage as well—exactly what you want when facing the Water-based enemies in Siberia!

Head into the center of town and speak to the man near the statue. Ivan tells of seeing a man with a moustache and pipe recently—it must be Gilbert. Ivan says the guy was going after an airship named the Sky Crusher and that a Sky Pirate at the bar was also going after that ship. Talk to the other people in the streets of the East District then head across the bridge to the west and head north to the bar.

Scarlett, the lady piloting the Esperanza that attacked the Maverick near Cape Town, is standing near the bar. Talk to her to learn about who is behind the Sky Crusher. The conversation is interrupted with news about the Sky Crusher's whereabouts—return to the Maverick and fly east towards the mountains. Before you go, check your inventory as you must have plenty of Mechanic's Wrenches and a few Earth Plugs on hand.



OUROBOROS

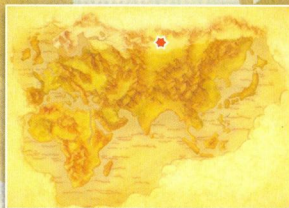
Lv	HP	MP	AP	DP	M. AP	M. DP	Elemental Weakness
20	500	0	89	25	15	7	-



Eddie doesn't hesitate to engage Roswell's airship, the Ouroboros. The Ouroboros is capable of inflicting heavy damage on the Maverick, so have Fiona use a Mechanic's Tool or Mechanic's Wrench during her turn whenever the Maverick's END falls below 200. Use Pad's Support Fire skill and have the others use their base attack—Blade, Cannon, Orb—to make the most of Pad's ability. Eddie's Spiral Arrow skill can be effective in this fight if upgraded, but it isn't likely to do more damage than the Blade attack with Pad's Support Fire active.

SIBERIAN VILLAGE

This tiny village across the East Mountains from Saint Petersburg is so small that it can't be seen from higher altitudes. Descend to low altitude in order to spot it. Look for the smoke from the smoldering remains of the airship that was recently shot down by the Sky Crusher.



TOWN OVERVIEW



WEAPON SHOP

Item	Cost (G)	Eddie	Pad	Melody	Fiona
Drum Machine	580	-	X	-	-
Gun	580	-	-	-	-
Fairy Wand	580	-	-	-	X

ARMOR SHOP

Item	Cost (G)	Eddie	Pad	Melody	Fiona
Woolen Skirt	460	-	-	X	X
Lace Veil	400	-	-	X	X
Iron Helmet	500	X	-	-	-
Tidal Gloves	380	X	X	X	X

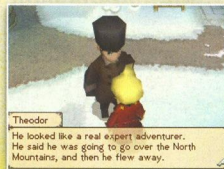
11M 3506 ADVENTURER'S ASSOCIATION No

ITEM SHOP


Item	Cost (G)	Description
Heal Bottle	30	Restores 50 HP.
Super Heal Bottle	200	Restores 100 HP.
Heal Leaf	500	Restores 50 HP for all party members.
Star Jewel	500	Restores 50 MP.
Antidote	10	Cures Poison.
Sunlight	20	Cures Darkness.
Unicorn Horn	30	Cures Paralysis.
Gorgon Tear	50	Cures Petrify.
Mint Candy	40	Cures Confusion.
Sacrifice Doll	60	Removes Curse.
Silver Chalice	1500	Revives a fallen party member and restores 200 HP on revival.
Warp Stone	50	Escape from a dungeon.
Mechanic's Tool	50	Recovers 50 END for the airship.
Mechanic's Wrench	300	Recovers 100 END for the airship.
Extinguisher	10	Removes Fire from the airship.
Earth Plug	30	Removes Electric Shock from the airship.

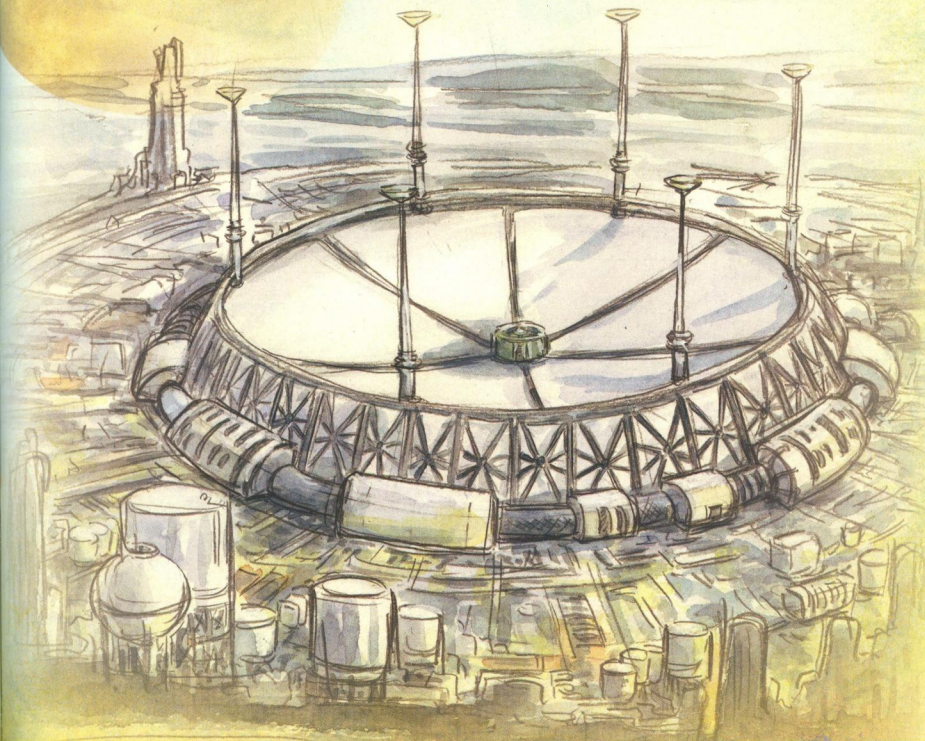
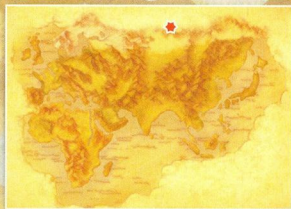
HEADING NORTH

Search throughout the Siberian Village for valuable hidden items, particularly the Mysterious Item in the southeast corner (a helpful Infinity Gear gadget) and stock up on supplies for the battles to come. Speak with Theodor in the southern end of town to learn about the adventurer who recently passed through. He was heading north over the North Mountains just outside of the village. That's where Eddie must head next!



SIBERIAN BASE

The Ancient Father's Cabal has a secret base just over the mountains near the Siberian Village, but Eddie must battle three waves of Gramme Class airships in order to finally gain entry. Each wave has an additional ship, so come prepared. Scarlett repays Eddie's earlier assistance and helps the party land safely. She'll even join the party! 



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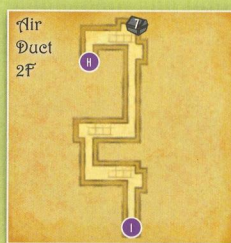
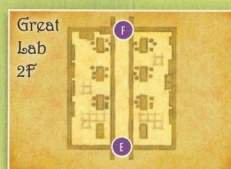
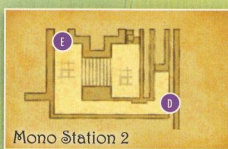
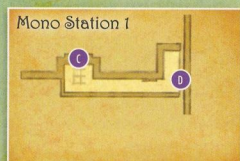
WORLD
TREASURE

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DUNGEON OVERVIEW



INFILTRATING THE ENEMY BASE

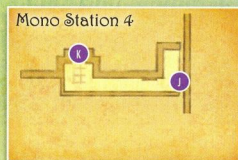
SCARLETT JOINS THE PARTY

Scarlett joins the party as a fifth non-playable character. Scarlett assists Eddie and friends in combat by taking regular turns and attacking with her sword. She cannot be targeted by enemies and cannot receive item or skill effects cast by the party. Her attack is powerful with an average Wait Time—she makes an excellent addition to the team during your time at Siberian Base.





Mono Station 3



Mono Station 4



Elevator Hall 2F



Control Passage 3F



Control Room 3F

TREASURE LIST

Chest No.	Item	Category
1	Super Heal Leaf	Consumable Item
2	Dragon Head Plans	Valuable/Equipment
3	Flame Stuff	Equipment
4	Metal Vest	Equipment
5	Cabal Gun	Equipment
6	Ice Brand	Equipment
7	Silver Chalice	Consumable Item
8	HP Shard	Consumable Item

ENEMY ENCOUNTERS

Name	Lv.	HP	Elemental Weakness
Ice Elemental	15	65	Ground, Dark
Snow Tiger	16	72	Ground, Dark
Gear	15	70	-
Snow Hand	16	76	Ground, Dark
Mechball	16	80	-
Cabal Combatant	16	75	-
Roswell	25	450	-

The Siberian Base is extremely linear in design and has none of the puzzle-like qualities of Tower of Babel. Probably because the Ancient Father's Cabal never thought someone like Eddie would dare sneak in! Head north through 1st Sector to the monorail station and ride it to the next area. Most of the enemies in this area are either mechanical (no elemental properties) or Water-based enemies that are vulnerable to Earth attacks—though they may look like Fire would harm them, it doesn't.

The party will lose one of its members while passing through the 2F Lab Sector—this only serves to give Eddie greater impetus at reaching the Control Room on 3F! Continue to the Lab Sector Passage and speak to Album, the Karol capable of replenishing the party's HP. Throw the switch on the wall to turn off the exhaust fan at the north end of the corridor and enter the air duct.



ENDLESS COMBAT

Approaching either of the two elevators on the sides in the Elevator Hall triggers a battle with three Cabal Combatants. No matter how many times you approach either of these elevators, the result is the same—another fight against three Cabal Combatants. Since there is a Save Point in the next hallway to the north, consider spending some time fighting this endless supply of enemies to level up and to earn extra SP and gold.



ROSWELL

Lv	HP	MP	AP	DP	M. AP	M. DP	Elemental Weakness
25	450	0	125	14	12	6	-

Roswell's mechanical arm is much larger than you may have been lead to believe—it's big enough for him to ride! Though he



possesses no MP, his giant mecha-hand emits an energy attack called the Gorgeous Beam that damages the entire party. Use Pad's Break Shot skill to lower Roswell's DP, then use a combination of Thunder Blade and Combo Attack to sneak multiple attacks in with Eddie before Roswell's next turn. Scarlett inflicts significant damage with each turn and more than makes up for Fiona's absence.



THE JOURNEY CONTINUES

The party returns to London aboard the Battleship Damocles, piloted by Commander Julius Fogg. Speak to each of the people on the bridge to complete the journey home then go to Eddie's home in London West. Room the house and speak to Pad (west hallway), Melody (southeast bedroom), and Fiona (balcony) to conclude the night and send the party to sleep.



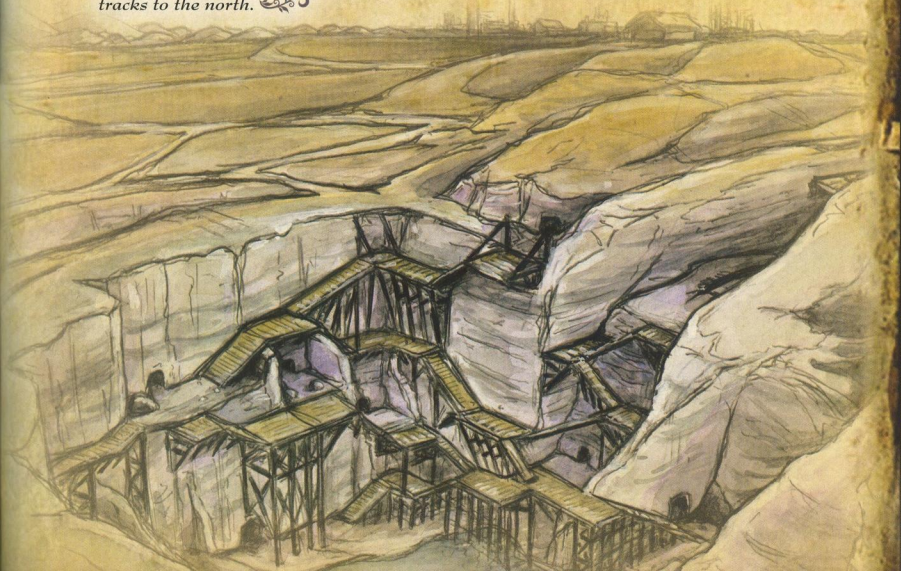
Head to the museum in the morning and follow Shirley to the Royal Exploration Agency to meet with Commander Fogg. The Royal Exploration Agency meets in a private area sealed away within the museum. Fogg requests the party's assistance in finding the seven tablets—the next one is in Africa. The party must head to Cape Town to meet a member of the agency for more info.

The Second Tablet

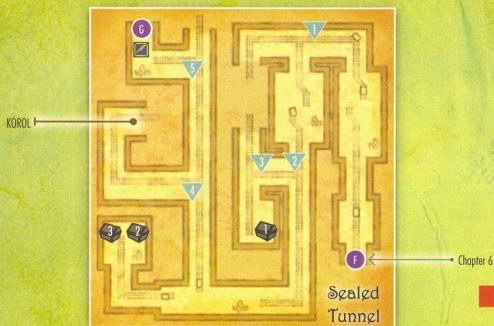


ETERNA MINES

Return to Cape Town to meet up with Yang Gui, a member of the Royal Exploration Agency. She's learned that the next tablet is deep within the Eterna Mines and will open the gate for Eddie and the others. Journey back to Eterna Mines and descend the walkway to the Great Mines and follow the mine-cart tracks to the north.



DUNGEON OVERVIEW



TREASURE LIST

Chest No.	Item	Category
1	Blue Blade Plans	Valuable/Equipment
2	Hunter Blade	Equipment
3	Magician's Hat	Equipment

SUGGESTED LEVEL 21

ENEMY ENCOUNTERS

Name	Lv.	HP	Elemental Weakness
Mad Rat	20	75	Wind, Dark
Serpent	21	77	Wind, Dark
Poison Mushroom	20	78	Wind, Dark
Killer Needle	20	80	Fire, Dark
Yang Gui	30	10000	Fire, Dark

RIDING THE CARTS

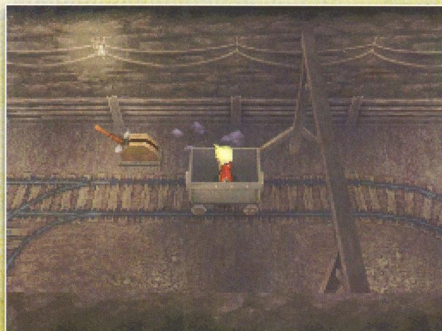
YANG GUI JOINS THE PARTY

Yang Gui joins the party as a fifth non-playable character during their stop in Cape Town. Yang Gui assists Eddie and friends in combat by taking regular turns and using her powerful magic to cast Healing Breeze on one of the party members. She cannot be targeted by enemies and cannot receive item or skill effects cast by the party. Most importantly, she unlocks the gate at the northwest corner of the Great Mines.



The Sealed Mining Tunnel area is a labyrinth of tunnels and dead-ends linked by a series of mine cart tracks. The ground has collapsed under the tracks in places, making it impossible for the party to proceed on foot—they must ride the carts. The track also dives into the abyss in several places and failure to switch the tracks in time will cause the party to return to the start of that particular track segment (don't worry, there's no threat of seeing a Game Over screen for entering one of the pits).

Hop aboard the first mine cart and ride it around the corner up ahead while holding down on the Control Pad and pressing the A Button just as the cart approaches the track switch device. Do it before the cart crosses the fork in the track to make the turn south.





Ride the second car south all the way to the end then follow the tracks on foot to explore the side-tunnel for the chest containing the Blue Blade Plans. Use the cart in the southwest corner to reach the secret cavern in the corner where the additional chests are, then ride the final cart all the way north to the Save Point and entrance to the Sanctuary.

YANG GUI

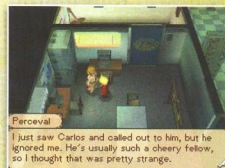
Lv	HP	MP	AP	DP	M. AP	M. DP	Elemental Weakness
30	10000	500	150	999	110	55	Fire, Dark

Yang Gui was an imposter and simply used Eddie and Fiona to bring her to the tablet since only a White Priestess can pick it up. Her magic is far too powerful for the relatively inexperienced party members, so don't waste too much effort on trying to harm her—Melody's Flamma attack is the only thing that can deliver any damage at this point. Even Eddie's skill attacks will simply miss. Use basic attacks to simply make the battle progress until Yang Gui tires of the charade and decides to flee.



A SPY IN LONDON

Return to London and head straight for the Royal Exploration Agency via the secret passage in the museum so Eddie can tell Commander Fogg and Shirley what happened. It's obvious that there is a spy stealing information for the Ancient Father's Cabal and Eddie must find out who it is. Talk to Commander Fogg and Shirley to learn that Carlos is out of town, then make your way through the Accessway corridor and speak to every employee in each room until the interloper is caught!



THE JOURNEY CONTINUES

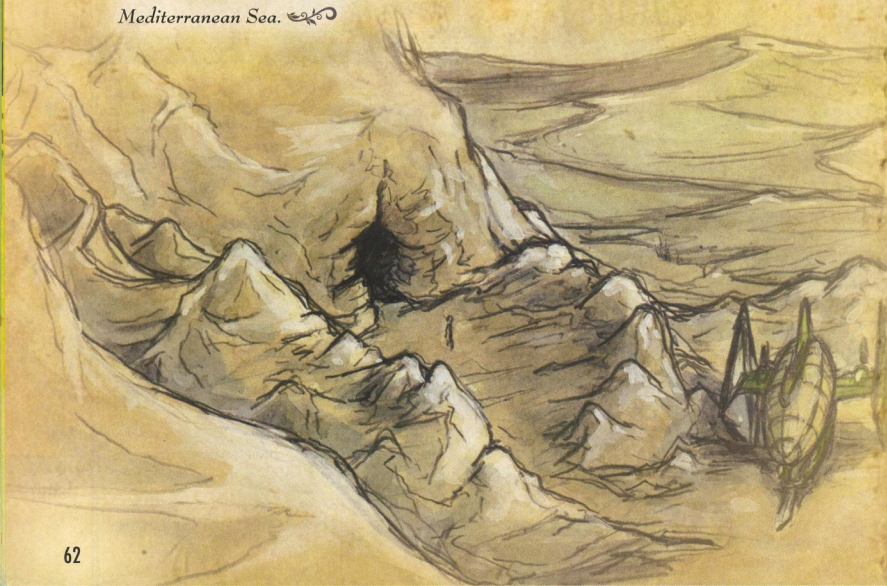
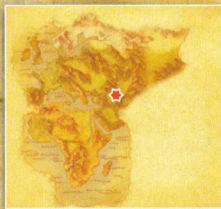
Shirley has reason to believe the next tablet is in Mt. Ararat, located high in the mountains to the southeast of London, near the Holy Land. Carlos has come back from his trip in time to join the party before they leave. Top off the party's HP & MP at the hotel and head southeast over the mountains at once.

Legend of the Ark

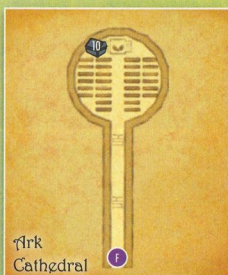
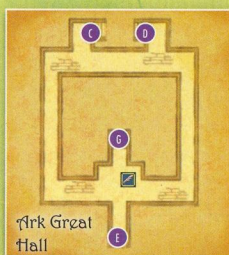
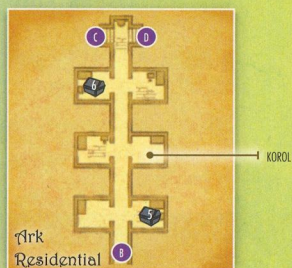


MT. ARARAT

The next tablet lies in a cave within Mt. Ararat, the rumored resting place for the legendary Ark. Fly southeast from London over the lower mountains and continue on an angle through the valley in the direction of the Arabian Peninsula. The entrance to Mt. Ararat is in the mountains to the east of the Mediterranean Sea.



DUNGEON OVERVIEW



SUGGESTED LEVEL 22

TREASURE LIST

Chest No.	Item	Category
1	Gunman Vest	Equipment
2	Dragon Shield Plans	Valuable/Equipment
3	Lance Rod	Equipment
4	Leather Robe	Equipment
5	Sombrero	Equipment
6	Ruined Cloak	Equipment
7	Chain Mail	Equipment
8	Agility Shard	Consumable Item
9	Mysterious Stone	Gadget
10	Earth Club	Equipment
11	Beautiful Gem	Gadget

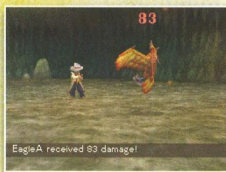
ENEMY ENCOUNTERS

Name	Lv.	HP	Elemental Weakness
Rune Bat	22	85	Fire, Dark
Eagle	23	115	Fire, Dark
Silver Kong	24	245	Ground, Dark
Fair Carrot	21	95	-
Numen	25	265	Ground, Dark
Hartman	35	500	-

ALL ABOARD THE ARK

CARLOS JOINS THE PARTY

Carlos accompanies the party as a fifth non-playable character during their trip to Mt. Ararat. Carlos is a skilled gunman with a knack for landing critical strikes on his target. He typically inflicts 80-100 HP worth of damage during each of his turns. As with the other party guests, Carlos will not be targeted by the enemy and cannot be targeted for skills or items by Eddie and the others.



Fight through the first two sections of cave to locate the hidden Ark and head below deck. Upgrade Melody's Grounda spell to better combat the Silver Kong and Numen monsters that lurk within the Ark. Proceed through the cabins to the hearth at the north end of the ship. Take note of the hearth then descend to the Great Hallway.



HARTMANN

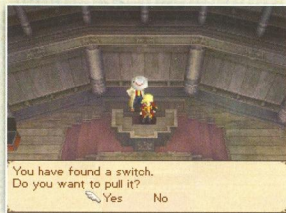
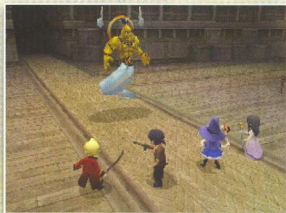
Lv	HP	MP	AP	DP	M. AP	M. DP	Elemental Weakness
35	500	600	100	16	200	100	-



PULULUM THE APPRAISER

The Korol located in the middle cabin in the Residential Sector can appraise any gadgets you have. Consider having him appraise the Mysterious Stone found deeper in the ship before moving on to the Sanctuary.

Proceed through the Great Hallway to the Save Point on the south side of the area, note the locked gate, and continue south to the Living Sector. Gather up the items in this busy section of the Ark and find the door leading to the Cathedral. Advance to the altar at the head of the chapel and press the A Button to inspect a switch behind the lectern.



Return to the hearth in the residential area and press the A Button near it to light a fire in the heart—this unlocks the massive gate in the Great Hallway. Return to the Save Point in the Great Hallway and enter the Sanctuary.

DON'T MISS THE GADGET!

There's a chest off to the left as soon as you enter the Sanctuary within the Ark. Don't rush up the steps to the tablet without first securing the Beautiful Gem from this easily overlooked chest!



Hartmann protects himself from elemental attacks with a hazy purple aura, but it doesn't defend against physical attacks. Rely on Fiona to keep the party safe from Hartmann's Flamma and Flammao attacks while Eddie and Pad attack with their weapons. Pad's Break Shot won't have an effect against Hartmann, but Eddie can inflict significant damage by timing his Thunder Blade and Combo Attack skills to get two turns in before Hartmann attacks again. Carlos' high-powered gun will certainly help as well, making it possible to defeat Hartmann sooner than you might expect.

A LOST MEDALLION

Commander Fogg is pleased with the results of the trip to Mt. Ararat and instructs Eddie to take a break from hunting for tablets. Exit the museum and talk with Dorothy, Beatrice's assistant. Dorothy lost one of Beatrice's necklaces and needs Eddie and the others to return to the Sewers to find it. Make a quick run back to the Sewers, cross the bridge nearest the entrance and loop south around the central area to encounter the Monster Rat that took the necklace.



MONSTER RAT

Lv	HP	MP	AP	DP	M. AP	M. DP	Elemental Weakness
30	600	50	200	20	38	19	Ground, Dark



This Monster Rat is much tougher than the other two the party has faced and has the capacity to inflict Poison status on the entire party if given the chance. The best way to combat this beast is to use Pad's Break Shot to lower its DP then hit it with Eddie's Combo Attack and Melody's Grounda spell. Have Fiona focus on healing and use Pad's Treatment skill to rid anyone of Poison before their turns come around. Defeat the Monster Rat to claim The Medal Necklace. Return the necklace to Dorothy at Beatrice's house.

THE JOURNEY CONTINUES

The Royal Exploration Agency doesn't have any knowledge of the fourth tablet's whereabouts and the Adventurer's Association doesn't have any new quests for Eddie to accept. This doesn't mean there is nothing to do! Talking to the people in London reveals that some have seen a person who sounds a lot like Scarlett. Head to the airship to meet up with her—she wants Eddie to take her to Nirvana Palace, near the city of Delhi in India. And she's not about to take no for an answer...



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BESTIARY

Chase Astell

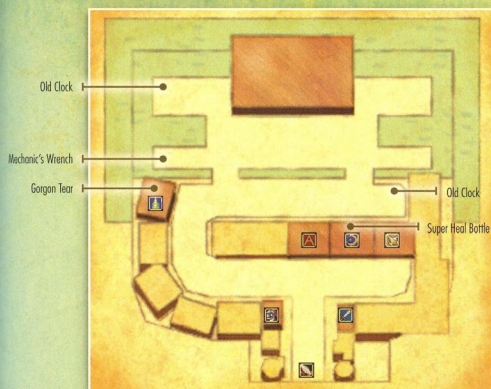
DELHI

The city of Delhi lies in the northern portion of the subcontinent of India and is only reachable by airships capable of ascending to medium altitude. Fly south through the Nile River valley in Africa then cross to the east, and rise up and over the storm clouds to reach India.

Delhi is a relatively small city filled with wonderful music and a large repository for valuable artifacts. 



TOWN OVERVIEW



ITEM SHOP

Item	Cost (G)	Description
Heal Bottle	30	Restores 50 HP.
Super Heal Bottle	200	Restores 100 HP.
Heal Leaf	500	Restores 50 HP for all party members.
Star Jewel	500	Restores 50 MP.
Antidote	10	Cures Poison.
Sunlight	20	Cures Darkness.
Unicorn Horn	30	Cures Paralysis.
Gorgon Tear	50	Cures Petrify.
Mint Candy	40	Cures Confusion.
Sacrifice Doll	60	Removes Curse.
Silver Chalice	1500	Revives a fallen party member and restores 200 HP on revival.
Warp Stone	50	Escape from a dungeon.

INN 400G ADVENTURER'S ASSOCIATION Yes

WEAPON SHOP

Item	Cost (G)	Eddie	Pad	Melody	Fiona
Flamberge	1800	X	-	-	-
Twin Barrel	2500	-	X	-	-
Bladed Wand	1500	-	-	-	X

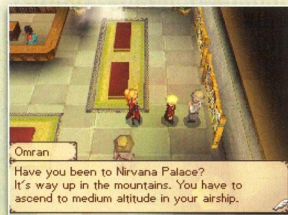
ARMOR SHOP

Item	Cost (G)	Eddie	Pad	Melody	Fiona
Silk Clothes	1500	X	X	X	X
Silk Suit	1600	X	X	-	-
Silk Apron	1650	-	-	X	X
Leather Cap	950	X	X	X	X
Earth Gloves	950	X	X	X	X
Spiked Knuckle	1000	X	X	-	-

AIRSHIP PARTS SHOP

Item	Cost (G)	Blade	Guns	Cannon	Orb	Shield	Upgrade Part
Mechanic's Tool	30	-	-	-	-	-	-
Mechanic's Wrench	300	-	-	-	-	-	-
Mechanic's Kit	1500	-	-	-	-	-	-
Extinguisher	10	-	-	-	-	-	-
Earth Plug	30	-	-	-	-	-	-
Aero Dart	2700	X	-	-	-	-	-
Aero Blaster	2500	-	X	-	-	-	-
Storm Cannon	2600	-	-	X	-	-	-
Tornado Egg	2600	-	-	-	X	-	-
Aero Curtain	5000	-	-	-	-	X	-
Upgrade Plate 05	5000	-	-	-	-	-	X

SEEKING DIRECTIONS



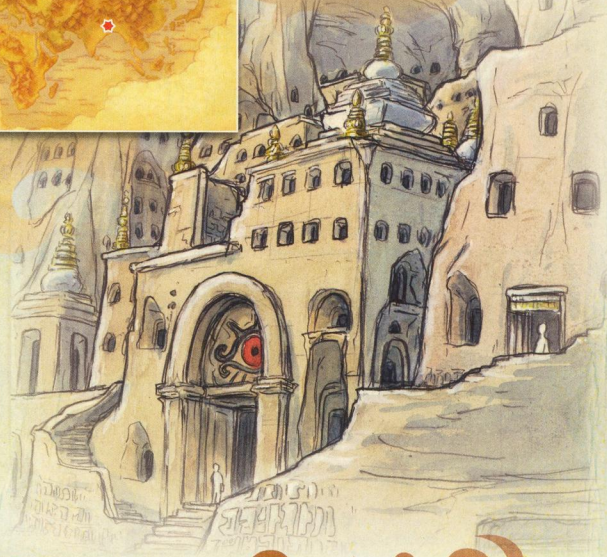
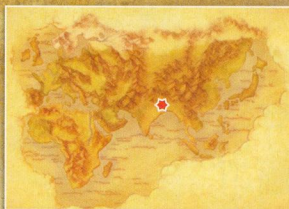
Delhi's numerous shops have plenty of valuable equipment for purchase and the town itself has several Gadgets found in the streets, so look around. Scarlett knows Astell was headed to Nirvana Palace, but doesn't know where it is—speak to people in the Adventurer's Association branch for clues.

NEW QUEST AVAILABLE

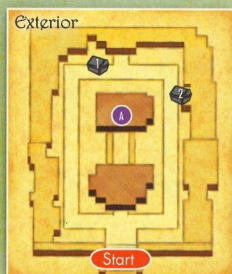
There hasn't been a new quest available at the Adventurer's Association for a while, but there is now. Consider accepting Ana's quest if you don't mind a quick trip back to Eterna Mines—the more money you can accumulate before heading to Tokyo in the next chapter, the better off you'll be.

NIRVANA PALACE

Nirvana Palace is located high in the mountains to the northeast of Delhi. Ascend to medium altitude and angle towards the massive cloud bank, then turn north into the mountains to find it. The majestic temple sits on a ledge near the edge of the mountains, staring out over the edge of the continent. 🌀

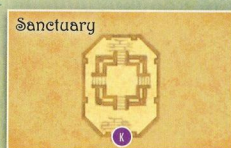
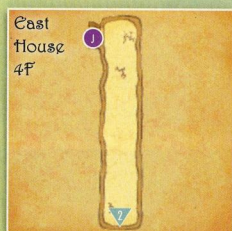
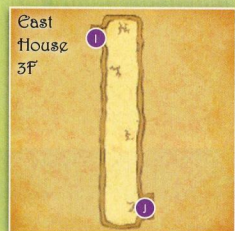
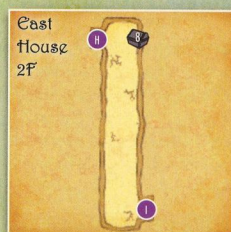
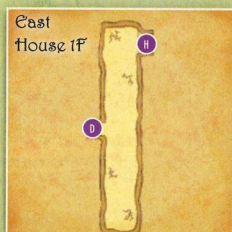
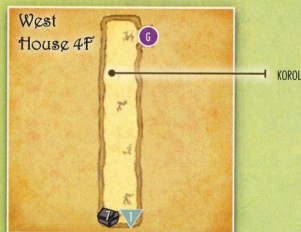
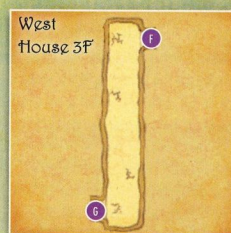
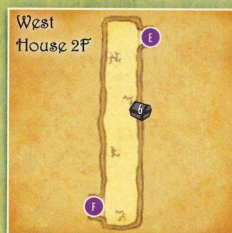
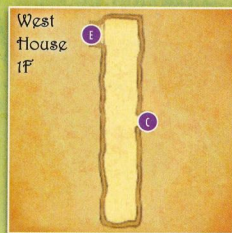


DUNGEON OVERVIEW



Temple Approach





SUGGESTED LEVEL 25

TREASURE LIST

Chest No.	Item	Category
1	10,000G	Money
2	Beautiful Gem	Gadget
3	Flintlock Gun	Equipment
4	MP Shard	Consumable Item
5	Agility Shard	Consumable Item
6	Wedjat Mace	Equipment
7	Flame Wand	Equipment
8	Stone Blade	Equipment

ENEMY ENCOUNTERS

Name	Lv.	HP	Elemental Weakness
Shadow Wolf	24	105	-
Guardian	27	175	-
Ghost	26	155	Holy
Crimson	26	125	Water, Dark
Air Elemental	25	115	Fire, Dark
Parculus	28	145	Water, Dark
Zombie	25	115	Holy
Pixie	27	113	Fire, Dark
Astell	37	400	Earth, Dark
Gorgon Head	32	250	-
Yang Gui	38	1000	Fire, Dark

ENTERING THE TEMPLE

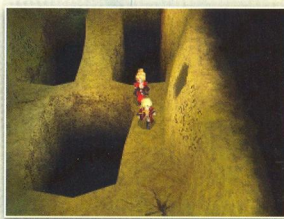
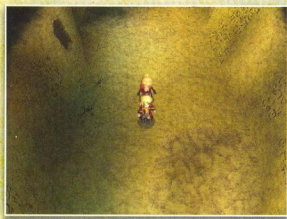
The entrance inside of Nirvana Palace is not only locked, but the palace guard, Amir, is there to make sure nobody tries to break in. Amir tells Eddie that he might be able to get the key from the men back in the repository in Delhi. Return to the city and speak with the man at the large building to the north end of the city to get the **Temple Key**. Use the key to enter the temple at the gate where Amir is standing.



CRUMBLING FLOORS GALORE

Proceed through the entrance to the Temple Approach and note the large chasm keeping the party from reaching the Save Point to the north, where the Sanctuary is located. Nirvana Palace contains a pair of switches that control a bridge across this divide. The party must navigate the treacherous halls of the east and west houses to reach the switches on each side's fourth floor to make the bridge extend. Each floor is littered with crumbling booby-traps that will drop the party to the lower level, making the ascent to the fourth floor much harder than is expected.

Tilt your Nintendo DS at a shallow angle to better detect the slight change in color of the breakaway flooring. Avoid the darker colored ground to keep from falling through to the lower level. Though the party suffers no damage from the fall, constantly plummeting to lower levels can become frustrating. Activate the switch in each of the two houses and cross the bridge to reach the Sanctuary.



ASTELL & GORGON HEAD

Lv	HP	MP	AP	DP	M. AP	M. DP	Elemental Weakness
37	400	400	200	18	170	85	Ground, Dark

Lv	HP	MP	AP	DP	M. AP	M. DP	Elemental Weakness
32	250	200	170	15	120	60	-



Though Astell looks rather intimidating when flanked by the Gorgon Heads the party needn't pay any attention to these floating allies of hers. Instead, use skills that affect the entire group of enemies and focus on taking advantage of Astell's vulnerability to Earth with Melody's skills and Eddie's newfound Stone Blade. Attack with Groundale, Meteor Shot, and Eddie's Sonic Wave skill to decimate the threesome before they get to strike.

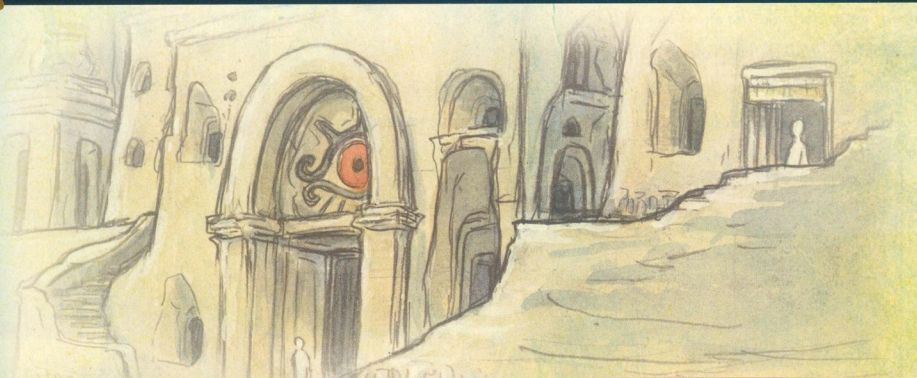


YANG GUI



Lv	HP	MP	AP	DP	M. AP	M. DP	Elemental Weakness
38	1000	450	225	19	180	90	Fire, Dark

Yang Gui may have been relieved of her magical barrier, but she remains a tough competitor. Attack with Flamma during each of Melody's turns while Fiona concentrates on healing the party. Yang Gui will primarily attack with her own version of the Aeriara skill so expect Wind damage to all four party members. Eddie's Combo Attack and Thunder Blade skills will inflict significant damage, as will Scarlett's attacks but a highly-upgraded Flamma attack can be the real difference maker here.



THE JOURNEY CONTINUES

Scarlett is relieved to have her sister back by her side. While Astell is in need of some rest, and is afraid to divulge too much information about the Ancient Father's Cabal, she tells Eddie that the Cabal has a secret base in Japan and that Eddie's father is likely headed there right now! Hop back aboard the Maverick and fly east over southeast Asia then turn slightly north to reach Tokyo, the party's next destination!

Of course, the party needn't rush there right away. Another quest is available at the Adventurer's Association office in Delhi and some of the residents in the city have tips concerning the whereabouts of World Treasure too. Explore a little to earn some extra SP and gold, then head east.



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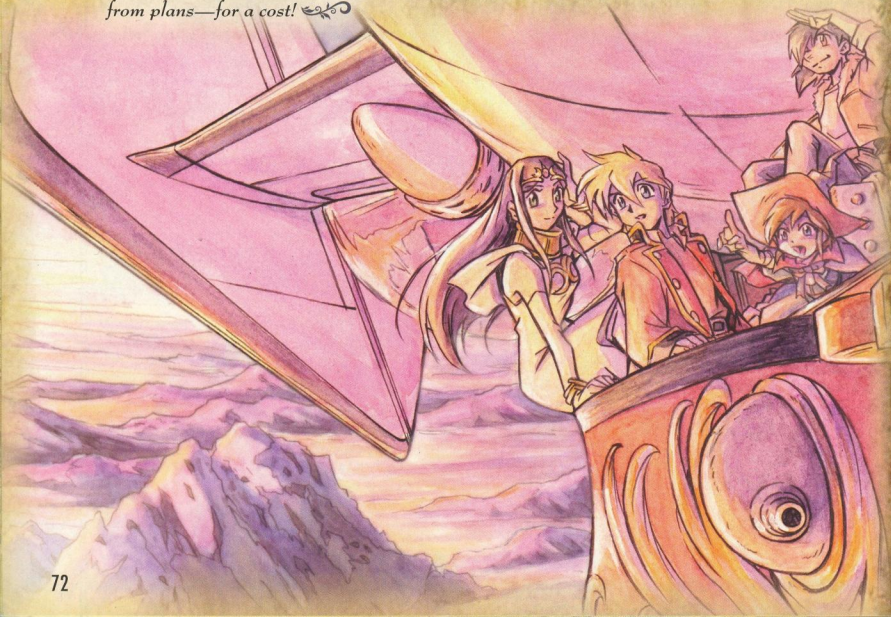
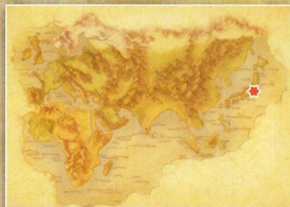
BESTIARY

To Eastern Lands

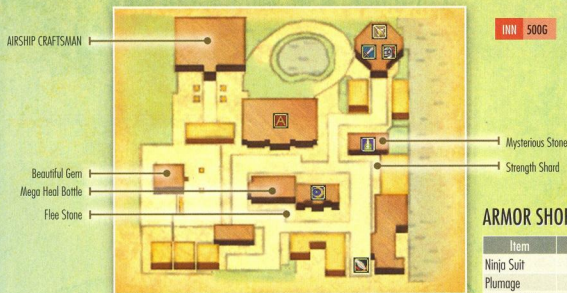


TOKYO

Ascend high into the sky to get over the mountains and clouds and set your course northeast to the mystical country of Japan. Skirt past the snow-covered peak of Mt. Fuji to find Tokyo, a city filled with people, shops, and even a man capable of crafting valuable airship parts from plans—for a cost!



TOWN OVERVIEW



ITEM SHOP

Item	Cost (G)	Description
Heal Bottle	30	Restores 50 HP.
Super Heal Bottle	200	Restores 100 HP.
Heal Leaf	500	Restores 50 HP for all party members.
Star Jewel	500	Restores 50 MP.
Moon Jewel	3000	Restores 100 MP.
Antidote	10	Cures Poison.
Sunlight	20	Cures Darkness.
Unicorn Horn	30	Cures Paralysis.
Gorgon Tear	50	Cures Petrify.
Mint Candy	40	Cures Confusion.
Sacrifice Doll	60	Removes Curse.
Silver Chalice	1500	Revives a fallen party member and restores 200 HP on revival.
Warp Stone	50	Escape from a dungeon.

WEAPON SHOP

Item	Cost (G)	Eddie	Pad	Melody	Fiona
Samurai Sword	3100	X	-	-	-
Ray Blaster	3000	-	X	-	-
Ogre's Iron Club	3500	-	-	X	-
Holy Rod	3000	-	-	-	X

INN 500G ADVENTURER'S ASSOCIATION Yes

ARMOR SHOP

Item	Cost (G)	Eddie	Pad	Melody	Fiona
Ninja Suit	1900	X	X	-	-
Plumage	2100	-	-	X	X
Golden Hairpin	1500	-	-	X	X
Gale Gloves	1100	X	X	X	X
Silver Bracelet	1200	-	-	X	X

AIRSHIP PARTS SHOP

Item	Cost (G)	Blade	Guns	Cannon	Orb	Shield	Upgrade Part
Mechanic's Tool	30	-	-	-	-	-	-
Mechanic's Wrench	300	-	-	-	-	-	-
Mechanic's Kit	1500	-	-	-	-	-	-
Extinguisher	10	-	-	-	-	-	-
Earth Plug	30	-	-	-	-	-	-
Recovery Device	300	-	-	-	-	-	-
Samurai Blade	3800	X	-	-	-	-	-
Kuragone Classic	3600	-	X	-	-	-	-
Cannon	3700	-	-	X	-	-	-
Samurai Spirit	3600	-	-	-	X	-	-
Chain Shield	4000	-	-	-	-	X	-
Upgrade Plate 06	10000	-	-	-	-	-	X

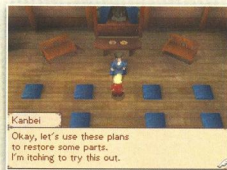


PAGODAS AND CRAFTSMAN

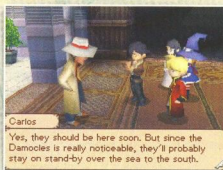
Tokyo has everything you're looking for, including a few Gadgets and a craftsman capable of building airship parts from the plans you've been carrying around (though they don't come cheap). Speak to the people in the city for signs of anything unusual then enter the pagoda on the west side of the city via the door on the north side of the building. Inspect the large wooden column in the center for a hidden Beautiful Gem.

CUSTOM AIRSHIP PARTS

Kanbei, the airship parts craftsman, is located in the temple in the northwest corner. Having Kanbei build airship parts from plans costs between 4200 gold and 999,999 gold. There are 20 plans in total, so keep your eyes open for them and return to Tokyo whenever you have new plans and a wealth of gold to spend having them realized.

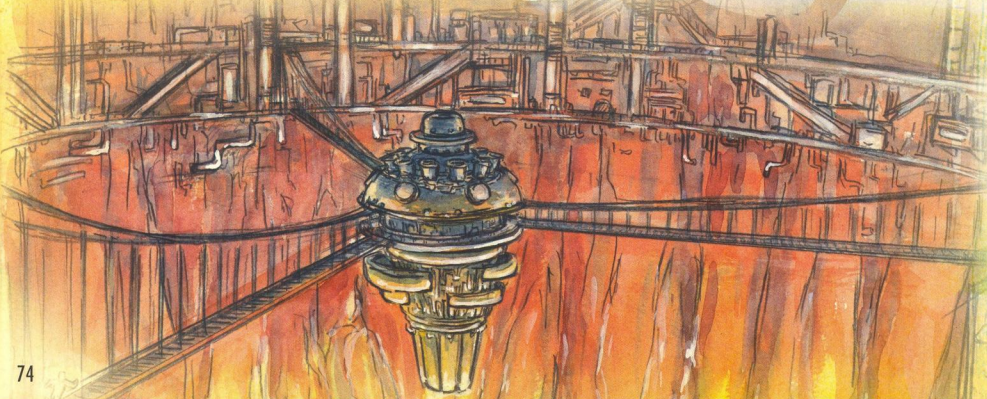
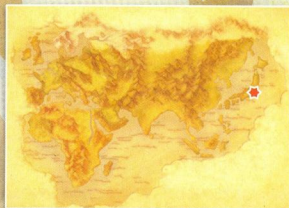


Return to the airship dock after having a look around to meet up with Carlos. Carlos has gone ahead of Commander Fogg and the others who are lying out of sight in the Damocles off Japan's southern coast. Fly there at once. Carlos radios the Damocles with the location of the Cabal's secret Japanese base—it's inside Mt. Fuji! An attack plan is devised and Eddie and the others soon find themselves careening out of control into the Mt. Fuji Base.



MT. FUJI BASE

Commander Fogg's plan works like a charm—Eddie is able to pilot the Maverick into a small opening on the side of Mt. Fuji and though the airship's landing isn't a delicate one, they made it inside the volcano base. The Cabal has built a massive base within the volcano and now that they're inside, the party must find a way to open the crater lid for the Damocles to lend a hand.



DUNGEON OVERVIEW

SUGGESTED LEVEL

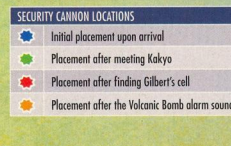
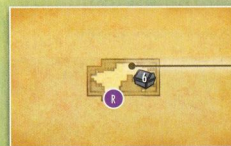
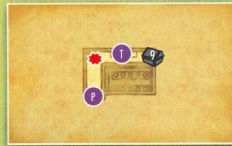
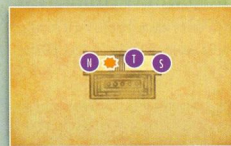
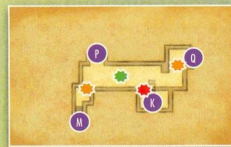
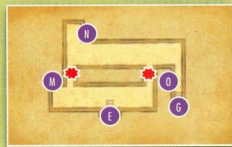
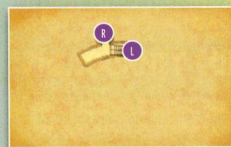
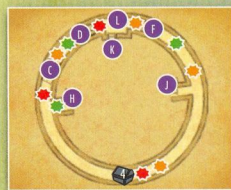
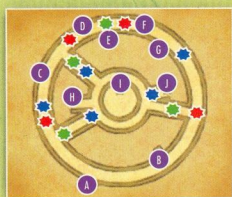
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TREASURE LIST

Chest No.	Item	Category
1	Golden Headband	Equipment
2	Heavy Blade Plans	Valuable/Equipment
3	Old Clock	Gadget
4	Flame Vest	Equipment
5	Apple Hammer	Equipment
6	Battle Staff	Equipment
7	Chain Cloak	Equipment
8	Mysterious Stone	Gadget
9	Dragonhead	Equipment

ENEMY ENCOUNTERS

Name	Lv.	HP	Elemental Weakness
Devil Statue	28	190	Fire, Dark
Remains	29	165	Holy
Flare Elemental	27	150	Water, Dark
Galacia	26	155	-
Cabal Combatant	28	180	-
High Gear	28	160	Holy
King Enma	30	380	Water, Dark
Machine Cannon	25	175	-
Float Ball	27	165	-
Kakyo	40	1100	-



SECURITY CANNON LOCATIONS

- Initial placement upon arrival
- Placement after meeting Kakyo
- Placement after finding Gilbert's cell
- Placement after the Volcanic Bomb alarm sounds

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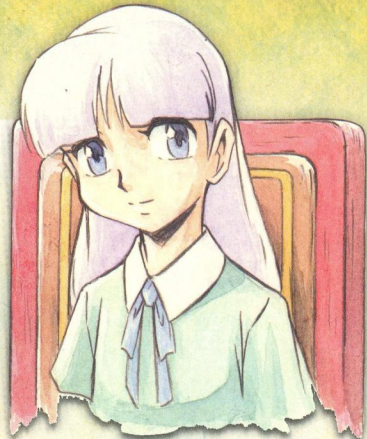
ITEMS DATA

BESTIARY

2 TO THE OPERATION ROOM

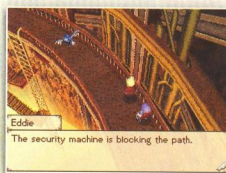
MAGI JOINS THE PARTY!

She might be wheelchair-bound, but that doesn't prevent Magi from strutting her stuff in combat. She uses her magical powers to keep the party healthy and protected. She frequently casts a spell that restores a small amount of HP to the entire party. She also casts a spell that raises the party's DP rating. As usual, guest party members cannot be targeted by enemies and cannot be controlled by the player or receive items or skills from other party members.



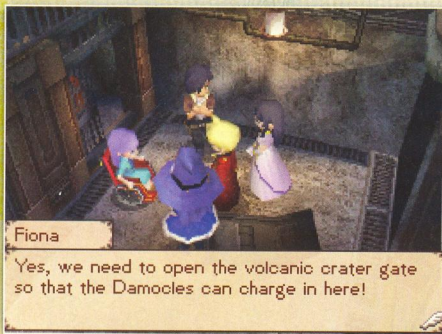
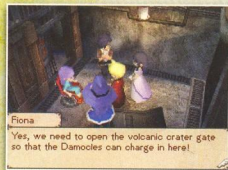
SECURITY MACHINES ABOUND

Each of the numerous rooms and passages within the Mt. Fuji Base are guarded by security machines that serve to keep the party from advancing in particular directions. Eddie doesn't want to fight the security machines so he just turns around whenever one blocks the path. The positions these security machines occupy changes as the party makes their way through the base and trigger certain events. Consult the maps and legend on the previous page.



Enter the Central Passage on 1F and head to the right to inspect the elevator shaft—the elevator (B) is offline so the party must go to the Operation Room on 1B to activate it. Avoid the security machines and proceed to the ladder in the center and descend to 3B Central Hall (I). The security machines change location after the party meets Kakyo so return

up the ladder and descend the ladder on the right (J). Circle around the southern half of 1B Central Passage to the stairs and ascend (C). Descend the stairs (D) and continue down the ladder (K) to 2B Passage and the 2B Cell (Q).



Exit the cell and head south up the stairs (M) and ladder (E) and use the stairs on the west side of the Central Passage to loop past the security machines to again descend the ladder on the east side (J) to 1B Central Passage. Quickly explore the 2B Central Passage before climbing the stairs (F) to the ladder leading down into 1B Passage (G). Proceed to the 1B Operation Room (S), then the 2B Engine Room (T) before returning the only way possible to 1F Central Passage and the elevator (B). Ride the elevator to the Bottom Floor and save your progress.



KAKYO



Lv	HP	MP	AP	DP	M. AP	M. DP	Elemental Weakness
40	1100	50	270	17	15	7	-

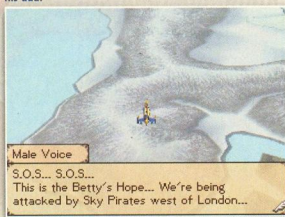
Kakyo is a fierce combatant with two mighty big tricks up his sleeve. For starters, he uses the skill Complete Defense which protects him from any and all attacks. Watch for him to cast this and focus your turns on healing, defending, and casting skills that boost the party's stats. Complete Defense lasts through three of Kakyo's turns before wearing off. Cast Overdrive while waiting out Kakyo's defense then strike with Combo Attack.

Kakyo's other primary skill is Kishin's Blade—a powerful sword attack that damages the entire party. Magi will certainly help protect the party from this attack, but don't hesitate to use Melody or Fiona to use any necessary items or skills.

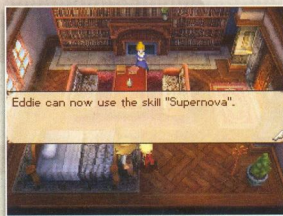


THE JOURNEY CONTINUES

The party hops a ride on the Damocles back to London, thanks in no small part to Gilbert's assistance. Return with Gilbert to Eddie's mansion so Gilbert and his wife can, ahem, chat about his absence. Speak to each party member and Eddie's parents after Evans leaves to end the day. Eddie learns the Supernova co-op attack skill after talking to his dad.



Meet Evans at the airship dock in the morning to receive the Maverick II, a new and improved airship! Follow Evans' advice and take the Maverick II up to high altitude—the party will quickly receive an S.O.S. from a nearby airship being attacked. Fly due west and defeat the attackers and escort the airship Betty's Hope back to London. Pad learns the Bullet Drive co-op attack skill once the lady of the airship is returned safely to London. Return to high altitude and set out across the Atlantic—Evans will radio to instruct you to New York City.



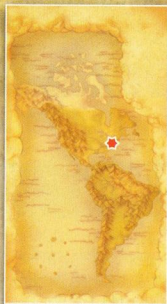
CHARACTER STORY SIDE-QUESTS

Return to London after boarding the Maverick II and talk with Evans at the museum and Bridget at the Adventurer's Association to initiate side-quests for Eddie and Pad, respectively. These quests are covered in the "Bonus Dungeons and Side-Quests" chapter of this book.

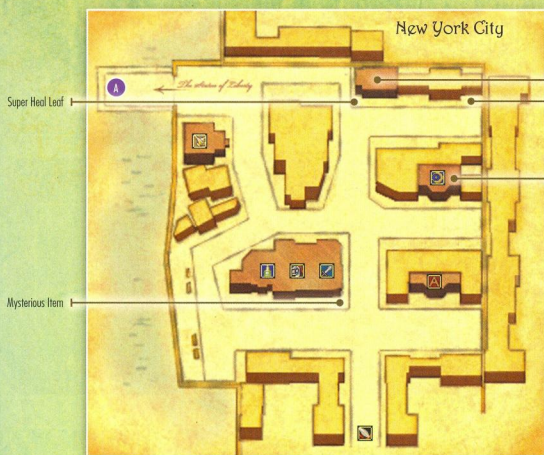
Finding the City of Gold

NEW YORK CITY

Evans has heard the next tablet is in a legendary city of El Dorado, but nobody seems to know where it is. New York City is the first people most people come when crossing the Atlantic Ocean from Europe so head due west over the ocean and pay a visit to the metropolis near the coast.

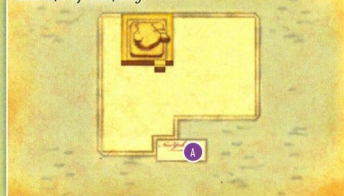


TOWN OVERVIEW



INN 8006 ADVENTURER'S ASSOCIATION Yes

Statue of Liberty



WEAPON SHOP

Item	Cost (G)	Eddie	Pad	Melody	Fiona
Holy Knife	5900	X	-	-	-
Machine Gun	5800	-	X	-	-
Christmas Stick	5600	-	-	X	-
Aqua Staff	6000	-	-	-	X

ITEM SHOP

Item	Cost (G)	Description
Heal Bottle	30	Restores 50 HP.
Super Heal Bottle	200	Restores 100 HP.
Mega Heal Bottle	1000	Restores 200 HP.
Heal Leaf	500	Restores 50 HP for all party members.
Super Heal Leaf	2500	Restores 100 HP for all party members.
Star Jewel	500	Restores 50 MP.
Moon Jewel	3000	Restores 100 MP.
Antidote	10	Cures Poison.
Sunlight	20	Cures Darkness.
Unicorn Horn	30	Cures Paralysis.
Gargan Tear	50	Cures Petrify.
Mint Candy	40	Cures Confusion.
Sacrifice Doll	60	Removes Curse.
Silver Chalice	1500	Revives a fallen party member and restores 200 HP on revival.
Warp Stone	50	Escape from a dungeon.

ARMOR SHOP

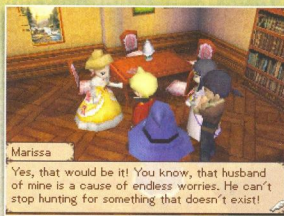
Item	Cost (G)	Eddie	Pad	Melody	Fiona
Golden Suit	4000	X	X	-	-
Golden Dress	4000	-	-	X	X
Stylish Hat	2800	X	X	X	X
Silk Hat	2800	X	X	-	-
Gold Bracelet	2400	-	-	X	X

AIRSHIP PARTS SHOP

Item	Cost (G)	Blade	Guns	Cannon	Orb	Shield	Upgrade Part
Mechanic's Tool	30	-	-	-	-	-	-
Mechanic's Wrench	300	-	-	-	-	-	-
Mechanic's Kit	1500	-	-	-	-	-	-
Full Mechanic's Kit	7500	-	-	-	-	-	-
Extinguisher	10	-	-	-	-	-	-
Earth Plug	30	-	-	-	-	-	-
Recovery Device	300	-	-	-	-	-	-
Magna Drill	6700	X	-	-	-	-	-
Spiral Gun	7000	-	X	-	-	-	-
Machine Cannon	6800	-	-	X	-	-	-
Iron Orb	6900	-	-	-	X	-	-
Metal Armor	8400	-	-	-	-	X	-
Upgrade Plate 08	40000	-	-	-	-	-	X

BACKSTREET EXPLORER

Pay a visit to the Adventurer's Association and speak with Danny to learn about an explorer named Harvard who lives in an apartment in New York. Speak to Marissa, Harvard's wife, to learn where the name of the village from which he was last heard from. Explore the city's shops and talk to the passersby to glean some information about the Amazon and the village of Tokar in South America—the party's next destination!



Marissa

Yes, that would be it! You know, that husband of mine is a cause of endless worries. He can't stop hunting for something that doesn't exist!

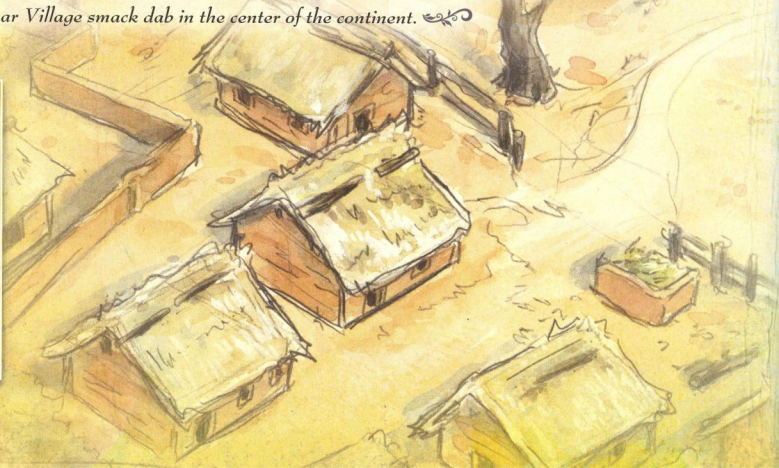
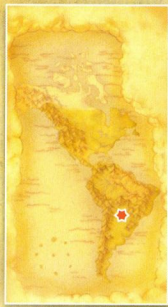
THE BONUS DUNGEON: TEOTIHUACAN

There's an unmistakable ancient city to the west and slightly south of New York City. This is Teotihuacan, one of numerous places to explore outside the main story. The party is capable of exploring this dungeon now to find some extra equipment and level up, but quests from the Adventurer's Association will lead them here before long. Also, the dungeon boss monster does not appear until triggered by specific events at a later time. Skip this and other side-areas you may stumble upon until specific quests lead the party there.



TOKAR VILLAGE

Fly south from New York City along the coast of the United States, across the Caribbean Sea, and down towards Brazil. Rise in altitude to soar over the mountains and descend to Tokar Village smack dab in the center of the continent.



TOWN OVERVIEW



INV 8506

ADVENTURER'S ASSOCIATION No

WEAPON SHOP

Item	Cost (G)	Eddie	Pad	Melody	Fiona
Shotel	6850	X	-	-	-
Shotgun	6900	-	X	-	-
Skull Rod	8200	-	-	-	X

ARMOR SHOP

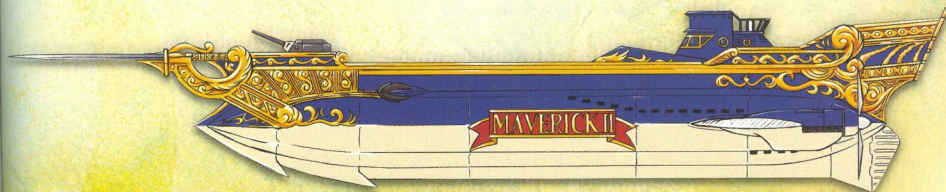
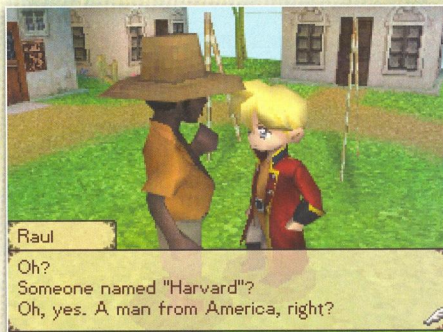
Item	Cost (G)	Eddie	Pad	Melody	Fiona
Demonic Clothes	4500	X	X	X	X
Pirate Hat	3000	X	X	-	-

ITEM SHOP

Item	Cost (G)	Description
Heal Bottle	30	Restores 50 HP.
Super Heal	200	Restores 100 HP.
Bottle		
Mega Heal	1000	Restores 200 HP.
Bottle		
Heal Leaf	500	Restores 50 HP for all party members.
Super Heal Leaf	2500	Restores 100 HP for all party members.
Star Jewel	500	Restores 50 MP.
Moon Jewel	3000	Restores 100 MP.
Antidote	10	Cures Poison.
Sunlight	20	Cures Darkness.
Unicorn Horn	30	Cures Paralysis.
Gorgon Tear	50	Cures Petrify.
Mint Candy	40	Cures Confusion.
Sacrifice Doll	60	Removes Curse.
Silver Chalice	1500	Revives a fallen party member and restores 200 HP on revival.
Warp Stone	50	Escape from a dungeon.
Scent of Prey	500	Enters a battle at your current location.
Mechanic's Tool	30	Recovers 50 END for the airship.
Mechanic's		
Wrench	300	Recovers 100 END for the airship.
Mechanic's Kit	1500	Recovers 200 END for the airship.
Kit	7500	Fully recovers the airship's END.
Extinguisher	10	Removes Fire from the airship.
Earth Plug	30	Removes Electric Shock from the airship.
Recovery Device	300	Cures all status effects for the ship.

CHASING HARVARD

The residents of Tokar Village are tired of being visited by so-called explorers trying to find the fabled City of Gold, but they're not all short-tempered. Find the man in the yellow shirt in the center of the village and talk to him. Raul tells Eddie that he has seen the man named Harvard and he even points Eddie in the right direction. Talk to other villagers to learn what you can about the Amazon, then return to the Maverick II and fly north into the rainy jungle.



INTRO

CHARACTERS

AIRSHIP FLEET

BATTLE BASICS

WALKTHROUGH

BONUS QUESTS

ADVENTURER'S ASSOCIATION

WORLD TREASURE

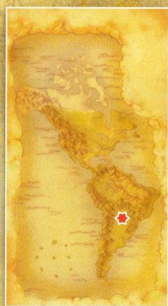
SKILLS

ITEMS DATA

BESTIARY

EL DORADO

Fly north from Tokar Village into the rainy Amazon and set the Airship down in the forest clearing. El Dorado's entrance is hidden within the forest and only those who solve the riddle of the area will gain access to the City of Gold.



DUNGEON OVERVIEW

SUGGESTED LEVEL

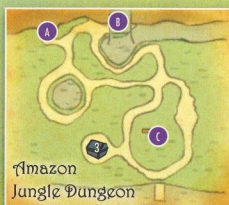
32

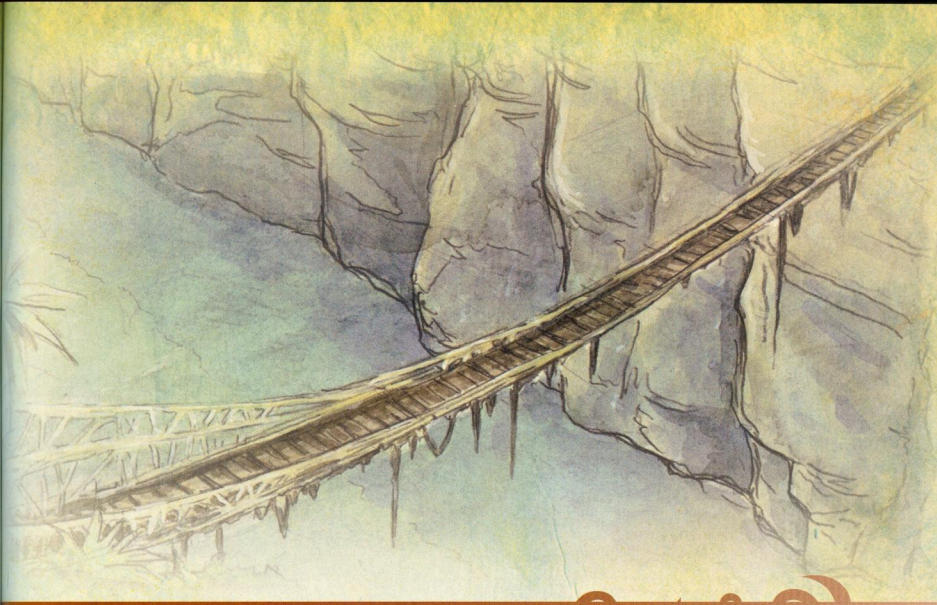
TREASURE LIST

Chest No.	Item	Category
1	Gold Tiara	Equipment
2	Moon Jewel	Consumable Item
3	Mega Heal Bottle	Consumable Item
4	Dragon Gauntlets	Equipment
5	L'arc du Sol	Equipment
6	Laurel Staff	Equipment
7	Mysterious Stone	Gadget
8	Mysterious Item	Gadget
9	Army Vest	Equipment
10	Gorgeous Coat	Equipment

ENEMY ENCOUNTERS

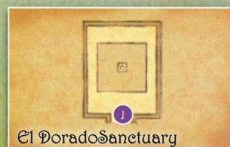
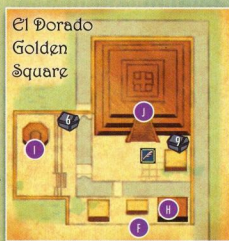
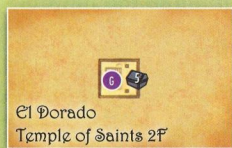
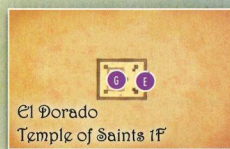
Name	Lv.	HP	Elemental Weakness
Poison Tail	32	300	Wind, Dark
Tarantula	33	330	Wind, Dark
Death Flower	34	350	Wind, Dark
Tropical Mushroom	32	290	Wind, Dark
Tree Man	32	270	Wind, Dark
Golden Rook	35	500	Wind, Dark
Mighty Kong	34	490	-
Alligator	32	330	Ground, Dark
Quetzalopterus	33	300	-
Devil Flower	45	2000	Wind, Dark
Hortmann	50	2550	-





El Dorado Golden Capital Ruins

KOROL



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ASSOCIATION

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TREASURE

SKILLS

ITEMS DATA

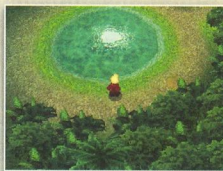
BESTIARY

DISCOVER THE ENTRANCE

The American explorer, Harvard, is just up ahead from the landing site and though he thinks this is the site to El Dorado, he can't find an entrance. He suggests looking near the waterfall, which is exactly what you should do. Head east to the cave behind the cascading water to find two chests and a stone marker with a clue engraved on it. Though the clue on the marker may sound cryptic, the solution is straightforward.



Head to the pond on the west side of the map and stand at its south side. Walk one lap around the pond in a clockwise direction then, once the moonlight is shining in the water, approach the trees on the south side of the pond and press the switch that becomes accessible. Now head to the small dock on the south end of the area and stand at the edge for several seconds. Return to the waterfall and inspect the glowing object in the water—this opens the entrance to El Dorado. Eddie must move quickly (head down the eastern path, across the muddy patch) to reach the entrance before it closes.



DEVIL FLOWER

Lv	HP	MP	AP	DP	M. AP	M. DP	Elemental Weakness
45	2000	300	350	18	70	35	Wind, Dark

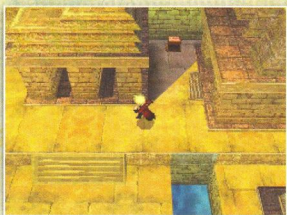


The Devil Flower is a stranger relative of the Death Flower and just like its more common cousin, it's highly susceptible to Wind and Dark attacks. Have Pad and Eddie strike quickly with their Bullet Drive and Dividing Heaven attacks, respectively, then use Melody to cast Aeria or Dark Ray. The Devil Flower will snap at the party with its lengthy tendrils so have Fiona ready to heal when needed. The Devil Flower's most potent attack is its Devil Powder. This toxic cloud spreads across the party and infects most members with any one of several status effects. Some may suffer Poison, Confusion, or even Paralysis. Cure Pad then have him use his Treatment skill to cure the others if no Antidotes or other items are handy.



BUILDING BRIDGES

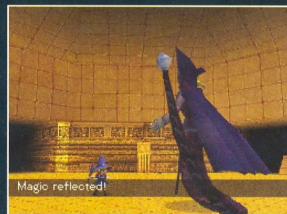
The party enters El Dorado from the south and must activate three different switches to extend mystical bridges across the canals that divide the area. The first two switches are on the west and east sides of the area nearest the entrance. Cross the bridges and head north while exploring the temples on either side of the map. The third switch is between the two temples in the northeast end of this area. Cross the bridge to the Golden Square. Search the Temple of Sages and Golden Shrine for treasure then ascend the mighty staircase near the Save Point to enter the Sanctuary.



HARTMANN

Lv	HP	MP	AP	DP	M. AP	M. DP	Elemental Weakness
50	2550	500	300	17	270	135	-

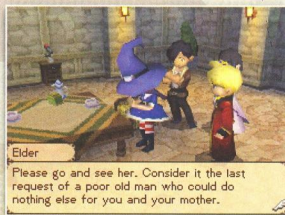
Hartmann transforms himself into a far more threatening form and quickly sets about attacking the party with his Dark Ray magic. Use Melody's turns to cast Magic Shell for each member to reflect Hartmann's magic back at him. Pad's Bullet Drive co-op attack comes in handy throughout the fight, as does Eddie's Dividing Heaven and Shining Blade. Use Fiona's Miraculous Breeze skill to boost Eddie's stats (or use Overdrive) so his attacks inflict even greater damage. Melody's Magic Shell skill lasts roughly 4 turns—recast it on Fiona as soon as the initial dose wears off.



THE JOURNEY CONTINUES

Return to London with the fifth tablet and give it to Commander Fogg at the Royal Exploration Agency. Magi suggests the party head to Merville Village so Melody can learn about her mother. Head there at once and speak to the man in front of the Elder's house to receive **Medea's Memento** then approach the small graveyard to the right of the Elder's house. Melody learns the Daemon's Gate co-op attack.

The party receives a radio transmission from Evans after leaving Merville Village—he wants them to meet him in Rio de Janeiro, on the coast of Brazil. There are two new quests available at the Adventurer's Association since returning home from El Dorado. Accept either quest and set to completing it on your way to Rio de Janeiro. Report your success at the office in Brazil.

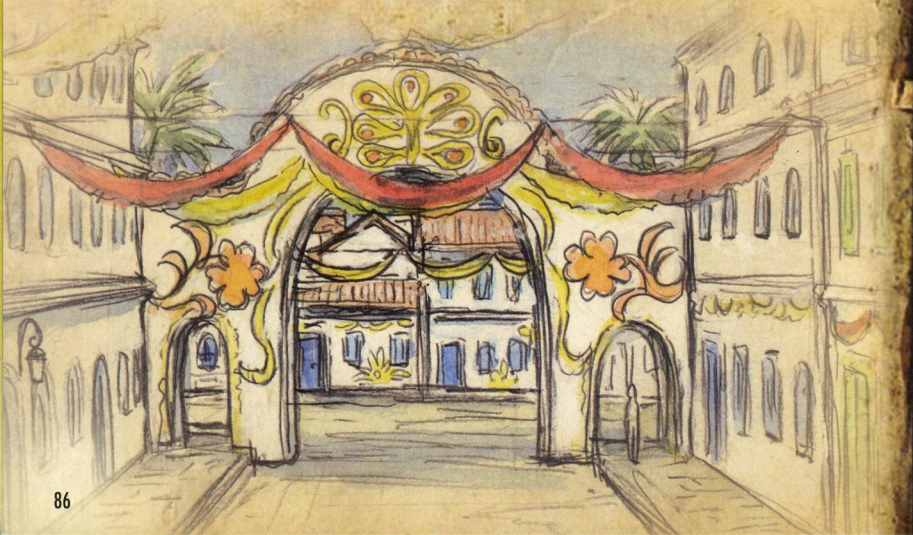
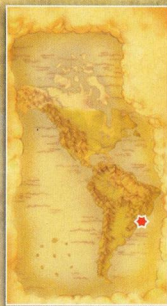


The Truth About Fiona

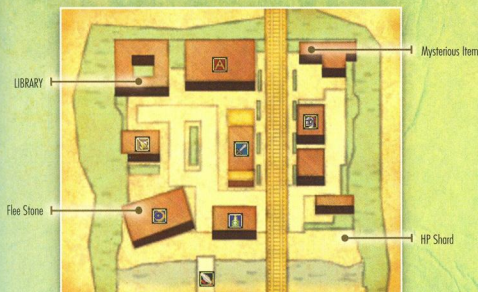


RIO DE JANEIRO

The bustling city of Rio de Janeiro sits on the coast of Brazil, halfway down the South American continent. The city is bisected by overhead train tracks, but still has everything the far-flung adventurer can need. Best of all, Rio de Janeiro's library is home to a number of books containing tips on various World Treasures.



TOWN OVERVIEW



INN 900G ADVENTURER'S ASSOCIATION Yes

ITEM SHOP

Item	Cost (G)	Description
Heal Bottle	30	Restores 50 HP.
Super Heal	200	Restores 100 HP.
Bottle		
Mega Heal	1000	Restores 200 HP.
Bottle		
Heal Leaf	500	Restores 50 HP for all party members.
Super Heal Leaf	2500	Restores 100 HP for all party members.
Star Jewel	500	Restores 50 MP.
Moon Jewel	3000	Restores 100 MP.
Antidote	10	Cures Poison.
Sunlight	20	Cures Darkness.
Unicorn Horn	30	Cures Paralysis.
Gorgon Tear	50	Cures Petrify.
Mint Candy	40	Cures Confusion.
Sacrifice Doll	60	Removes Curse.
Silver Chalice	1500	Revives a fallen party member and restores 200 HP on revival.
Warp Stone	50	Escape from a dungeon.

WEAPON SHOP

Item	Cost (G)	Eddie	Pad	Melody	Fiona
Hunter Shot	6700	-	X	-	-
Tezcatlipoca	7850	-	-	X	-
Yggdrasil Wand	7900	-	-	-	X

ARMOR SHOP

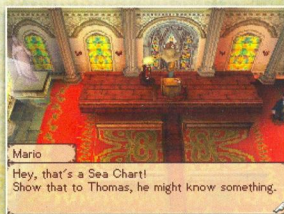
Item	Cost (G)	Eddie	Pad	Melody	Fiona
Survival Suit	5600	X	X	-	-
Dancer's Dress	5500	-	-	X	X
Beret	3650	X	X	X	X
Katryusha	3850	-	-	X	X
Burning Gloves	3250	X	X	X	X

AIRSHIP PARTS SHOP

Item	Cost (G)	Blade	Guns	Cannon	Orb	Shield	Upgrade Part
Mechanic's Tool	30	-	-	-	-	-	-
Mechanic's Wrench	300	-	-	-	-	-	-
Mechanic's Kit	1500	-	-	-	-	-	-
Full Mechanic's Kit	7500	-	-	-	-	-	-
Extinguisher	10	-	-	-	-	-	-
Earth Plug	30	-	-	-	-	-	-
Recovery Device	300	-	-	-	-	-	-
Stone Lancer	9200	X	-	-	-	-	-
Earth Shot	8250	-	X	-	-	-	-
Grand Cannon	8000	-	-	X	-	-	-
Golden Globe	9000	-	-	-	X	-	-
Gain Shield	8100	-	-	-	-	X	-
Upgrade Plate 09	80000	-	-	-	-	-	X

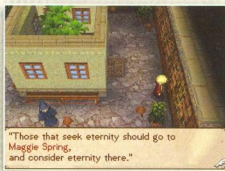
A MYSTERIOUS SEA CHART

Meet Evans in the northwest corner of the city to receive the **Mysterious Sea Chart** that Gilbert had found at the Cabal base in Japan. Evans, as usual, doesn't know what the map is to but thinks Eddie and the others can figure it out. Fortunately for the party, Rio de Janeiro is home to an old-timer who spent his life sailing the southern oceans. Hurry over to the church-like meeting place in the northeast corner of the city and talk to Paolo and Mario. They suggest Eddy show the sea chart to the man named Thomas.



VISIT THE LIBRARY

The library in the northwest corner of Rio de Janeiro has many books containing clues to the whereabouts of various World Treasures. Stand in front of each of the bookshelves and press the A Button to read a book. Eddie can learn about Maggie Spring, Buddhas of Bamyan, Wall Murals of Sproat Lake, Tiwanaku, and Serpent Mound.



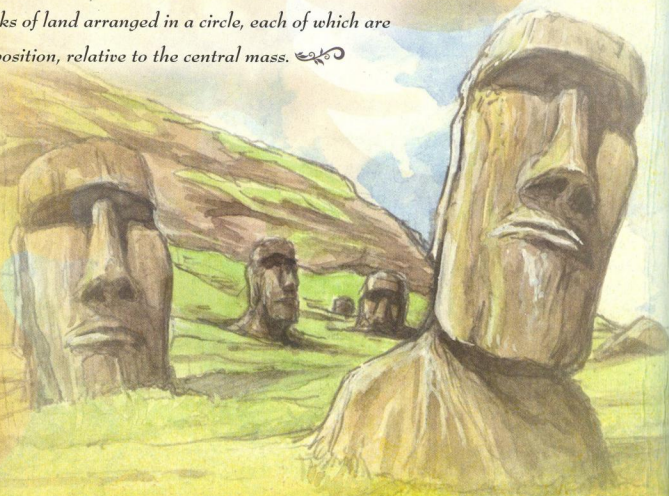
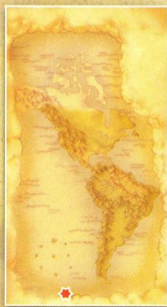
Thomas lives in the house in the southeast corner of town. He quickly identifies the area shown in the map as the Easter Islands, located off the west coast of South America. Return to the airship and pilot it around the tip of South America and on a slight northwest angle away from land. It won't be long before 8 small islands arranged in a circle come into view.

THE GOLDEN JET

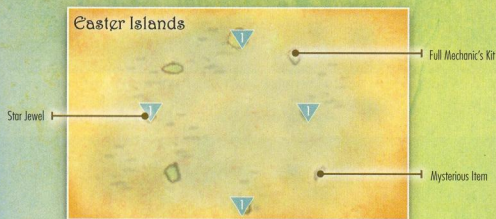
Don't leave Rio de Janeiro without first locating the Mysterious Item in the rear left-hand corner of the meeting place where Paolo and Mario were. Have this gadget appraised and immediately equip it to either Eddie or Pad. The Golden Jet deals extra damage to flying-type monsters, and the party will face plenty of them where they're headed.

EASTER ISLANDS

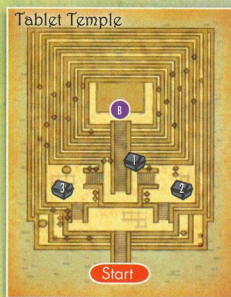
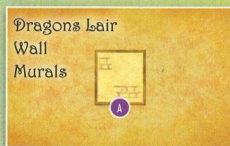
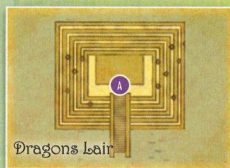
Fly around the southern tip of South America from Rio de Janeiro and head northwest at a shallow angle away from the coast to find this peculiar string of islands. Easter Islands consist of eight tiny specks of land arranged in a circle, each of which are named based on their compass position, relative to the central mass.



DUNGEON OVERVIEW



SUGGESTED LEVEL 38



TREASURE LIST

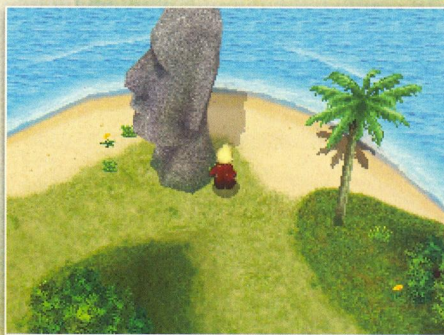
Chest No.	Item	Category
1	Gorgeous Robe	Equipment
2	Strength Shard	Consumable Item
3	Tropical Cloak	Equipment
4	Spirit Shard	Consumable Item

ENEMY ENCOUNTERS

Name	Lv.	HP	Elemental Weakness
Albion	50	2700	-

SPIN THE MOAI

Each of the eight islands in the Easter Islands area has a giant Moai statue located on its northern point. Each of these statues can be rotated in 45-degree increments, but not all of them need to be. Fly to East Island, South Island, West Island, and North Island and rotate the Moai so that they face towards the center of Easter Islands. Arranging the Moai in this manner causes the storm hanging over the center island to dissipate and grants the party access to Dragon's Lair. Fly the Maverick II to Dragon's Lair and inspect the Room of Wall Murals.



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BESTIARY

CHECK THE OTHER ISLANDS

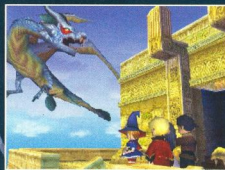
There are several valuable items hidden in the Easter Islands area, particularly on the Southeast Island. Inspect the trees and shrubbery on West, Southeast, and Northeast Islands to find all three hidden items.

ALBION



Lv	HP	MP	AP	DP	M. AP	M. DP	Elemental Weakness
50	2700	1000	350	18	400	200	-

Albion, the Guardian of Dragon's Lair, only lets those who can defeat him in combat gain access to the tablet within the temple. The party immediately heads to the Maverick II to initiate the fight. Albion has two attacks that he relies upon over and over. He slams his head down on the airship or he attacks with his Flame Breath attack. Have Fiona and Melody cast their respective skills to boost the airship's DP and M. DP while Pad and Eddie attack with Spiral Arrow and guns.



The dragon tires of fighting the party with the help of their "false wings" and challenges them to a battle on land. This actually works to the party's favor because many of their attacks can inflict far more damage than the Maverick II. Have Melody cast Magic Shell on each of the party members while Eddie and Pad use their co-op special attacks to inflict massive damage. Each of Eddie's other attacks can inflict significant damage as well. Have Fiona cast Soothing Light when needed and buff Eddie with the Miraculous Breeze skill to do even greater damage with his Combo Attack.

CLAIM THE TABLET

Explore the exterior of Tablet Temple to find the items in the chests and to meet with the Korol then head inside to the Sanctuary to claim the sixth piece of the tablet. Fiona is another step closer to having her memory restored, and must now head to the Acropolis in Greece. The Acropolis may not contain the final tablet, but a visit there will reveal the truth about Fiona.

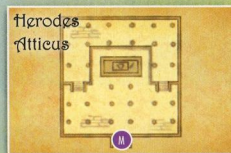
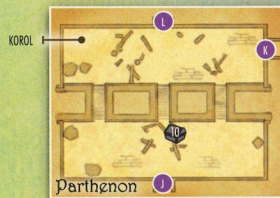
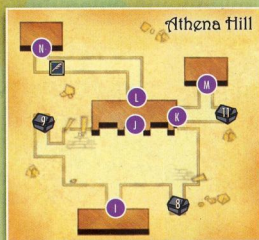


ACROPOLIS

Fly back across the Atlantic Ocean towards the Mediterranean Sea. The glimmering white ruins of the Acropolis are directly north across the sea from Cairo and just a short flight from London. 🦅



DUNGEON OVERVIEW



SUGGESTED LEVEL 39

TREASURE LIST

Chest No.	Item	Category
1	Mistlthain	Equipment
2	Sage's Hat	Equipment
3	Diamond Tiara	Equipment
4	Zeus' Wand	Equipment
5	Flee Stone	Consumable Item
6	Luck Shard	Consumable Item
7	Recovery Device	Consumable Item
8	Big Cannon	Equipment
9	Metal Coat	Equipment
10	Water Spirit Mask	Equipment
11	Miracle Drink	Consumable Item

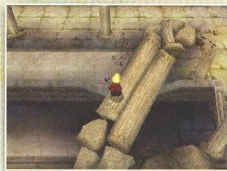
ENEMY ENCOUNTERS

Name	Lv.	HP	Elemental Weakness
Lamia	35	380	Fire, Dark
Goggly	34	340	Holy
Stone Golem	36	650	Wind, Dark
Dark Knight	37	550	Holy
Ladon	36	700	Fire, Dark
Exclone	35	380	Fire, Dark
Siren	34	400	-
Freyja	55	3500	Holy

EXPLORING THE RUINS

Acropolis primarily consists of two main "hills", Agora Hill and Athena Hill. Each of these hills has numerous exterior walkways that lead to various temples, each of which can be entered. The paths are often blocked by piles of rubble or a dead-end, but thorough exploration is rewarded as a wealth of equipment dots the landscape here. Collecting all of the available items and weapons does require plenty of backtracking around obstacles, but if you use the maps provided and seek to paint-in the in-game map completely, you won't miss anything.

The primary sticking spot in the Acropolis comes in the Stoa of Attalos. Though there doesn't appear to be a way to proceed up the hill, Eddie can walk across the toppled column and reach the upper level with ease. Continue north through the ruins. Many of the enemies encountered here are vulnerable to Fire attacks so invest some SP in upgrading Melody's Flanmoa skill. It's also a good idea to upgrade Fiona's Lumiera skill, as some of the enemies are vulnerable only to Holy magic.



FREYJA



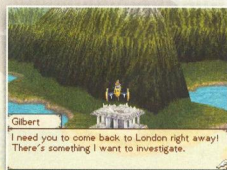
Lv	HP	MP	AP	DP	M. AP	M. DP	Elemental Weakness
55	3500	1000	365	16	320	160	Holy



Though the chest was empty, the White Goddess Sanctuary was not. Freyja, the Black Goddess of Death, has been waiting for Fiona's return and wastes no time in attacking. Freyja casts variations of Dark magic at the party so get to work casting Magic Shell with Melody as soon as the battle begins. Though Freyja is only susceptible to Holy magic, Pad's Heavy Shot skill can be quite effective at slowing her down. Use this in conjunction with Eddie's Thunder Blade attack to net Eddie two turns for every turn Freyja has. Freyja also attacks by lobbing a crystal ball at her target—the ball emits a powerful beam of energy that deals physical damage so Magic Shell does not protect against this. Use Pad and Melody's co-op attacks to quicken the outcome of the fight.

THE JOURNEY CONTINUES

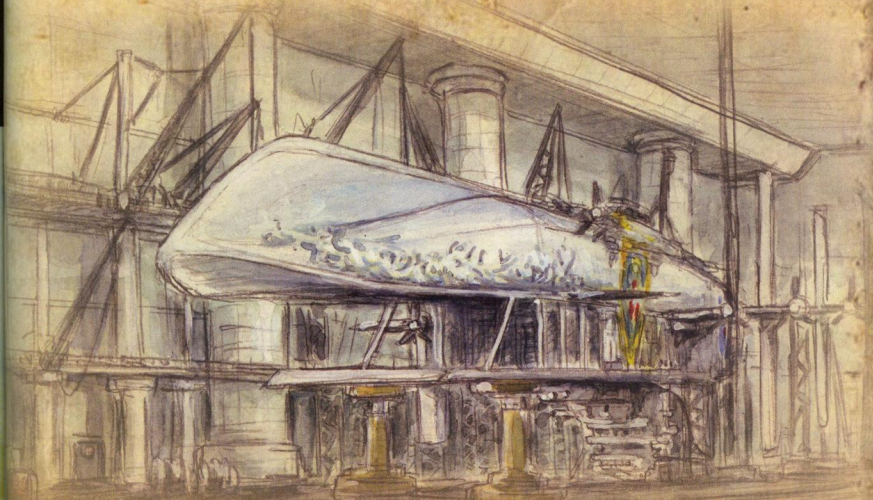
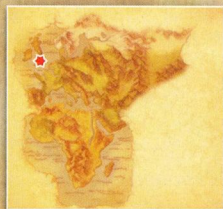
Though the news wasn't all positive for Fiona, she comes to grips with her past thanks to the support of her friends. More importantly, she also learns the "Holy Bell" co-op attack. Use Fiona's Warp Gate skill to return to the Maverick II and set course for London. Gilbert radios the party as soon they return to the airship—he needs them back home right away!



The Agency's Secret

ROYAL EXPLORATION AGENCY

Gilbert Brown meets the party at the airship dock in London as soon as they arrive and hurries them off to the London Sewers. Once underground, the party must make their way to a ladder in the southeast corner of the area to sneak into a secret room within the Royal Exploration Agency.

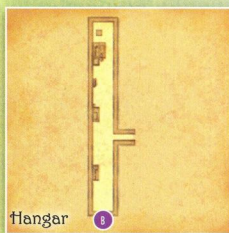
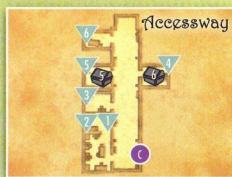


DUNGEON OVERVIEW

Underground Museum



Central Command



Hanger

SUGGESTED LEVEL 41

TREASURE LIST

Chest No.	Item	Category
1	Metal Jacket	Equipment
2	Aqua Shot	Equipment
3	White Tiger Blade	Equipment
4	Saint's Robe	Equipment
5	Ancient Paper	Gadget
6	Magical Wand	Equipment

ENEMY ENCOUNTERS

Name	Lv.	HP	Elemental Weakness
Karma Notebook	40	500	-
Dummy Chest	39	480	-
Killer Arms	43	470	-
Robotor	44	510	Holy
Float Cannon	41	485	-
Cabal Combatant	42	510	-
Kakyo	65	4000	-
Carmine	60	4500	Water, Dark

A SECRET MUSEUM

NAVIGATING THE SEWERS

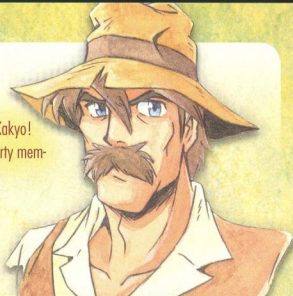
Enter the London Sewers with Gilbert and cross the first bridge you encounter. Follow the path to the left and pull the lever to close the first flood gate. Continue south around the corner and splash through the water to the next walkway and loop around this southern section of the Sewers in a counter-clockwise direction.

The ladder leads directly to the Underground Museum within the Royal Exploration Agency. Proceed straight ahead to find six tablets on display in glass cases—so much for the first one being lost in the explosion! Shirley and others will soon explain the discrepancy.



GILBERT JOINS THE PARTY!

Eddie's father, Gilbert Brown, joins the party upon arriving in London and he even helps in the coming battle against Kakyo! Gilbert is a master swordsman and can inflict significant damage when his sword hits its mark. As with other guest party members, Gilbert will not be targeted by enemies and cannot be treated with skills or items.

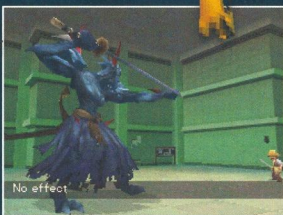


KAKYO



Lv	HP	MP	AP	DP	M. AP	M. DP	Elemental Weakness
65	4000	500	400	18	60	30	-

Kakyo didn't die in the Mt. Fuji Base as previously thought, but he's back and stronger than ever. Though his appearance has changed and his stats are much higher, Kakyo fights the same way as before. Attack with each party member's special co-op attacks at the start of the battle, before he activates his Complete Defense protective shell. This defense is completely impenetrable so use each turn to boost the party's stats with skills like Hyper Guard and Miraculous Breeze. Gilbert will do what he can to assist the party in the battle, but it's best to rely heavily on Eddie's, Pad's, and Melody's co-op attacks. Kakyo's powerful Kishin's Blade attack will deplete each party member of more than 150 HP per attack so be sure to use Fiona's Soothing Light skill regularly to keep everyone in one piece.



CABAL IN THE BASE

The Cabal has infiltrated the Royal Exploration Agency's base, thus triggering the area's security shutters. The party cannot leave through the Sewers and must negotiate a series of levers and security doors to exit through the London Museum. There are 8 levers that control the security doors—several levers control multiple doors. The levers are numbered on the accompanying maps and need to be pulled in sequential order to exit the Underground Museum.



SAVE WHILE YOU CAN

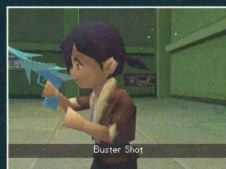
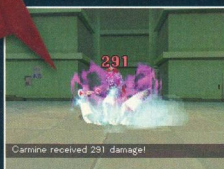
The party will be thrust into another tough battle as soon as they exit the Underground Museum so either work the levers to return to the Save Point to replenish lost HP & MP or take a moment before leaving the room to heal up and consume a Moon Jewel or two to get everyone ready for the fight.

CARMINE



Lv	HP	MP	AP	DP	M. AP	M. DP	Elemental Weakness
60	4500	550	420	18	150	75	Water, Dark

Carmine is bigger and tougher than ever before, but he fights much the same way as he did during previous encounters. His biggest attack is his Big Bang ability which delivers upwards of 180 HP worth of Fire damage to each party member. Use Melody's Magic Shell skill to protect the more vulnerable party members from this attack. Carmine is highly vulnerable to Water attacks and Pad's newfound Aqua Shot gun can really work to the party's advantage, particularly with the Buster Shot skill and Bullet Drive co-op attack! Frost is also effective against Carmine. Keep the party in tip-top shape with Soothing Light and sneak in extra turns with Eddie by using Thunder Blade.



The security gates continue through the Accessway and the party once again needs to flip a series of levers to exit the area. Enter the first office on the left and pull the left-hand lever (#2) then continue north through the corridor room-by-room pulling the levers until all of the gates are open, save for the final one. Return to the room in the southwest corner and pull the right-hand lever (#1) to open the final gate and exit the area.



TOMB CHAPEL

Magi tells the party the final tablet can be found in America. Head back across the Atlantic Ocean and fly into the northern Rocky Mountains at medium altitude to find the Tomb Chapel. It's tucked away inside the eastern side of the mountains and can be hard to spot, so fly slowly.



DUNGEON OVERVIEW

SUGGESTED LEVEL 44

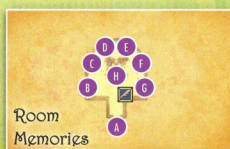
TREASURE LIST

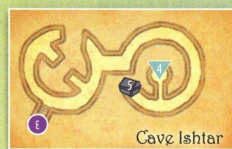
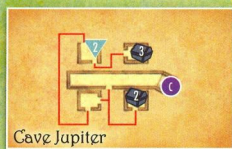
Chest No.	Item	Category
1	Skullhead	Equipment
2	Angel Staff	Equipment
3	Old Clock	Gadget
4	Mysterious Item	Gadget
5	White Gun Plans	Valuable/Equipment
6	Promethean Hammer	Equipment
7	Old Clock	Gadget
8	HP Shard	Consumable Item

ENEMY ENCOUNTERS

Name	Lv.	HP	Elemental Weakness
Old Branch	52	550	Wind, Dark
Tomb Guard	53	580	Wind, Dark
Daemon	55	880	Holy
Tapirus	51	420	Fire, Dark
Chimera	54	650	-
Green Man	50	450	Holy
Sylph	53	600	Fire, Dark
Automaton	50	520	-
Frey	70	5000	Holy
Temple Knight			

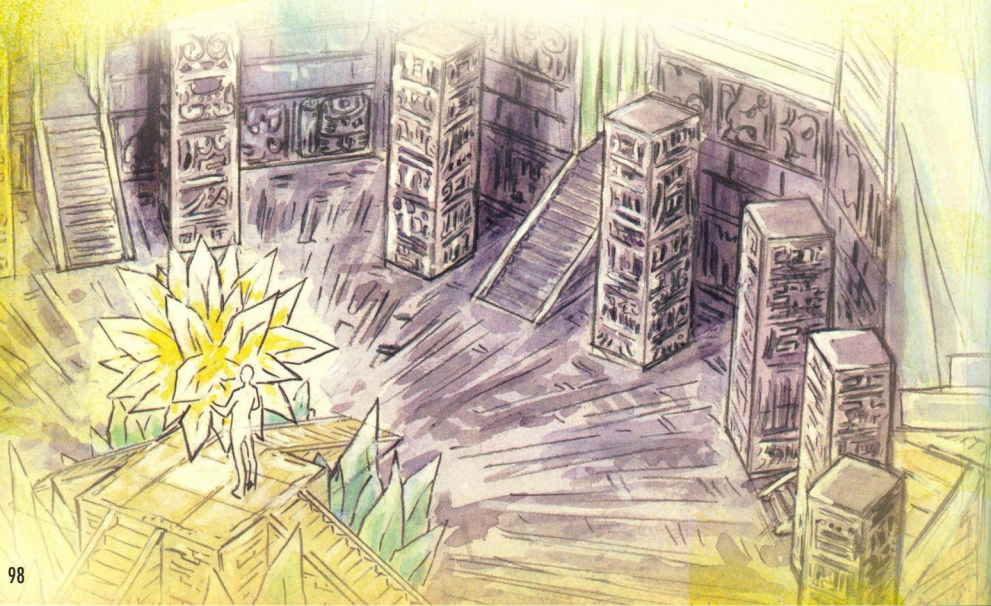
KOROL





PANDORA'S OTHER CONTENTS

Enter the Tomb Chapel through the narrow cave opening near the Korol and quickly save your progress before approaching the flower-like object on the altar. The party is quickly joined by a member of the Black Order before Eddie can even begin to comprehend what he saw in the Akashic Records.



FREY

Lv	HP	MP	AP	DP	M. AP	M. DP	Elemental Weakness
70	5000	350	580	18	80	40	Holy



Frey is as imposing a beast as any creature the party has encountered and his Ragnarok attack skill is positively devastating. Quickly cast Hyper Guard to increase the party's DP rating to limit the damage from Frey's powerful attack. Pay close attention to the turn order and administer a Super Heal Leaf if Frey's turn will come up again before Fiona's. Sadly, Pad's Heavy Shot has little effect on Frey so slowing him down is not an option. The best way to chip away at Frey's 5000 HP is to unleash a barrage of special attacks, specifically Eddie's Supernova and Pad's Bullet Drive co-op skills. Keep the party above 200 HP at all times and attack with each member's most powerful skill during each turn.

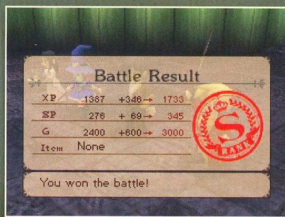
FLIP THE SWITCHES

The Room of Memories has six doors, each leading to a cave with a switch. The party must make its way through each of these rooms to flip the switch in each cave from blue to red, starting with the Cave of Mars (lower left) and continuing counter-clockwise to the room in the lower right-hand corner. Three of the rooms have secret passages that connect their various corridors and alcoves so pay attention to dark areas and gaps in walls on the in-game map and guide Eddie through the shadowy passages. These seemingly invisible routes are marked on the maps in this chapter.

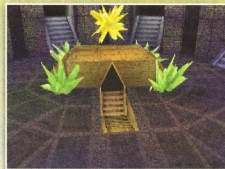


S-RANK THE SPEEDY WAY!

The Tomb Chapel is one of the best places to power-level in the game thanks to the close proximity of the Save Point in the Room of Memories, providing an endless supply of MP to the party. Use the party's most powerful co-op attacks to decimate each batch of enemies in quick succession, all but guaranteeing a string of S-Ranks, bonus XP, Gold, and SP and the occasional rare item drop. Return to the Save Point to top off the party's HP & MP and save your progress, then fight some more!



The Tomb Chapel begins to shake once the sixth and final switch has been flipped to its red position. Return to the Room of Memories, save your progress, and descend the narrow ramp that has been revealed in the base of the altar.



TEMPLE KNIGHT

Lv	HP	MP	AP	DP	M. AP	M. DP	Elemental Weakness
68	4800	200	525	18	75	37	-

The Temple Knight is a stronger, more powerful version of the Tomb Guard that attacks purely with physical attacks. Though it isn't particularly susceptible to any elements, it isn't impervious to any either. Use Hyper Guard to boost the party's DP then set to attacking with each member's co-op skill. Each attack should hit for at least 300 HP. The Temple Guard's attacks require frequent use of the Soothing Light and Healing Breeze skills, most turns can be spent focusing on offense.



THE JOURNEY CONTINUES



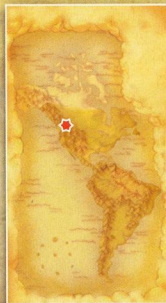
The party exits the Tomb Chapel and is met by Scarlett and Gilbert who are in hot pursuit of the Damocles. Tell Scarlett that you're not ready to go and first return to New York City to purchase a number of healing items and to accept any available quests from the Adventurer's Association. Consider spending some time searching for World Treasure or simply hunting monsters and power-leveling before returning to the Esperanza—things are about to get a lot more difficult for the party and it's vitally important they be well prepared.

The Asgard Gate

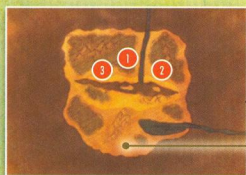


ASGARD

Return to the site of the Tomb Chapel near the Rocky Mountains to meet with Scarlett and Gilbert and follow their pursuit of the Damocles. The Damocles leads them directly to the Asgard Gate and the inner-earth world of Asgard that lies on the other side.



DUNGEON OVERVIEW



LAND OF KOROL

SUGGESTED LEVEL 48

ENEMY ENCOUNTERS

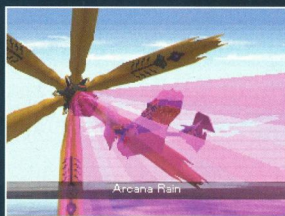
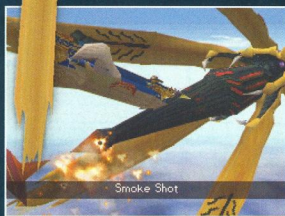
Name	Lv.	HP	Elemental Weakness
Paracelsus	60	5000	-
Sulphyr Arc	60	1500	-
Hermes Arc	60	1500	-
Sahr Arc	60	1500	-
Eunomia	65	2500	-
Dike	65	2500	-
Eirene	65	3200	-

CHASING THE DAMOCLES

PARACELSUS

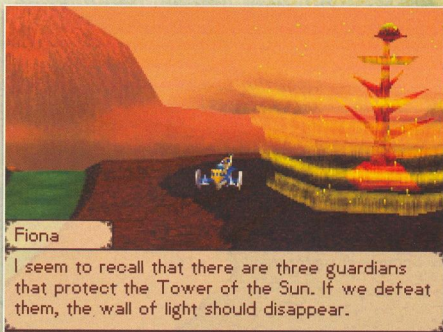
Lv	HP	MP	AP	DP	M. AP	M. DP	Elemental Weakness
60	5000	2000	500	20	10	5	-

The Paracelsus is a flying fortress positioned in the center of six outward-spread wings, three of which must be destroyed. The Paracelsus requires four turns to charge its attack—the devastating Arcana Rain—but the three Arcs will prove troublesome in the meantime. The Sulphyr, Hermes, and Sahr Arcs perform the same three actions during each of their turns. The Sulphyr Arc attacks the airship, the Hermes Arc heals the Paracelsus, and the Sahr Arc uses the Elixir of Destructions to disable weapons on the party's airship. Use Smoke Shot and Limit Excel to destroy the arcs while also damaging the Paracelsus. Wait for the Paracelsus to get down to "2" in its countdown then cast Guard Shield to protect against the Arcana Rain attack.



UNLOCKING THE TOWER OF SUN

Asgard is a small place, comprised of several brown mountains and valleys, and a green stream flowing past the Tower of Sun, the area's key landmark (aside from the small Land of Korol village to the south). The party must make their way to the Tower of Sun but the only way to disable the barrier surrounding it is to first destroy the three guardians. The three guardians, Eunomia, Dike, and Eirene, are virtually identical and located to the tower's north, west, and east. Save your progress, fly to one of the guardian statues on the ground to initiate the battle, then repeat for the next guardian.



EUNOMIA, DIKE, AND EIRENE

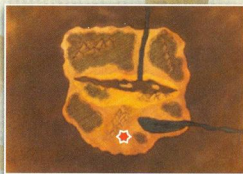
Lv	HP	MP	AP	DP	M. AP	M. DP	Elemental Weakness
65	2500-3200	500	500-550	20	150-190	95	

Each of the three guardians attack in the same fashion: they use their trident to jab at the airship with great force, inflicting considerable damage with each attack. Fiona's Guard Shield and Repair Force skills can negate this damage, thereby leaving Eddie and the others to attack. Use Eddie's Power Boost skill to increase the ship's AP then set to striking with the Spiral Arrow skill and base guns and cannons. The guardians also use the Lumiera attack periodically—those who have equipped the various Holy-based equipment crafted from plans in Tokyo won't need to worry about this, otherwise casting Magic Shield may be needed.

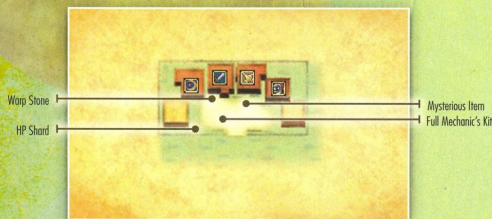


LAND OF KOROL

This tiny town lies in the southern end of Asgard, a place typically unreachable by humans and only seen by the mystical Korols who sometimes appear in the dungeons on the earth's surface. Pay a visit to this secretive place before visiting the Tower of the Sun to ensure that the party is well-equipped and has plenty of restorative items.



TOWN OVERVIEW



INN 1200G ADVENTURER'S ASSOCIATION No

WEAPON SHOP

Item	Cost (G)	Eddie	Pad	Melody	Fiona
Gold Brand	15000	X	-	-	-
Feather Shot	15000	-	X	-	-
Korol Wand	14500	-	-	-	X

ARMOR SHOP

Item	Cost (G)	Eddie	Pad	Melody	Fiona
Eterna Clothes	12000	X	X	X	X
Eterna Crown	8400	X	X	X	X
Eterna Gloves	7000	X	X	X	X
Eterna Knuckle	7200	X	X	-	-

ITEM SHOP

Item	Cost (G)	Description
Heal Bottle	30	Restores 50 HP.
Super Heal Bottle	200	Restores 100 HP.
Mega Heal Bottle	1000	Restores 200 HP.
Refreshing Bottle	5000	Fully restores HP.
Heal Leaf	500	Restores 50 HP for all party members.
Super Heal Leaf	2500	Restores 100 HP for all party members.
Mega Heal Leaf	7500	Restores 200 HP for all party members.
Star Jewel	500	Restores 50 MP.
Moon Jewel	3000	Restores 100 MP.
Earth Jewel	10000	Restores 200 MP.
Antidote	10	Cures Poison.
Sunlight	20	Cures Darkness.
Unicorn Horn	30	Cures Paralysis.
Gorgon Tear	50	Cures Petrify.
Mint Candy	40	Cures Confusion.
Sacrifice Doll	60	Removes Curse.
Laurdes' Holy Water	300	Cures all status effects.
Silver Chalice	1500	Revives a fallen party member and restores 200 HP on revival.
Warp Stone	50	Escape from a dungeon.
Flee Stone	1000	Run from battle with 100% success.
Mechanic's Tool	30	Recovers 50 END for the airship.
Mechanic's Wrench	300	Recovers 100 END for the airship.
Mechanic's Kit	1500	Recovers 200 END for the airship.
Full Mechanic's Kit	7500	Fully recovers the airship's END.
Extinguisher	10	Removes Fire from the airship.
Earth Plug	30	Removes Electric Shock from the airship.
Recovery Device	300	Cures all status effects for the ship.

STOCK UP!

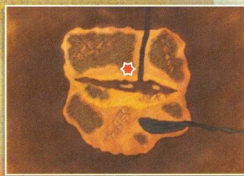
Gather up the hidden items outside the shops and purchase a full set of Eterna armor for each party member in the armor shop. The party should have plenty of gold on hand after their recent battles and it won't do them any good if they fail to complete their mission—purchase several Mega Heal Bottles, Mega Heal Leafs, Silver Chalice, and

even an Earth Jewel or two. Spare no expense in outfitting the party with an abundance of items—it's not enough to rely on Fiona's healing abilities in the fights to come! Every member of the party must be capable of keeping the others safe from harm.



TOWER OF THE SUN

Magi tells the party the final tablet is in America. Head back across the Atlantic Ocean and fly into the northern Rocky Mountains at medium altitude to find the Tomb Chapel. It's tucked away inside the eastern side of the mountains and can be hard to spot, so fly slowly.



INTRO

CHARACTERS

AIRSHIP FLEET

BATTLE BASICS

WALKTHROUGH

BONUS QUESTS

ADVENTURE'S ASSOCIATION

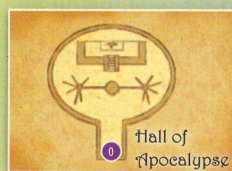
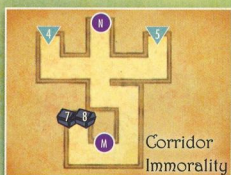
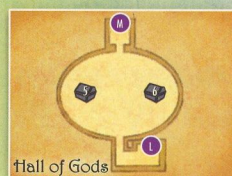
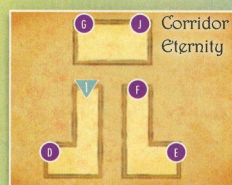
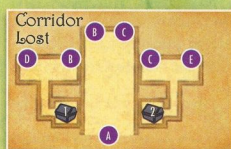
WORLD TREASURE

SKILLS

ITEMS DATA

BESTIARY

DUNGEON OVERVIEW



SUGGESTED LEVEL 49

TREASURE LIST

Chest No.	Item	Category
1	Hat of Darkness	Equipment
2	Eterna Plate	Equipment
3	White Cannon Plans	Valuable/Equipment
4	Korol Attire	Equipment
5	Golden Chalice	Consumable Item
6	Eterna Mace	Equipment
7	Eterna Rod	Equipment
8	Eterna Mittens	Equipment
9	Mysterious Stone	Gadget
10	Eterna Blade	Equipment

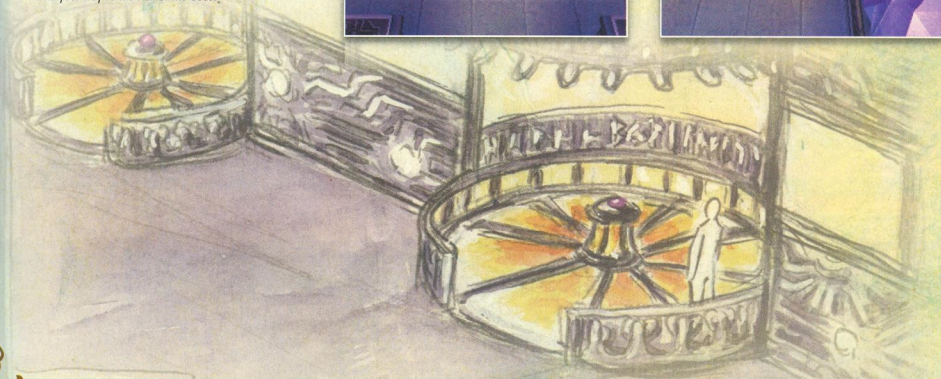
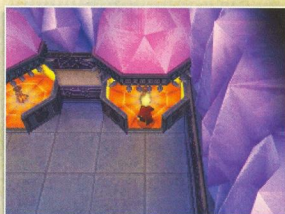
ENEMY ENCOUNTERS

Name	Lv.	HP	Elemental Weakness
Thanatos	55	600	Holy
Giant	58	1400	-
Lesser Dragon	59	1350	-
King Daemon	60	1300	Holy
Soleil	57	560	-
Flying Rod	56	550	Fire, Dark
Pterosaur	54	620	-
Tenebrae	55	590	Holy
Arc Angel	62	1500	-
Carmine	73	6000	Water, Dark
Terra	75	7000	Holy
Matheus	80	15000	Holy

SWITCHES AND WARPS

The many corridors within the Tower of the Sun contain a puzzling array of warp points and switches. Not all the portals that are used to teleport the party from one location to the next are active, and others send the party to different locations depending on the combination of switches that have been activated. Remember that switches turn red when in the "on" position. Each of the warp points (letters) and switches (numbers) have been marked on the maps.

The path through the Tower of the Sun starts simply enough—use the warp points in the Corridor of the Lost to gather up the treasure and flip switch #1 in the Corridor of Eternity. Continue to the Corridor of Chaos and flip switch #2 then use the warp point (I) to access switch #3 in the Corridor of Immortality to activate warp point (G). Return to the Corridor of Chaos and use the warp point (G) to make your way to the Hall of the Gods.



CARMINE



Lv	HP	MP	AP	DP	M. AP	M. DP	Elemental Weakness
73	6000	450	520	18	150	75	Water, Dark

Carmine is now as tough as he'll ever be and his Big Bang and Maxim Prominence attacks are particularly damaging. Use Melody's Magic Shield skill to protect her and Fiona from Fire damage then set about taking advantage of Carmine's vulnerabilities with her Dark Ray skill. Eddie's Shining Blade and Dividing Heaven attacks can really damage Carmine, as can Pad's Bullet Drive co-op attack. Each party member should be equipped with various pieces of "Eterna" grade armor that minimize elemental attacks and protect against status effects, but Carmine's sword can still wreak plenty of havoc. Use Hyper Guard and Hyper Attack to boost the party's stats and cut Carmine to his knees once and for all.



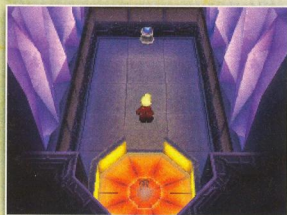
Eddie counters!



Carmine received 486 damage!

THE FINAL APPROACH

Advance to the Corridor of Immortality, grab the items from the chests to the left, and approach the warp point (N). This warp point has three possible destinations depending on the colors of the two switches #4 and #5. Negotiating this next set of corridors requires a specific pattern be followed.



Leave switches #4 and #5 blue and use warp point (N) to turn switch #6 red. Return.



Turn switch #4 to red and use warp point (N) to turn switch #7 red. Return.



Turn switch #4 to blue and turn #5 to red and use warp point (N) to turn switch #8 red. Return.



Turn switch #4 to red, thus leaving switches 4-8 red. Use warp point (N) to advance to the Save Point.

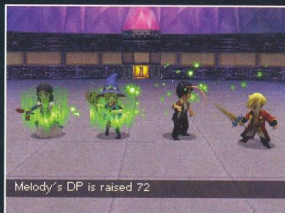
BATTLE READINESS!

Take a moment to upgrade your skills, particularly Hyper Attack, Hyper Guard, Shining Blade, Healing Breeze, Soothing Light, and White Gale. Upgrading White Gale allows Fionia to give Eddie an extra turn at a lower MP cost and with a shorter wait time—this is definitely worth the SP. It's also a fine time to save your progress and make sure everyone has equipped their Holy-enabled weapons and armor. Check to see if any party members are close to leveling up and consider spending some time battling in the Corridor of Despair to advance one more level. Ideally, the entire party should at least be at level 51 before advancing beyond the Save Point.

TERRA

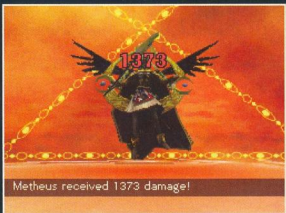
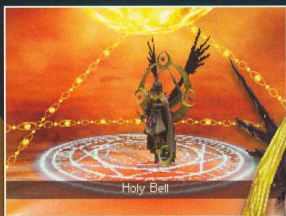
Lv	HP	MP	AP	DP	M. AP	M. DP	Elemental Weakness
75	7000	900	580	18	300	150	Holy

Terra is every bit as fearsome in combat as he looks. He has a number of actions, but his Dark Waves and God's Flame group-attacks are the ones that do the most damage. Use Magic Shell and Hyper Guard to protect the party from Terra's magical attacks, and use Hyper Attack to boost everyone's AP rating before going on the offensive. Eddie's Shining Blade and Combo Attack skills can land upwards of 1200 HP worth of damage and Pad's and Melody's co-op attacks will also be quite damaging. Try to avoid using too many items or too much MP during this battle as a much tougher fight is still to come.



METHEUS

Lv	HP	MP	AP	DP	M. AP	M. DP	Elemental Weakness
80	15000	1000	600	18	350	175	Holy



The kids have come a long way and the only thing standing between them and victory is Metheus, a creature far stronger than any they have faced thus far. Metheus not only possesses more than twice as much HP as Terra, but its World End skill is capable of inflicting nearly 300 HP worth of non-elemental damage to each party member! It is imperative that you use Soothing Light and Mega Heal Leafs to maintain the party's HP to minimize the amount of turns spent reviving fallen members. Use Hyper Attack to boost the party's AP and attack over and over with Eddie's, Pad's, and Melody's co-op attacks. Fiona must focus on healing, but have her cast White Gale on Eddie whenever healing isn't necessary. Metheus will eventually spend an occasional turn casting Light of Life to heal itself a small amount—this is the perfect opportunity to refresh Hyper Attack and use White Gale or Thunder Blade to buy Eddie some extra turns!

THE JOURNEY CONTINUES

Congratulations on defeating Metheus, but the action isn't over yet! The Tower of the Sun is set to collapse pending the destruction of Metheus so get running! Quickly sprint around the perimeter of the Hall of the Apocalypse to get 100% map completion for the area then sprint back to each warp point and go back through the area (Warp Stones are not allowed). The Damocles arrives to whisk the adventurers to safety.

Watch the end credits and save your progress to begin "The Adventurer's Epilogue" portion of the game. Reloading this game save puts Eddie back in his home bedroom in London and unlocks of wealth of additional exploration. There are dozens of World Treasures to find, quests to accept, dungeons to explore, and countless monsters still to encounter. The world is a huge place and the excitement for a young adventurer like Eddie is only just beginning...

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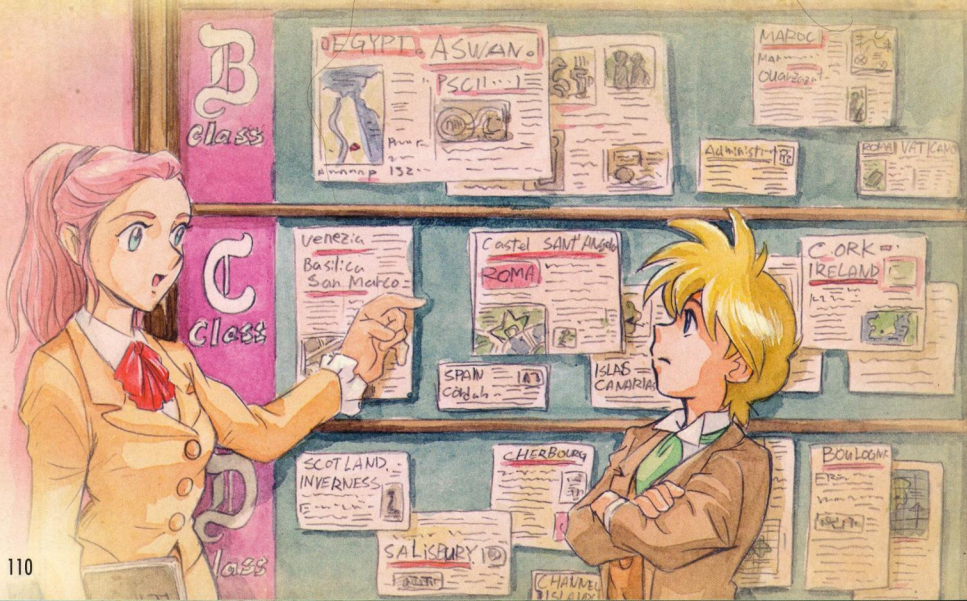
BESTIARY

Bonus Dungeons & Side-Quests

This chapter contains strategy and maps for the many bonus side-quests and dungeons that are available in addition to those that make up the main story. The character side-quests and bonus dungeons not only expand on sub-plots within the main story, but the party can gain many powerful items by completing them. Note that Atlantis and Mu are only unlocked during Melody's and Fiona's side-stories, respectively. You must complete these side-stories in order to unlock Quests 19 and 30 from the Adventurer's Agency

CHARACTER SIDE-QUESTS

Each of the four main characters has a two-part side-story that can be completed as an optional quest during the adventure. The timing of these quests varies, as does the reward for completing each of them. Complete part 1 of each of these side-stories as soon as they become available. You may choose to save part 2 of the side-stories until after completing the main story, but you may miss out on some helpful items by doing so.



EDDIE'S SIDE-STORY

THE SECRET WEAPON PLANS

Where: London, speak to Evans in the museum lobby.

When: After completing the Siberian Base and Mt. Fuji Base missions during the main quest.



Evans has received word that Gilbert needs Eddie and the others to investigate the Cabal's Siberian and Mt. Fuji bases to search for secret plans that are believed to have been left behind. Both bases are heavily damaged now and access is somewhat limited. Fly to the Siberian Base and return to the 2F Lab Sector Lab. The **D Plan Secret File 1** is located to the left of the Save Point.

100% MAP EXPLORATION

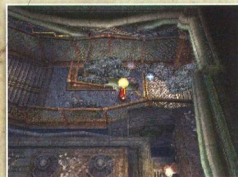
Players looking for 100% completion in the Adventurer's Notebook must fully explore the "Destroyed" versions of the Siberian Base and Mt. Fuji Base. These post-explosion versions are similar in geometry, but some areas are inaccessible and others are filled with debris. All the treasure chests have been repositioned and are easily reachable now. Any items you failed to get during your initial pass can be found now.

Fly to the Mt. Fuji Base and descend the stairs and ladders on the north side of the Central Passage to return to the 1B Engine Room where **D Plan Secret File 2** is located. Return to Evans in the museum at London and give him the files. He rewards Eddie with the **White Blade Plans** for a weapon he was hoping to build for Gilbert.

FIGHTING DIABLO

Where: London, speak to Evans at the southern warehouse in East London.

When: Speak to Katie at the London branch of the Adventurer's Agency after defeating Metheus.



Fly across the Atlantic to the United States and angle southwest from New York City to find Teotihuacan. Descend into the underground cavern and locate the switches in the small rooms on the east and west sides of the central cave. Throw the switches to seal off the massive waterfall and continue the descent to the bottom. Enter the room at the base of the waterfall to find several Cabal Soldiers and their D Plan, otherwise known as Diablo, King of the Dinosaurs! Diablo (3500 HP) doesn't have any particular elemental vulnerabilities or resistances, but it uses its Roar ability to provide an enormous boost to its stats. Combat this with Eddie's Hyper Guard then set to attacking it with each character's co-op attack. Cast White Gale with Fiona to give Eddie or Pad a second turn and continue the assault. Return to Evans at the museum in London to report your success and receive the **Crystal Skull**, a highly-prized gadget!



PAD'S SIDE-STORY

TRIP BACK IN TIME

Where: London, speak to Bridget at the Adventurer's Association desk.

When: After rescuing the Betty's Hope airship with the Maverick II.

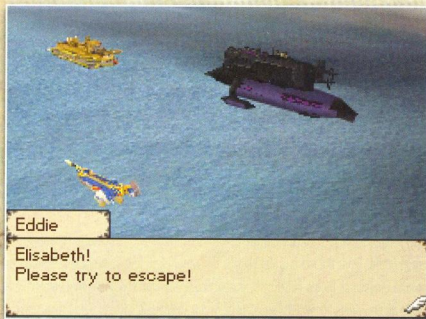


Bridget received an odd quest request dated 15 years ago and needs the party to head to Siberian Village to check it out. It's not a standard quest, but something completely different. Return to Siberian Village and speak with the woman named Elisabeth in the house in the northwest corner of the village. This eventually triggers a battle with a younger and slightly less-powerful Yang Gui (500 HP). Attack her with Pad's newly-learned Bullet Drive skill and Eddie's Combo Attack to win the fight. Return to London and speak with Bridget to obtain the **Flare Crossbow** as a reward from Patrick.

CHASING GHOSTS

Where: London, speak to Beatrice in her mansion.

When: Return to Beatrice's mansion after defeating Metheus.



Beatrice needs Pad and the others to search for Elisabeth who disappeared in her airship alone. Head to the airship dock in London and talk to George to learn about the "Ghost Ship of Patrick Remington". Fly to Delhi and continue east to Tokyo then set course for due east out fly over the Pacific Ocean, directly east of Tokyo to find the Betty's Hope being attacked by the Ghost Ship. The party must defeat the Ghost Ship (900 HP) to save Elisabeth—use Spiral Arrow and Smoke Shot to take it down! The party will bring Elisabeth back to Beatrice's house and Pad will obtain the **Talisman of Light**.

MELODY'S SIDE-STORY

THE MISSING WIZARD

Where: Merville Village, speak to Green near the river.

When: After receiving Medea's Memento from the visit to the gravesite of Melody's mother.

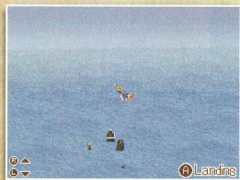


Speak to Green to learn about the wizard who went to Eterna Mines and hasn't returned. Melody may not want to search for him, but she relents and agrees to head out after him. Fly to Eterna Mines and enter the Western Mines. The missing wizard, Gray, is in the northwest corner of the Western Mines, trapped by an Atlas Guard (3000 HP). Defeat the Atlas Guard with co-op attacks and Eddie's Thunder Blade and Shining Blade skills. Melody will pick up the **Mysterious Stone Slab**, a slab with an etching of a round building in the center of the ocean. Return to Green at Merville Village and receive the **Zephyros Hammer**.

HOSTS OF ATLANTIS

Where: London, speak to Green in the airship dock lobby.

When: Return to London after giving Green the Mysterious Stone Slab.



with the Infinity Gear gadget. Enigma attacks with physical attacks and the Light of Destruction group attack. Protect the party with Magic Shell and Hyper Speed, the latter of which makes it easier to evade Enigma's attacks, and attack with co-op attacks, Combo Attack, Buster Shot, and Dark Ray. Defeat Enigma to claim the **Black Cannon Plans** then return to Green in Merveille Village.

FIONA'S SIDE-STORY

MONSTER ON THE LOOSE

Where: Over the South Pacific, the Jack-Knife captain will radio on S.O.S.

When: After clearing the Acropolis dungeon and flying over the Pacific Ocean.



Jack, a wannabe Sky Pirate, was downed off the southern coast of Australia by a monster in the shape of a red dragon. Jack tells the party the monster was out to destroy the White Order and flew north. Fly north towards Japan to pick up an S.O.S. from Silver Fox saying the monster was over Siberia. Fly west across the continent towards London to receive a third plea for help. The monster had flown further north. Get the airship ready for combat and proceed north over the ice cap to battle the Red Dragon, Ignis (4800 HP). Use Eddie's Spiral Arrow and Pad's Smoke Shot to defeat Ignis and obtain the **Silver Compass** which will come in handy later on. Return to the Jack-Knife to report Ignis' defeat and receive the **White Shield Plans**.

RAISING MU

Where: Over the Pacific, northeast of Australia.

When: After receiving the Silver Compass.



Descend to low altitude near the Great Barrier Reef and fly northeastward, keeping to the right of the massive cloud bank. The Silver Compass springs to life and guides the party to a tiny landmass known as Mu. Explore the kingdom's East Sector and West Sector and light the torches located in their southwest and northeast corners, respectively. Ride the platform at the north end of the Central Sector to the Outside Temple to encounter La Mu. La Mu isn't too pleased to see Queen Fiona's return and attacks the party. La Mu (4000 HP) uses physical attacks and a group-strike Dark Nest attack. Use Melody's Magic Shell to reflect the Dark magic back at him. Use Fiona's Soothing Light skill to keep the party healthy while the others do their best to deplete his HP with co-op attacks. Teach La Mu the error of his ways and return to the dungeon exit where Fiona will find the **Ancient Gem Plans**.

TEOTIHUACAN

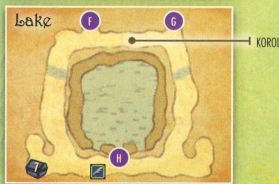
Teotihuacan is an ancient underground cavern in the center of the North American continent, slightly southwest of New York City. This dungeon can be explored upon the party's initial visit to America, but the dungeon's most notable denizens won't be unveiled until much later during Eddie's side-quest and subsequent Adventurer's Agency quests.



DUNGEON OVERVIEW



SUGGESTED LEVEL 31



TREASURE LIST

Chest No.	Item	Category
1	Blue Dragon Sword	Equipment
2	Refreshing Bottle	Consumable Item
3	Silk Robe	Equipment
4	Earth Jewel	Consumable Item
5	Cowboy Hat	Equipment
6	Tri-Shot	Equipment
7	Dragon Cloak	Equipment

ENEMY ENCOUNTERS

Name	Lv.	HP	Elemental Weakness
Tyrant	31	400	Wind, Dark
Poison Flower	34	380	Wind, Dark
Rattle Mushroom	32	350	Wind, Dark
Grand Wood	33	370	Wind, Dark
Bigfoot	34	410	
Crocodile	32	400	Earth, Dark
Mandradora	35	340	
Flying Centipede	32	350	Fire, Dark
Air Jin	36	750	Fire, Dark

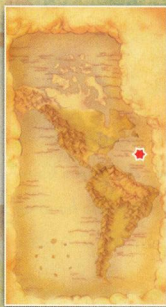
PLUGGING UP THE WATERFALLS

Teotihuacan consists of a large central cavern split into three segments and dominated by a massive waterfall that pours down into the lake at the bottom. The party must explore the middle segment, Teotihuacan Waterfall, locate the small side caves, and flip the switches there to seal off the waterfall. This is the only way to access the lake and, ultimately, the Room of Sun and Moon. Use the Save Point near the lake before engaging the boss monsters present during the individual quests and side-story events.

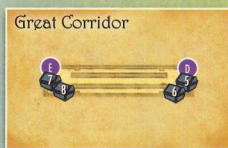


ATLANTIS

Atlantis is located far off the eastern coast of North America and cannot be accessed until the second part of Melody's side-story. Set out at low altitude from the Caribbean Islands and fly due east to find what appears to be three small temples rising out of the water.



DUNGEON OVERVIEW



SUGGESTED LEVEL 33

TREASURE LIST

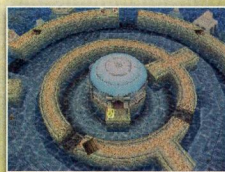
Chest No.	Item	Category
1	Miracle Drink	Consumable Item
2	Mysterious Item	Gadget
3	Ancient Blade	Equipment
4	Rat Shooter	Equipment
5	Tzolk'in Mace	Equipment
6	Moon Jewel	Consumable Item
7	Anubis' Wand	Equipment
8	Evening Plumage	Equipment

ENEMY ENCOUNTERS

Name	Lv.	HP	Elemental Weakness
Sea Devil	34	380	Earth, Dark
Gatekeeper	36	400	Earth, Dark
Blue Knight	38	500	Earth, Dark
Dark Mage	35	370	-
Over Gear	33	350	-
Iron Head	34	350	-
Merman	32	390	Earth, Dark
Sphere	35	360	-
Killer Mask	36	380	-

ROTATE THE RINGS

Atlantis is circular in design and consists of two segmented rings connected by undersea corridors. Switches on the outer ring cause the inner ring to rotate and allow the party to cross short platforms from one ring to the next. Throw the first switch to reach the stairs on the inner ring and follow the Undersea Corridor from left to right to reach the outer ring. Cross back through the Undersea Great Corridor to reach the second switch, then retrace your steps to the southern part of the outer ring and head north to the Ocean Cathedral.



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
WORLD TREASURE

SKILLS

ITEMS DATA

BESTIARY

MU

Mu is a mystical temple located in the Pacific Ocean, reachable only after Fiona has secured the Silver Compass. Fly at low altitude in a northeasterly direction from Australia while keeping the massive cloud bank to the left of the airship. The Silver Compass will activate and guide the party to Mu. 



DUNGEON OVERVIEW



Road Kingdom



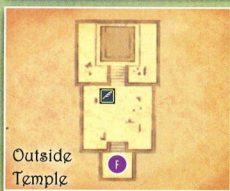
Central Sector



East Sector



West Sector



Outside Temple

SUGGESTED LEVEL 42

TREASURE LIST

Chest No.	Item	Category
1	Bear Head	Equipment
2	Harp Moon Wand	Equipment
3	Branched Sword	Equipment
4	Braided Crown	Equipment
5	Odin Coat	Equipment
6	Dragon Vest	Equipment
7	Black Gun Plans	Valuable/Equipment
8	Black Shield Plans	Valuable/Equipment
9	Sage's Cloak	Equipment

ENEMY ENCOUNTERS

Name	Lv.	HP	Elemental Weakness
Gazer	45	500	Holy
Gargoyle	46	550	Fire, Dark
Skull Knight	48	540	Holy
Earth Elemental	43	450	Wind, Dark
Nashorn	42	480	Fire, Dark
Chrono Dogma	46	520	-
Manhunter	45	530	-
Flame Cloud	44	525	Water, Dark
Machina Deus	43	555	-

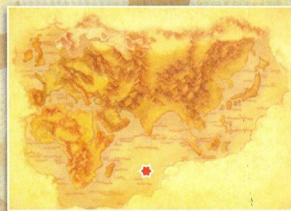
LIGHT THE WAY

Mu is a sprawling temple in a state of dire disrepair. Its many crumbling ledges and columns block stairways and can be problematic when exploring the grounds. Take your time to scour each sector while making your way to the torches located in the southwest corner of the West Sector and the northeast corner of the East Sector. Press the A Button near each of these torches to ignite them, then return to the north end of the Central Sector to ride the platform up the temple above.



DUNGEON OF LEMURIA

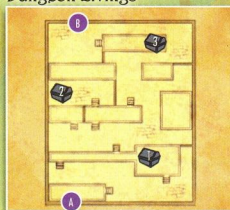
The Dungeon of Lemuria can be accessed outside of character-specific side-stories and is available for exploration at any time. Fly eastward at low altitude from Cape Town and angle slightly north to be even in latitude as the island of Madagascar. The Dungeon of Lemuria is island in the Indian Ocean, far to the east of Africa. ✨



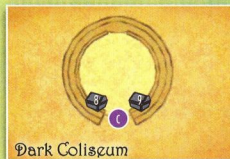
DUNGEON OVERVIEW



Dungeon Livings



Dungeon Dead



SUGGESTED LEVEL 27

TREASURE LIST

Chest No.	Item	Category
1	Witch's Broom	Equipment
2	Gunman Gloves	Equipment
3	Mega Heal Leaf	Consumable Item
4	Golden Chalice	Consumable Item
5	Chalice of Miracles	Consumable Item
6	Silver Bangle	Equipment
7	Obelisk Rod	Equipment
8	Mysterious Item	Gadget
9	Mysterious Item	Gadget

ENEMY ENCOUNTERS

Name	Lv	HP	Elemental Weakness
Hellhound	28	220	Water, Dark
Cossowary	28	195	Fire, Dark
Nocturne	29	200	Holy
Lizardfly	28	190	Fire, Dark
Homunculus	29	185	-
Demon Book	30	230	-
Ghoul	28	200	Holy
Smokey	29	205	-

STEP ON UP!

The Dungeon of Lemuria consists of an entrance, the Dark Coliseum, and two separate dungeons made up of a number of small staircases and elevated platforms. The exit from each dungeon is in their northwest corner and the only challenge in plotting a path through them comes in not missing any of the valuable chests. Use the accompanying maps and explore on top and around each of the elevated platforms while making your way to the exit.

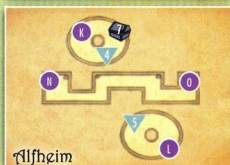
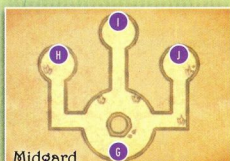
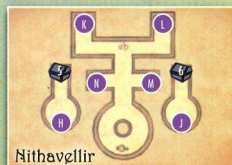
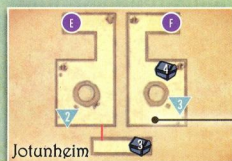


THE TOWER OF THE MOON

The Tower of the Moon is located off the eastern coast of Greenland, in the Arctic Ocean. Though it's not hard to reach, this mysterious dungeon is home to a collection of enemies far more dangerous than any the party has seen before. The weakest enemy in this ice-covered tower has 2400 HP and more than a dozen boast over 30,000 HP—enter at your own risk! ❄️



DUNGEON OVERVIEW



SUGGESTED LEVEL 66

TREASURE LIST

Chest No.	Item	Category
1	Beautiful Gem	Gadget
2	Ancient Cannon Plans	Valuable/Equipment
3	Metal Cowboy Hat	Equipment
4	Ancient Blade Plans	Valuable/Equipment
5	Eterna Bangle	Equipment
6	Angel Tiara	Equipment
7	Beautiful Gem	Gadget
8	Enchantment Vest	Equipment
9	Tricolor	Equipment

ENEMY ENCOUNTERS

Name	Lv.	HP	Elemental Weakness
Snow Drop	75	2400	Earth, Dark
Platinum Jelly	75	2700	-
White Knight	75	3300	-
Blast Dragon	75	4000	Earth, Dark
Man-Eater	75	3500	Earth, Dark
Feather Queen	75	2800	-
Evil Box	75	3200	-
Float Tail	75	2500	Fire, Dark
Stelanodon	75	3350	-
Ashura	75	4500	Wind, Dark

The party may also encounter stronger versions of previously-defeated boss enemies while roaming the Tower of the Moon. These enemies now possess between 30,000 HP and 38,000 HP.

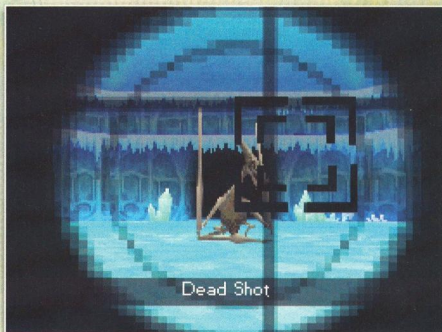
PROCEED WITH CAUTION

ARE YOU TOUGH ENOUGH?

The Tower of the Moon is crawling with enemies boasting as much as 30,000 HP each and no party should enter this area that hasn't first obtained the Silver Clay Figure (by finding all 50 World Treasures) and is at least level 66. Your inventory should hold dozens of Mega Heal Potions and an abundance of Silver Chalice. Equip the Silver Clay Figure and Gold Clay Figure to maximize your XP and Gold earned in this area. Consider using a Warp Stone to return to the airship and save your progress periodically.

The party's first foray into the Tower of the Moon should be taken with extreme caution. Outfit the party with an abundance of Mega Heal Bottles, Mega Heal Leafs, Silver Chalice, and DEF Boost Elixirs. Advance slowly, throw the switches to lower the walls then return to the airship and save your progress before continuing. Avoid using equipment that has duplicate effects—sometimes it's best to use a piece of equipment with slightly lower stats if it increases the number of resistances for the character.

The party occasionally encounters a stronger and more ferocious version of a boss monster previously defeated. These monsters may have over 30,000 HP but they aren't as ferocious as their stats may suggest. In contrast, the Feather Queen's are downright lethal! Feather Queen's use their Cry of Death skill to eliminate the party rather quickly so level up Melody's Skill Break skill and use it right away on the Feather Queens.



The party must make two trips through the Tower of the Moon if they are to complete all of the quests for the Adventurer's Association. Many of the lesser enemies are vulnerable to Pad's Dead Shot skill—an attack that can save considerable time when trying to level up for the next big boss battle. Explore each of the side corridors to gain the valuable plans and gadgets hidden here and fight your way to the Palace of Valhalla, where a secret doorway at the north end of the room leads directly to the bridge of the Sleipnir, the third and final airship!



INTRO

CHARACTERS

AIRSHIP FLEET

BATTLE BASICS

WALKTHROUGH

BONUS QUESTS

ADVENTURER'S ASSOCIATION


WORLD TREASURE

SKILLS

ITEMS DATA

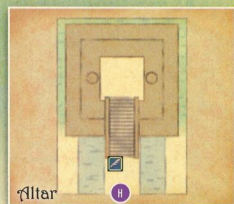
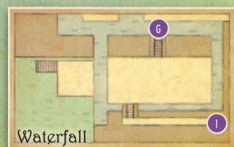
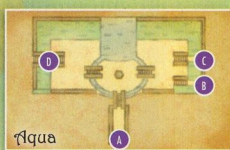
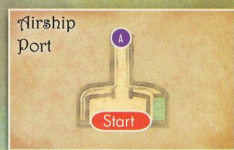
BESTIARY

THE HANGING GARDENS OF BABYLON

The final dungeon to explore outside of the main story is the Hanging Gardens of Babylon, located at high altitude off the eastern coast of Greenland. If you thought the enemies in the Tower of the Moon were tough, you haven't seen anything yet! Approach with caution and make one or two trips back to the Sleipnir after opening chests and leveling up to save your progress. 



DUNGEON OVERVIEW



SUGGESTED LEVEL 75

TREASURE LIST

Chest No.	Item	Category
1	Angel Bangle	Equipment
2	Ancient Gun Plans	Valuable/Equipment
3	Refreshing Bottle	Consumable Item
4	Daemon Mittens	Equipment
5	Hermes Helmet	Equipment
6	Gothic Dress	Equipment
7	Sol's Gauntlets	Equipment
8	Dress of Light	Equipment
9	Dragon's Gloves	Equipment

ENEMY ENCOUNTERS

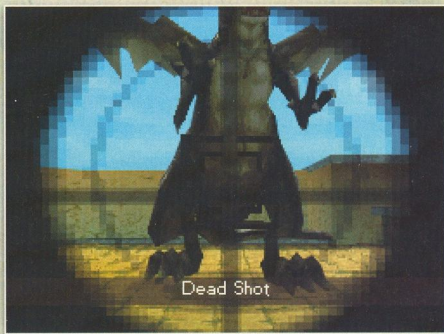
Name	Lv.	HP	Elemental Weakness
Paladin	90	4800	-
Colossus	90	5500	Water, Dark
Gigant	90	5600	-
Dragonlord	90	5000	Holy
King Tiger	90	4500	-
Devil Mandra	90	4300	-
High Chimera	90	4700	-
Garden Keeper	90	4800	-
Poseidon	90	4600	Earth, Dark
Angel Noir	90	4900	Holy

ADVANCE AND RETREAT

WEAKNESS IS RELATIVE

Though several of the enemies located in the Hanging Gardens of Babylon do have certain elemental vulnerabilities, it is unlikely that casting an elemental spell will do much damage. Even a level 10 Lumiera fails to inflict much damage against a Draglord or Angel Noir and the results are no different for other enemies and their respective elemental weaknesses. The reason for this is the extremely high M. DP ratings these enemies possess. Unless you boost a character's M. AP power to extraordinary lengths and have level 10 spells to cast, it's best to stick to physical attacks.

Those who come straight from the Tower of the Moon to the Hanging Gardens of Babylon will likely be in for a rude awakening when they arrive—it isn't uncommon for the very first enemy encounter to leave ambitious adventurers grasping for a Flee Stone! Equip Eddie with the Mechanical Clock to improve his odds of getting to the top of the order list and use Hyper Guard to help the party survive the first assault. The enemies here have too much HP to try to slay with group-based attacks so focus attacks on a single enemy while Pad tries to take out the others with Dead Shot. Watch the order list and use Heavy Shot to break up groups of enemies listed together—avoid having three enemies attack in succession whenever possible. All the enemies lurking in this area are susceptible to Dead Shot, though the Gigant and Draglord are less susceptible to the attack.



The Hanging Gardens of Babylon loop together from the fountains at the south end of the area to the bridges in the north. Search the areas off to the right at the starting point to collect the items then make your way through the shrubby maze to the left. Return to the airship to save your progress before getting too deep into the area so as to avoid any unexpected loss of progress. Along those lines, do not be afraid to use a Flee Stone if the party is in risk of falling.



Those who come to the Hanging Gardens of Babylon will no doubt be looking to secure the final piece of armor created by the White Order for Fiona. If so, flip to Quest #33 in the "Adventurer's Association" chapter for strategy on how to defeat the nasty beast that guards the armor.

Adventurer's Association

QUEST GUIDE EXPLANATION

Each of the major world cities contains a branch of the Adventurer's Association, an organization dedicated to pairing adventurers like Eddie with local residents in need of help. Residents post jobs (i.e. quests) at the receptionist's desk and offer a reward in return for a job well done. There are a total of 33 quests in the game, guaranteed not only to lead Eddie and his friends around the world on a series of adventures, but they'll help him earn a wealth of money and rare items too!

ADVENTURER'S RANK REQUIREMENTS

Rank	E	D	C	B	A	S
AP	-	100	400	1000	2000	4320

Eddie can begin accepting quests at the Adventurer's Association office in London as soon as he obtains the Adventurer's Handbook. Quests become available as Eddie progresses through the story and reaches higher Adventurer's Ranks by completing quests and earning Adventurer's Points. The receptionists around the world maintain a single list of available quests—Eddie can accept any quest from any Adventurer's Association office worldwide!

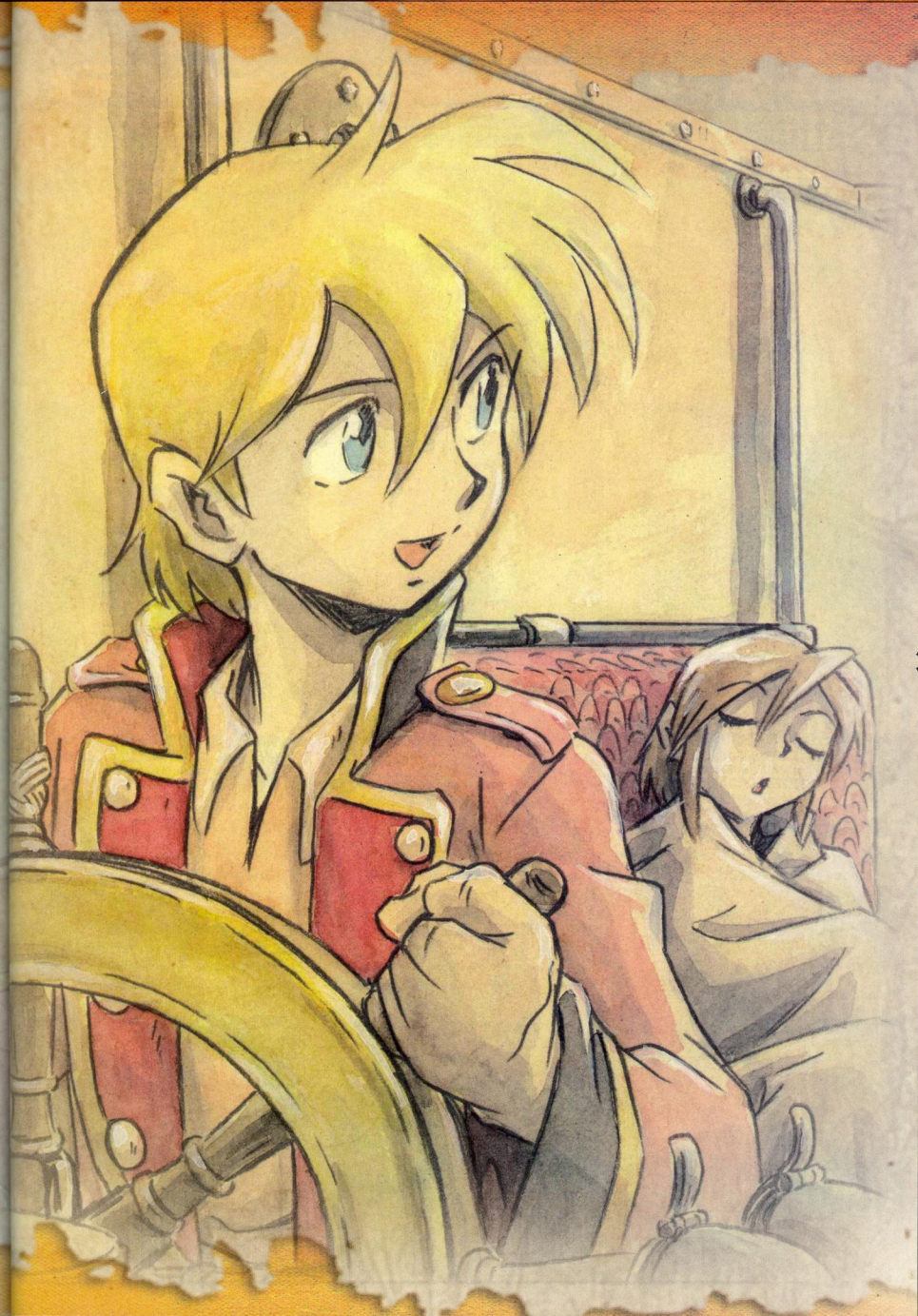
- 1 Quest Number & Name:** This is the number and name of the quest as it appears in the Adventurer's Handbook.
- 2 Rank:** The Adventurer's Rank required to accept this quest.
- 3 AP:** Amount of Adventurer's Points earned by completing the quest.
- 4 Gold:** Amount of gold earned as payment for completing the quest.
- 5 Commissioner:** Person Eddie must speak to in order to receive vital info about the quest.
- 6 Availability:** When this quest becomes available.
- 7 Items:** Items acquired as a reward or part of the requirement for completing the quest.
- 8 Strategy:** Quest location and strategy for completing the quest.

15: LOST PAST ¹

Rank	ADP	Gold	Destination
² C	³ 200	⁴ 6000	Eterna Mines
⁵ COMMISSIONER	Magi		
⁶ AVAILABILITY	After defeating Matheus and returning to London.		
⁷ ITEMS ACQUIRED	Old Clock		

ETERNA MINES ⁸

Speak with Magi on the steps of the museum to learn about her missing item in Eterna Mines. Travel to the Eterna Mines and descend to the East Mines and continue through the passages to the small ledge overlooking the main mines area. Magi's missing items, a pile of smashed clocks, are right there. Magi follows the party through the mines and tells them the story of her past once the clocks are found. Pick up the **Old Clock** and exit the mines. Return to London and speak to Magi near the museum before returning to the Adventurer's Association office to collect your reward.



01: OPERATION WIPE OUT RATS

Rank	ADP	Gold	Destination
E	20	2000	London Sewers
COMMISSIONER	Pyre, London East		
AVAILABILITY	Upon receiving the Adventurer's Notebook.		
ITEMS ACQUIRED	—		

LONDON SEWERS

Return to the London Sewers and look for the five visible Rats on the walkways around the perimeter of the area. Press the A Button to initiate a battle with each of these rats. Find and defeat all five lesser Rats to bring their leader out of hiding, a Monster Rat (150 HP) is twice as tough as the one fought earlier. It also has a Poison Breath attack, so the party should have an Antidote handy. Use the Lock On and Overdrive skills to improve the party's attack ability and defeat the Monster Rat to finish the quest. Report back to the clerk at the office.



02: MEMORIAL RING

Rank	ADP	Gold	Destination
E	30	3500	Pyramid
COMMISSIONER	Pamela, London Central		
AVAILABILITY	After finding Doc's Pipe and Tower Painting in the Pyramid.		
ITEMS ACQUIRED	Pamela's Ring		

PYRAMID

Look for the three well-dressed ladies in London Central and listen to their conversation about the missing ring. Return to the Pyramid and fight past the monsters to the first side room on floor 1F. Locate the shining object on the floor next to the chest you likely opened earlier. Pamela didn't make it far into the Pyramid before she dropped her ring so this quest should only take you a few minutes to complete. Return the ring to the Adventurer's Association office to collect your payment.



03: WISH OF AN OLD MAN

Rank	ADP	Gold	Destination
E	30	2500	Eterna Mines
COMMISSIONER	Gordon, London Central		
AVAILABILITY	After finding Eterna Crystal in Eterna Mines.		
ITEMS ACQUIRED	Vitality Honey		

ETERNA MINES

Talk to the old man with the beard and hat in the tavern in London East to learn about the Vitality Honey he wants you to retrieve for him from a Queen Needle in Eterna Mines. Fly back to Eterna Mines in Africa and descend all the way to the lowest level. Proceed through the East Tunnels to the eastern terminus where and fight the Queen Needle (400 HP). The Queen Needle is vulnerable to Fire attacks so Melody needs plenty of MP and an upgraded Flamma attack. Have Pad administer Heal Bottles as needed while Melody casts her Flamma spell and Eddie uses his Combo Attack skill. Bring the Vitality Honey to the Adventurer's Association office to complete the quest.



04: PLAGUE OF THE MUSHROOMS

Rank	ADP	Gold	Destination
E	40	3000	Tower of Babel
COMMISSIONER	Henry, Mervelle Village		
AVAILABILITY	After rescuing Fiance in Tower of Babel.		
ITEMS ACQUIRED	—		

TOWER OF BABEL

Head to Mervelle Village and speak to the man named Henry near the house to the left of the well. Return to the Tower of Babel and ascend back through the tower floor 4F and head around the right-hand side of the tower to find the Poison Mushroom in the water. The party must defeat six waves of Poison Mushrooms. Each wave is bigger than the last with the exception of both the fourth and fifth waves containing 4 Poison Mushrooms. The fifth wave is comprised of 4 Poison Mushrooms and 1 Master Mushroom (200 HP). The party gets no break between each battle so upgrade Melody's Aeria and Aeriana spells before approaching the first Poison Mushroom.



05: LOST PENDANT

Rank	ADP	Gold	Destination
E	40	4000	Tower of Babel
COMMISSIONER	Desmond, London West		
AVAILABILITY	After rescuing Fiance in Tower of Babel.		
ITEMS ACQUIRED	Old Pendant		

TOWER OF BABEL

Speak to Desmond and Madeleine on the path between Beatrice's and Eddie's homes in London West to learn about the missing memento, then head back to the Tower of Babel. The missing item is on the northwest side of floor 4F so the party must once again make the trek up to the watery floor near the top of the tower. Look for the sparkling item on the floor and pick up the Old Pendant. Fight back through the Tower of Babel and return to London to hand over the item to the Adventurer's Association.



06: SIBERIAN ABSOLUTE ZERO

Rank	ADP	Gold	Destination
D	50	4200	Siberian Base
COMMISSIONER	Aksel, Saint Petersburg		
AVAILABILITY	After returning from Siberian Base.		
ITEMS ACQUIRED	Blue Cannon Plans		

SIBERIAN BASE

Travel to the bar in Saint Petersburg and speak to the airman named Aksel to learn about the weapon plans hidden in the crumpled remains of Siberian Base. Equip the Infinity Gear gadget you had appraised and return to Siberian Base. Traverse the heavily-damaged structure until reaching the 2F Lab Sector Lab. There you find an unopened chest containing the Blue Cannon Plans. Defeat the Buster Ball (500 HP) machine-type enemy in order to secure the plans and return to Aksel who decides to allow Eddie to keep the plans.



07: RARE INGREDIENTS

Rank	ADP	Gold	Destination
D	60	4500	Multiple
COMMISSIONER Jan, London Central			
AVAILABILITY After rescuing Fiona in Tower of Babel.			
ITEMS ACQUIRED Moon Tad, Night Spider Silk, Concentrated Spice, High Quality Jelly			

MULTIPLE LOCATIONS

Visit the inn in London and speak to Jan about the four ingredients he needs for the World Cookoff. The four items can only be obtained by defeating a special breed of monster in the London Sewers, Pyramid, Eterna Mines, and Tower of Babel. The locations of these monsters are marked on the maps in the first four chapters of the walkthrough of this book. Use Wind skills to defeat the Moon Rat (485 HP) in the western side of the Sewers. The Night Spider (550 HP) is located on 1F in the Pyramid and is also susceptible to Wind spells. The Spice Mushroom (510 HP) is located in the East Tunnels of Eterna Mines and also vulnerable to Wind spells. Lastly, the Babel Jelly (520 HP) is on 2F in the Tower of Babel and has no elemental vulnerabilities. Gather up the four ingredients by defeating these monsters and return them to Jan at the inn before going to the Adventurer's Association.



08: BOUNTY HUNTER

Rank	ADP	Gold	Destination
D	60	5000	Eterna Mines
COMMISSIONER Ana, Delhi			
AVAILABILITY Upon arriving in Delhi for the first time.			
ITEMS ACQUIRED Torn Scarf			

ETERNA MINES

Speak with Ana in the bar in Delhi about her missing scarf—it was stolen by a Mad Rat—and fly over the clouds and mountains back to the Eterna Mines in Africa. Descend to the bottom of the quarry and enter the Great Mines Tunnel area near the Save Point. Fight to the northeast corner of the mines to find the Mad Rat (500 HP). Hit it with Eddie's Combo Attack and Melody's Aeria skill to do heavy Wind damage. Look for opportunities to use Thunder Blade to gain a second turn for Eddie before the Mad Rat strikes again. Return the Torn Scarf to Ana in Delhi.



09: DRAGON EXTERMINATION

Rank	ADP	Gold	Destination
D	70	5500	Tibet
COMMISSIONER Assim, Delhi			
AVAILABILITY After securing the tablet from Nirvana Palace.			
ITEMS ACQUIRED Dragon Gun Parts			

TIBET

Talk to Assim in the northeast corner of Delhi to learn about the dragon that shows up each year to harass the city. Upgrade the party's airship-related skills such as Eddie's Spiral Arrow and Fiona's Guard Shield and Repair Force then head to the Maverick and fly back towards Nirvana Palace. The dragon, Sky Ruler (500 HP), is perched on the ledge near the temple. Use Fiona's Guard Shield skill to raise the Maverick's DP and attack with Spiral Arrow and Support Shot skills while Melody blasts with her cannon. Sky Ruler likely has more HP than the party is accustomed to dealing with in the sky and it can inflict upwards of 80 HP worth of damage with each attack, but the party can handle it, provided they have purchased the available Upgrade Parts and have enough Mechanic's Wrenches handy to do repairs.



10: LOST PET

Rank	ADP	Gold	Destination
D	100	7000	???
COMMISSIONER Scarlett, Saint Petersburg			
AVAILABILITY After rescuing the Maverick II and saving the crew of the Betty's Hope.			
ITEMS ACQUIRED —			

OVER AFRICA

Scarlett's pet wyvern has gone missing somewhere south of Cairo, over Africa. Fly to the area between Cairo and the Pyramid to locate Lucia (600 HP), the missing wyvern. The party must beat her into submission so attack her with Eddie's Spiral Arrow skill and use Pad's Support Shot skill to compliment the basic attacks from Melody and Fiona. Return to Scarlett and Astell in Saint Petersburg to report the good news then return to an Adventurer's Association office to complete the quest.

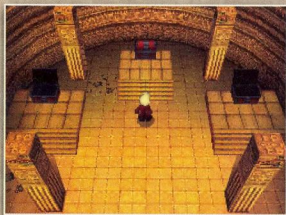


11: THE EL DORADO TREASURE

Rank	ADP	Gold	Destination
C	130	0	El Dorado
COMMISSIONER —			
AVAILABILITY After returning to London from El Dorado.			
ITEMS ACQUIRED Beaufort Gem			

EL DORADO

Return to El Dorado within the Amazon and reenter the City of Gold. Eddie won't need to extend the bridges—they remain in the position he left them—so head north through the ruins to the Golden Shrine in the northwest corner of El Dorado. Take the item from the chest, then set to battle the Elder Guard (2500 HP). The Elder Guard is vulnerable to Wind and Dark attacks like so many other enemies in the jungle. Use each of the party member's special co-op attack skills to inflict massive damage while relying on Fiona's Soothing Light skill to replenish any lost HP.



12: DISTANT PROMISE

Rank	ADP	Gold	Destination
C	140	4000	El Dorado
COMMISSIONER Desmond			
AVAILABILITY After returning to London from El Dorado.			
ITEMS ACQUIRED —			

EL DORADO

Fly to Rio de Janeiro in South America and approach the couple in the lobby of the airship dock. Desmond made a promise to his deceased wife that he would meet her in El Dorado and needs the party to take him there. Fly north to El Dorado and lead Desmond through the ruins to the area near the Save Point at the base of the temple stairs. The ghost of his wife, Mary, is waiting for him there. Fly Desmond back to London to complete the quest.



13: TEMPLE TREASURE HUNT

Rank	ADP	Gold	Destination
C	180	0	Tablet Temple
COMMISSIONER —			
AVAILABILITY Upon exiting the Royal Exploration Agency after the Cabal invasion.			
ITEMS ACQUIRED Old Clock			

TABLET TEMPLE

Return to the Tablet Temple in the center of Easter Islands to search for a valuable item hidden amongst the rocks on the outside of the temple. Approaching any large pile of rocks and pressing the A Button initiates a fight with monsters lurking in the area. However, if you approach the correct rock—the one behind the side staircase, below the chest—then you find the **Old Clock** that is actually the valuable Crystal Skull.



14: GILBERT'S SECRET MISSION

Rank	ADP	Gold	Destination
C	190	4500	Teotihuacan
COMMISSIONER Gilbert Brown			
AVAILABILITY After defeating Mathias and returning to London.			
ITEMS ACQUIRED Dinosaur Fang			

TEOTIHUACAN

Speak to Gilbert Brown in the southwest bedroom of the Brown Mansion to get the details about his request, then fly to America and enter Teotihuacan. Throw the switches in the small rooms on either side of the waterfall to seal off the flow of the water and descend to the underground Teotihuacan Lake. Locate the Pterosaur (4000 HP) and fight it for its valuable **Dinosaur Fang**. The Pterosaur fights with physical strikes and a rather modest Fire Breath attack. Use Magic Shell to reflect the fire back at it and attack with Eddie's and Pad's powerful single-enemy attacks.



15: LOST PAST

Rank	ADP	Gold	Destination
C	200	6000	Eterna Mines
COMMISSIONER Magi			
AVAILABILITY After defeating Mathias and returning to London.			
ITEMS ACQUIRED Old Clock			

ETERNA MINES

Speak with Magi on the steps of the museum to learn about her missing item in Eterna Mines. Travel to the Eterna Mines and descend to the East Mines and continue through the passages to the small ledge overlooking the main mines area. Magi's missing items, a pile of smashed clocks, are right there. Magi follows the party through the mines and tells them the story of her past once the clocks are found. Pick up the **Old Clock** and exit the mines. Return to London and speak to Magi near the museum before returning to the Adventurer's Association office to collect your reward.

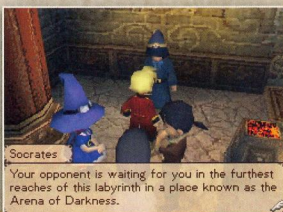


16: CHALLENGE FROM DARKNESS

Rank	ADP	Gold	Destination
B	80	8000	Dungeon of Lemuria
COMMISSIONER Socrates			
AVAILABILITY After discovering the Dungeon of Lemuria in the Indian Ocean.			
ITEMS ACQUIRED —			

DUNGEON OF LEMURIA

Return to the Dungeon of Lemuria and speak to Socrates in the Road to Dungeon entrance area. The party's task is simple: head to the Arena of Darkness at the north end of the dungeon and defeat nine waves of enemies in combat. The party gets no respite between waves and has no chance to adjust skills or equipment so make all preparations at the Save Point before entering the battle area. The Tempest (3000 HP) is the toughest of the bunch and has a distinct weakness to Water magic, so upgrade Melody's Frost skill before the battle. Each wave consists of a single enemy type. The nine waves are comprised as follows:
 1) Poison Mushroom x5, 2) Pixie x3, 3) Daemon x1, 4) Lodon x1, 5) Elementals x4, 6) Silver Kong x2, 7) King Daemon x1, 8) Silver Devil x3, and 9) Tempest x1. Return to Socrates to inform him that you won the battle at the Arena of Darkness.



17: THE LEMURIA TREASURE

Rank	ADP	Gold	Destination
B	90	0	Dungeon of Lemuria
COMMISSIONER Toshihiro			
AVAILABILITY After discovering the Dungeon of Lemuria in the Indian Ocean.			
ITEMS ACQUIRED Dragon Gem Plans			

DUNGEON OF LEMURIA

Fly to Tokyo and locate Toshihiro in the tavern to learn about a guardian creature in the Dungeon of Lemuria. Return to the Indian Ocean and travel through the Dungeon of Lemuria to the northeast corner of the Dungeon of Dead room to encounter the Minotaur (1700 HP). The Minotaur shouldn't be any match for the party. Attack the Minotaur with all-out aggression and use each character's co-op attack or special single-enemy attack. The Minotaur will likely fall before getting a single attack in and will drop the **Dragon Gem Plans** upon defeat.

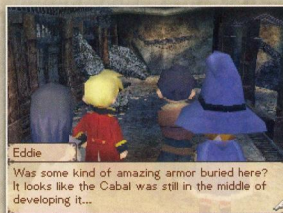


18: HERITAGE OF MT. FUJI

Rank	ADP	Gold	Destination
B	150	0	Mt. Fuji Base
COMMISSIONER —			
AVAILABILITY After defeating Mathias and returning to London.			
ITEMS ACQUIRED Locustar Armor			

MT. FUJI BASE

Reports came in that a rare set of armor is located somewhere in Mt. Fuji Base and the party should look for it. Descend from the Central Passage to the 1B Passage on the north side and continue down the stairs in the northwest corner to the 2B Passage leading to the Cell. The prize the party came looking for is at the east end of the Cell, but first they must defeat the Original Chimera (4500 HP). The Original Chimera has neutral elemental properties and attacks primarily with physical attacks that the party should have little trouble absorbing. Its Stone Breath attack can petrify, so be prepared to reanimate anyone hit with this nasty attack. Use Hyper Attack to boost everyone's AP then set to ripping the Original Chimera in two!



19: RICHES OF ATLANTIS

Rank	ADP	Gold	Destination
B	160	0	Atlantis

COMMISSIONER	-
AVAILABILITY	After discovering Atlantis during Melody's story.
ITEMS ACQUIRED	Plume Vest

ATLANTIS

The rings of Atlantis should still be in the position they were in after Melody's earlier visit so head straight across the stone walkway leading to Ocean Cathedral and go inside. The valuable item the quest report spoke of is guarded by the Ghost Mage (2600 HP) who has surprisingly low HP given the strength of the party at this point in their journey. Ghost Mage attacks with Flamma and Dark Nest skill that affects the whole party—counter this with Magic Shell and strike hard with Buster Shot, Shining Blade, and Daemon's Gate attacks.



20: THE ACROPOLIS TREASURE

Rank	ADP	Gold	Destination
B	260	0	Acropolis

COMMISSIONER	-
AVAILABILITY	After defeating Medusa and returning to London.
ITEMS ACQUIRED	Mysterious Item (Athena Lens)

ACROPOLIS

Return to Acropolis in Greece and make your way through the main temples to the northeastern corner of the area where the previously-empty Heracles Atticus is located. Though the chest is sitting out in the open, the party must defeat Chaos Red (6000 HP) in order to reach it. Chaos Red is susceptible only to Holy magic and even these spells don't do a significant amount of damage. The best way to harm the massive beast is with a combination of Hyper Attack (or Overdrive) and Eddie's Shining Blade skill. Attacking with Holy Bell and Bullet Drive are also effective. Chaos Red attack with a Fire-based Agonizing Flame spell, but is not vulnerable to Water magic.



21: DISAPPEARING DIRECTOR

Rank	ADP	Gold	Destination
B	460	5500	???

COMMISSIONER	Shirley
AVAILABILITY	After returning to London and reaching Adventure Rank A.
ITEMS ACQUIRED	-

TOMB CHAPEL

Descend the secret elevator to the Royal Exploration Agency to meet with Shirley about Commander Fogg's disappearance. Eddie thinks his father might know something so head to the Brown mansion and speak to Gilbert in the southwest bedroom. Gilbert thinks Fogg may have went to the Tomb Chapel in America—head there at once to find Commander Fogg in the Room of Memories. The party will return to London together—head to the Adventurer's Association office for your reward.



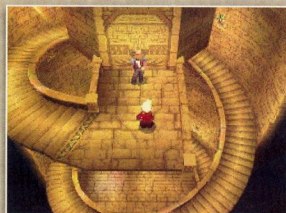
23: PATH TO GLORY

Rank	ADP	Gold	Destination
A	240	4500	Tower of Babel

COMMISSIONER	Gilbert Brown
AVAILABILITY	After returning Commander Fogg back to London in Quest 21 or after completing Quests 24 and 25 if Quest 22 is done first.
ITEMS ACQUIRED	-

TOWER OF BABEL

Return to the Tower of Babel and head to the uppermost floor, where Gilbert Brown awaits. Reaching him was the first half of the test; now the party must defeat him in combat! Gilbert (6500 HP) attacks with his sword and doesn't have any particular elemental resistances. Gilbert's attacks single out individual party members and can therefore be healed easily. Attack with high-power single-enemy attacks such as Shining Blade and Buster Shot and use Eddie's Hyper Attack or Overdrive to boost their AP.



22: SKY MASTER CHALLENGE

Rank	ADP	Gold	Destination
A	170	0	Tablet Temple

COMMISSIONER	Sky Master
AVAILABILITY	After returning Commander Fogg back to London in Quest 21.
ITEMS ACQUIRED	Dragon's Gem

OVER TABLE TEMPLE

Fly to the skies above Easter Island to meet the Sky Master, a large dragon looking for a fight. Use the party's accumulated SP to upgrade each character's airship skills—the party will earn over 10,000 SP during the subsequent battles and only 9999 can be carried at once so spend what you have now to avoid wasting precious SP. Agree to begin the challenge and prepare to fight Bloody Rain (2800 HP) two times in a row. Use Smoke Shot, Spiral Arrow, and Slower Cannon to defeat the beast while relying on Fionia to keep the Moverick II in tip-top shape. The battle isn't over with the defeat of the second Bloody Rain—the party must then defeat the mud-tougher Dark Lord (6000 HP)! It will take considerable more effort, but the same tactics hold true. Attack hard with Eddie, Pad, and Melody while relying on Fionia's Guard Shield and Repair Force skills to keep everyone safe.



24: THE NIRVANA PALACE TREASURE

Rank	ADP	Gold	Destination
A	280	0	Nirvana Palace

COMMISSIONER	-
AVAILABILITY	After defeating Medusa and returning to London.
ITEMS ACQUIRED	Chronos Gear

NIRVANA PALACE

Set a course for Nirvana Palace in the mountains north of Delia and proceed immediately to the northeast corner of the main palace grounds (don't go inside). The valuable weapon Pad seeks is guarded by the Daemon Lord (9000 HP) who has but one elemental vulnerability: Holy. Hit it hard with Lumiera and Shining Blade while Pad uses his Buster Shot and Bullet Drive skills and Melody attacks with Daemon's Gate. Daemon Lord's primary attack is the Hell Stab which inflicts over 120 HP worth of damage. Keep the party safe with Hyper Guard or Soothing Light and continue the assault. This quest rewards the party with Pad's most powerful weapon: the **Chronos Gear** packs an AP of 100!



25: THE ETERNA MINES TREASURE

Rank	ADP	Gold	Destination
A	300	0	Eterna Mines
COMMISSIONER -			
AVAILABILITY - After defeating Mathias and returning to London.			
ITEMS ACQUIRED Daemonic Mace			

ETERNA MINES

This quest is very similar to the previous one: the party must travel to Eterna Mines and seek out the guardian of a valuable weapon located in the eastern reaches of the Great Mines section, Arcana 13 (7000 HP) is susceptible to Holy attacks only, but has less HP than the Daemonic Lord and can be defeated with a similar plan. Use Magic Shell to reflect its Dark Nest spell back at it and use Fionia's White Gale skill to gain additional attacks for Eddie. Use Eddie's Thunder Blade and Shining Blade skills to pile on the damage and lay claim to the **Daemonic Mace**.

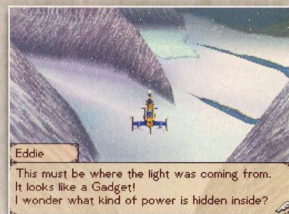


26: JEWEL OF SIBERIA

Rank	ADP	Gold	Destination
A	380	0	Eterna Mines
COMMISSIONER -			
AVAILABILITY - After defeating Mathias and returning to London.			
ITEMS ACQUIRED Daemonic Gem			

OVER SIBERIA

Pilot the airship to the area surrounding Saint Petersburg and search the valleys northeast of the city at medium altitude. Pad will eventually comment about the shining object and the party is thrust into battle with Black Breath (4500 HP). Black Breath causes damage to the airship—it will likely catch fire and become electrocuted—so be prepared to treat its ailments as necessary. Attack with Spiral Arrow and Smoke Shot and use Guard Shield to keep the airship's DP rating high.



27: PLANS IN THE CAVE

Rank	ADP	Gold	Destination
A	420	0	Teotihuacan
COMMISSIONER -			
AVAILABILITY - After defeating Decio in Teotihuacan.			
ITEMS ACQUIRED Ancient Shield Plans			

TEOTIHUACAN

Descend the east side of the entrance cavern to the Underground Waterfall area of Teotihuacan and cross the first land-bridge to the small cave in the center of the dungeon. The party can sense the guardian rumored to be in the cave and it doesn't take long for the Titan (6000 HP) to rear its ugly head! Titan doesn't have any particular elemental vulnerabilities to exploit, but it's also low on M. AP and M. DP and is susceptible to virtually all magic attacks. Its club attack inflicts some harm so consider using Angel Powder to inflict damage and heal the party at the same time.



28: TOWER OF ICE

Rank	ADP	Gold	Destination
A	440	0	Tower of the Moon
COMMISSIONER -			
AVAILABILITY - After completing Quest #26.			
ITEMS ACQUIRED The Airship Skipper			

TOWER OF THE MOON

Level the party up to level 66 or higher and fight through the Tower of the Moon to the Top Floor Palace of Valhalla where the Overlord (30,000 HP) is located. Overlord attacks with powerful physical attacks and Lumierania, but its major attack—Ancient Light—is what the party must fear! Ancient Light can inflict over 500 HP worth of damage to each party member so it's important to cast Hyper Guard and Miraculous Breeze on your weaker members to keep them alive. Eddie's Overdrive and Combo Attack skills should be at their max, which when used together gives him the chance of striking for over 1800 HP worth of damage per turn. Defeat the Overlord and approach the shimmering door at the north end of the Palace of Valhalla to find an excellent reward for your efforts!



29: REMNANTS OF THE ARK

Rank	ADP	Gold	Destination
S	320	0	Mt. Ararat
COMMISSIONER -			
AVAILABILITY - After defeating Gilbert at the Tower of Babel.			
ITEMS ACQUIRED Sun Blade			

MT. ARARAT

Return to Mt. Ararat and slice through what are now laughably weak enemies on the way to the Ark. Equip the Dragon Killer's Gem and descend below deck through the Living Sector to the Bottom Floor Cathedral and approach the chest near the front to trigger the battle with the Ark Dragon (48,000 HP). The Ark Dragon attacks with physical snags and headbutts as well as his elemental Ice Breath attack. Everyone in the party should be virtually immune to Water-based attacks so there is no need to worry about casting Magical Shell with Melody. Instead, focus on hitting the Ark Dragon with Heavy Shot to slow its turns. Ark Dragon is vulnerable to Earth and Dark attacks, but the quickest way to fell it is to use a combination of Overdrive, Miraculous Breeze, and Eddie's Combo Attack skill. Consider having Melody issue DEF Down Potions to the Ark Dragon to further soften it up.



30: MEMORIES OF THE MU

Rank	ADP	Gold	Destination
S	340	0	Mu
COMMISSIONER -			
AVAILABILITY - After defeating Gilbert at the Tower of Babel.			
ITEMS ACQUIRED White Holy Wand			

MU

Pilot the airship to the Pacific Ocean and descend to that mystical temple called Mu. Navigate the ruins to the Save Point and ready the party for battle against the Black Knight (45,000 HP). The Black Knight's only elemental weakness is Holy attacks so adjust the party's weapons accordingly and equip the Scroll of the Dead to increase the damage to undead-type monsters before the battle. The Black Knight is essentially just a much, much stronger version of the White Knights the party encountered at the Tower of the Moon, but Pad won't be able to use his Dead Shot to any success this time around. Use Heavy Shot and Break Shot to slow down the Black Knight, then hit it with Fionia's Holy Bell and Lumiera while Eddie attacks with Golden Cross or Shining Blade. Have Melody dispense potions and other healing items to keep the party alive so that Fionia can join the fight with her Holy spells!



31: KEEPERS OF THE DRAGON'S GEM

Rank	ADP	Gold	Destination
S	500	5000	Tablet Temple
COMMISSIONER Noel			
AVAILABILITY After defeating Gilvart at the Tower of Babel and retrieval of the Dragon's Gem.			
ITEMS ACQUIRED -			

TABLET TEMPLE

Fly to the Tablet Temple at Easter Island and speak to Noel who needs the party to dispose of the heavily-burdened dragon that wanders the skies above. The party must ascend to high altitude and roam the planet searching for Dyvern and, essentially, put him out of his misery. Dyvern (7000 HP) can be anywhere, but seems to fly mostly in the northern hemisphere between Europe and North America. It can be difficult and time-consuming to find the dragon, but you'll know it when you see him—he's huge! The party must defeat Dyvern in battle twice to finally rid the planet of his sorrow-filled torment—use Guard Shield, Slow Shot, and Limit Excel to clip his wings—then fly back to Noel to report the results.



32: CLOTHES OF THE BLACK DAEMON

Rank	ADP	Gold	Destination
S	480	-	Tower of the Moon
COMMISSIONER -			
AVAILABILITY After defeating Overlord at the Tower of the Moon.			
ITEMS ACQUIRED The Coquette Dress			

TOWER OF THE MOON

Return to the Tower of the Moon and retrace your earlier steps through the numerous corridors to throw all the switches to lower the ice-block walls and continue from warp point to warp point. Enter the crescent-shaped Corridor of Vanahelm and use the Save Point before returning to the previous room to access the circular room in Vanahelm where Magnus (49,0000 HP) awaits. Magnus is only susceptible to Holy and non-elemental attacks and has a few magic attacks under its wings. Magnus is capable of some powerful physical attacks, as you might expect from a massive dragon, but its Dragon King Wrath attack is most deadly. This Dark attack targets only one ally, but can inflict over 250 HP worth of damage in a single attack. The best way to combat Magnus is by limiting its turns. Use Heavy Shot, Thunder Blade, and White Gale to increase the number of turns Eddie gets to every one of Magnus gets. Using Overdrive and Shining Blade or Combo Attack can inflict up to 2000 HP worth of damage per attack.



33: CLOTHES OF THE WHITE ANGEL

Rank	ADP	Gold	Destination
S	480	-	Hanging Gardens of Babylon
COMMISSIONER -			
AVAILABILITY After defeating Overlord at the Tower of the Moon.			
ITEMS ACQUIRED Angel Dress			

HANGING GARDENS OF BABYLON

Fight through the Hanging Gardens of Babylon to the uppermost temple where the armor left for Fionia is located. Of course, there is one final boss left to defeat in order to obtain it. Mother Stella (99,999 HP) is the toughest enemy the world has ever known and her "Come to Mama" skill is capable of killing any party member with a single strike, no matter how high their HP or DP. Mother Stella uses this powerful attack frequently so it's vitally important that you come equipped with at least 15 Golden Chalice. Defeating Mother Stella requires teamwork and each party member must stick to their role. Use Fionia to heal, naturally, but also cast Miraculous Breeze, White Gale, and Blue Whirlwind whenever possible to give Eddie more chances on offense. Melody's Magic Shell skill is important to reflect Mother Stella's Dark Nest attack back at her. Pad won't have much luck with Break Shot and Heavy Shot, but it's worth using these skills all the same. Mother Stella becomes more susceptible to them later in the battle so keep on using them! Eddie is the party's primary offensive weapon. Use Overdrive, Thunder Blade, and Combo Attack over and over to do as much damage as possible. With the combined effects of Overdrive and Miraculous Breeze, Eddie should be able to inflict over 2100 HP worth of damage each time he unleashes a Combo Attack. This is a long battle, but if you stick to this plan and come prepared with a wealth of Golden Chalice, you'll come out on top. If you can make it through the dungeon to reach Mother Stella, chances are good you'll live to tell the tale.



World Treasure

World Treasure Explanation

As a member of the Royal Exploration Agency, Evans is charged with locating new World Treasures for the museum. However, Evans isn't much of an adventurer, so he needs Eddie and his friends to do the exploring for him. There are a total of 50 World Treasures (real-world historic landmarks) but finding them isn't easy. For starters, the party must first speak to an informant—at the right time—to gain information about the ruin. The party cannot identify a World Treasure without first receiving information from someone. Once a passerby has mentioned a specific World Treasure, it's up to you to pilot the airship over its location at the required altitude—some World Treasures can only be found from a particular altitude. The airship must fly directly over the World Treasure to find it. Report the findings to Evans who rewards the party for every 10 World Treasures that are found.

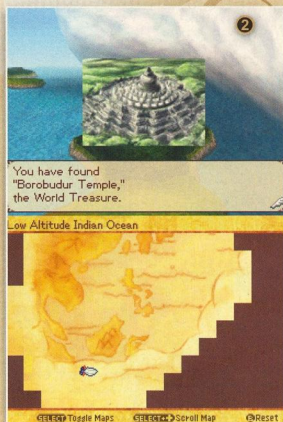
WORLD TREASURE REWARDS

Number Found	Reward	Gadget (Appraised)
1	Mysterious Stone	Diamond's Stone
10	Beautiful Gem	Carrollian Gem
20	Mysterious Stone	Vicarya's Stone
30	Beautiful Gem	Crystal Gem
40	Mysterious Stone	Graphite Stone
50	Mysterious Item	Silver Clay Figure

Though this may sound simple, there are several complicating factors. For starters, many of the people Eddie must speak to will not share their information for an indeterminate amount of time. Return to London to report found World Treasures periodically and visit other cities to expand the search across other parts of the world. A person might finally reveal the necessary information only after other World Treasures are found. For example, the man named Victor in the bar in London will not reveal his clue until the 49 other World Treasures have been found. It's also important to fully explore every room, house, and building in each of the towns for people with clues. Many early informants are out in the open, but others are much harder to find.

For as difficult a challenge as this side-quest is, the final reward from Evans is certainly worth the effort. Combine the tips received from informants with the maps and location descriptions contained in the following pages to locate all 50 World Treasures. Also note that it's worth visiting Evans if you are having trouble finding a specific World Treasure, as he often has slightly more specific knowledge about the site's whereabouts. Lastly, fly slowly and climb over mountains when necessary but look for valleys to immediately descend into when exploring rugged terrain.

29: BOROBUDUR TEMPLE



Informant: Bob

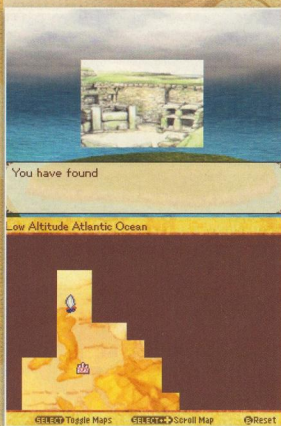
Informant Location: Tokyo

Altitude: Low & Mid

Location: Central Java, Indonesia

- 1 World Treasure Number & Name: This is the number and name of the World Treasure as it appears in the Adventurer's Handbook.
- 2 Figure: This dual-screen image shows not only the art for the World Treasure but also the map of the airship's location when it is found.
- 3 Informant: The name of the person who first mentions the World Treasure.
- 4 Informant Location: Name of the town or village where the informant was encountered. Additional details are sometimes provided.
- 5 Altitude: The altitude(s) the airship must be at in order to spot the World Treasure when flying overhead. The majority are found at either Low & Mid or High, but some require Mid altitude.
- 6 Location: The official description of the World Treasure's location. This will be more useful for geography buffs and those who have travelled.

01: SKARA BRAE



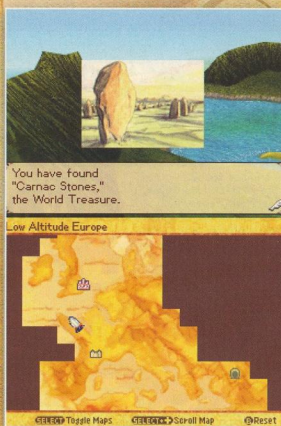
Informant: Bela

Informant Location: Saint Petersburg

Altitude: Low & Mid

Location: Orkney Islands, North of London

02: CARNAC STONES



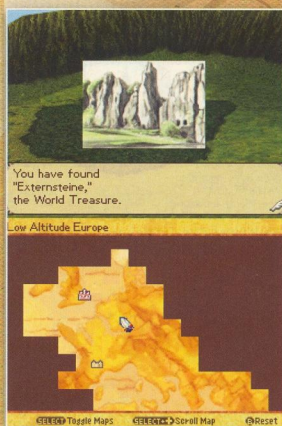
Informant: Simon

Informant Location: London

Altitude: Low & Mid

Location: Bretagne, West of France

03: EXTERNSTEINE



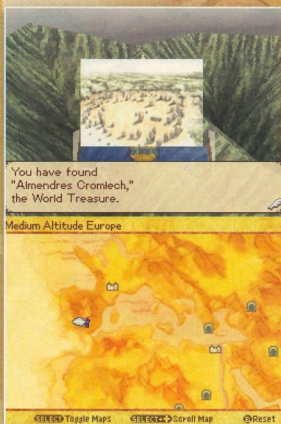
Informant: Abel

Informant Location: London

Altitude: Low & Mid

Location: Teutoburg Forest, South of Germany

04: ALMENDRES CROMLECH



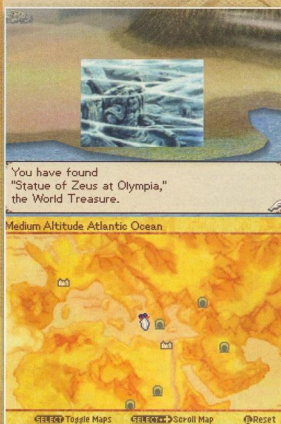
Informant: Theo

Informant Location: Merville Village

Altitude: Mid

Location: Evora, Iberian Peninsula

05: STATUE OF ZEUS AT OLYMPIA



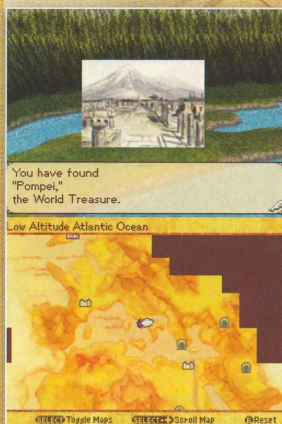
Informant: Victor

Informant Location: London (Bar)

Altitude: Low & Mid

Location: Ocean Bottom, Western Greece

06: POMPEI



Informant: Michael

Informant Location: London (Museum)

Altitude: Low & Mid

Location: Southern Italian Peninsula

07: KIZHI POGOST



You have found
"Kizhi Pogost,"
the World Treasure.

Low Altitude Europe



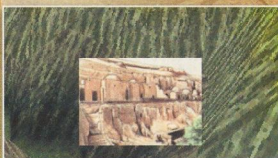
Informant: Nicolay

Informant Location: Saint Petersburg

Altitude: Low & Mid

Location: Lake Onega, near Siberian Village

08: BEZEKLIK BUDDHA CAVES



You have found
"Bezeklik Buddha Caves,"
the World Treasure.

Medium Altitude Asia



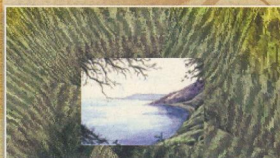
Informant: Ubudal

Informant Location: Delhi

Altitude: Mid

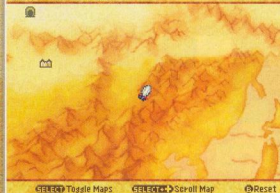
Location: Turfan Basin, China

09: LAKE BAIKAL



You have found
"Lake Baikal,"
the World Treasure.

Medium Altitude Asia



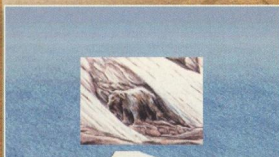
Informant: Sergei

Informant Location: Saint Petersburg

Altitude: Mid

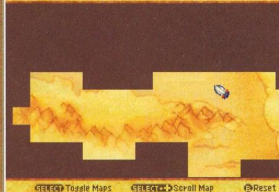
Location: Southern Siberia

10: MAMMOTH OF WRANGLER ISLAND



You have found
"Mammoth of Wrangel Island,"
the World Treasure.

Medium Altitude Arctic Ocean



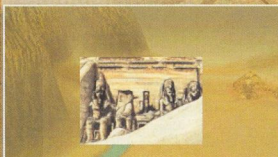
Informant: Vihelm

Informant Location: Saint Petersburg

Altitude: Low & Mid

Location: Northeast Siberia

11: ABU SIMBEL



You have found
"Abu Simbel,"
the World Treasure.

Low Altitude Africa



Informant: Mr. Evans

Informant Location: London

Altitude: Low & Mid

Location: Upstream of the Nile River, South Cairo

12: TOMB OF ASKIA



You have found
"Tomb of Askia,"
the World Treasure.

Medium Altitude Africa



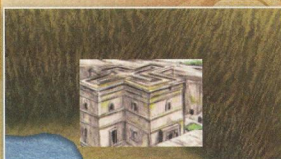
Informant: Humphrey

Informant Location: Cape Town

Altitude: Low & Mid

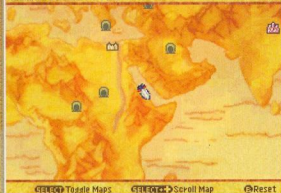
Location: Midstream of the Niger River

13: ROCK-HEWN CHURCHES



You have found
"Rock-Hewn Churches,"
the World Treasure.

Medium Altitude Africa



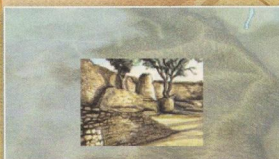
Informant: Rachel

Informant Location: Cape Town

Altitude: Low & Mid

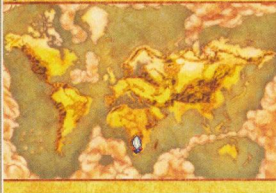
Location: Southern Ethiopian Highlands

14: GREAT ZIMBABWE



You have found
"Great Zimbabwe,"
the World Treasure.

High Altitude Africa



Informant: Paulette

Informant Location: Cape Town (Lighthouse)

Altitude: High

Location: Upstream of the Sabi River

15: GREAT TEMPLE OF ARTEMIS



You have found
"Great Temple of Artemis,"
the World Treasure.

Medium Altitude Europe



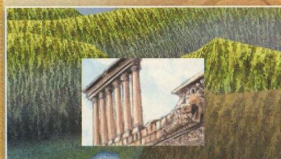
Informant: Nadia

Informant Location: Cairo

Altitude: Low & Mid

Location: Western Anatolian Peninsula

16: BAALBEK



You have found
"Baalbek,"
the World Treasure.

Medium Altitude Asia



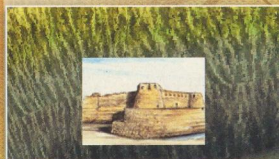
Informant: Zuhayr

Informant Location: Cairo

Altitude: Mid

Location: Begaa Valley, Northeast Beirut

17: BAHRAIN FORT RUINS



You have found
"Bahrain Fort Ruins,"
the World Treasure.

Medium Altitude Asia



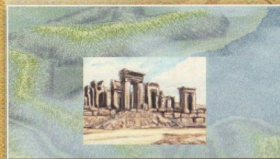
Informant: Powell

Informant Location: Cape Town

Altitude: Mid

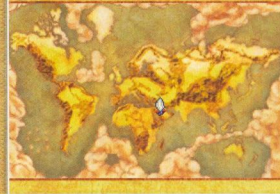
Location: Northeast Bahrain Islands

18: PERSEPOLIS



You have found
"Persepolis,"
the World Treasure.

High Altitude Asia



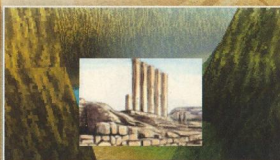
Informant: Hadi

Informant Location: Cairo

Altitude: High

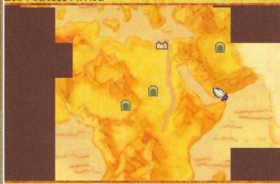
Location: Fars region, Iran

19: SHEBA'S TEMPLE



You have found
"Sheba's Temple,"
the World Treasure.

Low Altitude Africa



Toggle Maps Scroll Map Reset

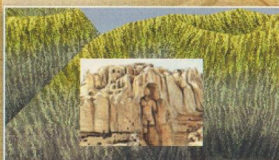
Informant: Earnest

Informant Location: Cape Town

Altitude: Low & Mid

Location: Southwest Arabian Peninsula

20: BUDDHAS OF BAMYAN



You have found
"Buddhas of Bamyan,"
the World Treasure.

Medium Altitude Asia



Toggle Maps Scroll Map Reset

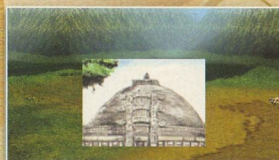
Informant: Library

Informant Location: Rio de Janeiro

Altitude: Mid

Location: Hindu Kush Mountains

21: THE GREAT STUPA OF SANCHI



You have found
"The Great Stupa of Sanchi,"
the World Treasure.

Low Altitude Asia



Toggle Maps Scroll Map Reset

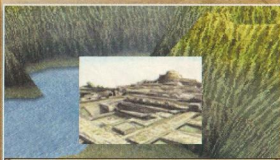
Informant: Kashmira

Informant Location: Delhi

Altitude: Low & Mid

Location: Bhopal, Central India

22: MOHENJO-DARO



You have found
"Mohenjo-daro,"
the World Treasure.

Medium Altitude Asia



Toggle Maps Scroll Map Reset

Informant: Lloyd

Informant Location: Delhi

Altitude: Low & Mid

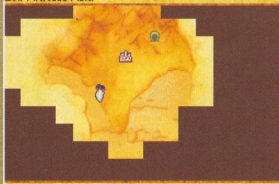
Location: Downstream of the Indus River, India

23: ELLORA CAVES



You have found
"Ellora Caves,"
the World Treasure.

Low Altitude Asia



Toggle Maps Scroll Map Reset

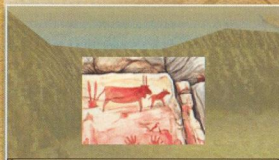
Informant: Paloma

Informant Location: Delhi

Altitude: Low & Mid

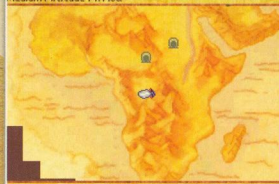
Location: Charanandri Hills, Ellora

24: ROCK MURALS OF TSODILO



You have found
"Rock Murals of Tsodilo,"
the World Treasure.

Medium Altitude Africa



Toggle Maps Scroll Map Reset

Informant: Aubert

Informant Location: Cape Town

Altitude: Low & Mid

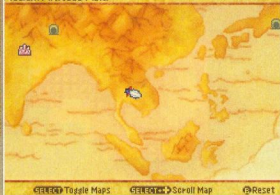
Location: North Kalahari Desert, Africa

25: ANGKOR WAT



You have found
"Angkor Wat,"
the World Treasure.

Medium Altitude Asia



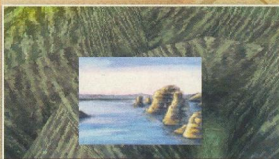
Informant: Ibrahim

Informant Location: Delhi

Altitude: Low & Mid

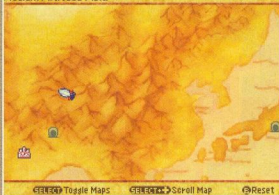
Location: Northeast of Tonle Sap Lake, Cambodia

26: MYSTERIOUS LOP NAR LAKE



You have found
"Mysterious Lop Nar Lake,"
the World Treasure.

Medium Altitude Asia



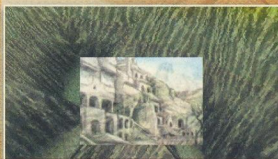
Informant: Abdul

Informant Location: Delhi

Altitude: Mid

Location: Tarim Basin

27: MOGAO CAVES



You have found
"Mogao Caves,"
the World Treasure.

Medium Altitude Asia



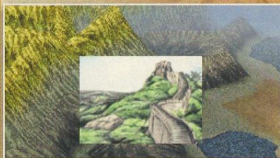
Informant: Chen

Informant Location: Tokyo

Altitude: Mid

Location: West of Hexi Huilong, East of Dunhuang

28: THE GREAT WALL



You have found
"The Great Wall,"
the World Treasure.

Medium Altitude Asia



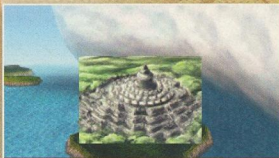
Informant: Leopold

Informant Location: Tokyo

Altitude: Mid

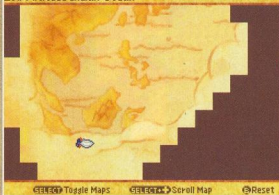
Location: Northern China

29: BOROBUDUR TEMPLE



You have found
"Borobudur Temple,"
the World Treasure.

Low Altitude Indian Ocean



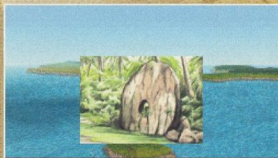
Informant: Bob

Informant Location: Tokyo

Altitude: Low & Mid

Location: Central Java, Indonesia

30: YAP ISLAND



You have found
"Yap Island,"
the World Treasure.

Low Altitude Pacific Ocean



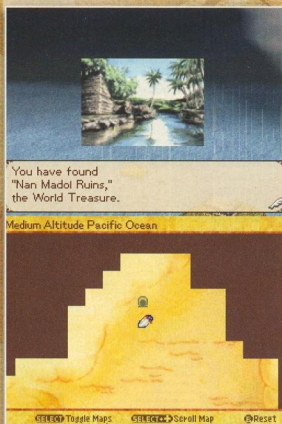
Informant: Hisaharu

Informant Location: Tokyo (Pagoda)

Altitude: Low & Mid

Location: Yap Island, Micronesia

31: NAN MADOL RUINS



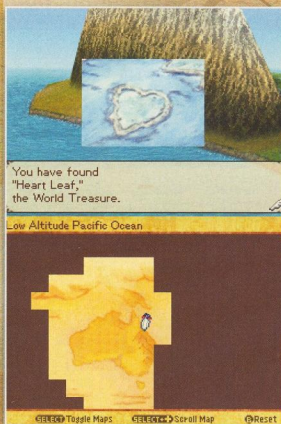
Informant: Heizaburo

Informant Location: Tokyo

Altitude: Low & Mid

Location: Pohnpei, Micronesia

32: HEART LEAF



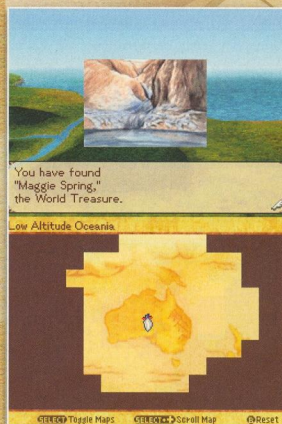
Informant: Sally

Informant Location: Tokyo

Altitude: Low & Mid

Location: Great Barrier Reef, Australia

33: MAGGIE SPRING



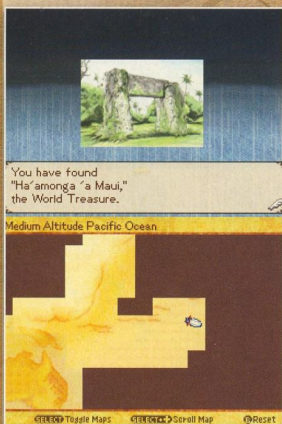
Informant: Library

Informant Location: Rio de Janeiro

Altitude: Low & Mid

Location: Ayers Rock, Australia

34: HA'AMONGA 'A MAUI



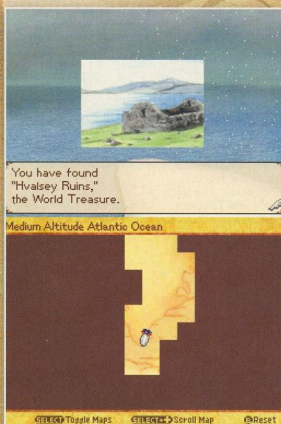
Informant: Pedro

Informant Location: Rio de Janeiro

Altitude: Low & Mid

Location: Eastern edge of Tongatapu, Pacific Ocean

35: HVALSEY RUINS



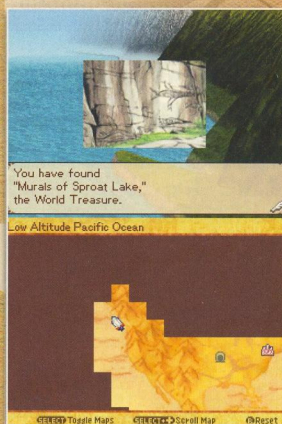
Informant: Fyodor

Informant Location: Saint Petersburg

Altitude: Low & Mid

Location: Greenland

36: MURALS OF SPROAT LAKE



Informant: Library

Informant Location: Rio de Janeiro

Altitude: Low & Mid

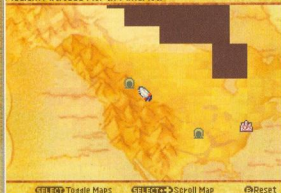
Location: West Coast of Canada

37: BUFFALO JUMP



You have found
"Buffalo Jump,"
the World Treasure.

Medium Altitude North America



Informant: Hank

Informant Location: New York City

Altitude: Low & Mid

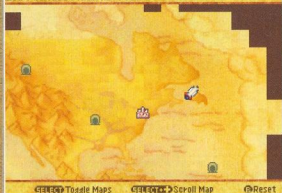
Location: Porcupine Hills

38: L'ANSE AUX MEADOWS



You have found
"L'Anse aux Meadows,"
the World Treasure.

Low Altitude Atlantic Ocean



Informant: Damien

Informant Location: New York City (Hotel)

Altitude: Low & Mid

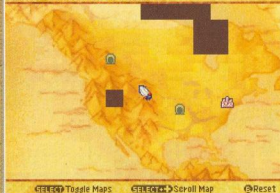
Location: Northern edge of Newfoundland

39: OLD FAITHFUL



You have found
"Old Faithful,"
the World Treasure.

Medium Altitude North America



Informant: Robyn

Informant Location: New York City (Statue of Liberty)

Altitude: Mid

Location: Central Rocky Mountains

40: SERPENT MOUND



You have found
"Serpent Mound,"
the World Treasure.

Low Altitude North America



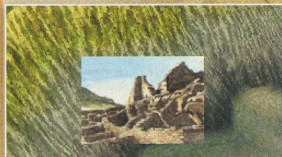
Informant: Library

Informant Location: Rio de Janeiro

Altitude: Low & Mid

Location: East of Brush Creek Valley

41: WUPATKI RUINS



You have found
"Wupatki Ruins,"
the World Treasure.

Medium Altitude North America



Informant: Elliott

Informant Location: New York City

Altitude: Low & Mid

Location: Northeast Arizona

42: BIMINI ROAD



You have found
"Bimini Road,"
the World Treasure.

Medium Altitude South America



Informant: Tania

Informant Location: New York City

Altitude: Low & Mid

Location: The Bahamas, Florida Sea

43: CARIBBEAN SHIPWRECK



You have found
"Caribbean Shipwreck,"
the World Treasure.

Low Altitude Atlantic Ocean.



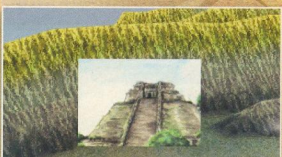
Informant: Horacio

Informant Location: Tokar Village

Altitude: Low & Mid

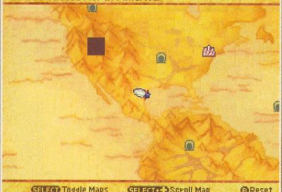
Location: Caribbean Sea

44: PYRAMID OF THE MAGICIAN



You have found
"Pyramid of the Magician,"
the World Treasure.

Medium Altitude North America.



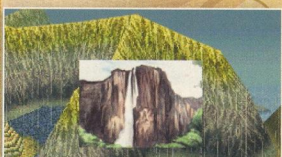
Informant: Natalia

Informant Location: New York City

Altitude: Low & Mid

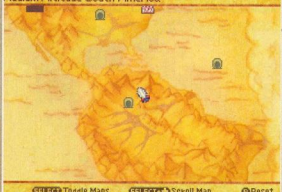
Location: Yucatan Peninsula, Mexico

45: GUIANA SHIELD



You have found
"Guiana Shield,"
the World Treasure.

Medium Altitude South America.



Informant: Virginia

Informant Location: Tokar Village

Altitude: Mid

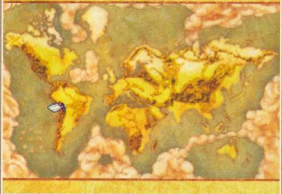
Location: Northern South America

46: NAZCA LINES



You have found
"Nazca Lines,"
the World Treasure.

High Altitude South America.



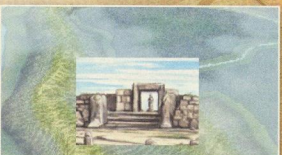
Informant: Miguel

Informant Location: Rio de Janeiro

Altitude: High

Location: Between the Nazca and Ingenio Rivers, South America

47: MACHU PICCHU



You have found
"Machupicchu,"
the World Treasure.

High Altitude South America.



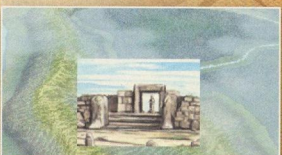
Informant: Ros

Informant Location: Easter Island (North Island)

Altitude: High

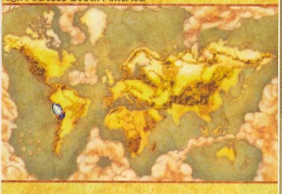
Location: Urubamba Valley Summit, Peru

48: TIWANAKU



You have found
"Tiwanaku,"
the World Treasure.

High Altitude South America.



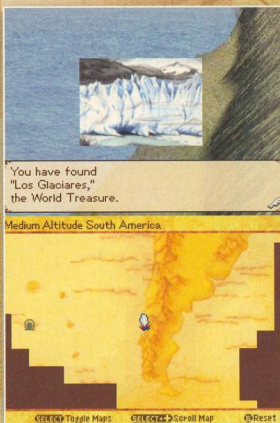
Informant: Library

Informant Location: Rio de Janeiro

Altitude: High

Location: The Andes, South America

49: LOS GLACIARES



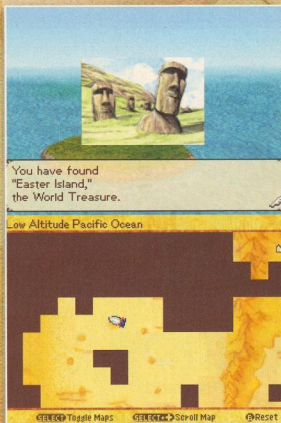
Informant: Lorenzo

Informant Location: Rio de Janeiro

Altitude: Mid

Location: South edge of South America

50: EASTER ISLAND



Informant: Thomas

Informant Location: Rio de Janeiro

Altitude: Low & Mid

Location: Pacific Ocean Island, off the coast of Chile

Skills

Skills Explanation

The following tables detail each character's 21 available skills. Each of the four playable characters can learn 16 skills for use in combat (or exploration) within dungeons and 5 additional skills to be used during airship battles. These skills are learned as the characters level up and upgrade existing skills. Each skill can be upgraded from the initial level 1 to level 10 using the SP earned during battles. For many skills, upgrading results in reduced MP consumption, a faster Wait Time, and increased power.

COMBO ATTACK¹



*Deals multiple attacks to one enemy.*²

LEVEL LEARNED

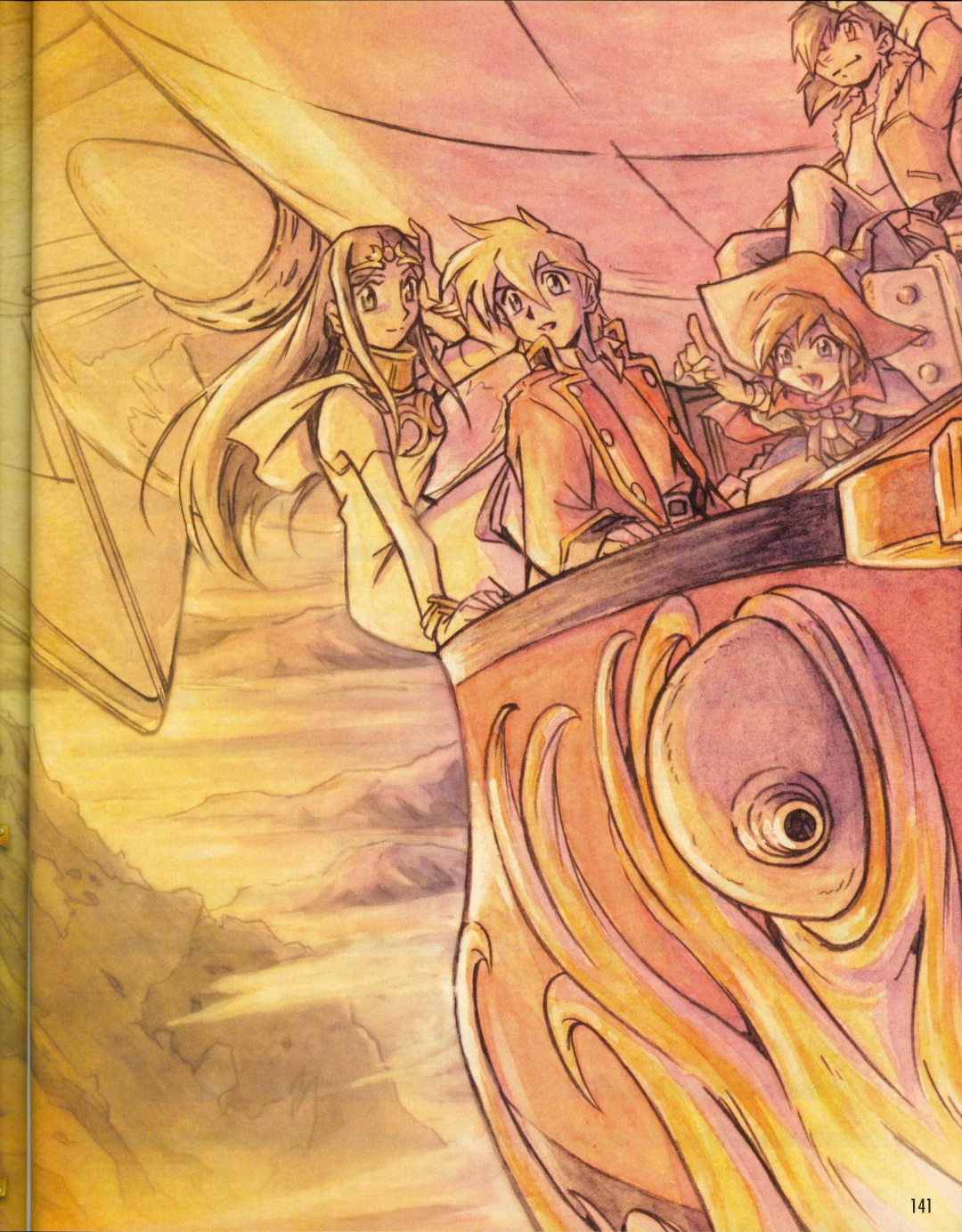
³ 5

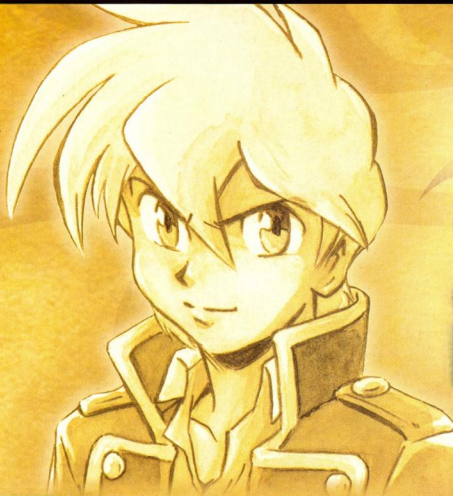
ADDITIONAL REQUIREMENTS

⁴ -

⁵ Level	1	2	3	4	5	6	7	8	9	10
⁶ SP Cost	-	100	150	400	800	1800	3600	5000	6100	7200
⁷ MP Req'd	8	8	8	8	8	8	8	8	8	8
⁸ Wait Time	150	150	150	150	150	150	150	150	150	150
⁹ Number of Attacks	3	3	3	3	4	4	4	4	4	5

- ¹ **Skill Name:** The name of the skill.
- ² **Description:** Brief description of the skill's effects.
- ³ **Level Learned:** The character's level required to learn the skill. Many skills have additional requirements that must also be met.
- ⁴ **Additional Requirements:** Many skills can only be learned once other skills have been upgraded to a certain level. Each character also has a special co-op attack that can only be learned by reaching a specific point in the story.
- ⁵ **Level:** Each skill can be upgraded from level 1 to level 10. Compare the costs and effects of each skill at different levels to judge how high to upgrade a skill.
- ⁶ **SP Cost:** This represents the cost in SP necessary to upgrade the skill from one level to the next.
- ⁷ **MP Req'd:** The amount of MP needed to cast the skill. MP can be restored at Save Points, at Inns, or via consumable items.
- ⁸ **Wait Time:** The amount of time the character must wait before their next turn. The baseline Wait Time is 100—experiment with skills that have very short Wait Times to gain a second turn, then use a powerful skill with longer Wait Time.
- ⁹ **Skill Effect:** Shows the primary effect of the skill (when applicable) for each level. Many skills may not look that effective at first, but become extremely powerful at higher levels.





Eddie's Skills

OVERDRIVE



Temporarily boosts your own AP.

LEVEL LEARNED	ADDITIONAL REQUIREMENTS
2	-

Level	1	2	3	4	5	6	7	8	9	10
SP Cost	-	10	20	50	100	400	800	1200	2400	3600
MP Req'd	5	5	5	4	4	4	3	3	3	2
Wait Time	100	100	100	100	100	100	100	100	100	100
AP Increase	35%	40%	45%	50%	55%	60%	65%	70%	75%	80%

COMBO ATTACK



Deals multiple attacks to one enemy.

LEVEL LEARNED	ADDITIONAL REQUIREMENTS
5	-

Level	1	2	3	4	5	6	7	8	9	10
SP Cost	-	100	150	400	800	1800	3600	5000	6100	7200
MP Req'd	8	8	8	8	8	8	8	8	8	8
Wait Time	150	150	150	150	150	150	150	150	150	150
Number of Attacks	3	3	3	3	4	4	4	4	4	5

KNIGHT HEAL



Restores one party member's HP.

LEVEL LEARNED	ADDITIONAL REQUIREMENTS
6	-

Level	1	2	3	4	5	6	7	8	9	10
SP Cost	-	10	20	50	100	200	400	600	800	1000
MP Req'd	10	10	10	10	10	10	10	10	10	10
Wait Time	140	140	140	140	140	140	140	140	140	140
HP Recovery Amount	0.25	0.30	0.35	0.40	0.45	0.50	0.55	0.60	0.65	0.70

ATTACK BOOST



Temporarily boosts one party member's AP.

LEVEL LEARNED	ADDITIONAL REQUIREMENTS
8	Overdrive Level 5

Level	1	2	3	4	5	6	7	8	9	10
SP Cost	-	20	50	100	200	800	1400	2200	2800	3600
MP Req'd	6	6	6	5	5	5	4	4	4	3
Wait Time	125	120	118	115	113	110	108	105	103	100
AP Increase	35%	40%	45%	50%	55%	60%	65%	70%	75%	80%

GUARD BOOST



Temporarily boosts one party member's DP.

LEVEL LEARNED	ADDITIONAL REQUIREMENTS
9	-

Level	1	2	3	4	5	6	7	8	9	10
SP Cost	-	30	60	120	240	720	960	1440	1920	2400
MP Req'd	6	6	6	5	5	5	4	4	4	3
Wait Time	125	120	118	115	113	110	108	105	103	100
DP Increase	35%	40%	45%	50%	55%	60%	65%	70%	75%	80%

PROVOKE



Concentrates enemy attacks on yourself.

LEVEL LEARNED	ADDITIONAL REQUIREMENTS
14	-

Level	1	2	3	4	5	6	7	8	9	10
SP Cost	-	10	20	50	100	400	800	1200	2400	3600
MP Req'd	5	5	5	4	4	4	3	3	3	2
Wait Time	100	100	100	100	100	100	100	100	100	100

HYPER ATTACK



Temporarily boosts all party member's AP.

LEVEL LEARNED	ADDITIONAL REQUIREMENTS
18	Attack Boost Level 5

Level	1	2	3	4	5	6	7	8	9	10
SP Cost	-	300	1000	1400	1800	2400	3000	3800	4600	5400
MP Req'd	12	12	11	11	10	10	10	9	9	8
Wait Time	125	120	118	115	113	110	108	105	103	100
AP Increase	35%	40%	45%	50%	55%	60%	65%	70%	75%	80%

HYPER GUARD



Temporarily boosts all party member's DP.

LEVEL LEARNED	ADDITIONAL REQUIREMENTS
19	Guard Boost Level 5

Level	1	2	3	4	5	6	7	8	9	10
SP Cost	-	300	1000	1400	1800	2400	3000	3800	4600	5400
MP Req'd	12	12	11	11	10	10	10	9	9	8
Wait Time	125	120	118	115	113	110	108	105	103	100
DP Increase	35%	40%	45%	50%	55%	60%	65%	70%	75%	80%

THUNDER BLADE



Not powerful, but has a short Wait Time.

LEVEL LEARNED	ADDITIONAL REQUIREMENTS
20	-

Level	1	2	3	4	5	6	7	8	9	10
SP Cost	-	200	350	600	1200	2000	2400	3600	4800	5200
MP Req'd	10	10	9	9	8	8	8	7	7	6
Wait Time	50	50	50	50	50	50	50	50	50	50
Damage Amount	1.25	1.30	1.35	1.40	1.45	1.50	1.55	1.60	1.65	1.70

COUNTER GUARD



Automatically reflects physical damage taken.

LEVEL LEARNED	ADDITIONAL REQUIREMENTS
23	Guard Boost Level 5 & Provoked Level 5

Level	1	2	3	4	5	6	7	8	9	10
SP Cost	-	30	60	120	240	360	480	720	960	1200
MP Req'd	8	8	8	7	7	6	6	6	6	5
Wait Time	100	100	100	100	100	100	100	100	100	100

DIVIDING HEAVEN



Deals major damage to one enemy.

LEVEL LEARNED	ADDITIONAL REQUIREMENTS
25	Overdrive Level 5 & Thunder Blade Level 5

Level	1	2	3	4	5	6	7	8	9	10
SP Cost	-	200	350	600	1200	1800	2200	3000	3500	4000
MP Req'd	12	12	12	12	12	12	12	12	12	12
Wait Time	150	150	150	150	150	150	150	150	150	150
Damage Amount	2.05	2.10	2.15	2.20	2.25	2.30	2.35	2.40	2.45	2.50

SONIC WAVE



Deals damage to all enemies.

LEVEL LEARNED	ADDITIONAL REQUIREMENTS
28	Combo Attack Level 5

Level	1	2	3	4	5	6	7	8	9	10
SP Cost	-	250	400	700	1000	1300	1600	1900	2200	2500
MP Req'd	15	15	15	15	15	15	15	15	15	15
Wait Time	150	145	143	140	138	135	133	130	128	125
Damage Amount	1.25	1.30	1.35	1.40	1.45	1.50	1.55	1.60	1.65	1.70

DEMONIC BLADE



Major damage to one enemy at the cost of DP.

LEVEL LEARNED	ADDITIONAL REQUIREMENTS
30	Attack Boost Level 5 & Dividing Heaven Level 6

Level	1	2	3	4	5	6	7	8	9	10
SP Cost	-	300	500	1400	1800	2400	3000	3800	5000	5500
MP Req'd	14	14	14	14	14	14	14	14	14	14
Wait Time	200	195	193	190	188	185	183	180	178	175
Damage Amount	3.05	3.10	3.15	3.20	3.25	3.30	3.35	3.40	3.45	3.50

SHINING BLADE



Special attack—major damage to one enemy.

LEVEL LEARNED	ADDITIONAL REQUIREMENTS
35	Dividing Heaven Level 6

Level	1	2	3	4	5	6	7	8	9	10
SP Cost	-	400	600	1500	1900	2500	3200	4000	5200	5700
MP Req'd	24	24	24	24	24	24	24	24	24	24
Wait Time	200	195	193	190	188	185	183	180	178	175
Damage Amount	2.55	2.60	2.65	2.70	2.75	2.80	2.85	2.90	2.95	3.00

GRAND CROSS



Special attack—major damage to all enemies.

LEVEL LEARNED	ADDITIONAL REQUIREMENTS
40	Sonic Wave Level 5 & Shining Blade Level 5

Level	1	2	3	4	5	6	7	8	9	10
SP Cost	-	600	900	1600	2000	2600	3300	4100	5300	6000
MP Req'd	36	36	36	36	36	36	36	36	36	36
Wait Time	200	200	200	200	200	200	200	200	200	200
Damage Amount	2.55	2.60	2.65	2.70	2.75	2.80	2.85	2.90	2.95	3.00

SUPERNOVA



Co-op Attack—major damage to all enemies.

LEVEL LEARNED	ADDITIONAL REQUIREMENTS
-	Talk to Gilbert Brown after returning from Mt. Fuji.

Level	1	2	3	4	5	6	7	8	9	10
SP Cost	-	800	1200	1800	2200	2800	3500	4500	5500	7500
MP Req'd	52	51	50	49	48	47	46	45	44	43
Wait Time	250	250	250	250	250	250	250	250	250	250
Damage Amount	3.55	3.60	3.65	3.70	3.75	3.80	3.85	3.90	3.95	4.00

POWER BOOST



Temporarily boosts airship AP.

LEVEL LEARNED	ADDITIONAL REQUIREMENTS
6	-

Level	1	2	3	4	5	6	7	8	9	10
SP Cost	-	10	20	50	100	200	400	600	800	1000
MP Req'd	6	6	6	5	5	5	4	4	4	3
Wait Time	100	100	100	100	100	100	100	100	100	100
AP Increase	10%	15%	20%	25%	30%	35%	40%	45%	50%	55%

WILD RUSH



Deals damage to a group of enemies.

LEVEL LEARNED	ADDITIONAL REQUIREMENTS
10	-

Level	1	2	3	4	5	6	7	8	9	10
SP Cost	-	20	50	100	200	400	700	1100	1400	1800
MP Req'd	9	9	8	8	7	7	7	6	6	5
Wait Time	125	125	125	125	125	125	125	125	125	125
Damage Amount	1.55	1.60	1.65	1.70	1.75	1.80	1.85	1.90	1.95	2.00

SPIRAL ARROW



Deals major damage to one enemy.

LEVEL LEARNED	ADDITIONAL REQUIREMENTS
15	Wild Rush Level 3

Level	1	2	3	4	5	6	7	8	9	10
SP Cost	-	30	60	120	240	360	480	720	960	1200
MP Req'd	12	11	11	10	10	9	9	8	8	7
Wait Time	125	125	125	125	125	125	125	125	125	125
Damage Amount	2.05	2.10	2.15	2.20	2.25	2.30	2.35	2.40	2.45	2.50

UNLIMITED



Chance for a critical attack on an enemy.

LEVEL LEARNED	ADDITIONAL REQUIREMENTS
22	Power Boost Level 3 & Wild Rush Level 5

Level	1	2	3	4	5	6	7	8	9	10
SP Cost	-	100	150	200	400	600	800	1200	1500	1800
MP Req'd	20	20	19	19	18	18	18	17	17	16
Wait Time	125	125	125	125	125	125	125	125	125	125
Critical Attack Chance	10%	12%	14%	16%	18%	21%	23%	25%	27%	30%

LIMIT EXCEL



Assault while providing Cover Fire.

LEVEL LEARNED	ADDITIONAL REQUIREMENTS
29	Spiral Arrow Level 5 & Unlimited Level 5

Level	1	2	3	4	5	6	7	8	9	10
SP Cost	-	200	350	600	800	1000	1200	1400	1700	2000
MP Req'd	26	26	25	25	24	24	24	23	23	22
Wait Time	200	195	193	190	188	185	183	180	178	175
Damage Amount	2.55	2.60	2.65	2.70	2.75	2.80	2.85	2.90	2.95	3.00

Pad's Skills

BREAK SHOT



Lower's one enemy's DP.

LEVEL LEARNED	ADDITIONAL REQUIREMENTS
12	Lock On Level 5

Level	1	2	3	4	5	6	7	8	9	10
SP Cost	-	250	400	700	1000	1300	1600	1900	2200	2500
MP Req'd	13	12	11	11	10	9	9	8	7	6
Wait Time	125	125	125	125	125	125	125	125	125	125
DP Down Amount	30%	35%	40%	45%	50%	55%	60%	65%	70%	75%

LOCK ON



Temporarily boosts your Critical %.

LEVEL LEARNED	ADDITIONAL REQUIREMENTS
2	-

Level	1	2	3	4	5	6	7	8	9	10
SP Cost	-	10	20	50	100	200	400	600	800	1000
MP Req'd	4	4	4	3	3	3	2	2	2	1
Wait Time	75	75	75	75	75	75	75	75	75	75
Critical %	10%	15%	20%	25%	30%	35%	40%	45%	50%	55%

STEAL



Steal an item from the enemy.

LEVEL LEARNED	ADDITIONAL REQUIREMENTS
4	-

Level	1	2	3	4	5	6	7	8	9	10
SP Cost	-	20	50	100	200	400	700	1100	1400	1800
MP Req'd	10	9	9	8	8	7	7	6	6	5
Wait Time	125	125	125	125	125	125	125	125	125	125
Steal Success Rate	25%	30%	35%	40%	45%	50%	55%	60%	65%	70%

RANDOM SHOT



Attacks a random number of times.

LEVEL LEARNED	ADDITIONAL REQUIREMENTS
8	-

Level	1	2	3	4	5	6	7	8	9	10
SP Cost	-	100	150	400	800	1200	1600	2400	3000	3600
MP Req'd	10	9	9	8	8	7	7	6	6	5
Wait Time	125	125	125	125	125	125	125	125	125	125
Number of Attacks	3-4	3-4	3-4	3-4	3-4	4	4-5	4-5	4-5	5

TREATMENT



Cure all status affects for one party member.

LEVEL LEARNED	ADDITIONAL REQUIREMENTS
9	-

Level	1	2	3	4	5	6	7	8	9	10
SP Cost	-	30	60	120	240	360	480	720	960	1200
MP Req'd	6	6	6	5	5	5	4	4	4	3
Wait Time	125	120	118	115	113	110	108	105	103	100

SPEED BOOST



Temporarily boosts one party member's AGI.

LEVEL LEARNED	ADDITIONAL REQUIREMENTS
13	-

Level	1	2	3	4	5	6	7	8	9	10
SP Cost	-	20	50	100	200	800	1400	2200	2800	3600
MP Req'd	8	8	8	7	7	7	6	6	6	5
Wait Time	125	120	118	115	113	110	108	105	103	100
AGI Increase	35%	40%	45%	50%	55%	60%	65%	70%	75%	80%

METEOR SHOT



Deals damage to all enemies.

LEVEL LEARNED	ADDITIONAL REQUIREMENTS
16	Random Shot Level 5

Level	1	2	3	4	5	6	7	8	9	10
SP Cost	-	250	400	700	1000	1300	1600	1900	2200	2500
MP Req'd	15	14	13	12	11	11	10	9	8	7
Wait Time	150	145	143	140	138	135	133	130	128	125
Damage Amount	1.15	1.20	1.25	1.30	1.35	1.40	1.45	1.50	1.55	1.60

NO TRACE



Temporarily Shields you from enemy targeting.

LEVEL LEARNED	ADDITIONAL REQUIREMENTS
17	-

Level	1	2	3	4	5	6	7	8	9	10
SP Cost	-	30	60	120	240	360	480	720	960	1200
MP Req'd	4	4	4	3	3	3	2	2	2	1
Wait Time	125	125	125	125	125	125	125	125	125	125

ESCAPE RUN



High chance of success to escape a battle.

LEVEL LEARNED	ADDITIONAL REQUIREMENTS
18	Steal Level 3 & Speed Boost Level 3

Level	1	2	3	4	5	6	7	8	9	10
SP Cost	-	20	50	100	200	400	700	1100	1400	1800
MP Req'd	5	5	5	5	5	5	5	5	5	5
Wait Time	125	125	125	125	125	125	125	125	125	125
Run Success %	55%	60%	65%	70%	75%	80%	85%	90%	95%	100%

HEAVY SHOT



Increases Wait Time for one enemy.

LEVEL LEARNED	ADDITIONAL REQUIREMENTS
23	Lock On Level 5 & Steal Level 3

Level	1	2	3	4	5	6	7	8	9	10
SP Cost	-	200	350	600	1200	1800	2200	3000	3500	4000
MP Req'd	12	12	12	12	12	12	12	12	12	12
Wait Time	125	125	125	125	125	125	125	125	125	125
Wait Time Added to Enemy	15%	20%	25%	30%	35%	40%	45%	50%	55%	60%

HYPER SPEED



Temporarily boosts EVA for all party members.

LEVEL LEARNED	ADDITIONAL REQUIREMENTS
25	Speed Boost Level 5

Level	1	2	3	4	5	6	7	8	9	10
SP Cost	-	300	1000	1400	1800	2400	3000	3800	4600	5400
MP Req'd	14	14	13	13	12	12	11	11	10	10
Wait Time	125	120	118	115	113	110	108	105	103	100
EVA Increase	25%	30%	35%	40%	45%	50%	55%	60%	65%	70%

SILENCER



Reduces chance to meet enemies (use during exploration).

LEVEL LEARNED	ADDITIONAL REQUIREMENTS
27	No Trace Level 3 & Hyper Speed Level 5

Level	1	2	3	4	5	6	7	8	9	10
SP Cost	-	30	60	120	240	360	480	720	960	1200
MP Req'd	8	8	8	7	7	7	6	6	6	5
Wait Time	-	-	-	-	-	-	-	-	-	-

DEAD SHOT



Has a chance to instantly kill the target.

LEVEL LEARNED	ADDITIONAL REQUIREMENTS
30	Lock On Level 6 & Heavy Shot Level 5

Level	1	2	3	4	5	6	7	8	9	10
SP Cost	-	400	600	800	1000	1400	1800	2200	2600	3000
MP Req'd	24	24	24	24	24	24	24	24	24	24
Wait Time	125	125	125	125	125	125	125	125	125	125
Killing Blow Chance	15%	20%	25%	30%	35%	40%	45%	50%	55%	60%

BUSTER SHOT



Deals major damage to one enemy.

LEVEL LEARNED	ADDITIONAL REQUIREMENTS
35	Lock On Level 5 & Speed Boost Level 5

Level	1	2	3	4	5	6	7	8	9	10
SP Cost	-	300	500	1400	1800	2400	3000	3800	5000	5500
MP Req'd	22	22	22	22	22	22	22	22	22	22
Wait Time	175	170	168	165	163	160	158	155	153	150
Damage Amount	2.55	2.60	2.65	2.70	2.75	2.80	2.85	2.90	2.95	3.00

LAST MAGNUM



Special attack—major damage to all enemies.

LEVEL LEARNED	ADDITIONAL REQUIREMENTS
40	Meteor Shot Level 5 & Buster Shot Level 5

Level	1	2	3	4	5	6	7	8	9	10
SP Cost	-	600	900	1600	2000	2600	3300	4100	5300	6000
MP Req'd	34	34	34	34	34	34	34	34	34	34
Wait Time	175	175	175	175	175	175	175	175	175	175
Damage Amount	2.55	2.60	2.65	2.70	2.75	2.80	2.85	2.90	2.95	3.00

BULLET DRIVE



Coop attack—major damage to all enemies.

LEVEL LEARNED	ADDITIONAL REQUIREMENTS
-	Talk to Elisabeth after rescuing her from the sky pirates.

Level	1	2	3	4	5	6	7	8	9	10
SP Cost	-	800	1200	1800	2200	2800	3500	4500	5500	7500
MP Req'd	54	53	52	51	50	49	48	47	46	45
Wait Time	225	225	225	225	225	225	225	225	225	225
Damage Amount	3.55	3.60	3.65	3.70	3.75	3.80	3.85	3.90	3.95	4.00

RAPID SHOT



Not powerful, but has a short Wait Time.

LEVEL LEARNED	ADDITIONAL REQUIREMENTS
7	-

Level	1	2	3	4	5	6	7	8	9	10
SP Cost	-	10	20	50	100	200	400	600	800	1000
MP Req'd	9	9	8	8	7	7	7	6	6	5
Wait Time	75	69	66	63	60	57	54	51	48	45
Damage Amount	0.35	0.40	0.45	0.50	0.55	0.60	0.65	0.70	0.75	0.80

TURN ACCELERATION



Boost the ship's EVA.

LEVEL LEARNED	ADDITIONAL REQUIREMENTS
10	-

Level	1	2	3	4	5	6	7	8	9	10
SP Cost	-	20	50	100	200	400	700	1100	1400	1800
MP Req'd	8	8	7	7	6	6	6	5	5	4
Wait Time	100	100	100	100	100	100	100	100	100	100
EVA Increase	55%	60%	65%	70%	75%	80%	85%	90%	95%	100%

SUPPORT SHOT



Attacks an enemy with another party member's attack.

LEVEL LEARNED	ADDITIONAL REQUIREMENTS
11	-

Level	1	2	3	4	5	6	7	8	9	10
SP Cost	-	30	60	120	240	360	480	720	960	1200
MP Req'd	6	6	6	5	5	5	4	4	4	3
Wait Time	125	125	125	125	125	125	125	125	125	125
Damage Amount	1.05	1.10	1.15	1.20	1.25	1.30	1.35	1.40	1.45	1.50

FLARE SHOT



Attacks a group of enemies multiple times.

LEVEL LEARNED	ADDITIONAL REQUIREMENTS
20	Rapid Shot Level 3

Level	1	2	3	4	5	6	7	8	9	10
SP Cost	-	100	200	300	500	700	900	1100	1300	1500
MP Req'd	12	11	11	10	9	9	8	8	7	6
Wait Time	125	125	125	125	125	125	125	125	125	125
Damage Amount	1.15	1.20	1.25	1.30	1.35	1.40	1.45	1.50	1.55	1.60

SMOKE SHOT



Increases Wait Time for a group of enemies.

LEVEL LEARNED	ADDITIONAL REQUIREMENTS
26	Support Shot Level 5 & Flare Shot Level 5

Level	1	2	3	4	5	6	7	8	9	10
SP Cost	-	200	350	600	800	1000	1200	1400	1700	2000
MP Req'd	21	19	18	17	16	15	14	13	12	10
Wait Time	125	125	125	125	125	125	125	125	125	125
Wait Time Added to Enemy	15%	20%	25%	30%	35%	40%	45%	50%	55%	60%



Melody's Skills

FLANMA



Magic that deals Fire damage to one enemy.

LEVEL LEARNED	ADDITIONAL REQUIREMENTS
1	-

Level	1	2	3	4	5	6	7	8	9	10
SP Cost	-	20	50	100	200	400	700	1100	1400	1800
MP Req'd	8	8	7	7	6	6	6	5	5	4
Wait Time	125	120	118	115	113	110	108	105	103	100
Damage Amount	1.15	1.20	1.25	1.30	1.35	1.40	1.45	1.50	1.55	1.60

FLANMOA



Magic that deals Fire damage to all enemies.

LEVEL LEARNED	ADDITIONAL REQUIREMENTS
9	Flanma Level 3

Level	1	2	3	4	5	6	7	8	9	10
SP Cost	-	100	200	300	500	700	900	1100	1300	1500
MP Req'd	16	15	14	13	12	12	11	10	9	8
Wait Time	150	145	143	140	138	135	133	130	128	125
Damage Amount	0.75	0.80	0.85	0.90	0.95	1.00	1.05	1.10	1.15	1.20

FROST



Magic that deals Water damage to one enemy.

LEVEL LEARNED	ADDITIONAL REQUIREMENTS
10	-

Level	1	2	3	4	5	6	7	8	9	10
SP Cost	-	20	50	100	200	400	700	1100	1400	1800
MP Req'd	8	8	7	7	6	6	6	5	5	4
Wait Time	125	120	118	115	113	110	108	105	103	100
Damage Amount	1.15	1.20	1.25	1.30	1.35	1.40	1.45	1.50	1.55	1.60

FROSTANA



Magic that deals Water damage to all enemies.

LEVEL LEARNED	ADDITIONAL REQUIREMENTS
11	Frost Level 3

Level	1	2	3	4	5	6	7	8	9	10
SP Cost	-	100	200	300	500	700	900	1100	1300	1500
MP Req'd	16	15	14	13	12	12	11	10	9	8
Wait Time	150	145	143	140	138	135	133	130	128	125
Damage Amount	0.75	0.80	0.85	0.90	0.95	1.00	1.05	1.10	1.15	1.20

AERIA



Magic that deals Wind damage to one enemy.

LEVEL LEARNED	ADDITIONAL REQUIREMENTS
12	-

Level	1	2	3	4	5	6	7	8	9	10
SP Cost	-	20	50	100	200	400	700	1100	1400	1800
MP Req'd	8	8	7	7	6	6	6	5	5	4
Wait Time	125	120	118	115	113	110	108	105	103	100
Damage Amount	1.15	1.20	1.25	1.30	1.35	1.40	1.45	1.50	1.55	1.60

AERIAA



Magic that deals Wind damage to all enemies.

LEVEL LEARNED	ADDITIONAL REQUIREMENTS
13	Aeria Level 3

Level	1	2	3	4	5	6	7	8	9	10
SP Cost	-	100	200	300	500	700	900	1100	1300	1500
MP Req'd	16	15	14	13	12	12	11	10	9	8
Wait Time	150	145	143	140	138	135	133	130	128	125
Damage Amount	0.75	0.80	0.85	0.90	0.95	1.00	1.05	1.10	1.15	1.20

GROUND A



Magic that deals Earth damage to one enemy.

LEVEL LEARNED	ADDITIONAL REQUIREMENTS
14	-

Level	1	2	3	4	5	6	7	8	9	10
SP Cost	-	20	50	100	200	400	700	1100	1400	1800
MP Req'd	8	8	7	7	6	6	6	5	5	4
Wait Time	125	120	118	115	113	110	108	105	103	100
Damage Amount	1.15	1.20	1.25	1.30	1.35	1.40	1.45	1.50	1.55	1.60

GROUND ALE



Magic that deals Earth damage to all enemies.

LEVEL LEARNED	ADDITIONAL REQUIREMENTS
15	Ground Level 3

Level	1	2	3	4	5	6	7	8	9	10
SP Cost	-	100	200	300	500	700	900	1100	1300	1500
MP Req'd	16	15	14	13	12	12	11	10	9	8
Wait Time	150	145	143	140	138	135	133	130	128	125
Damage Amount	0.75	0.80	0.85	0.90	0.95	1.00	1.05	1.10	1.15	1.20

LIFE DRAIN



Drains HP from one enemy.

LEVEL LEARNED	ADDITIONAL REQUIREMENTS
16	-

Level	1	2	3	4	5	6	7	8	9	10
SP Cost	-	20	50	100	200	400	800	1400	2200	3600
MP Req'd	10	9	9	8	8	7	7	6	6	5
Wait Time	150	145	143	140	138	135	133	130	128	125
HP Drain Amount	0.45	0.50	0.55	0.60	0.65	0.70	0.75	0.80	0.85	0.90

SKILL BREAK



Temporarily stops one enemy from using skills.

LEVEL LEARNED	ADDITIONAL REQUIREMENTS									
22	-									
Level	1	2	3	4	5	6	7	8	9	10
SP Cost	-	30	50	100	200	400	700	1100	1400	1800
MP Req'd	14	14	13	13	12	12	11	11	11	10
Wait Time	125	120	118	115	113	110	108	105	103	100
Damage Amount	25%	30%	35%	40%	45%	50%	55%	60%	65%	70%

DARK RAY



Magic that deals Dark damage to one enemy.

LEVEL LEARNED	ADDITIONAL REQUIREMENTS									
25	Flamma Level 5 & Frost Level 5 & Grounda Level 5									
Level	1	2	3	4	5	6	7	8	9	10
SP Cost	-	200	350	600	800	1000	1200	1400	1700	2000
MP Req'd	20	18	17	16	15	14	13	12	11	10
Wait Time	125	120	118	115	113	110	108	105	103	100
Damage Amount	2.05	2.10	2.15	2.20	2.25	2.30	2.35	2.40	2.45	2.50

MAGIC SHELL



A magic reflecting barrier for one party member.

LEVEL LEARNED	ADDITIONAL REQUIREMENTS									
28	-									
Level	1	2	3	4	5	6	7	8	9	10
SP Cost	-	30	50	200	400	700	1100	1400	1800	1800
MP Req'd	10	10	9	9	8	8	8	7	7	6
Wait Time	125	125	125	125	125	125	125	125	125	125

MAGIC DRAIN



Drains MP from one enemy.

LEVEL LEARNED	ADDITIONAL REQUIREMENTS									
30	Skill Break Level 5									
Level	1	2	3	4	5	6	7	8	9	10
SP Cost	-	30	60	120	240	720	960	1440	1920	2400
MP Req'd	10	9	9	8	8	7	7	6	6	5
Wait Time	150	145	143	140	138	135	133	130	128	125
MP Drain Amount	0.30	0.35	0.40	0.45	0.50	0.55	0.60	0.65	0.70	0.75

SPEED BRAKE



Temporarily decreases one enemy's AGI.

LEVEL LEARNED	ADDITIONAL REQUIREMENTS									
35	-									
Level	1	2	3	4	5	6	7	8	9	10
SP Cost	-	30	50	100	200	400	700	1100	1400	1800
MP Req'd	12	12	11	11	10	10	10	9	9	8
Wait Time	125	120	118	115	113	110	108	105	103	100
AGI Decrease	15%	20%	25%	30%	35%	40%	45%	50%	55%	60%

ULTIMA RAIN



Non-elemental magic that damages all enemies.

LEVEL LEARNED	ADDITIONAL REQUIREMENTS									
40	Flamma Level 5 & Frostana Level 5 & Aerilara Level 5 & Groundale Level 5									
Level	1	2	3	4	5	6	7	8	9	10
SP Cost	-	600	900	1600	2000	2600	3300	4100	5300	6000
MP Req'd	40	40	40	40	40	40	40	40	40	40
Wait Time	180	180	180	180	180	180	180	180	180	180
Damage Amount	2.55	2.60	2.65	2.70	2.75	2.80	2.85	2.90	2.95	3.00

DAEMON'S GATE



Coop attack—major damage to all enemies.

LEVEL LEARNED	ADDITIONAL REQUIREMENTS									
-	Visit Medea's grave after returning from the Amazon									
Level	1	2	3	4	5	6	7	8	9	10
SP Cost	-	800	1200	1800	2200	2800	3500	4500	5500	7500
MP Req'd	56	55	54	53	52	51	50	49	48	47
Wait Time	235	235	235	235	235	235	235	235	235	235
Damage Amount	3.55	3.60	3.65	3.70	3.75	3.80	3.85	3.90	3.95	4.00

MAGIC SHIELD



Temporarily boosts the airship's M. DP.

LEVEL LEARNED	ADDITIONAL REQUIREMENTS									
10	-									
Level	1	2	3	4	5	6	7	8	9	10
SP Cost	-	20	50	100	200	400	700	1100	1400	1800
MP Req'd	6	6	6	5	5	5	4	4	4	3
Wait Time	125	125	125	125	125	125	125	125	125	125
M. DP Increase Amount	55%	60%	65%	70%	75%	80%	85%	90%	95%	100%

MAGIC SHOWER



Deals major damage to a group of enemies.

LEVEL LEARNED	ADDITIONAL REQUIREMENTS									
16	-									
Level	1	2	3	4	5	6	7	8	9	10
SP Cost	-	30	50	100	200	400	700	1100	1400	1800
MP Req'd	10	9	9	8	8	7	7	6	6	5
Wait Time	150	145	143	140	138	135	133	130	128	125
Damage Amount	1.05	1.10	1.15	1.20	1.25	1.30	1.35	1.40	1.45	1.50

SLOWER CANNON



Temporarily decreases one enemy's AGI.

LEVEL LEARNED	ADDITIONAL REQUIREMENTS									
18	Magic Shower Level 5									
Level	1	2	3	4	5	6	7	8	9	10
SP Cost	-	30	50	100	200	400	700	1100	1400	1800
MP Req'd	12	11	11	10	9	9	8	8	7	6
Wait Time	125	125	125	125	125	125	125	125	125	125
AGI Decrease	15%	20%	25%	30%	35%	40%	45%	50%	55%	60%

DRAIN CANNON



Drains a portion of the damage dealt.

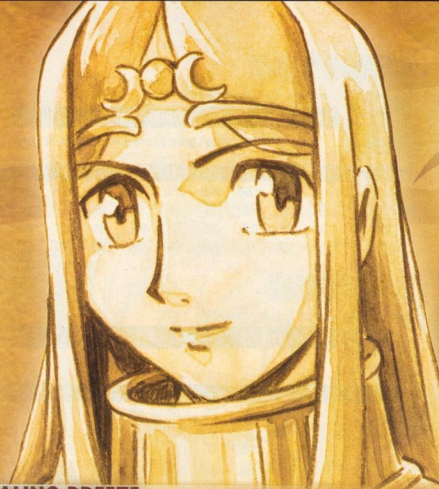
LEVEL LEARNED	ADDITIONAL REQUIREMENTS									
23	Magic Shield Level 5									
Level	1	2	3	4	5	6	7	8	9	10
SP Cost	-	100	150	200	400	600	800	1200	1500	1800
MP Req'd	18	17	16	15	14	13	12	11	10	9
Wait Time	125	125	125	125	125	125	125	125	125	125
END Drain Amount	1%	6%	11%	16%	21%	26%	31%	36%	41%	46%

AURORA CANNON



Major magic damage to a group of enemies.

LEVEL LEARNED	ADDITIONAL REQUIREMENTS									
31	Magic Shield Level 8									
Level	1	2	3	4	5	6	7	8	9	10
SP Cost	-	200	350	600	800	1000	1200	1400	1700	2000
MP Req'd	22	20	19	18	17	16	15	14	13	11
Wait Time	125	125	125	125	125	125	125	125	125	125
Damage Amount	2.15	2.20	2.25	2.30	2.35	2.40	2.45	2.50	2.55	2.60



Fiona's Skills

HEALING BREEZE



Restores one party member's HP.

LEVEL LEARNED	ADDITIONAL REQUIREMENTS									
1	-									
Level	1	2	3	4	5	6	7	8	9	10
SP Cost	-	30	60	120	240	360	480	720	960	1200
MP Req'd	8	7	7	6	6	5	5	4	4	3
Wait Time	125	125	125	125	125	125	125	125	125	125
HP Recovered	0.55	0.60	0.65	0.70	0.75	0.80	0.85	0.90	0.95	1.00

RECOVERY BELL



Revives one party member.

LEVEL LEARNED	ADDITIONAL REQUIREMENTS									
15	-									
Level	1	2	3	4	5	6	7	8	9	10
SP Cost	-	200	350	600	800	1000	1200	1400	1700	2000
MP Req'd	12	12	12	12	12	12	12	12	12	12
Wait Time	150	150	150	150	150	150	150	150	150	150
HP Recovered on Revival	0.55	0.60	0.65	0.70	0.75	0.80	0.85	0.90	0.95	1.00

WARP GATE



Warp to the entrance of the dungeon (use during exploration).

LEVEL LEARNED	ADDITIONAL REQUIREMENTS									
16	-									
Level	1	2	3	4	5	6	7	8	9	10
SP Cost	-	30	60	120	240	360	480	720	960	1200
MP Req'd	8	8	8	7	7	7	6	6	6	5
Wait Time	-	-	-	-	-	-	-	-	-	-

HOLY BREEZE



Cure all status effects for one party member.

LEVEL LEARNED	ADDITIONAL REQUIREMENTS									
18	-									
Level	1	2	3	4	5	6	7	8	9	10
SP Cost	-	30	60	120	240	360	480	720	960	1200
MP Req'd	6	6	6	5	5	5	4	4	4	3
Wait Time	125	120	118	115	113	110	108	105	103	100

SOOTHING LIGHT



Restores HP for all party members.

LEVEL LEARNED	ADDITIONAL REQUIREMENTS									
20	Healing Breeze Level 5									
Level	1	2	3	4	5	6	7	8	9	10
SP Cost	-	100	150	200	400	600	800	1200	1500	1800
MP Req'd	15	14	13	12	11	11	10	9	8	7
Wait Time	150	150	150	150	150	150	150	150	150	150
HP Recovered	0.25	0.30	0.35	0.40	0.45	0.50	0.55	0.60	0.65	0.70

BLESSING BREEZE



Temporarily boosts one party member's SPI.

LEVEL LEARNED	ADDITIONAL REQUIREMENTS									
22	-									
Level	1	2	3	4	5	6	7	8	9	10
SP Cost	-	30	60	120	240	720	960	1440	1920	2400
MP Req'd	6	6	6	5	5	5	4	4	4	3
Wait Time	125	120	118	115	113	110	108	105	103	100
SPI Increase Amount	0.25	0.30	0.35	0.40	0.45	0.50	0.55	0.60	0.65	0.70

LUMIERA



Magic that deals Holy damage to one enemy.

LEVEL LEARNED	ADDITIONAL REQUIREMENTS									
23	-									
Level	1	2	3	4	5	6	7	8	9	10
SP Cost	-	200	350	600	800	1000	1200	1400	1700	2000
MP Req'd	10	10	10	10	10	10	10	10	10	10
Wait Time	125	120	118	115	113	110	108	105	103	100
Damage Amount	1.20	1.25	1.30	1.35	1.40	1.45	1.50	1.55	1.60	1.65

WHITE GALE



Gives one party member an extra turn

LEVEL LEARNED	ADDITIONAL REQUIREMENTS									
24	-									
Level	1	2	3	4	5	6	7	8	9	10
SP Cost	-	60	120	240	360	720	960	1440	1920	2400
MP Req'd	35	32	31	29	28	26	25	23	22	20
Wait Time	150	150	150	150	150	150	150	150	150	150

ANGEL'S SONG



Slowly restores HP/MP for one party member.

LEVEL LEARNED	ADDITIONAL REQUIREMENTS									
26	Healing Breeze Level 3 & Blessing Breeze Level 5									
Level	1	2	3	4	5	6	7	8	9	10
SP Cost	-	250	400	700	1000	1300	1600	1900	2200	2500
MP Req'd	8	8	8	7	7	7	6	6	6	5
Wait Time	125	120	118	115	113	110	108	105	103	100

SPIRITUAL LIGHT



Temporarily boosts SPI for the entire party.

LEVEL LEARNED	ADDITIONAL REQUIREMENTS
28	Blessing Breeze Level 5

Level	1	2	3	4	5	6	7	8	9	10
SP Cost	-	300	1000	1400	1800	2400	3000	3800	4600	5400
MP Req'd	12	12	11	11	10	10	10	9	9	8
Wait Time	125	120	118	115	113	110	108	105	103	100
SP Increase Amount	30%	35%	40%	45%	50%	55%	60%	65%	70%	75%

LUMIERANA



Magic that deals Holy damage to all enemies.

LEVEL LEARNED	ADDITIONAL REQUIREMENTS
30	Lumiera Level 5

Level	1	2	3	4	5	6	7	8	9	10
SP Cost	-	300	500	700	900	1200	1500	1900	2300	2700
MP Req'd	22	22	22	22	22	22	22	22	22	22
Wait Time	150	145	143	140	138	135	133	130	128	125
Damage Amount	0.60	0.65	0.70	0.75	0.80	0.85	0.90	0.95	1.00	1.05

MIRACULOUS BREEZE



Temporarily boost all stats of one party member.

LEVEL LEARNED	ADDITIONAL REQUIREMENTS
33	-

Level	1	2	3	4	5	6	7	8	9	10
SP Cost	-	300	1000	1400	1800	2400	3000	3800	4600	5400
MP Req'd	20	20	19	19	18	18	18	17	17	16
Wait Time	130	125	123	120	118	115	113	110	108	105
All Stats Increase	15%	20%	25%	30%	35%	40%	45%	50%	55%	60%

BLUE WHIRLWIND



Allows one party member to act twice in a row.

LEVEL LEARNED	ADDITIONAL REQUIREMENTS
35	White Gale Level 5

Level	1	2	3	4	5	6	7	8	9	10
SP Cost	-	100	150	300	400	800	1400	2200	2800	3600
MP Req'd	50	47	46	44	43	41	40	38	37	35
Wait Time	150	150	150	150	150	150	150	150	150	150

WHITE REQUIEM



Socialize yourself to heal all party members.

LEVEL LEARNED	ADDITIONAL REQUIREMENTS
38	Recovery Bell Level 5 & Soothing Light Level 5

Level	1	2	3	4	5	6	7	8	9	10
SP Cost	-	300	500	700	900	1200	1500	1900	2300	2700
MP Req'd	24	24	24	24	24	24	24	24	24	24
Wait Time	125	125	125	125	125	125	125	125	125	125
HP Recovered on Revival	1.00	1.05	1.10	1.15	1.20	1.25	1.30	1.35	1.40	1.45

ANGEL POWDER



Holy damage to all enemies & heals your party.

LEVEL LEARNED	ADDITIONAL REQUIREMENTS
40	Soothing Light Level 6 & Lumierana Level 5

Level	1	2	3	4	5	6	7	8	9	10
SP Cost	-	600	900	1600	2000	2600	3300	4100	5300	6000
MP Req'd	38	38	38	38	38	38	38	38	38	38
Wait Time	190	190	190	190	190	190	190	190	190	190
Damage Amount	2.55	2.60	2.65	2.70	2.75	2.80	2.85	2.90	2.95	3.00

HOLY BELL



Crowd attack—major damage to all enemies.

LEVEL LEARNED	ADDITIONAL REQUIREMENTS
-	Defeat Freyja and exit the Acropolis.

Level	1	2	3	4	5	6	7	8	9	10
SP Cost	-	800	1200	1800	2200	2800	3500	4500	5500	7500
MP Req'd	54	53	52	51	50	49	48	47	46	45
Wait Time	240	240	240	240	240	240	240	240	240	240
Damage Amount	3.55	3.60	3.65	3.70	3.75	3.80	3.85	3.90	3.95	4.00

REPAIR FORCE



Restores the airship's END.

LEVEL LEARNED	ADDITIONAL REQUIREMENTS
16	-

Level	1	2	3	4	5	6	7	8	9	10
SP Cost	-	20	50	100	200	800	1400	2200	2800	3600
MP Req'd	8	8	7	7	6	6	6	5	5	4
Wait Time	150	145	143	140	138	135	133	130	128	125
END Recovery Amount	0.50	0.75	1.00	1.50	2.00	3.00	4.00	5.00	6.00	7.00

ANTI-DETECT



Cure all status effects for the airship.

LEVEL LEARNED	ADDITIONAL REQUIREMENTS
19	Repair Force Level 3

Level	1	2	3	4	5	6	7	8	9	10
SP Cost	-	30	60	120	240	720	960	1440	1920	2400
MP Req'd	6	6	6	5	5	5	4	4	4	3
Wait Time	125	120	118	115	113	110	108	105	103	100

GUARD SHIELD



Temporarily boosts the airship's DP.

LEVEL LEARNED	ADDITIONAL REQUIREMENTS
21	-

Level	1	2	3	4	5	6	7	8	9	10
SP Cost	-	100	150	200	400	600	800	1200	1500	1800
MP Req'd	6	6	6	5	5	5	4	4	4	3
Wait Time	125	125	125	125	125	125	125	125	125	125
DP Increase Amount	55%	60%	65%	70%	75%	80%	85%	90%	95%	100%

AERO FIELD



Counterattacks enemies with an orb.

LEVEL LEARNED	ADDITIONAL REQUIREMENTS
25	Guard Shield Level 3

Level	1	2	3	4	5	6	7	8	9	10
SP Cost	-	30	60	120	240	360	480	720	960	1200
MP Req'd	12	11	11	10	9	9	8	8	7	6
Wait Time	125	125	125	125	125	125	125	125	125	125

MIRACLE BLAST



Deals magic damage to all enemies.

LEVEL LEARNED	ADDITIONAL REQUIREMENTS
27	Anti-Detect Level 3 & Aero Field Level 5

Level	1	2	3	4	5	6	7	8	9	10
SP Cost	-	200	350	600	800	1000	1200	1400	1700	2000
MP Req'd	45	41	39	36	34	32	29	27	25	22
Wait Time	125	125	125	125	125	125	125	125	125	125
Damage Amount	2.55	2.60	2.65	2.70	2.75	2.80	2.85	2.90	2.95	3.00

Items Data

The party will come to possess hundreds of different items, gadgets, and pieces of equipment over the course of their adventure around the world. Every item encountered in the game is automatically logged in the Adventurer's Notebook. This chapter uses the numbering system found in the Adventurer's Notebook but contains a wealth of additional data you won't find anywhere else! Consult the tables in this chapter for help in locating the best items and managing your inventory. Much of the information presented here is self-explanatory, but there are some extra pieces of information that require a bit of elaboration.

LONDON SHOPPING

You'll no doubt notice London listed as the location for many pieces of equipment that are not available right away. The shops in London expand their inventory every time you travel to another city with airship docks for the first time. Though you will most likely find better equipment by searching each and every dungeon thoroughly, it's a good idea to check the London shops periodically throughout the adventure to see what is new in stock.

Weapons Data The weapons data is divided into sections for each of the four party members. All weapons have a slight increase to both physical attacking power (AP) and also magical/skill attacking power (M, AP) as well as accuracy (ACC). Some weapons are also elemental in nature or have a chance of imparting a status effect.

Armor Data Each piece of armor protects against defensive attacks (DP) and magical/skill attacks (M, DP) and helps raise the character's evasiveness and agility (EVA). Some pieces of armor also ward against elemental attacks. The numbers represented in the columns under each of the elementals represent a percent damage reduction for attacks of that kind. For example the Eterna Clothes have a rating of 25 for Fire. This means that if the wearer is hit by a Fire-based attack, the damage he/she incurs will be reduced by 25%. Many pieces of armor can be worn by all four party members while others can only be worn by males or females. The best armor is unique to each character.

Consumable Items The majority of the items found in this table can be purchased in shops around the world (or eventually back in London) but the various Shards and Chalice of Miracles cannot be purchased at any shop—the only way to get them is in treasure chests or through battle with specific enemies located in the dungeons listed.

Airship Weapons Each character mans a specific type of weapon system on the airship, much like on foot. The only major difference with respect to airship weapons is the directional variations each weapon has. A weapon's effectiveness varies depending if the target is to the left, straight ahead, or to the right of the airship. The numbers listed in these columns represent an attack multiplier for a specific direction. A rating of 1.00 is equal to the base AP rating for the weapon and a rating of 2.00 means the weapon will deliver twice the damage in that direction. This information is displayed during battles by arrows: the redder the arrow, the more damage the weapon will do in that direction. Lastly, note that many of the best weapons are only found as "plans" and must be built by the craftsman in Tokyo (see the Valuable Items table for details).

Airship Armor The shields designed for the airships function the same way as armor does for the individual characters. Shields protect against physical, magical, and some elemental attacks as well (when applicable). As with the airship weapons, many of the best airship shields can only be obtained through the craftsman in Tokyo after you find their corresponding plans.
























Upgrade Parts These ten Upgrade Parts are the only way to increase the durability (END) of the airship. Stop at the airship parts store whenever arriving in a new city and purchase the available Upgrade Part before doing anything else—they are that important! Upgrade Parts are instantly installed and cannot be removed or sold. Their effects stack: think of them as layers of armor plating that you gradually apply one over the other to increase the airship's durability.

Gadgets Gadgets are mysterious items scattered across the world whose true identity and value remains a secret until appraised. Look for items with generic-sounding names such as "Mysterious Stone" or "Beautiful Gem" and bring it to the nearest Adventurer's Association office. Every branch has a man (usually on the second floor) in a suit who will appraise the items for a preset fee. Equip the identified gadget as you would any other piece of equipment.

























Valuables The items listed in this section are primarily quest-related items that are either necessary to progress the story or complete Adventurer's Association quests. The only exception to this are the armor and weapons plans that will be found. Similar to gadgets, these blueprints must be given to the craftsman in Tokyo who will then build you the piece of airship equipment for a fee. Some of these items are extremely expensive so start saving early!

Weapons

EDDIE'S WEAPONS

NO.	NAME	AP	M. AP	ACC	ELEMENT	EFFECT	BUY	SELL	LOCATION	IMAGE
001	Short Sword	5	2	9	-	-	100	50	London	
002	Claymore	10	5	8	-	-	250	125	Cairo	
003	Pirate Saber	15	8	10	-	Poison	350	175	Cape Town	
004	Steel Sword	18	9	8	-	-	400	200	London	
005	Gladius	22	11	14	-	-	500	250	Eterna Mines	
006	Rapier	23	12	18	Wind	-	600	300	Saint Petersburg	
007	Flame Kukri	28	14	22	Fire	-	800	400	London	
008	Ice Brand	31	16	19	Water	-	900	450	Siberian Base	
009	Hunter Blade	37	20	15	-	Paralysis	1200	600	Eterna Mines	
010	Flamberge	48	24	20	Fire	-	1800	900	Delhi	
011	Stone Blade	52	26	25	Earth	Petrify	2500	1250	Nirvana Palace	
012	Samurai Sword	58	29	23	Dark	-	3100	1550	Tokyo	
013	Murakumo Sword	65	32	25	-	-	4200	2100	London	
014	Holy Knife	66	40	35	Holy	-	5900	2950	New York	
015	Blue Dragon Sword	76	38	32	-	-	6500	3250	Teotihuacan	
016	Shotel	77	38	31	-	-	6850	3425	Tokar Village	
017	Ancient Blade	80	40	33	Earth	Confuse	9500	4750	Atlantis	
018	Mistilteinn	85	42	35	-	-	10000	5000	Acropolis	
019	White Tiger Blade	89	44	37	-	-	12000	6000	Royal Exploration Agency	
020	Branched Sword	95	48	38	-	-	13500	6750	Mu	
021	Gold Brand	100	50	40	-	-	15000	7500	Land of Korol	
022	Eterna Blade	110	55	50	Holy	-	16000	8000	Tower of the Sun	
023	Sun Blade	120	60	60	-	-	99999	50000	Mt. Ararat	

PAD'S WEAPONS

NO.	NAME	AP	M. AP	ACC	ELEMENT	EFFECT	BUY	SELL	LOCATION	IMAGE
024	Pistol	4	2	10	-	-	80	40	-	
025	Handgun	8	4	10	-	-	200	100	Cairo	
026	Wheel Lock Gun	13	6	17	-	-	330	165	Cape Town	
027	Long Barrel	17	8	20	-	-	400	200	London	
028	Drum Machine Gun	22	11	21	-	-	580	290	Siberian Village	
029	Cabal Gun	27	14	20	Dark	-	800	400	Siberian Base	
030	Poison Killer	39	20	30	-	Poison	1650	825	London	
031	Twin Barrel	42	21	28	-	-	2500	1250	Delhi	
032	Flintlock Gun	44	22	26	-	-	2800	1400	Nirvana Palace	
033	Ray Blaster	50	25	30	-	-	3000	1500	Tokyo	
034	Ruin Blaster	53	26	28	-	-	4000	2000	London	
035	Dragonhead	64	32	34	Fire	-	5000	2500	Mt. Fuji Base	
036	Machine Gun	68	34	32	-	-	5800	2900	New York	
037	Flare Crossbow	70	35	34	Fire	-	2200	1100	London	
038	Hunter Shot	72	36	35	-	-	6700	3350	Rio de Janeiro	
039	Shotgun	72	36	30	-	Paralysis	6900	3450	Tokar Village	
040	Tri-Shot	74	37	34	-	-	7000	3500	Teotihuacan	
041	Night Shot	75	38	30	Dark	-	8500	4250	London	
042	Rat Shooter	75	38	42	-	Confuse	9200	4600	Atlantis	
043	Big Cannon	80	40	41	-	-	9800	4900	Acropolis	
044	Aqua Shot	82	41	45	Water	-	13000	6500	Royal Exploration Agency	
045	Skullhead	91	46	51	Dark	Curse	14000	7000	Tomb Chapel	
046	Feather Shot	95	48	55	Wind	-	15000	7500	Land of Korol	
047	Chronos Gear	100	50	80	-	-	999999	500000	Nirvana Palace	

MELODY'S WEAPONS

NO.	NAME	AP	M. AP	ACC	ELEMENT	EFFECT	BUY	SELL	LOCATION	IMAGE
048	Witch's Mace	9	11	0	-	-	100	50	-	
049	Morning Star	14	17	8	-	-	330	165	Cape Town	
050	War Hammer	18	22	9	-	-	580	290	Saint Petersburg	
051	Flame Hammer	21	25	15	Fire	-	600	300	Tower of Babel	
052	Earth Club	24	29	13	Earth	-	1100	550	Mt. Ararat	
053	Wedjat Mace	30	36	18	-	-	2500	1250	Nirvana Palace	
054	Witch's Broom	35	42	20	-	-	3200	1600	Dungeon of Lemuria	
055	Ogre's Iron Club	35	42	20	-	-	3500	1750	Tokyo	
056	Golden Club	38	46	22	-	Darkness	4000	2000	London	
057	Apple Hammer	45	54	25	-	-	4800	2400	Mt. Fuji Base	
058	Christmas Stick	48	58	27	Water	-	5600	2800	New York	
059	L'arc du Sol	54	65	21	Fire	-	7300	3650	El Dorado	
060	Tezcatlipoca	55	66	20	-	-	7850	3925	Rio de Janeiro	
061	Zephyros Hammer	59	71	18	-	-	8500	4250	Merveille Village	
062	Tzolk'in Mace	62	74	23	-	-	9350	4675	Atlantis	
063	Water Spirit Mace	65	78	25	Water	-	10500	5250	Acropolis	
064	Magical Wand	68	82	28	-	-	12000	6000	Royal Exploration Agency	
065	Bear Head	74	89	28	-	-	12500	6250	Mu	
066	Promethean Hammer	76	91	30	-	-	13800	6900	Tomb Chapel	
067	Eterna Mace	85	102	41	Holy	-	15200	7600	Tower of the Sun	
068	Daemon Mace	95	114	50	Dark	Confuse	999999	500000	Eterna Mines	

INTRO

CHARACTERS

AIRSHIP FLEET

BATTLE BASICS

WALKTHROUGH

BONUS QUESTS

ADVENTURER'S ASSOCIATION























WORLD TREASURE

SKILLS

ITEMS DATA

BESTIARY

FIONA'S WEAPONS

NO.	NAME	AP	M. AP	ACC	ELEMENT	EFFECT	BUY	SELL	LOCATION	IMAGE
069	White Wand	13	18	13	-	-	480	240	-	
070	Fairy Wand	15	21	12	-	Darkness	500	250	Siberian Village	
071	Flame Staff	17	24	13	Fire	-	750	375	Siberian Base	
072	Lance Rod	19	27	15	-	-	1150	575	Mt. Ararat	
073	Bladed Wand	23	32	10	Wind	-	1500	750	Delhi	
074	Aurora Wand	28	39	10	Water	-	2450	1225	London	
075	Flame Wand	28	39	13	Fire	-	2700	1350	Nirvana Palace	
076	Holy Rod	30	42	18	Holy	-	3000	1500	Tokyo	
077	Obelisk Rod	32	45	18	-	-	3200	1600	Dungeon of Lemuria	
078	Battle Staff	35	49	20	Wind	Confuse	4500	2250	Mt. Fuji Base	
079	Aqua Staff	38	53	22	Water	-	6000	3000	New York	
080	Yggdrasil Wand	40	56	18	-	-	7900	3950	Rio de Janeiro	
081	Stone Rod	42	59	16	Earth	Petrify	8000	4000	London	
082	Skull Rod	50	70	20	Dark	-	8200	4100	Takar Village	
083	Laurel Staff	52	73	18	-	-	8300	4150	El Dorado	
084	Anubis' Wand	55	77	25	-	Curse	8800	4400	Atlantis	
085	Zeus' Wand	68	95	27	-	-	9500	4750	Acropolis	
086	Harp Moon Wand	70	98	30	-	-	11500	5750	Mu	
087	Angel Staff	72	101	34	-	-	14200	7100	Tomb Chapel	
088	Korol Wand	75	105	38	Earth	-	14500	7250	Land of Korol	
089	Eterna Rod	82	115	45	Holy	-	15800	7900	Tower of the Sun	
090	White Holy Wand	90	126	60	Holy	-	999999	500000	Mu	

NO.	NAME	DP	D. MP	EVA	FIRE	WATER	WIND	EARTH	HOLY	DARK	EFFECT	WHO	BUY	SELL	LOCATION
001	Adventurer's Wear	2	0	1	0	0	0	0	0	0	-	All	80	40	London
002	Silk Clothes	20	11	13	0	0	0	0	0	0	-	All	1500	750	Delhi
003	Demonic Clothes	35	20	18	0	0	0	0	0	25	-	All	4500	2250	Tokar Village
004	Eterna Clothes	55	27	45	25	25	25	25	0	0	-	All	12000	6000	Land of Korol
005	Korol Attire	58	30	48	0	25	25	25	0	0	Darkness, Paralysis, Confuse, Poison	All	14500	7250	Tower of the Sun
006	Cotton Clothes	2	2	3	0	0	0	0	0	0	-	Males	90	45	Cairo
007	Steel Suit	9	7	9	0	0	0	0	0	0	-	Males	350	175	London
008	Fur Jacket	14	8	8	0	25	0	0	0	0	-	Males	450	225	Saint Petersburg
009	Silk Suit	22	12	14	0	0	0	0	0	0	-	Males	1600	800	Delhi
010	Ninja Suit	28	14	18	0	0	0	0	0	0	Darkness, Paralysis, Confuse, Poison	Males	1900	950	Tokyo
011	Samurai Suit	30	16	26	25	0	0	0	0	0	Darkness, Paralysis, Confuse, Poison	Males	2000	1000	London
012	Golden Suit	35	16	24	0	0	0	0	0	0	-	Males	4000	2000	New York
013	Stylish Suit	38	18	28	0	0	0	0	0	0	-	Males	4500	2250	London
014	Survival Suit	39	18	25	0	0	25	25	0	0	Darkness, Paralysis, Poison	Males	5600	2800	Rio de Janeiro
015	Colorful Dress	8	8	7	0	0	0	0	0	0	-	Females	320	160	London
016	Woolen Skirt	12	8	5	0	25	0	0	0	0	-	Females	460	230	Siberian Village
017	Silk Apron	21	12	15	0	0	0	0	0	0	-	Females	1650	825	Delhi
018	Plumage	29	16	12	0	0	0	0	0	0	-	Females	2100	1050	Tokyo
019	Golden Dress	32	18	15	0	0	0	0	0	0	-	Females	4000	2000	New York
020	Tropical Dress	34	21	18	0	0	0	0	0	0	-	Females	5200	2600	London
021	Dancer's Dress	36	18	20	0	0	0	0	0	0	-	Females	5500	2750	Rio de Janeiro
022	Leather Coat	4	1	1	0	0	0	0	0	0	-	Eddie	120	60	London
023	Chain Coat	10	2	4	0	0	0	0	0	0	-	Eddie	200	100	Pyramid
024	Battle Coat	15	9	11	0	0	0	0	0	0	-	Eddie	500	250	Tower of Babel
025	Fur Coat	16	9	7	0	25	0	0	0	0	-	Eddie	600	300	London
026	Chain Mail	20	8	10	0	0	0	0	0	0	-	Eddie	1500	750	Mt. Ararat
027	Gorgeous Coat	42	18	26	0	0	0	0	0	0	-	Eddie	5000	2500	El Dorado
028	Metal Coat	50	20	28	0	0	0	0	0	0	-	Eddie	8000	4000	Acropolis
029	Lacquer Armor	53	22	30	0	0	0	0	0	0	Paralysis, Poison	Eddie	9250	4625	Mt. Fuji Base
030	Odin Coat	58	24	34	0	0	0	0	50	50	-	Eddie	12000	6000	Mu
031	Eterna Plate	70	32	40	25	25	25	25	0	0	-	Eddie	999999	500000	Tower of the Sun
032	Leather Vest	3	1	4	0	0	0	0	0	0	-	Pad	100	50	London
033	Leather Jacket	8	1	7	0	0	0	0	0	0	-	Pad	180	90	Pyramid
034	Metal Vest	16	8	9	0	0	0	0	0	0	Poison	Pad	1300	650	Siberian Base
035	Gunman Vest	18	9	10	0	0	0	0	0	0	Paralysis, Poison	Pad	1400	700	Mt. Ararat
036	Flame Vest	32	17	28	25	0	0	0	0	0	-	Pad	3000	1500	Mt. Fuji Base
037	Army Vest	40	20	30	0	0	0	0	0	0	Poison	Pad	5000	2500	El Dorado
038	Metal Jacket	45	23	40	0	0	0	0	0	0	-	Pad	9100	4550	Royal Exploration Agency
039	Dragon Vest	51	25	43	25	25	0	0	0	0	-	Pad	10000	5000	Mu
040	Enchantment Vest	65	30	50	0	0	0	0	0	0	Confuse	Pad	999999	500000	Tower of the Moon
041	Witch's Cloak	10	5	7	0	0	0	0	0	0	-	Melody	220	110	Cape Town
042	Leather Cloak	11	8	12	0	0	0	0	0	0	-	Melody	490	245	Tower of Babel
043	Runed Cloak	13	12	8	0	0	0	0	0	0	-	Melody	1450	725	Mt. Ararat
044	Magician's Cloak	25	14	15	0	0	0	0	0	0	Darkness, Paralysis, Poison	Melody	1800	900	London
045	Chain Cloak	31	17	15	0	0	0	0	0	0	-	Melody	3050	1525	Mt. Fuji Base
046	Izanami's Cloak	31	23	28	0	0	25	25	0	0	-	Melody	2200	1100	London
047	Dragon Cloak	34	20	17	25	25	0	0	0	0	Paralysis, Poison	Melody	4500	2250	Teotihuacan
048	Tropical Cloak	42	22	26	0	0	0	0	0	0	-	Melody	6900	3450	Tablet Temple
049	Sage's Cloak	45	32	25	25	25	25	25	0	0	-	Melody	11000	5500	Mu
050	Gothic Dress	50	35	30	0	0	0	0	0	25	-	Melody	15000	7500	Hanging Gardens of Babylon
051	Coquettish Dress	65	50	40	50	50	50	50	0	50	-	Melody	999999	500000	Tower of the Moon
052	White Robe	9	8	8	0	0	0	0	0	0	-	Fiona	480	240	Saint Petersburg
053	Leather Robe	14	11	7	0	0	0	0	0	0	-	Fiona	1350	675	Mt. Ararat
054	Silk Robe	32	22	15	0	0	0	0	0	0	-	Fiona	4350	2175	Teotihuacan
055	Incan Robe	38	23	19	0	0	0	0	0	50	-	Fiona	5750	2875	London
056	Gorgeous Robe	38	23	25	0	0	0	0	0	0	-	Fiona	6200	3100	Tablet Temple
057	Evening Plumage	40	25	20	0	0	0	0	-50	50	-	Fiona	7100	3550	Atlantis
058	Saint's Robe	42	28	28	0	0	0	0	50	0	-	Fiona	9200	4600	Royal Exploration Agency
059	Tricolor	55	40	35	50	50	50	50	0	0	-	Fiona	16000	8000	Tower of the Moon
060	Dress of Light	58	42	36	25	25	25	25	50	0	Confuse	Fiona	16000	8000	Hanging Gardens of Babylon
061	Angel Dress	62	55	39	50	50	50	50	50	0	-	Fiona	999999	500000	Hanging Gardens of Babylon

ARMOR cont.

NO.	NAME	DP	D.	MP	EVA	FIRE	WATER	WIND	EARTH	HOLY	DARK	EFFECT	WHO	BUY	SELL	LOCATION
062	Bandana	1	1	0	0	0	0	0	0	0	0	-	All	56	28	London
063	Straw Hat	6	2	4	25	0	0	0	0	0	0	Darkness	All	230	115	Cape Town
064	Iron Straw Hat	7	3	1	25	0	0	0	0	0	0	-	All	270	135	London
065	Fur Hood	8	4	5	0	25	0	0	0	0	0	-	All	400	200	Saint Petersburg
066	Leather Cap	15	9	13	0	0	0	0	0	0	0	-	All	950	475	Delhi
067	Stylish Hat	21	12	11	0	0	0	0	0	0	0	-	All	2800	1400	New York
068	Beret	21	10	17	0	0	0	0	0	0	0	-	All	3650	1825	Rio de Janeiro
069	Braided Crown	23	15	19	0	0	0	0	0	25	0	Darkness	All	7200	3600	Mu
070	Eterna Crown	25	17	19	25	25	25	25	0	0	0	Curse, Petrify	All	8400	4200	Land of Korol
071	Turban	2	3	2	0	0	0	0	0	0	0	-	Males	75	38	Cairo
072	Silk Hat	22	10	10	0	0	0	0	0	0	0	-	Males	2800	1400	New York
073	Pirate Hat	23	8	8	0	25	0	0	0	0	0	-	Males	3000	1500	Tokar Village
074	Lace Veil	8	6	6	0	0	0	0	0	0	0	Darkness	Females	400	200	Siberian Village
075	Golden Hairpin	14	8	8	0	0	0	0	0	0	0	-	Females	1500	750	Tokyo
076	Katayusha	22	12	15	0	0	0	0	0	0	0	-	Females	3850	1925	Rio de Janeiro
077	Headgear	2	2	0	0	0	0	0	0	0	0	-	Eddie	50	25	London
078	Iron Helmet	12	2	0	0	0	0	0	0	0	0	-	Eddie	500	250	Siberian Base
079	Golden Headband	20	10	8	0	0	0	0	0	0	0	Paralysis	Eddie	2100	1050	Mt. Fuji Base
080	Hermes' Helmet	33	20	22	0	0	0	0	0	0	0	Curse, Petrify	Eddie	999999	500000	Hanging Gardens of Babylon
081	Gumman Hat	4	4	5	0	0	0	0	0	0	0	-	Pad	100	50	Cairo
082	Sambbrero	10	6	12	0	0	0	0	0	0	0	Darkness	Pad	800	400	Mt. Acarat
083	Cowboy Hat	19	12	18	0	0	0	0	0	0	0	-	Pad	3250	1625	Teothuacan
084	Metal Cowboy Hat	30	18	25	0	0	0	0	0	0	0	Darkness	Pad	999999	500000	Tower of the Moon
085	Wizard's Hat	8	6	7	0	0	0	0	0	0	0	-	Melody	420	210	Saint Petersburg
086	Magician's Hat	9	8	4	0	0	0	0	0	0	0	-	Melody	650	325	Eterna Mines
087	Sage's Hat	23	14	17	25	25	25	25	0	0	0	Confuse, Curse, Petrify	Melody	5600	2800	Acropolis
088	Hat of Darkness	28	19	21	0	0	0	0	0	0	50	Darkness, Confuse, Curse, Petrify	Melody	999999	500000	Tower of the Sun
089	Silver Tiara	7	7	6	0	0	0	0	0	0	0	-	Fiona	420	210	Saint Petersburg
090	Magic Tiara	15	14	11	0	0	25	25	0	0	0	Confuse, Curse, Petrify	Fiona	1250	625	London
091	Gold Tiara	23	14	11	0	0	0	0	0	0	0	Confuse, Curse	Fiona	3500	1750	El Dorado
092	Diamond Tiara	24	16	20	0	0	0	0	0	0	0	Confuse	Fiona	7500	3750	Acropolis
093	Angel Tiara	26	21	20	25	25	25	25	50	0	0	Darkness, Curse, Petrify	Fiona	999999	500000	Tower of the Moon
094	Cotton Gloves	1	0	1	0	0	0	0	0	0	0	-	All	48	24	London
095	Leather Gloves	2	2	1	0	0	0	0	0	0	0	Paralysis	All	55	28	Cairo
096	Woolen Gloves	7	4	3	0	0	0	0	0	0	0	-	All	340	170	Saint Petersburg
097	Tidal Gloves	8	6	5	0	50	0	-50	0	0	0	-	All	380	190	Siberian Village
098	Earth Gloves	11	8	7	0	0	-50	50	0	0	0	-	All	950	475	Delhi
099	Gale Gloves	13	10	11	-50	0	50	0	0	0	0	-	All	1100	550	Tokyo
100	Burning Gloves	17	14	14	50	-50	0	0	0	0	0	-	All	3250	1625	Rio de Janeiro
101	Eterna Gloves	20	13	18	0	0	0	0	0	0	0	Paralysis, Confuse	All	7000	3500	Land of Korol
102	Leather Knuckle	2	1	1	0	0	0	0	0	0	0	-	Males	55	28	London
103	Spiked Knuckle	11	6	9	0	0	0	0	0	0	0	-	Males	1000	500	Delhi
104	Eterna Knuckle	22	15	16	0	0	0	0	0	0	0	Curse, Petrify	Males	7200	3600	Land of Korol
105	Iron Bracelet	3	2	2	0	0	0	0	0	0	0	-	Females	60	30	Cairo
106	Silver Bracelet	12	12	11	0	0	0	0	0	0	0	-	Females	1200	600	Tokyo
107	Gold Bracelet	15	12	12	0	0	0	0	0	0	0	-	Females	2400	1200	New York
108	Gauntlets	3	1	1	0	0	0	0	0	0	0	-	Eddie	70	35	London
109	Iron Gauntlets	9	4	3	0	0	0	0	0	0	0	-	Eddie	360	180	Tower of Babel
110	Samurai Gauntlets	17	8	10	0	0	0	0	0	0	0	-	Eddie	1400	700	London
111	Dragon Gauntlets	18	13	15	25	0	0	0	0	0	0	-	Eddie	3000	1500	El Dorado
112	Sal's Gauntlets	27	16	20	0	0	0	0	0	25	25	-	Eddie	999999	500000	Hanging Gardens of Babylon
113	Iron Gloves	2	1	2	0	0	0	0	0	0	0	-	Pad	70	35	London
114	Hunter Gloves	5	3	7	0	0	0	0	0	0	0	-	Pad	270	135	London
115	Sniper Gloves	7	6	8	0	0	0	0	0	0	0	-	Pad	340	170	Tower of Babel
116	Gumman Gloves	15	4	15	0	0	0	25	0	0	0	-	Pad	2000	1000	Dungeon of Lemuria
117	Dragon Gloves	26	15	23	50	0	0	0	0	0	0	-	Pad	999999	500000	Hanging Gardens of Babylon
118	Witch's Mittens	4	7	3	0	0	0	0	0	0	0	-	Melody	270	135	Cape Town
119	Runed Mittens	6	11	5	0	0	0	0	0	0	0	-	Melody	320	160	Tower of Babel
120	Eterna Mittens	24	17	19	25	25	25	25	0	0	0	-	Melody	9250	4625	Tower of the Sun
121	Daemon Mittens	25	25	22	0	0	0	0	0	0	25	-	Melody	999999	500000	Hanging Gardens of Babylon
122	Bronze Bangle	5	5	4	0	0	0	0	0	0	0	-	Fiona	380	190	Saint Petersburg
123	Silver Bangle	7	6	4	0	0	0	0	0	0	0	-	Fiona	1000	500	Dungeon of Lemuria
124	Eterna Bangle	22	14	18	25	25	25	25	0	0	0	Curse, Petrify	Fiona	9600	4800	Tower of the Moon
125	Angel Bangle	24	18	21	0	0	0	0	0	25	0	-	Fiona	999999	500000	Hanging Gardens of Babylon

Consumable Items

NO.	NAME	BUY	SELL	Effect	LOCATION
1	Heal Bottle	30	15	Restores 50 HP	London
2	Super Heal Bottle	200	100	Restores 100 HP	Saint Petersburg
3	Mega Heal Bottle	1000	500	Restores 200 HP	Tokyo
4	Refreshing Bottle	5000	2500	Fully restores HP	Land of Korol
5	Heal Leaf	500	250	Restores 50 HP for all party members	Saint Petersburg
6	Super Heal Leaf	2500	1250	Restores 100 HP for all party members	New York
7	Mega Heal Leaf	7500	3750	Restores 200 HP for all party members	Land of Korol
8	Star Jewel	500	250	Restores 50 MP	Saint Petersburg
9	Moon Jewel	3000	1500	Restores 100 MP	Tokyo
10	Earth Jewel	10000	5000	Restores 200 MP	Land of Korol
11	Power Jewel	30000	15000	Fully restores MP	London
12	Miracle Drink	99999	50000	Fully restores HP/MP	London
13	Antidote	10	5	Cures Poison	London
14	Sunlight	20	10	Cures Darkness	Saint Petersburg
15	Unicorn Horn	30	15	Cures Paralysis	Saint Petersburg
16	Gorgon Tear	50	25	Cures Petrify	Saint Petersburg
17	Mint Candy	40	20	Cures Confusion	Saint Petersburg
18	Sacrifice Doll	60	30	Removes Curse	Merveille Village
19	Laurde's Holy Water	300	150	Cure all status effects	Land of Korol
20	Silver Chalice	1500	750	Revives a fallen party member with 200 HP on revival	London
21	Golden Chalice	20000	10000	Revives a fallen party member and fully restores HP on revival	London
22	Chalice of Miracles	99999	10	Automatically revive once in battle	Dungeon of Lemuria
23	HP Shard	99999	10	Increase maximum HP	Siberian Base
24	MP Shard	99999	10	Increase maximum MP	Nirvana Palace
25	Strength Shard	99999	10	Increase maximum STR	Tablet Temple
26	Stamina Shard	99999	10	Increase maximum STM	Eterna Mines
27	Agility Shard	99999	10	Increase maximum AGI	Mt. Ararat
28	Spirit Shard	99999	10	Increase maximum SPI	Tablet Temple
29	Luck Shard	99999	10	Increase maximum LCK	Acropolis
30	ATT Boost Elixir	150	75	Temporarily boosts AP	London
31	DEF Boost Elixir	150	75	Temporarily boosts DP	London
32	EVA Boost Elixir	150	75	Temporarily boosts AGI	London
33	Magic Boost Elixir	150	75	Temporarily boosts M. AP	London
34	DEF Down Potion	100	50	Temporarily decreases the enemy's DP	London
35	EVA Down Potion	100	50	Temporarily decreases the enemy's AGI	London
36	Warp Stone	50	25	Escape from a dungeon	Saint Petersburg
37	Scent of Prey	500	250	Enters a battle at your current location	Tokar Village
38	Flee Stone	1000	500	Run from battle with 100% success	Tokyo
39	Mechanic's Tool	30	15	Recovers 50 END for the airship	London
40	Mechanic's Wrench	300	150	Recovers 100 END for the airship	Delhi
41	Mechanic's Kit	1500	750	Recovers 200 END for the airship	New York
42	Full Mechanic's Kit	7500	3750	Fully recovers the airship's END	Rio de Janeiro
43	Extinguisher	10	5	Removes Fire from the airship	London
44	Earth Plug	30	15	Removes Electric Shock from the airship	London
45	Recovery Device	300	150	Cure all statuses effects for the airship	Tokyo

INTRO

CHARACTERS

AIRSHIP FLEET

BATTLE BASICS

WALKTHROUGH

BONUS QUESTS






ADVENTURER'S
ASSOCIATIONWORLD
TREASURE
























SKILLS

ITEMS DATA

BESTIARY

Airship Weapons

NO.	NAME	TYPE	AP	M. AP	ACC	ELEMENTAL	EFFECT	LEFT	STRAIGHT	RIGHT	BUY	SELL	LOCATION	IMAGE
1	Light Blade	Blade	4	-	5	-	-	1.00	1.75	1.00	100	50	-	
2	Trident	Blade	10	-	10	Water	-	1.25	1.25	1.25	190	95	London	
3	Silver Lance	Blade	24	-	10	Fire	-	1.00	1.25	1.00	290	145	Cape Town	
4	Aero Dart	Blade	46	-	14	Wind	-	1.25	1.00	1.75	2700	1350	Delhi	
5	Grand Hammer	Blade	50	-	12	-	-	1.00	1.50	1.00	3400	1700	London	
6	Samurai Blade	Blade	58	-	18	Earth	-	1.00	2.00	1.00	3800	1900	Tokyo	
7	Aqua Crystal	Blade	68	-	14	Water	-	1.75	1.25	1.50	4500	2250	Eterna Mines	
8	Dragonhead	Blade	70	-	14	Fire	Fire	1.50	1.50	1.50	5000	2500	Siberian Base	
9	Long Blade	Blade	72	-	22	-	-	1.50	1.75	1.50	6000	3000	-	
10	Magna Drill	Blade	74	-	20	-	-	1.00	2.00	1.00	6700	3350	New York	
11	Charged Pike	Blade	77	-	19	-	Elec. Shock	1.25	1.75	1.00	8000	4000	London	
12	Spiked Mace	Blade	80	-	15	-	-	1.25	1.75	1.25	8500	4250	Mt. Fuji Base	
13	Great Axe	Blade	82	-	24	-	-	1.25	1.75	1.50	8900	4450	London	
14	Stone Lancer	Blade	84	-	22	Earth	-	1.50	1.25	1.75	9200	4600	Rio de Janeiro	
15	Daemon's Claw	Blade	96	-	28	Dark	-	1.25	2.00	1.25	12000	6000	Sewers	
16	Angel Saber	Blade	108	-	30	Holy	-	1.25	1.75	1.50	14500	7250	London	
17	Dainsleif	Blade	138	-	32	-	-	1.00	1.75	1.00	16000	8000	-	
18	Excel Brand	Blade	180	-	40	-	-	1.50	2.00	1.75	99999	50000	Tower of the Moon	
19	Light Gun	Gun	3	-	7	-	-	1.50	1.00	1.50	100	50	-	
20	Double Shot	Gun	8	-	12	Water	-	1.25	1.00	1.25	180	90	London	
21	Heavy Gun	Gun	20	-	12	Fire	-	1.00	1.25	1.25	285	142	Cape Town	
22	Mermaid Voice	Gun	30	-	17	Water	-	1.25	1.25	1.25	620	310	Saint Petersburg	
23	Aero Blaster	Gun	38	-	17	Wind	-	1.25	1.00	1.25	2500	1250	Delhi	
24	Hammer Turret	Gun	42	-	15	-	-	1.50	1.00	1.00	3500	1750	London	
25	Kurogane	Gun	48	-	22	Earth	-	1.25	1.75	1.25	3600	1800	Tokyo	

NO.	NAME	TYPE	AP	M. AP	ACC	ELEMENTAL	EFFECT	LEFT	STRAIGHT	RIGHT	BUY	SELL	LOCATION	IMAGE
26	Spike Turret	Gun	50	-	20	-	-	1.50	1.25	1.50	3700	1850	London	
27	Dragon's Claw	Gun	55	-	17	Fire	Fire	1.00	1.75	1.00	4200	2100	Over Asia	
28	Big Gun	Gun	60	-	27	-	-	1.50	1.50	1.50	6000	3000	-	
29	Spiral Gun	Gun	62	-	25	-	-	1.25	1.75	1.00	7000	3500	New York	
30	Charged Gun	Gun	64	-	24	-	Elec. Shock	1.50	1.00	1.50	7800	3900	London	
31	Armor Turret	Gun	68	-	30	-	-	1.50	1.50	1.25	9000	4500	London	
32	Earth Shot	Gun	70	-	28	Earth	-	1.75	1.25	1.75	8250	4125	Rio de Janeiro	
33	Dæmon's Shower	Gun	80	-	35	Dark	-	2.00	1.25	1.50	12000	6000	Mu	
34	Angel Tear	Gun	90	-	38	Holy	-	1.75	1.25	1.75	14000	7000	Tomb Chapel	
35	Mjollnir	Gun	115	-	40	-	-	1.50	1.00	1.50	15000	7500	-	
36	Legacy Blaster	Gun	150	-	50	-	-	2.00	1.50	2.00	999999	500000	Hanging Gardens of Babylon	
37	Light Cannon	Cannon	5	-	3	-	-	1.00	2.00	1.00	100	50	-	
38	Smart Cannon	Cannon	10	-	9	Water	-	1.25	1.00	1.25	200	100	Cape Town	
39	Heavy Cannon	Cannon	26	-	9	Fire	-	1.00	1.25	1.00	300	150	Cape Town	
40	Storm Cannon	Cannon	49	-	13	Wind	-	1.00	1.50	1.25	2600	1300	Delhi	
41	Hammer Cannon	Cannon	55	-	11	-	-	1.25	1.00	1.50	3300	1650	London	
42	Classic Cannon	Cannon	62	-	16	Earth	-	1.00	2.00	1.00	3700	1850	Tokyo	
43	Spike Cannon	Cannon	65	-	15	-	-	1.50	1.50	1.50	3800	1900	London	
44	Mariner's Cannon	Cannon	68	-	13	Water	-	1.50	1.25	1.50	4500	2250	Siberian Base	
45	Dragon's Breath	Cannon	72	-	13	Fire	Fire	1.25	1.25	1.25	8200	4100	Saint Petersburg	
46	Big Cannon	Cannon	78	-	20	-	-	1.50	1.75	1.50	6000	3000	-	
47	Machine Cannon	Cannon	81	-	19	-	-	1.00	2.00	1.25	6800	3400	New York	
48	Charged Cannon	Cannon	83	-	18	-	Elec. Shock	1.00	2.00	1.00	7900	3950	London	
49	Long Cannon	Cannon	88	-	22	-	-	1.75	1.50	1.25	9100	4550	London	
50	Grand Cannon	Cannon	91	-	21	Earth	-	1.25	1.50	1.25	8000	4000	Rio de Janeiro	
51	Dæmon's Roar	Cannon	104	-	26	Dark	-	1.50	1.25	2.00	12500	6250	Atlantis	

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BESTIARY

AIRSHIP WEAPONS cont.

NO.	NAME	TYPE	AP	M. AP	ACC	ELEMENTAL	EFFECT	LEFT	STRAIGHT	RIGHT	BUY	SELL	LOCATION	IMAGE
52	Angel Breath	Cannon	117	-	28	Holy	-	1.50	1.75	1.25	15000	7500	Tower of the Sun	
53	Gjallarhorn	Cannon	150	-	30	-	-	1.00	2.00	1.00	16000	8000	-	
54	Last Faust	Cannon	195	-	38	-	-	1.75	2.00	1.50	999999	500000	Tower of the Moon	
55	Light Orb	Orb	-	3	6	-	-	1.25	1.25	1.25	100	50	-	—
56	Trinity Orb	Orb	-	6	11	Water	-	1.25	1.25	1.25	195	98	Saint Petersburg	—
57	Spirit of the Knight	Orb	-	15	11	Fire	-	1.25	1.25	1.00	295	148	Cape Town	—
58	Aqua Sphere	Orb	-	23	15	Water	-	1.25	1.50	1.25	590	285	Saint Petersburg	—
59	Tornado Egg	Orb	-	28	15	Wind	-	1.25	1.50	1.25	2600	1300	Delhi	—
60	Great Sphere	Orb	-	32	14	-	-	1.50	1.25	1.50	3300	1650	London	—
61	Samurai Spirit	Orb	-	36	20	Earth	-	1.25	1.50	1.25	3600	1800	Tokyo	—
62	Spiny Egg	Orb	-	38	18	-	-	1.50	1.25	1.50	3900	1950	London	—
63	Dragon Spirit	Orb	-	41	15	Fire	Fire	1.00	1.75	1.00	4200	2100	Dungeon of Lemuria	—
64	White Orb	Orb	-	45	24	-	-	1.50	1.50	1.50	6000	3000	-	—
65	Iron Orb	Orb	-	46	22	-	-	1.50	1.75	1.00	6900	3450	New York	—
66	Charged Orb	Orb	-	48	22	Fire	Elec. Shock	1.50	1.25	1.50	7800	3900	London	—
67	Gold Sphere	Orb	-	51	27	-	-	1.25	1.50	2.00	8250	4125	London	—
68	Golden Globe	Orb	-	52	25	Earth	-	1.75	1.50	1.50	9000	4500	Rio de Janeiro	—
69	Daemon's Eye	Orb	-	60	32	Dark	-	2.00	1.25	1.25	11500	5750	London	—
70	Angel Spirit	Orb	-	68	34	Holy	-	1.50	1.50	1.50	13500	6750	London	—
71	Einherjar	Orb	-	86	36	-	-	1.25	1.25	1.25	15500	7750	-	—
72	Holy Grail	Orb	-	112	45	-	-	1.75	1.75	1.75	999999	500000	Mu	—

Airship Armor

NO.	NAME	DP	M. DP	EVA	FIRE	WATER	WIND	EARTH	HOLY	DARK	BUY	SELL	LOCATION	IMAGE
1	Light Shield	7	8	0	0	0	0	0	0	0	100	50	-	
2	Delta Shield	12	4	3	0	0	0	0	0	0	200	100	London	
3	Knight Shield	20	12	15	0	0	0	0	0	0	400	300	Cape Town	
4	Aqua Wall	25	17	18	0	50	0	0	0	0	620	310	Saint Petersburg	
5	Aero Curtain	40	24	23	0	0	50	0	0	0	3000	1500	Delhi	
6	Round Shield	45	20	20	0	0	0	0	0	0	3600	1800	London	
7	Chain Shield	50	24	25	0	0	0	0	0	0	4000	2000	Tokyo	
8	Metal Plate	55	26	28	0	0	0	0	0	0	4300	2150	London	
9	Charged Veil	55	35	38	0	0	0	0	0	0	5600	2800	London	
10	Dragon Scales	58	28	30	50	0	0	0	0	0	5800	2900	Mt. Ararat	
11	Large Shield	60	32	30	0	0	0	0	0	0	6000	3000	-	
12	Gaia Shield	61	34	32	0	0	0	50	0	0	8100	4050	Rio de Janeiro	
13	Metal Armor	62	36	35	0	0	0	0	0	0	8400	4200	New York	
14	Green Amber	64	32	30	0	0	0	0	0	0	9500	4750	London	
15	Daemon's Wings	70	38	35	0	0	0	0	0	50	12500	6250	Mu	
16	Angel Veil	75	40	30	0	0	0	0	50	0	15000	7500	Over Oceania	
17	Yggdra Shield	90	45	40	0	0	0	0	0	0	16000	8000	-	
18	Eterna Force	100	50	50	25	25	25	25	25	25	999999	500000	Teotihuacan	

Airship Upgrade Parts

NAME	END	EVA	BUY	LOCATION
Upgrade Part 1	40	1	400	London
Upgrade Part 2	50	2	600	Cape Town
Upgrade Part 3	60	4	1200	Saint Petersburg
Upgrade Part 4	60	6	2000	London
Upgrade Part 5	70	8	5000	Delhi
Upgrade Part 6	70	10	10000	Tokyo
Upgrade Part 7	80	12	20000	London
Upgrade Part 8	80	15	40000	New York
Upgrade Part 9	90	18	80000	Rio de Janeiro
Upgrade Part 10	100	20	100000	London

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Gadgets

NO.	NAME	EFFECT	APPRAISAL FEE	UNIDENTIFIED NAME	LOCATION
001	Golden Scarab	Counters physical attacks	1000	Old Clock	Eterna Mines
002	Papyrus Scroll	MP costs are halved	10000	Ancient Paper	Royal Exploration Agency
003	Sage's Stone	MP costs are reduced to 0	10000	Mysterious Stone	Get 100% completion in Adventurer's Notebook
004	Dalmanite's Stone	Prevents Poison	1000	Mysterious Stone	World Treasure Reward #1
005	Vicarya's Stone	Prevents Paralysis	1000	Mysterious Stone	World Treasure Reward #3
006	Ammonite Stone	Prevents being Cursed.	1000	Mysterious Stone	Mt. Fuji Base
007	Nautilus Stone	Prevents Confusion	1000	Mysterious Stone	Tokyo
008	Graptolite Stone	Prevents being Petrified.	1000	Mysterious Stone	El Dorado
009	Ragialaria's Stone	Prevents Darkness	1000	Mysterious Stone	Mt. Ararat
010	Talisman of Light	Prevents all status effects.	5000	-	Pad's Side-Quest Reward
011	Carnelian Gem	Boosts Fire resistance.	1000	Beautiful Gem	World Treasure Reward #2
012	Aquamarine Gem	Boosts Water resistance.	1000	Beautiful Gem	Saint Petersburg
013	Lapis Lazuli Gem	Boosts Wind resistance.	1000	Beautiful Gem	Nirvana Palace
014	Pyrite Gem	Boosts Earth resistance.	1000	Beautiful Gem	Mt. Ararat
015	Diamond Gem	Boosts Holy resistance.	1000	Beautiful Gem	Tower of the Moon
016	Onyx Gem	Boosts Dark resistance.	1000	Beautiful Gem	Tower of the Moon
017	Crystal Skull	Increases all resistances.	5000	Old Clock	Tablet Temple
018	Crystal Gem	Boosts Critical %	5000	Beautiful Gem	Tower of Babel
019	Eterna Necklace	Attack will become stronger but it will cost MP.	5000	Old Clock	Eterna Mines
020	Solar Ring	Slowly restores HP.	5000	Old Clock	Tomb Chapel
021	Moon Ring	Slowly restores MP.	5000	Old Clock	Tomb Chapel
022	Tear of the Nile	Restores some MP when damage is taken.	5000	Beautiful Gem	Over Siberia
023	Berserker Mask	AP, DP, and Critical % are boosted when HP is low.	5000	Old Clock	Mt. Fuji Base
024	Soul Scales	Converts HP damage into MP damage.	5000	Mysterious Item	Dungeon of Lemuria
025	Mechanical Clock	Provides a chance to act first in order.	5000	Mysterious Item	Dungeon of Lemuria
026	Phantom Prism	Decreases the chance of being targeted.	5000	Beautiful Gem	El Dorado
027	Orichalcum Shield	Boosts the damage reduction of the Defend command.	5000	Mysterious Item	El Dorado
028	Silver Clay Figure	Boosts XP gained	10000	Mysterious Item	World Treasure Reward #6
029	Golden Clay Figure	Boosts G gained	10000	Mysterious Item	Land of Karal
030	Spiritual Lamp	Boosts the chance to receive a rare item.	10000	Mysterious Item	Tomb Chapel
031	Obsidian Arrowhead	Boosts AP, lowers DP	5000	Mysterious Item	Easter Islands
032	Giyaman Brooch	Boosts M. AP, lowers M. DP	5000	Old Clock	Tokar Village
033	Demon Claw	Boosts the chance to encounter enemies.	1000	Old Clock	Delhi
034	Angel Wings	Lowers the chance to encounter enemies.	1000	Old Clock	Delhi
035	Paladin Mirror	Take the damage intended for another party member.	5000	Mysterious Item	New York City
036	Acilian Lens	Provides a chance to dodge an attack.	5000	Mysterious Item	Acropolis
037	Golden Jet	Deals major damage to flying monsters.	1000	Mysterious Item	Rio de Janeiro
038	Dragon Killer's Gem	Deals major damage to dragon type monsters.	1000	Beautiful Gem	Tokyo
039	Scroll of the Dead	Deals major damage to undead type enemies.	1000	Ancient Paper	Merveille Village
040	Infinity Gear	Deals major damage to machine type enemies.	1000	Mysterious Item	Siberian Village

Valuables

NO.	NAME	LOCATION	BUILD FEE
001	Chamber Key	Pyramid	-
002	Pyramid Key	Cairo	-
003	Tower Painting	Pyramid	-
004	Dad's Pipe	Pyramid	-
005	Eterna Crystal	Eterna Mines	-
006	Letter from the Elder	Merveille Village	-
007	Medea's Memento	Merveille Village	-
008	Temple Key	Delhi	-
009	Mysterious Sea Chart	Rio de Janeiro	-
010	Medal Necklace	Sewers	-
011	The First Tablet	Tower of Babel	-
012	The Second Tablet	Eterna Mines	-
013	The Third Tablet	Mt. Ararat	-
014	The Fourth Tablet	Nirvana Palace	-
015	The Fifth Tablet	El Dorado	-
016	The Sixth Tablet	Dragon's Lair	-
017	The Last Tablet	Tomb Chapel	-
018	Complete Tablet	Asgard	-
019	Heavy Blade Plans (Spiked Mace)	Mt. Fuji Base	8500
020	Dragon Head Plans (Dragonhead)	Siberian Base	5000
021	Blue Blade Plans (Aqua Crystal)	Eterna Mines	4500
022	White Blade Plans (Angel Saber)	London	14500
023	Black Blade Plans (Daemon's Claw)	Sewers	12000
024	Ancient Blade Plans (Excel Brand)	Tower of the Moon	999999
025	Dragon Gun Plans (Dragon's Claw)	Over Asia	4200
026	White Gun Plans (Angel Tear)	Tomb Chapel	14000
027	Black Gun Plans (Daemon's Shower)	Mu	12000
028	Ancient Gun Plans (Legacy Blaster)	Hanging Gardens of Babylon	999999
029	Blue Cannon Plans (Mariner's Cannon)	Siberian Base	4500
030	White Cannon Plans (Angel Breath)	Tower of the Sun	15000
031	Black Cannon Plans (Daemon's Roar)	Atlantis	12500
032	Ancient Cannon Plans (Last Faust)	Tower of the Moon	999999
033	Dragon Gem Plans (Dragon Spirit)	Dungeon of Lemuria	4200
034	Ancient Gem Plans (Holy Grail)	Mu	999999
035	Dragon Shield Plans (Dragon Scale)	Mt. Ararat	5800
036	White Shield Plans (Angel Veil)	Over Oceania	15000
037	Black Shield Plans (Daemon's Wings)	Mu	12500
038	Ancient Shield Plans (Eterna Force)	Teotihuacan	999999
039	Pamela's Ring	Pyramid	-
040	Vitality Honey	Eterna Mines	-
041	Old Pendant	Tower of Babel	-
042	Moon Tail	Sewers	-
043	Night Spider Silk	Pyramid	-
044	High Quality Jelly	Tower of Babel	-
045	Concentrated Spore	Eterna Mines	-
046	Dinosaur Fang	Teotihuacan	-
047	Dragon's Gem	Over Dragon's Lair	-
048	D Plans Secret File 1	Siberian Base	-
049	D Plans Secret File 2	Mt. Fuji Base	-
050	Silver Compass	Over the Arctic	-
051	Mysterious Stone Slab	Eterna Mines	-
052	Torn Scarf	Eterna Mines	-

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013 EVIL EYE

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
11	54	40	69	12	12		6	38	230	100 23
Class	Area	Ability	Item (Normal)	Item (Rare)						
Monster	Tower of Babel	Gaze of Chaos	Mint Candy	Star Jewel						

ELEMENTAL & STATUS RESISTANCES

Fire	Water	Wind	Earth	Holy	Dark	Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
★	★	★	★	★★★★	★	★★	★★	★	★★	★★	★★	★★★	★★★

HOW TO USE

The data for every enemy the party encounters for the first time is automatically logged in the Adventurer's Handbook under the Monster Data heading. All of that information—and much more—has been included in this chapter not only to make it more easily available to you while playing the game, but to also indicate where the enemies are located. After all, it's awfully hard to get 100% completion if you don't know where the missing enemies are located!

This section contains 251 monster entries, numbered to match the in-game Adventurer's Notebook. Enemies are essentially listed in order of strength, but also in the order that they will be encountered as the party progresses through the story with bosses and quest-bosses placed towards the end. Enemies encountered while in the airship are listed at the end.

1 Enemy Number & Name: This is the number and name of the enemy as it appears in the Adventurer's Handbook. An enemy marked with [Q] appears only in an Adventurer's Association Quest. An enemy marked with [B] is a Story Boss Enemy.

2 Image: What the enemy looks like.

3 Basic Stats: This section of data contains the essential stats for the enemy including Level (LV), Hit Points (HP), Magic Points (MP), Attack Power (AP), Defensive Power (DP), Magic Attack Power (M. AP), Magic Defense Power (M. DP), Speed (SPD), Experience Awarded (EXP), Gold Awarded (G), and Skill Points awarded (SP). Note that the EXP rating for boss and quest enemies is based will be divided between all four party members at the end of the battle.

4 Battle Info: This section of data reveals the enemy type, the area that the enemy is found, its primary special ability, and the items it may normally drop or under rare circumstances. Note that airborne enemies are often limited by altitude, unless where noted. Rare item drops typically require a high consecutive Battle Rank.

5 Resistances: The final section of data for each enemy reveals their resistance to each of the elemental attacks and status effects. Ratings are as follows: X = Immune, ★ = Highly Resistant, ★★ = Neutral, ★★★ = Vulnerable, ★★★★ = Highly Vulnerable. Naturally, you should study this information and pair your elemental and status effect attacks to strike those enemies where it hurts them most!



001 RAT

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
1	7	3	13	3	1	0	6	5	8	5
Class	Area	Ability	Item (Normal)	Item (Rare)						
Monster	Sewers	-	-	Head Bottle						

ELEMENTAL & STATUS RESISTANCES

Fire	Water	Wind	Earth	Holy	Dark	Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
★	★	★★	★★★	★★	★★	★★	★★	★★	★★	★★	★★	★★★	★★★

002 BAT

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
2	10	3	18	4	2	1	5	6	11	3
Class	Area	Ability	Item (Normal)	Item (Rare)						
Flying	Sewers	Blood Drain	Head Bottle	Super Head Bottle						

ELEMENTAL & STATUS RESISTANCES

Fire	Water	Wind	Earth	Holy	Dark	Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
★★★★	★★	★	★	★★	★★★★	★★	★★	★★	★★	★★	★★	★★★	★★★

003 FLYING FISH

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
2	12	0	23	4	1	0	3	7	13	4
Class	Area	Ability	Item (Normal)	Item (Rare)						
Monster	Sewers	-	-	Head Bottle						

ELEMENTAL & STATUS RESISTANCES

Fire	Water	Wind	Earth	Holy	Dark	Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
★	★	★★	★★★★	★★	★★	★★	★★	★★	★★	★★	★★	★★★	★★★



004 JELLY

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
3	15	5	20	5	4	2	2	8	15	5

Class	Area	Ability	Item (Normal)	Item (Rare)
Monster	Sewers	Ice Storm	-	Head Bottle

ELEMENTAL & STATUS RESISTANCES

Fire	Water	Wind	Earth	Light	Dark
★	★	★★	★★★★	★★	★★★
Blind	Paralyze	Confuse	Poison	Curse	Stone
★★	★★	★★	★★	★★★	★★★



005 SANDWORM

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
6	23	0	33	8	8	4	25	34	23	10

Class	Area	Ability	Item (Normal)	Item (Rare)
Monster	Pyramid	-	Head Bottle	Star Jewel

ELEMENTAL & STATUS RESISTANCES

Fire	Water	Wind	Earth	Light	Dark
★	★	★★★	★	★★	★★★
Blind	Paralyze	Confuse	Poison	Curse	Stone
★★	★★	★★	★★	★★	★★★



006 SPIDER

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
8	27	0	34	9	9	4	32	35	28	11

Class	Area	Ability	Item (Normal)	Item (Rare)
Monster	Pyramid	Spider's Silk	-	Head Bottle

ELEMENTAL & STATUS RESISTANCES

Fire	Water	Wind	Earth	Light	Dark
★★	★	★★★★	★	★★	★★★★
Blind	Paralyze	Confuse	Poison	Curse	Stone
★★	★★	★★	★★	★★	★★★



007 MUMMY

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
8	25	10	36	10	10	5	30	36	28	11

Class	Area	Ability	Item (Normal)	Item (Rare)
Undead	Pyramid	Royal Curse	Sacrifice Doll	Star Jewel

ELEMENTAL & STATUS RESISTANCES

Fire	Water	Wind	Earth	Light	Dark
★	★	★	★	★★★★	★★
Blind	Paralyze	Confuse	Poison	Curse	Stone
★★	★★	★★	★★	★★	★★★



008 SKELETON

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
7	36	10	36	10	10	5	20	26	30	12

Class	Area	Ability	Item (Normal)	Item (Rare)
Undead	Pyramid	Curse of the Dead	Sacrifice Doll	Star Jewel

ELEMENTAL & STATUS RESISTANCES

Fire	Water	Wind	Earth	Light	Dark
★	★	★	★	★★★★	★
Blind	Paralyze	Confuse	Poison	Curse	Stone
★★	★★	★★	★★	★	★★★



009 WOLF

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
8	53	10	45	11	7	3	33	150	45	17

Class	Area	Ability	Item (Normal)	Item (Rare)
Monster	Ethera Mines	Fang of Darkness	-	Star Jewel

ELEMENTAL & STATUS RESISTANCES

Fire	Water	Wind	Earth	Light	Dark
★★	★★	★★	★★	★★	★★
Blind	Paralyze	Confuse	Poison	Curse	Stone
★★	★★	★★	★★	★★	★★★



010 MUSHROOM

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
9	57	20	48	12	9	4	30	151	55	16

Class	Area	Ability	Item (Normal)	Item (Rare)
Monster	Ethera Mines	Poisoning Spore	-	Star Jewel

ELEMENTAL & STATUS RESISTANCES

Fire	Water	Wind	Earth	Light	Dark
★★	★	★★★★	★	★★	★★★★
Blind	Paralyze	Confuse	Poison	Curse	Stone
★★	★	★★	★★	★★	★★★



011 HORNET

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
10	56	5	55	10	6	3	32	152	50	15

Class	Area	Ability	Item (Normal)	Item (Rare)
Flying	Ethera Mines	Panic Needle	Mint Candy	Star Jewel

ELEMENTAL & STATUS RESISTANCES

Fire	Water	Wind	Earth	Light	Dark
★★★★	★★	★	★	★★	★★★
Blind	Paralyze	Confuse	Poison	Curse	Stone
★★	★★	★★	★★	★★	★★★



012 POISON JELLY

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
12	55	20	71	13	12	6	38	220	90	22
Class	Area	Ability	Item (Normal)	Item (Rare)						
Mariner	Tower of Babel	Poison Bomb	Antidote	Star Jewel						

ELEMENTAL & STATUS RESISTANCES








							
★★	★★	★★	★★	★★	★★	★★	
Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
★★	★★	★★	★	★★	★★	★★★	★★★★



013 EVIL EYE

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
11	54	40	69	12	12	6	38	230	100	23
Class	Area	Ability	Item (Normal)	Item (Rare)						
Mariner	Tower of Babel	Gate of Chaos	Mint Candy	Star Jewel						

ELEMENTAL & STATUS RESISTANCES

							
★	★	★	★	★	★★★★	★	
Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
★★	★★	★	★★	★★	★★	★★★★	★★★★



014 BABEL CROW

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
11	52	30	67	11	11	5	38	225	95	24
Class	Area	Ability	Item (Normal)	Item (Rare)						
Flying	Tower of Babel	Illusion	Sunlight	Star Jewel						

ELEMENTAL & STATUS RESISTANCES






							
★★★★	★★	★	★	★	★★	★★★	
Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
★	★★	★★	★★	★★	★★	★★★	★★★★



015 FAIRY

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
12	50	30	67	12	13	6	50	240	110	25
Class	Area	Ability	Item (Normal)	Item (Rare)						
Flying	Tower of Babel	Soothing Song	Head Bottle	Super Head Bottle						

ELEMENTAL & STATUS RESISTANCES







							
★★★★	★★	★	★	★	★★	★★★	
Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
★★	★★	★★	★★	★★	★★	★★★	★★★



016 CABAL COMBATANT

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
12	60	0	73	14	10	5	40	250	105	26
Class	Area	Ability	Item (Normal)	Item (Rare)						
Human	Tower of Babel	-	-	-						

ELEMENTAL & STATUS RESISTANCES

ELEMENTAL & STATUS RESISTANCES							
							
☆☆	☆☆	☆☆	☆☆	☆☆	☆☆		
Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆☆	☆☆☆



017 ICE ELEMENTAL

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
15	65	60	70	12	72	36	36	355	120	30
Class	Area	Ability	Item (Normal)	Item (Rare)						
Monster	Siberian Base	Ice Storm	Star Jewel	Moon Jewel						

ELEMENTAL & STATUS RESISTANCES

							
★	★	★★	★★★★	★★	★★★		
Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
★★	★★	★★	★★	★★	★★	★★★	★★★



018 SNOW TIGER

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
16	72	40	75	13	70	35	35	380	130	28
Class	Area	Ability	Item (Normal)	Item (Rare)						
Monster	Siberian Base	Frost	-	Super Head Bottle						

ELEMENTAL & STATUS RESISTANCES

							
★	★	★★	★★★★	★★	★★★		
Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
★★	★★	★★	★★	★★	★★	★★★	★★★



019 GEAR

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
15	70	32	72	12	12	6	37	360	135	27
Class	Area	Ability	Item (Normal)	Item (Rare)						
Machine	Siberian Base	Gear Change	-	Evil Boost Blue						

ELEMENTAL & STATUS RESISTANCES

🔥		💧		⚡		🌐		✝		🌙					
☆☆		☆☆		☆☆		☆☆		☆☆		☆☆					
Blind		Paralyze		Confuse		Poison		Curse		Stone		Death		Silence	
☆☆		☆☆		☆☆		☆☆		☆☆		☆☆		☆☆		☆☆	



020 SNOW HAND

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
16	76	50	73	11	75	37	38	370	140	32
Class	Area	Ability	Item (Normal)	Item (Rare)						
Flying	Siberian Base	Cold Gas	Mint Candy	Star Jewel						

ELEMENTAL & STATUS RESISTANCES

🔥		💧		⚡		🌪		☼		✝		🌙	
★		★		★★		★★★★		★★		★★★			
Blind		Paralyze		Confuse		Poison		Curse		Stone		Death	
★★		★★		★		★★		★★		★★		★★★	
												★★★	



021 MECHBALL

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
16	80	0	74	13	12	6	34	355	130	28
Class	Area	Ability	Item (Normal)	Item (Rare)						
Machine	Siberian Base	Bottle Program A	Head Bottle	Head Leaf						

ELEMENTAL & STATUS RESISTANCES

ELEMENTAL & STATUS RESOURCES							
🔥	💧	⚡	🌬	🌑	☀	🌙	
☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	
Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆☆	☆☆☆



022 MAD RAT

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
20	75	20	96	18	12	6	45	450	180	35

Class	Area	Ability	Item (Normal)	Item (Rare)
Monster	Eterna Mines	Paralyzing Fang	Unicorn Horn	ATT Boost Elixir

ELEMENTAL & STATUS RESISTANCES

⚡	🔥	❄️	☀️	🌙	☁️	🌊	🌋
☆☆	☆☆	☆☆☆☆	☆☆	☆☆	☆☆	☆☆	☆☆
Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆



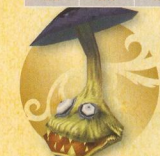
023 SERPENT

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
21	77	30	97	17	11	5	46	470	190	38

Class	Area	Ability	Item (Normal)	Item (Rare)
Monster	Eterna Mines	-	-	Super Head Bottle

ELEMENTAL & STATUS RESISTANCES

⚡	🔥	❄️	☀️	🌙	☁️	🌊	🌋
☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆
Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆



024 POISON MUSHROOM

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
20	78	50	98	16	20	10	38	480	195	37

Class	Area	Ability	Item (Normal)	Item (Rare)
Monster	Eterna Mines	Poison Spores	Antidote	Louder's Holy Water

ELEMENTAL & STATUS RESISTANCES

⚡	🔥	❄️	☀️	🌙	☁️	🌊	🌋
☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆
Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆



025 KILLER NEEDLE

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
20	80	35	95	18	18	9	44	490	185	36

Class	Area	Ability	Item (Normal)	Item (Rare)
Flying	Eterna Mines	Wandering Needle	Antidote	Louder's Holy Water

ELEMENTAL & STATUS RESISTANCES

⚡	🔥	❄️	☀️	🌙	☁️	🌊	🌋
☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆
Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆



026 RUNE BAT

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
22	85	10	115	15	32	14	50	580	220	38

Class	Area	Ability	Item (Normal)	Item (Rare)
Flying	Mt. Acanat	Fang of Darkness	Sunlight	Louder's Holy Water

ELEMENTAL & STATUS RESISTANCES

⚡	🔥	❄️	☀️	🌙	☁️	🌊	🌋
☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆
Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆



027 EAGLE

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
23	115	5	120	17	28	14	52	590	235	37

Class	Area	Ability	Item (Normal)	Item (Rare)
Flying	Mt. Acanat	-	-	Super Head Bottle

ELEMENTAL & STATUS RESISTANCES

⚡	🔥	❄️	☀️	🌙	☁️	🌊	🌋
☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆
Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆



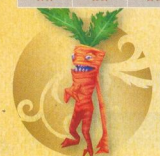
028 SILVER KONG

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
24	245	10	155	18	20	10	45	1400	450	50

Class	Area	Ability	Item (Normal)	Item (Rare)
Monster	Mt. Acanat	Power Dive	Head Bottle	ATT Boost Elixir

ELEMENTAL & STATUS RESISTANCES

⚡	🔥	❄️	☀️	🌙	☁️	🌊	🌋
☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆
Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆



029 FAIR CARROT

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
21	95	60	125	14	35	17	51	580	225	32

Class	Area	Ability	Item (Normal)	Item (Rare)
Monster	Mt. Acanat	Cry of Curse	Sacrifice Doll	Louder's Holy Water

ELEMENTAL & STATUS RESISTANCES

⚡	🔥	❄️	☀️	🌙	☁️	🌊	🌋
☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆
Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆



030 NUMEN

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
25	265	80	160	19	130	65	56	1850	500	55

Class	Area	Ability	Item (Normal)	Item (Rare)
Flying	Mt. Acanat	Anarchy	Super Head Bottle	Fire Stone

ELEMENTAL & STATUS RESISTANCES

⚡	🔥	❄️	☀️	🌙	☁️	🌊	🌋
☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆
Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆



031 SHADOW WOLF

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
24	105	20	136	15	35	17	40	600	250	40

Class	Area	Ability	Item (Normal)	Item (Rare)
Monster	Nirvana Palace	-	Sunlight	Mega Head Bottle

ELEMENTAL & STATUS RESISTANCES

⚡	🔥	❄️	☀️	🌙	☁️	🌊	🌋
☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆
Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆



032 GUARDIAN

LV	HP	MP	AP	DP	M.A.P.	M.D.P.	SPD	EXP	G	SP
27	175	50	138	17	37	18	54	1600	550	42
Class	Area	Ability	Item (Normal)	Item (Rare)						
Machine	Nivana Palace	Cursed Spell	Sacrifice Doll	Algo Head Bottle						

ELEMENTAL & STATUS RESISTANCES

Fire	Water	Wind	Earth	Light	Dark	Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆



033 GHOST

LV	HP	MP	AP	DP	M.A.P.	M.D.P.	SPD	EXP	G	SP
26	155	20	132	14	38	19	56	700	270	45
Class	Area	Ability	Item (Normal)	Item (Rare)						
Flying	Nivana Palace	Cry of Chaos	Mint Candy	Algo Head Bottle						

ELEMENTAL & STATUS RESISTANCES

Fire	Water	Wind	Earth	Light	Dark	Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆



034 CRIMSON

LV	HP	MP	AP	DP	M.A.P.	M.D.P.	SPD	EXP	G	SP
26	125	20	133	14	36	18	58	650	260	40
Class	Area	Ability	Item (Normal)	Item (Rare)						
Undead	Nivana Palace	Red Flame	Sacrifice Doll	Algo Head Bottle						

ELEMENTAL & STATUS RESISTANCES

Fire	Water	Wind	Earth	Light	Dark	Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆



035 AIR ELEMENTAL

LV	HP	MP	AP	DP	M.A.P.	M.D.P.	SPD	EXP	G	SP
25	115	70	128	13	65	32	57	620	250	42
Class	Area	Ability	Item (Normal)	Item (Rare)						
Monster	Nivana Palace	Fuji's Revenge	-	Moon Jewel						

ELEMENTAL & STATUS RESISTANCES

Fire	Water	Wind	Earth	Light	Dark	Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆



036 PORCULUS

LV	HP	MP	AP	DP	M.A.P.	M.D.P.	SPD	EXP	G	SP
28	145	90	130	15	42	21	62	670	280	39
Class	Area	Ability	Item (Normal)	Item (Rare)						
Flying	Nivana Palace	Flame Breath	Super Head Bottle	Star Jewel						

ELEMENTAL & STATUS RESISTANCES

Fire	Water	Wind	Earth	Light	Dark	Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆



037 ZOMBIE

LV	HP	MP	AP	DP	M.A.P.	M.D.P.	SPD	EXP	G	SP
25	115	30	131	14	35	17	57	650	255	38
Class	Area	Ability	Item (Normal)	Item (Rare)						
Undead	Nivana Palace	-	-	Moon Jewel						

ELEMENTAL & STATUS RESISTANCES

Fire	Water	Wind	Earth	Light	Dark	Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆



038 PIXIE

LV	HP	MP	AP	DP	M.A.P.	M.D.P.	SPD	EXP	G	SP
27	113	60	132	12	40	20	65	620	250	38
Class	Area	Ability	Item (Normal)	Item (Rare)						
Flying	Nivana Palace	Purifying Song	Gargan Tear	Laurin's Holy Water						

ELEMENTAL & STATUS RESISTANCES

Fire	Water	Wind	Earth	Light	Dark	Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆



039 DEVIL STATUE

LV	HP	MP	AP	DP	M.A.P.	M.D.P.	SPD	EXP	G	SP
28	190	20	172	16	40	20	60	700	350	50
Class	Area	Ability	Item (Normal)	Item (Rare)						
Flying	Mt. Fuji Base	Fuji's Revenge	-	Super Head Lock						

ELEMENTAL & STATUS RESISTANCES

Fire	Water	Wind	Earth	Light	Dark	Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆



040 REMAINS

LV	HP	MP	AP	DP	M.A.P.	M.D.P.	SPD	EXP	G	SP
29	165	30	175	17	41	20	63	710	400	52
Class	Area	Ability	Item (Normal)	Item (Rare)						
Undead	Mt. Fuji Base	Cry of Torment	Mint Candy	Laurin's Holy Water						

ELEMENTAL & STATUS RESISTANCES

Fire	Water	Wind	Earth	Light	Dark	Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆



041 FLARE ELEMENTAL

LV	HP	MP	AP	DP	M.A.P.	M.D.P.	SPD	EXP	G	SP
27	150	120	170	14	90	45	65	690	350	54
Class	Area	Ability	Item (Normal)	Item (Rare)						
Monster	Mt. Fuji Base	Flame Storm	-	Super Head Lock						

ELEMENTAL & STATUS RESISTANCES

Fire	Water	Wind	Earth	Light	Dark	Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆



042 GALACIA

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
26	155	150	171	15	43	21	62	720	380	60
Class	Area	Ability	Item (Normal)	Item (Rare)						
Flying	Mt. Fuji Base	Ancient Arts	AIT Boost Elar	Golden Chalice						

ELEMENTAL & STATUS RESISTANCES

★	★	★	★	★	★	★	★
Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
★★	★★	★★	★★	★★	★★	★★	★★



043 HIGH GEAR

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
28	160	40	172	17	38	19	58	700	340	50
Class	Area	Ability	Item (Normal)	Item (Rare)						
Machine	Mt. Fuji Base	Slow Boom	Mechanic's Tool	Mechanic's Wrench						

ELEMENTAL & STATUS RESISTANCES

★	★	★	★	★	★	★	★
Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
★★	★★	★★	★★	★★	★★	★★	★★



044 KING ENMA

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
30	380	80	202	18	100	50	55	1100	900	80
Class	Area	Ability	Item (Normal)	Item (Rare)						
Flying	Mt. Fuji Base	Transmuting Flame	Super Head Battle	Mega Head Battle						

ELEMENTAL & STATUS RESISTANCES

★	★	★	★	★	★	★	★
Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
★★	★★	★★	★★	★★	★★	★★	★★



045 MACHINE CANNON

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
25	175	20	175	13	37	18	65	670	320	48
Class	Area	Ability	Item (Normal)	Item (Rare)						
Machine	Mt. Fuji Base	Bomb Program A	Mechanic's Tool	Mechanic's Wrench						

ELEMENTAL & STATUS RESISTANCES

★	★	★	★	★	★	★	★
Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
★★	★★	★★	★★	★★	★★	★★	★★



046 FLOAT BALL

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
27	165	20	172	13	36	18	65	680	330	47
Class	Area	Ability	Item (Normal)	Item (Rare)						
Machine	Mt. Fuji Base	Defense Program	Mechanic's Tool	Mechanic's Wrench						

ELEMENTAL & STATUS RESISTANCES

★	★	★	★	★	★	★	★
Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
★★	★★	★★	★★	★★	★★	★★	★★



047 POISON TAIL

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
32	300	30	190	17	45	22	75	985	400	60
Class	Area	Ability	Item (Normal)	Item (Rare)						
Monster	El Dorado	Poison Fang	Antidote	Golden Chalice						

ELEMENTAL & STATUS RESISTANCES

★	★	★	★	★	★	★	★
Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
★★	★★	★★	★★	★★	★★	★★	★★



048 TARANTULA

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
33	330	20	188	18	43	21	72	1000	420	61
Class	Area	Ability	Item (Normal)	Item (Rare)						
Monster	El Dorado	Poison Fang	Antidote	EVIL Boost Elar						

ELEMENTAL & STATUS RESISTANCES

★	★	★	★	★	★	★	★
Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
★★	★★	★★	★★	★★	★★	★★	★★



049 DEATH FLOWER

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
34	350	20	192	17	42	21	78	1010	430	63
Class	Area	Ability	Item (Normal)	Item (Rare)						
Monster	El Dorado	-	-	Super Head Lost						

ELEMENTAL & STATUS RESISTANCES

★	★	★	★	★	★	★	★
Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
★★	★★	★★	★★	★★	★★	★★	★★



050 TROPICAL MUSHROOM

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
32	290	50	185	16	41	20	73	990	380	62
Class	Area	Ability	Item (Normal)	Item (Rare)						
Monster	El Dorado	Mushroom Powder	Lizard's Holy Water	Earth Jewel						

ELEMENTAL & STATUS RESISTANCES

★	★	★	★	★	★	★	★
Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
★★	★★	★★	★★	★★	★★	★★	★★



051 TREE MAN

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
32	220	80	191	14	150	75	71	1015	450	66
Class	Area	Ability	Item (Normal)	Item (Rare)						
Monster	El Dorado	Cry of the Earth	-	Super Head Lost						

ELEMENTAL & STATUS RESISTANCES

★	★	★	★	★	★	★	★
Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
★★	★★	★★	★★	★★	★★	★★	★★



052 GOLDEN ROCK

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
35	500	20	250	20	41	20	68	1600	1200	110
Class	Area	Ability	Item (Normal)	Item (Rare)						
Monster	El Dorado	Rock Swing	Super Heal Bottle	Mega Heal Bottle						

ELEMENTAL & STATUS RESISTANCES

🔥	💧	⚡	🌪	☀	🌙
☆☆	☆☆	☆☆	☆☆	☆☆	☆☆
Blind	Paralyze	Confuse	Poison	Curse	Stone
☆☆	☆☆	☆☆	☆☆	☆☆	☆☆



053 MIGHTY KONG

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
34	490	10	220	18	38	19	69	1550	1100	105
Class		Area		Ability		Item (Normal)		Item (Rare)		
Monster		El Dorado		Power Dive		Super Heal Bottle		Mega Heal Bottle		

ELEMENTAL & STATUS RESISTANCES

🔥	💧	⚡	🌪	☀	🌙
☆☆	☆☆	☆☆	☆☆	☆☆	☆☆
Blind	Paralyze	Confuse	Poison	Curse	Stone
☆☆	☆☆	☆☆	☆☆	☆☆	☆☆



054 SABER TOOTH TIGER

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
33	340	50	192	17	37	18	76	1050	460	60
Class		Area		Ability		Item (Normal)		Item (Rare)		
Monster		El Dorado		-		-		-		

ELEMENTAL & STATUS RESISTANCES

🔥	💧	⚡	🌪	☀	🌙
☆☆	☆☆	☆☆	☆☆	☆☆	☆☆
Blind	Paralyze	Confuse	Poison	Curse	Stone
☆☆	☆☆	☆☆	☆☆	☆☆	☆☆



055 ALLIGATOR

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
32	330	30	194	18	36	18	71	1020	470	62
Class		Area		Ability		Item (Normal)		Item (Rare)		
Monster		El Dorado		Power Tail		Super Heal Bottle		Mega Heal Bottle		

ELEMENTAL & STATUS RESISTANCES

🔥	💧	⚡	🌪	☀	🌙
☆☆	☆☆	☆☆	☆☆	☆☆	☆☆
Blind	Paralyze	Confuse	Poison	Curse	Stone
☆☆	☆☆	☆☆	☆☆	☆☆	☆☆



056 QUETZALOPTERUS

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
33	300	200	185	16	80	40	78	1045	440	63
Class		Area		Ability		Item (Normal)		Item (Rare)		
Flying		El Dorado		-		-		-		

ELEMENTAL & STATUS RESISTANCES

🔥	💧	⚡	🌪	☀	🌙
☆☆	☆☆	☆☆	☆☆	☆☆	☆☆
Blind	Paralyze	Confuse	Poison	Curse	Stone
☆☆	☆☆	☆☆	☆☆	☆☆	☆☆



057 LAMIA

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
35	380	100	215	17	50	25	85	1300	500	65
Class	Area	Ability	Item (Normal)	Item (Rare)						
Flying	Acropolis	Air Storm	-	Power Jewel						

ELEMENTAL & STATUS RESISTANCES

🔥	💧	⚡	🌪	☀	🌙
☆☆	☆☆	☆☆	☆☆	☆☆	☆☆
Blind	Paralyze	Confuse	Poison	Curse	Stone
☆☆	☆☆	☆☆	☆☆	☆☆	☆☆



058 GOGGLY

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
34	340	80	200	16	52	26	80	1270	480	68
Class	Area	Ability	Item (Normal)		Item (Rare)					
Monster	Acropolis	Grace of	Goggon Tear		Mega Boost Elor					

ELEMENTAL & STATUS RESISTANCES

🔥	💧	⚡	🌪	☀	🌙
☆☆	☆☆	☆☆	☆☆	☆☆	☆☆
Blind	Paralyze	Confuse	Poison	Curse	Stone
☆☆	☆☆	☆☆	☆☆	☆☆	☆☆



059 STONE GOLEM

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
36	650	50	270	18	90	45	75	1700	600	100
Class	Area	Ability	Item (Normal)	Item (Rare)						
Monster	Acropolis	Rock Sucking	Mega Head Buttle	Refueling Buttle						

ELEMENTAL & STATUS RESISTANCES

🔥	💧	⚡	🌪	☀	🌙
☆☆	☆☆	☆☆	☆☆	☆☆	☆☆
Blind	Paralyze	Confuse	Poison	Curse	Stone
☆☆	☆☆	☆☆	☆☆	☆☆	☆☆



060 DARK KNIGHT

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
37	550	90	245	17	220	110	81	1320	700	69
Class	Area	Ability	Item (Normal)	Item (Rare)						
Undead	Acropolis	Dark Ray	Moon Jewel	Power Jewel						

ELEMENTAL & STATUS RESISTANCES

🔥	💧	⚡	🌪	☀	🌙
☆☆	☆☆	☆☆	☆☆	☆☆	☆☆
Blind	Paralyze	Confuse	Poison	Curse	Stone
☆☆	☆☆	☆☆	☆☆	☆☆	☆☆



061 LADON

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
36	700	70	235	16	48	24	84	2200	1200	120
Class		Area		Ability		Item (Normal)		Item (Rare)		
Flying		Acropolis		Fire Breath		Golden Chalice		Chalice of Monks		

ELEMENTAL & STATUS RESISTANCES

🔥	💧	⚡	🌪	☀	🌙
☆☆	☆☆	☆☆	☆☆	☆☆	☆☆
Blind	Paralyze	Confuse	Poison	Curse	Stone
☆☆	☆☆	☆☆	☆☆	☆☆	☆☆



062 EXCLONE

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
35	380	30	207	15	51	25	83	1310	680	66

Class	Area	Ability	Item (Normal)	Item (Rare)
Flying	Acropolis	Illusion	Sunlight	Laurel's Holy Water

ELEMENTAL & STATUS RESISTANCES

☼	☼	☼	☼	☼	☼	☼	☼
***	**	*		†			☾
Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
*	**	**	**	**	**	**	**



063 SIREN

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
34	400	30	205	14	47	23	82	1320	550	70

Class	Area	Ability	Item (Normal)	Item (Rare)
Flying	Acropolis	Claw of Chaos	Unicorn Horn	Mysterious Stone

ELEMENTAL & STATUS RESISTANCES

☼	☼	☼	☼	☼	☼	☼	☼
***	**	*		†			☾
Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
**	**	**	**	**	**	*	**



064 PEGASUS

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
35	430	120	217	15	240	120	90	1400	2000	150

Class	Area	Ability	Item (Normal)	Item (Rare)
Monster	Acropolis	Lumina	Power Jewel	Mane Drink

ELEMENTAL & STATUS RESISTANCES

☼	☼	☼	☼	☼	☼	☼	☼
***	**	*		†			☾
Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
**	**	**	**	**	**	**	**



065 BROWN RAT

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
35	450	110	280	18	52	26	98	1500	580	70

Class	Area	Ability	Item (Normal)	Item (Rare)
Monster	Sewers			Evil Down Poison

ELEMENTAL & STATUS RESISTANCES

☼	☼	☼	☼	☼	☼	☼	☼
***	**	*		†			☾
Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
**	**	**	**	**	**	**	**



066 BLOOD BAT

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
36	420	130	270	17	240	130	99	1550	600	72

Class	Area	Ability	Item (Normal)	Item (Rare)
Flying	Sewers	Fang of Darkness	Sunlight	Mysterious Stone

ELEMENTAL & STATUS RESISTANCES

☼	☼	☼	☼	☼	☼	☼	☼
***	**	*		†			☾
Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
*	**	**	**	**	**	**	**



067 KILLER FISH

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
37	480	150	285	18	238	119	95	1600	650	68

Class	Area	Ability	Item (Normal)	Item (Rare)
Monster	Sewers	Ice Storm	Unicorn Horn	Six Jewel

ELEMENTAL & STATUS RESISTANCES

☼	☼	☼	☼	☼	☼	☼	☼
***	**	*		†			☾
Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
**	*	**	**	**	**	**	**



068 ACID JELLY

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
38	470	100	282	18	57	28	92	1650	630	74

Class	Area	Ability	Item (Normal)	Item (Rare)
Monster	Sewers	Acid Bomb	ATT Boost Elber	Magic Boost Elber

ELEMENTAL & STATUS RESISTANCES

☼	☼	☼	☼	☼	☼	☼	☼
***	**	*		†			☾
Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
**	**	**	**	**	**	**	**



069 KARMA NOTEBOOK

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
40	500	100	285	18	230	115	104	1600	680	81

Class	Area	Ability	Item (Normal)	Item (Rare)
Monster	Royal Exploration Agency	Spirit Chapter	Earth Jewel	Mega Head Leaf

ELEMENTAL & STATUS RESISTANCES

☼	☼	☼	☼	☼	☼	☼	☼
***	**	*		†			☾
Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
**	**	**	**	**	**	**	**



070 DUMMY CHEST

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
39	480	150	295	18	228	114	105	1650	700	82

Class	Area	Ability	Item (Normal)	Item (Rare)
Monster	Royal Exploration Agency	Energy Drain	Silver Chalice	Golden Chalice

ELEMENTAL & STATUS RESISTANCES

☼	☼	☼	☼	☼	☼	☼	☼
***	**	*		†			☾
Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
**	**	**	**	**	**	**	**



071 KILLER ARMS

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
43	470	110	300	17	60	30	104	1800	750	83

Class	Area	Ability	Item (Normal)	Item (Rare)
Machine	Royal Exploration Agency	Power Cannon	Mega Head Bottle	Refreshing Bottle

ELEMENTAL & STATUS RESISTANCES

☼	☼	☼	☼	☼	☼	☼	☼
***	**	*		†			☾
Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
**	**	**	**	**	**	**	**



072 ROBOTOR

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
44	510	115	305	16	55	27	108	1650	800	85

Class	Area	Ability	Item (Normal)	Item (Rare)
Machine	Royal Exploration Agency	Murder Program	Silver Chalice	Golden Chalice

ELEMENTAL & STATUS RESISTANCES

⚡	🔥	❄️	☀️	🌪️	🌑
★	★	★	★	★★★★	★
Blind	Paralyze	Confuse	Poison	Curse	Stone
★★	★★	★★	★★	★★	★★



073 FLOAT CANNON

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
41	485	105	280	15	54	27	110	1650	790	82

Class	Area	Ability	Item (Normal)	Item (Rare)
Machine	Royal Exploration Agency	Battle Program B	-	Mechanic's Wrench

ELEMENTAL & STATUS RESISTANCES

⚡	🔥	❄️	☀️	🌪️	🌑
★	★★	★	★	★★	★
Blind	Paralyze	Confuse	Poison	Curse	Stone
★★	★★	★★	★★	★★	★★



074 OLD BRANCH

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
52	550	272	299	18	280	140	125	1900	900	100

Class	Area	Ability	Item (Normal)	Item (Rare)
Monster	Tomb Chapel	Earth Wrath	Algae Boost Elixir	Beautifull Gem

ELEMENTAL & STATUS RESISTANCES

⚡	🔥	❄️	☀️	🌪️	🌑
★★	★	★★★★	★	★★	★★
Blind	Paralyze	Confuse	Poison	Curse	Stone
★★	★★	★★	★★	★★	★★



075 TOMB GUARD

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
53	580	143	310	18	65	32	126	2150	1100	135

Class	Area	Ability	Item (Normal)	Item (Rare)
Machine	Tomb Chapel	Cry of Death	Golden Chalice	Chalice of Miracles

ELEMENTAL & STATUS RESISTANCES

⚡	🔥	❄️	☀️	🌪️	🌑
★★	★	★★★★	★	★★	★★
Blind	Paralyze	Confuse	Poison	Curse	Stone
★★	★★	★★	★★	★★	★★



076 DAEMON

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
55	880	250	345	18	275	137	123	3600	1600	185

Class	Area	Ability	Item (Normal)	Item (Rare)
Monster	Tomb Chapel	Appraising Flame	AAT Boost Elixir	Strength Shard

ELEMENTAL & STATUS RESISTANCES

⚡	🔥	❄️	☀️	🌪️	🌑
★	★	★	★	★★★★	★
Blind	Paralyze	Confuse	Poison	Curse	Stone
★★	★★	★★	★★	★★	★★



077 TAPIRUS

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
51	420	300	300	16	290	145	132	1850	800	92

Class	Area	Ability	Item (Normal)	Item (Rare)
Flying	Tomb Chapel	Wind Breath	Refreshing Bottle	HP Shard

ELEMENTAL & STATUS RESISTANCES

⚡	🔥	❄️	☀️	🌪️	🌑
★★★★	★★	★	★	★★	★★
Blind	Paralyze	Confuse	Poison	Curse	Stone
★★	★★	★★	★★	★★	★★



078 CHIMERA

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
54	650	275	320	17	285	142	128	2400	1300	150

Class	Area	Ability	Item (Normal)	Item (Rare)
Monster	Tomb Chapel	Fire Breath	Louder's Holy Water	Algae Boost Elixir

ELEMENTAL & STATUS RESISTANCES

⚡	🔥	❄️	☀️	🌪️	🌑
★	★★	★	★	★★	★★
Blind	Paralyze	Confuse	Poison	Curse	Stone
★★	★★	★★	★	★★	★★



079 GREEN MAN

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
50	450	135	305	16	70	35	124	1800	800	90

Class	Area	Ability	Item (Normal)	Item (Rare)
Undead	Tomb Chapel	Poison Claw	Louder's Holy Water	Magma Hoof Leaf

ELEMENTAL & STATUS RESISTANCES

⚡	🔥	❄️	☀️	🌪️	🌑
★★	★	★	★	★★	★
Blind	Paralyze	Confuse	Poison	Curse	Stone
★★	★★	★★	★★	★★	★★



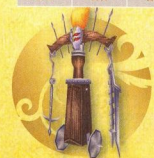
080 SYLPH

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
53	600	265	295	17	230	115	130	2100	1200	120

Class	Area	Ability	Item (Normal)	Item (Rare)
Flying	Tomb Chapel	Death Song	Algae Boost Elixir	HP Shard

ELEMENTAL & STATUS RESISTANCES

⚡	🔥	❄️	☀️	🌪️	🌑
★★★★	★	★	★	★★	★★
Blind	Paralyze	Confuse	Poison	Curse	Stone
★★	★★	★★	★★	★★	★★



081 AUTOMATON

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
50	520	145	302	18	45	32	129	2000	1150	110

Class	Area	Ability	Item (Normal)	Item (Rare)
Machine	Tomb Chapel	Paralyzing Blow	Louder's Holy Water	Magma Hoof Leaf

ELEMENTAL & STATUS RESISTANCES

⚡	🔥	❄️	☀️	🌪️	🌑
★	★	★	★	★★	★
Blind	Paralyze	Confuse	Poison	Curse	Stone
★★	★★	★★	★★	★★	★★









082 THANATOS

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
55	600	300	325	18	350	175	130	2500	2000	150

Class	Area	Ability	Item (Normal)	Item (Rare)
Flying	Tower of the Sun	Cry of Curse	Refreshing Bottle	Mysterious Stone

ELEMENTAL & STATUS RESISTANCES

ELEMENTAL & STATUS EFFECTS							
							
★	★	★	★	★★★★	★		
Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
★★	★★	★★	★★	★	★★	★	★★★




083 GIANT

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
58	1400	160	475	18	65	32	110	4700	3500	290

Class	Area	Ability	Item (Normal)	Item (Rare)
Monster	Tower of the Sun	Death Strike	Orb of Miracles	Strength Shard

ELEMENTAL & STATUS RESISTANCES

							
★★	★★	★★	★★	★★	★★		
Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
★★	★★	★★	★★	★★	★★	★	★★★









087 FLYING ROD

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
56	550	150	315	16	78	59	150	2550	1950	155

Class	Area	Ability	Item (Normal)	Item (Rare)
Flying	Tower of the Sun	Stunning Fang	Warp Stone	Agility Shard

ELEMENTAL & STATUS RESISTANCES

							
★★★★	★★	★	★	★★	★★★		
Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
★	★	★★	★★	★★	★★	★★★	★★★









088 PTERAQUATL

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
54	620	120	335	16	75	37	140	2450	1800	145

Class	Area	Ability	Item (Normal)	Item (Rare)
Monster	Tower of the Sun	-	Scent of Prey	Agility Shard

ELEMENTAL & STATUS RESISTANCES

							
★★	★★	★★	★★	★★	★★		
Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
★★	★★	★★	★★	★★	★★	★★★	★★★









089 TENEBRAE

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
55	590	300	310	16	360	180	135	2600	1750	140

Class	Area	Ability	Item (Normal)	Item (Rare)
Monsters	Tower of the Sun	Darkness Gas	DEF Down Potion	MP Shard

ELEMENTAL & STATUS RESISTANCES

							
★	★	★	★	★★★	★		
Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
★★	★★	★★	★★	★★	★★	★★★	★★★



090 ARC ANGEL

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
62	1500	500	465	18	390	195	160	5000	4000	350

Class	Area	Ability	Item (Normal)	Item (Rare)
Monster	Tower of the Sun	Luminaria	Miracle Drink	Strength Shard

ELEMENTAL & STATUS RESISTANCES

							
★★	★★	★★	★★	★	★		
Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
★★	★★	★★	★★	★★	★★	★★★	★★★








091 HELLHOUND

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
18	220	80	145	15	100	50	65	620	300	50

Class	Area	Ability	Item (Normal)	Item (Rare)
Monster	Dungeons of Luminaria	Hell Flame	Unicorn Horn	ATT Boost Elixir

ELEMENTAL & STATUS RESISTANCES

							
★	★★★★	★	★★	★★	★★★★		
Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
★★	★	★★	★★	★★	★★	★★★	★★★









086 SOLEIL

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
57	560	400	345	17	380	190	170	2600	2100	140

Class	Area	Ability	Item (Normal)	Item (Rare)
Monster	Tower of the Sun	Luminaria	Flare Stone	Luck Shard

ELEMENTAL & STATUS RESISTANCES

							
★★	★★	★★	★★	★	★		
Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
★★	★★	★★	★★	★★	★★	★★★	★★★



092 CASSOWARY

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
28	195	85	141	15	110	55	62	630	280	51
Class	Area	Ability	Item (Normal)	Item (Rare)						
Flying	Dungeon of Lemnatus	Air Blast	Head Lock	DEF Boost Elixir						

ELEMENTAL & STATUS RESISTANCES

Fire	Water	Wind	Earth	Light	Dark	Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
***	**	*		†									
Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence						
**	**	**	**	**	**	**	**						



093 NOCTURNE

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
29	200	100	142	15	130	65	61	635	260	52
Class	Area	Ability	Item (Normal)	Item (Rare)						
Undead	Dungeon of Lemnatus	Darkness of Night	Sacrifice Doll	EVA Boost Elixir						

ELEMENTAL & STATUS RESISTANCES

Fire	Water	Wind	Earth	Light	Dark	Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
*	*	*		†									
Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence						
**	**	**	**	*	**	**	**						



094 LIZARDFLY

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
28	190	95	144	15	105	52	64	615	290	50
Class	Area	Ability	Item (Normal)	Item (Rare)						
Flying	Dungeon of Lemnatus	Wind Breath	Head Bottle	Skin Jewel						

ELEMENTAL & STATUS RESISTANCES

Fire	Water	Wind	Earth	Light	Dark	Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
***	**	*		†									
Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence						
**	**	**	**	**	**	**	**						



095 HOMUNCULUS

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
29	185	120	140	14	140	70	63	640	320	60
Class	Area	Ability	Item (Normal)	Item (Rare)						
Flying	Dungeon of Lemnatus	Cursed Words	Skin Jewel	Magic Boost Elixir						

ELEMENTAL & STATUS RESISTANCES

Fire	Water	Wind	Earth	Light	Dark	Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
***	**	*		†									
Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence						
**	**	**	**	*	**	**	**						



096 DAEMON BOOK

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
30	230	110	143	15	135	67	58	655	340	55
Class	Area	Ability	Item (Normal)	Item (Rare)						
Monster	Dungeon of Lemnatus	Dark Whisper	Skin Jewel	DEF Down Potion						

ELEMENTAL & STATUS RESISTANCES

Fire	Water	Wind	Earth	Light	Dark	Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
*	*	*		†									
Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence						
**	**	**	**	*	**	**	**						



097 GHOUL

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
28	200	40	150	15	35	17	57	610	310	53
Class	Area	Ability	Item (Normal)	Item (Rare)						
Undead	Dungeon of Lemnatus	Poison Claw	Antidote	Silver Chalice						

ELEMENTAL & STATUS RESISTANCES

Fire	Water	Wind	Earth	Light	Dark	Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
*	*	*		†									
Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence						
**	**	**	**	*	*	*	*						



098 SMOKEY

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
29	205	100	139	14	120	60	60	630	320	54
Class	Area	Ability	Item (Normal)	Item (Rare)						
Flying	Dungeon of Lemnatus	Ythoon Gas	Head Bottle	EVA Down Potion						

ELEMENTAL & STATUS RESISTANCES

Fire	Water	Wind	Earth	Light	Dark	Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
*	*	*		†									
Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence						
**	**	**	*	*	*	*	*						



099 [Q] TEMPEST

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
50	3000	350	333	17	430	215	82	36000	9000	1200
Class	Area	Ability	Item (Normal)	Item (Rare)						
Flying	Dungeon of Lemnatus	Fire Breath								

ELEMENTAL & STATUS RESISTANCES

Fire	Water	Wind	Earth	Light	Dark	Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
*	*	*		†									
Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence						
**	**	**	**	*	*	*	*						



100 TYRANT

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
31	400	50	200	17	48	24	80	925	400	70
Class	Area	Ability	Item (Normal)	Item (Rare)						
Monster	Toothfalcon	Paralyzing Fang	Unknown Item	EVA Boost Elixir						

ELEMENTAL & STATUS RESISTANCES

Fire	Water	Wind	Earth	Light	Dark	Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
*	*	*		†									
Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence						
**	**	**	*	*	*	*	*						



101 POISON FLOWER

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
34	380	50	190	16	48	24	78	880	380	68
Class	Area	Ability	Item (Normal)	Item (Rare)						
Monster	Toothfalcon	Venomous Vine	Antidote	DEF Boost Elixir						

ELEMENTAL & STATUS RESISTANCES

Fire	Water	Wind	Earth	Light	Dark	Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
*	*	*		†									
Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence						
**	**	**	*	*	*	*	*						



102 RATTLE MUSHROOM

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
32	350	50	175	17	48	24	76	900	350	72
Class	Area	Ability	Item (Normal)	Item (Rare)						
Monster	Toothucan	Plank Powder	Laundie's Holy Water	Moon Jewel						

ELEMENTAL & STATUS RESISTANCES

🔥	💧	⚡	❄️	☀️	🌑	🌒
☆☆	★	☆☆☆	★	☆☆	☆☆	☆☆
Blind	Paralyze	Confuse	Poison	Curse	Stone	Death
☆☆	★	☆☆	☆☆	☆☆	☆☆	☆☆



103 GRAND WOOD

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
33	370	220	180	17	170	85	74	910	420	75
Class	Area	Ability	Item (Normal)	Item (Rare)						
Monster	Toothucan	Cry of the Earth	Super Head Bottle	Magic Blood Elixir						

ELEMENTAL & STATUS RESISTANCES

🔥	💧	⚡	❄️	☀️	🌑	🌒
☆☆	★	☆☆☆	★	☆☆	☆☆	☆☆
Blind	Paralyze	Confuse	Poison	Curse	Stone	Death
☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆



104 BIGFOOT

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
34	410	150	210	17	190	95	72	915	410	65
Class	Area	Ability	Item (Normal)	Item (Rare)						
Monster	Toothucan	Roar	Super Head Bottle	ATL Boost Elixir						

ELEMENTAL & STATUS RESISTANCES

🔥	💧	⚡	❄️	☀️	🌑	🌒
☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆
Blind	Paralyze	Confuse	Poison	Curse	Stone	Death
☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆



105 CROCODILE

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
35	400	45	205	17	48	24	71	895	390	60
Class	Area	Ability	Item (Normal)	Item (Rare)						
Monster	Toothucan	Power Tail	Super Head Bottle	DEF Boost Elixir						

ELEMENTAL & STATUS RESISTANCES

🔥	💧	⚡	❄️	☀️	🌑	🌒
☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆
Blind	Paralyze	Confuse	Poison	Curse	Stone	Death
☆☆☆☆	☆☆☆☆	☆☆☆☆	☆☆☆☆	☆☆☆☆	☆☆☆☆	☆☆☆☆



106 MANDRAGORA

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
35	340	65	120	16	48	24	78	900	320	73
Class	Area	Ability	Item (Normal)	Item (Rare)						
Monster	Toothucan	Cry of Death	Star Jewel	Moon Jewel						

ELEMENTAL & STATUS RESISTANCES

🔥	💧	⚡	❄️	☀️	🌑	🌒
☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆
Blind	Paralyze	Confuse	Poison	Curse	Stone	Death
☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆



107 FLYING CENTIPEDE

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
32	350	48	175	17	48	24	76	875	380	62
Class	Area	Ability	Item (Normal)	Item (Rare)						
Flying	Toothucan	Venomous Fang	-	Moon Jewel						

ELEMENTAL & STATUS RESISTANCES

🔥	💧	⚡	❄️	☀️	🌑	🌒
☆☆☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆
Blind	Paralyze	Confuse	Poison	Curse	Stone	Death
☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆



108 AIR JIN

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
36	750	210	230	17	200	100	78	1800	800	130
Class	Area	Ability	Item (Normal)	Item (Rare)						
Flying	Toothucan	Karatobi	Silver Chalice	Beautiful Gem						

ELEMENTAL & STATUS RESISTANCES

🔥	💧	⚡	❄️	☀️	🌑	🌒
☆☆☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆
Blind	Paralyze	Confuse	Poison	Curse	Stone	Death
☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆



109 SEA DEVIL

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
34	380	300	223	16	310	155	80	1150	450	65
Class	Area	Ability	Item (Normal)	Item (Rare)						
Monster	Atlantis	Ice Walk	Unicorn Horn	ATL Boost Elixir						

ELEMENTAL & STATUS RESISTANCES

🔥	💧	⚡	❄️	☀️	🌑	🌒
☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆
Blind	Paralyze	Confuse	Poison	Curse	Stone	Death
☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆



110 GATEKEEPER

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
36	400	120	273	17	55	27	75	1200	460	66
Class	Area	Ability	Item (Normal)	Item (Rare)						
Machine	Atlantis	Cry of Death	Golden Chalice	Chalice of Miracles						

ELEMENTAL & STATUS RESISTANCES

🔥	💧	⚡	❄️	☀️	🌑	🌒
☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆
Blind	Paralyze	Confuse	Poison	Curse	Stone	Death
☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆



111 BLUE KNIGHT

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
38	500	280	283	17	330	165	76	1450	520	80
Class	Area	Ability	Item (Normal)	Item (Rare)						
Undead	Atlantis	Frost	Super Head Leaf	Beautiful Gem						

ELEMENTAL & STATUS RESISTANCES

🔥	💧	⚡	❄️	☀️	🌑	🌒
☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆
Blind	Paralyze	Confuse	Poison	Curse	Stone	Death
☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆



112 DARK MAGE

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
35	370	400	213	15	410	205	78	1000	480	72
Class		Area		Ability		Item (Normal)		Item (Rare)		
Flying		Atlantis		Dark Nest		Earth Jewel		Magic Boost Elixir		

ELEMENTAL & STATUS RESISTANCES

🔥	💧	⚡	🌪️	☄️	☠️	☪️
☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆
Blind	Paralyze	Confuse	Poison	Curse	Stone	Death
☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆



113 OVER GEAR

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
33	350	200	240	17	160	80	76	1050	420	64
Class		Area		Ability		Item (Normal)		Item (Rare)		
Machine		Atlantis		Gear Change		-		EVA Boost Elixir		

ELEMENTAL & STATUS RESISTANCES

🔥	💧	⚡	🌪️	☄️	☠️	☪️
☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆
Blind	Paralyze	Confuse	Poison	Curse	Stone	Death
☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆



114 IRON HEAD

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
34	350	110	252	18	50	25	75	1100	430	78
Class	Area	Ability	Item (Normal)	Item (Rare)						
Machine	Atlantis	Power Cannon	-	EVA Down Potion						

ELEMENTAL & STATUS RESISTANCES

🔥	💧	⚡	🌪️	☄️	☠️	☪️
☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆
Blind	Paralyze	Confuse	Poison	Curse	Stone	Death
☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆



115 MERMAN

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
32	390	220	242	17	250	125	77	1125	490	72
Class	Area	Ability	Item (Normal)	Item (Rare)						
Monster	Atlantis	Frost	-	DEF Boost Elixir						

ELEMENTAL & STATUS RESISTANCES

🔥	💧	⚡	🌪️	☄️	☠️	☪️
☆☆	☆☆	☆☆	☆☆☆☆	☆☆	☆☆	☆☆
Blind	Paralyze	Confuse	Poison	Curse	Stone	Death
☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆



116 SPHERE

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
35	360	100	252	18	55	27	74	1150	410	63
Class	Area	Ability	Item (Normal)	Item (Rare)						
Machine	Atlantis	Battle Program B	Super Heal Leaf	Magic Boost Elixir						

ELEMENTAL & STATUS RESISTANCES

🔥	💧	⚡	🌪️	☄️	☠️	☪️
☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆
Blind	Paralyze	Confuse	Poison	Curse	Stone	Death
☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆



117 KILLER MASK

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
36	380	100	262	18	52	26	74	1150	425	63
Class		Area		Ability		Item (Normal)		Item (Rare)		
Machine		Atlantis		Death Strike		Sacrifice Doll		Chalice of Wonders		

ELEMENTAL & STATUS RESISTANCES

🔥	💧	⚡	🌪️	☄️	☠️	☪️
☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆
Blind	Paralyze	Confuse	Poison	Curse	Stone	Death
☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆



118 GAZER

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
45	500	350	280	17	320	160	110	1200	750	85
Class		Area		Ability		Item (Normal)		Item (Rare)		
Monster		Mu		Gaze of Death		Silver Chalice		Golden Chalice		

ELEMENTAL & STATUS RESISTANCES

🔥	💧	⚡	🌪️	☄️	☠️	☪️
☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆
Blind	Paralyze	Confuse	Poison	Curse	Stone	Death
☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆



119 GARGOYLE

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
46	550	120	290	18	66	33	115	1300	760	86
Class		Area		Ability		Item (Normal)		Item (Rare)		
Flying		Mu		Cursed Spell		Sacrifice Doll		Louden's Holy Water		

ELEMENTAL & STATUS RESISTANCES

🔥	💧	⚡	🌪️	☄️	☠️	☪️
☆☆☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆
Blind	Paralyze	Confuse	Poison	Curse	Stone	Death
☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆



120 SKULL KNIGHT

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
48	540	110	340	19	64	32	105	1450	780	87
Class	Area	Ability	Item (Normal)	Item (Rare)						
Undead	Mu									

ELEMENTAL & STATUS RESISTANCES

🔥	💧	⚡	🌪️	☄️	☠️	☪️
☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆
Blind	Paralyze	Confuse	Poison	Curse	Stone	Death
☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆



121 EARTH ELEMENTAL

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
43	450	450	240	17	350	175	108	1350	720	88
Class	Area	Ability	Item (Normal)	Item (Rare)						
Monster	Mu	Earth Storm	Moon Jewel	Earth Jewel						

ELEMENTAL & STATUS RESISTANCES

🔥	💧	⚡	🌪️	☄️	☠️	☪️
☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆
Blind	Paralyze	Confuse	Poison	Curse	Stone	Death
☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆



122 NASHORN

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
42	480	100	300	17	63	31	120	1250	510	82
Class	Area	Ability	Item (Normal)	Item (Rare)						
Flying	Mu	Stunning Needle	Unicorn Item	Loudest Holy Water						

ELEMENTAL & STATUS RESISTANCES

☼	☼	☼	☼	☼	☼	☼	☼
****	**	*	*	*	*	*	***
Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
**	*	**	**	**	**	***	***



123 CHRONO DOGMA

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
46	520	420	375	18	330	465	104	1400	800	83
Class	Area	Ability	Item (Normal)	Item (Rare)						
Monster	Mu	Cursed Chapter	Sacrifice Doll	Star Jewel						

ELEMENTAL & STATUS RESISTANCES

☼	☼	☼	☼	☼	☼	☼	☼
*	**	*	*	*	*	*	*
Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
**	**	**	**	*	**	***	***



124 MANHUNTER

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
45	530	380	280	18	325	162	100	1400	830	84
Class	Area	Ability	Item (Normal)	Item (Rare)						
Monster	Mu	Mental Drain	Silver Chalice	Golden Chalice						

ELEMENTAL & STATUS RESISTANCES

☼	☼	☼	☼	☼	☼	☼	☼
**	**	**	**	**	**	**	*
Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
**	**	**	**	**	**	*	***



125 FLAME CLOUD

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
44	525	430	280	18	335	167	95	1350	820	87
Class	Area	Ability	Item (Normal)	Item (Rare)						
Flying	Mu	Fire Gas	Most Candy	Loudest Holy Water						

ELEMENTAL & STATUS RESISTANCES

☼	☼	☼	☼	☼	☼	☼	☼
*	****	*	*	*	*	*	****
Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
**	*	*	**	**	**	**	***



126 MACHINA DEUS

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
43	555	440	315	18	340	170	113	1500	800	82
Class	Area	Ability	Item (Normal)	Item (Rare)						
Machina	Mu	Death Strike	Sacrifice Doll	Golden Chalice						

ELEMENTAL & STATUS RESISTANCES

☼	☼	☼	☼	☼	☼	☼	☼
*	**	*	*	*	*	*	*
Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
**	**	**	**	*	**	*	***



127 SNOW DROP

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
75	2400	1200	700	19	500	250	300	10000	5000	300
Class	Area	Ability	Item (Normal)	Item (Rare)						
Monster	Tower of the Moon	Stunning Vine	Mysterious Stone	Mysterious Stone						

ELEMENTAL & STATUS RESISTANCES

☼	☼	☼	☼	☼	☼	☼	☼
*	*	*	*	*	*	*	*
Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
**	**	**	**	**	**	***	***



128 PLATINUM JELLY

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
75	2700	1200	710	19	510	255	300	9000	10000	350
Class	Area	Ability	Item (Normal)	Item (Rare)						
Monster	Tower of the Moon	Sacred Cry	Beautiful Gem	Beautiful Gem						

ELEMENTAL & STATUS RESISTANCES

☼	☼	☼	☼	☼	☼	☼	☼
*	**	*	*	*	*	*	*
Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
**	**	**	**	**	**	***	***



129 WHITE KNIGHT

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
75	3300	1200	720	20	480	240	290	11000	7000	400
Class	Area	Ability	Item (Normal)	Item (Rare)						
Undead	Tower of the Moon	Healing	Ancient Paper	Ancient Paper						

ELEMENTAL & STATUS RESISTANCES

☼	☼	☼	☼	☼	☼	☼	☼
**	**	**	*	*	*	*	*
Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
**	**	**	**	**	*	***	***



130 BLAST DRAGON

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
75	4000	1200	730	19	510	255	285	15000	12000	500
Class	Area	Ability	Item (Normal)	Item (Rare)						
Dragon	Tower of the Moon	Ice Breath	Beautiful Gem	Beautiful Gem						

ELEMENTAL & STATUS RESISTANCES

☼	☼	☼	☼	☼	☼	☼	☼
*	*	*	*	*	*	*	*
Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
**	**	**	**	**	**	***	***



131 MAN-EATER

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
75	3500	1200	715	19	400	200	280	9500	8000	320
Class	Area	Ability	Item (Normal)	Item (Rare)						
Monster	Tower of the Moon	Power Tail	Old Clock	Old Clock						

ELEMENTAL & STATUS RESISTANCES

☼	☼	☼	☼	☼	☼	☼	☼
*	*	*	*	*	*	*	*
Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
**	**	**	**	**	**	***	***



132 FEATHER QUEEN

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
75	2800	1200	695	18	410	205	310	8500	6000	340
Class	Area	Ability	Item (Normal)	Item (Rare)						
Flying	Tower of the Moon	Cry of Death	Mysterious Item	Mysterious Item						

ELEMENTAL & STATUS RESISTANCES

🔥	💧	⚡	🌪️	☀️	🌙	🌌
☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆
Blind	Paralyze	Confuse	Poison	Curse	Stone	Death
☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆

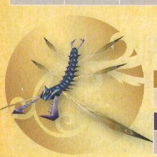


133 EVIL BOX

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
75	3200	1200	705	19	490	245	280	8400	7500	320
Class	Area	Ability	Item (Normal)	Item (Rare)						
Monster	Tower of the Moon	Nightmare Trap	Beautiful Gem	Beautiful Gem						

ELEMENTAL & STATUS RESISTANCES

🔥	💧	⚡	🌪️	☀️	🌙	🌌
☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆
Blind	Paralyze	Confuse	Poison	Curse	Stone	Death
☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆



134 FLOAT TAIL

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
75	2500	1200	690	19	405	202	310	7800	6500	360
Class	Area	Ability	Item (Normal)	Item (Rare)						
Flying	Tower of the Moon	Panic Fang	Mysterious Stone	Mysterious Stone						

ELEMENTAL & STATUS RESISTANCES

🔥	💧	⚡	🌪️	☀️	🌙	🌌
☆☆☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆
Blind	Paralyze	Confuse	Poison	Curse	Stone	Death
☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆



137 PALADIN

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
90	4800	2000	1200	21	900	450	530	16000	22000	1400
Class	Area	Ability	Item (Normal)	Item (Rare)						
Flying	Hanging Gardens of Babylon	Cascade Song	MP Shard	MP Shard						

ELEMENTAL & STATUS RESISTANCES

🔥	💧	⚡	🌪️	☀️	🌙	🌌
☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆
Blind	Paralyze	Confuse	Poison	Curse	Stone	Death
☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆



138 COLOSSUS

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
90	5500	2000	1450	21	850	425	400	22000	36000	1300
Class	Area	Ability	Item (Normal)	Item (Rare)						
Monster	Hanging Gardens of Babylon	Rock Swing	Stamina Shard	Stamina Shard						

ELEMENTAL & STATUS RESISTANCES

🔥	💧	⚡	🌪️	☀️	🌙	🌌
☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆
Blind	Paralyze	Confuse	Poison	Curse	Stone	Death
☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆



139 GIGANT

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
90	5600	2000	1500	21	700	350	410	24000	32000	1200
Class	Area	Ability	Item (Normal)	Item (Rare)						
Monster	Hanging Gardens of Babylon	Death Seal	HP Shard	HP Shard						

ELEMENTAL & STATUS RESISTANCES

🔥	💧	⚡	🌪️	☀️	🌙	🌌
☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆
Blind	Paralyze	Confuse	Poison	Curse	Stone	Death
☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆



140 DRAGONLORD

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
90	5000	2000	1350	21	870	435	500	26000	38000	1800
Class	Area	Ability	Item (Normal)	Item (Rare)						
Dragon	Hanging Gardens of Babylon	Dragon King Wrath	Strength Shard	Strength Shard						

ELEMENTAL & STATUS RESISTANCES

🔥	💧	⚡	🌪️	☀️	🌙	🌌
☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆
Blind	Paralyze	Confuse	Poison	Curse	Stone	Death
☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆



141 KING TIGER

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
90	4500	2000	1200	21	880	440	520	14000	20000	1000
Class	Area	Ability	Item (Normal)	Item (Rare)						
Monster	Hanging Gardens of Babylon	Roar of the Beast	Agility Shard	Agility Shard						

ELEMENTAL & STATUS RESISTANCES

🔥	💧	⚡	🌪️	☀️	🌙	🌌
☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆
Blind	Paralyze	Confuse	Poison	Curse	Stone	Death
☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆



142 DEVIL MANDRA

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
90	4300	2000	1100	21	885	442	490	13000	18500	950
Class	Area	Ability	Item (Normal)	Item (Rare)						
Flying	Hanging Gardens of Babylon	Healing Cry	Spirit Shard	Spirit Shard						

ELEMENTAL & STATUS RESISTANCES

⚡	🔥	❄️	☀️	🌊	🌬️	☾
☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆
Blind	Paralyze	Confuse	Poison	Curse	Stone	Death
☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆



143 HIGH CHIMERA

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
90	4700	2000	1050	21	920	460	480	14500	21000	1050
Class	Area	Ability	Item (Normal)	Item (Rare)						
Monster	Hanging Gardens of Babilon	Stone Breath	Luck Shard	Luck Shard						

ELEMENTAL & STATUS RESISTANCES

⚡	🔥	❄️	☀️	🌊	🌬️	☾
☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆
Blind	Paralyze	Confuse	Poison	Curse	Stone	Death
☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆



144 GARDEN KEEPER

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
90	4800	2000	1300	21	720	360	470	15000	22000	1100
Class		Area		Ability		Item (Normal)		Item (Rare)		
Machine		Hanging Gardens of Babylon		Power Cannon		Strength Shard		Strength Shard		

ELEMENTAL & STATUS RESISTANCES

⚡	🔥	❄️	☀️	🌊	🌬️	☾
☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆
Blind	Paralyze	Confuse	Poison	Curse	Stone	Death
☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆



145 POSEIDON

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
90	4600	2000	1250	21	900	450	480	13500	25000	980
Class	Area	Ability	Item (Normal)	Item (Rare)						
Flying	Hanging Gardens of Babylon	Frostana	Agility Shard	Agility Shard						

ELEMENTAL & STATUS RESISTANCES

⚡	🔥	❄️	☀️	🌊	🌬️	☾
☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆
Blind	Paralyze	Confuse	Poison	Curse	Stone	Death
☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆



146 ANGEL NOIR

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
90	4900	2500	1400	21	950	475	520	28000	40000	2000
Class		Area	Ability	Item (Normal)		Item (Rare)				
Monster		Hanging Gardens of Babylon	Luminara	Strength Shard		Strength Shard				

ELEMENTAL & STATUS RESISTANCES

⚡	🔥	❄️	☀️	🌊	🌬️	☾
☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆
Blind	Paralyze	Confuse	Poison	Curse	Stone	Death
☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆



147 [B] MAN IN ARMOR

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
20	9999	500	100	0	100	50	25	0	0	0
Class	Area	Ability	Item (Normal)	Item (Rare)						
Human	Tower of Babel	Prominence	-	-						

ELEMENTAL & STATUS RESISTANCES

⚡	🔥	❄️	☀️	🌊	🌬️	☾
☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆
Blind	Paralyze	Confuse	Poison	Curse	Stone	Death
☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆



148 [B] MONSTER RAT

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
5	40	10	30	10	10	5	13	60	200	50
Class	Area	Ability	Item (Normal)	Item (Rare)						
Monster	Sewers	-	-	-						

ELEMENTAL & STATUS RESISTANCES

⚡	🔥	❄️	☀️	🌊	🌬️	☾
☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆
Blind	Paralyze	Confuse	Poison	Curse	Stone	Death
☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆



149 [B] PHARAOH

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
10	100	30	50	12	14	7	45	750	800	80
Class	Area	Ability	Item (Normal)	Item (Rare)						
Monster	Pyramid	Royal Wrath	-	-						

ELEMENTAL & STATUS RESISTANCES

⚡	🔥	❄️	☀️	🌊	🌬️	☾
☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆
Blind	Paralyze	Confuse	Poison	Curse	Stone	Death
☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆



150 [B] HARTMANN

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
20	120	500	50	10	60	30	250	0	0	0
Class	Area	Ability	Item (Normal)	Item (Rare)						
Monster	Marselle Village	Flamora	-	-						

ELEMENTAL & STATUS RESISTANCES

⚡	🔥	❄️	☀️	🌊	🌬️	☾
☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆
Blind	Paralyze	Confuse	Poison	Curse	Stone	Death
☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆



151 [B] CARMINE

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
20	9999	500	130	10	100	50	25	0	0	0
Class	Area	Ability	Item (Normal)	Item (Rare)						
Human	Tower of Babel	Prominence	-	-						

ELEMENTAL & STATUS RESISTANCES

⚡	🔥	❄️	☀️	🌊	🌬️	☾
☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆
Blind	Paralyze	Confuse	Poison	Curse	Stone	Death
☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆









152 [B] ROSWELL

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
25	450	0	125	14	12	6	70	4500	2500	400

Class	Area	Ability	Item (Normal)	Item (Rare)
Machine	Siberian Base	Gargous Beam	-	-

ELEMENTAL & STATUS RESISTANCES

ELEMENTAL & STATUS RESISTANCES							
							
☆☆	☆☆	☆☆	☆☆	☆☆	☆☆		
Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
★	★	★	★	★	★	★	★









153 [B] YANG GUI

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
30	10000	500	150	999	110	55	70	12000	3000	200

Class	Area	Ability	Item (Normal)	Item (Rare)
Human	Ethereal Mines	Aeol	-	-

ELEMENTAL & STATUS RESISTANCES

ELEMENTAL & STATUS RESISTANCES							
							
★★★★	★★	★	★	★★	★★★		
Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
★	★	★	★	★	★	★	★









154 [B] HARTMANN

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
35	500	600	100	16	200	100	70	0	0	0

Class	Area	Ability	Item (Normal)	Item (Rare)
Human	Mt. Aetel	Flamma	-	-

ELEMENTAL & STATUS RESISTANCES

ELEMENTAL & SPECIAL EFFECTS							
							
☆☆	☆☆	☆☆	☆☆	☆☆	☆☆		
Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
★	★	★	★	★	★	★	★








155 [B] ASTELL

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
37	400	400	200	18	170	85	65	20000	4000	280

Class	Area	Ability	Item (Normal)	Item (Rare)
Human	Nirvana Palace	Parasol Attack	-	-

ELEMENTAL & STATUS RESISTANCES

							
★	★	★★	★★★★	★★	★★★		
Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
★	★	★	★	★	★	★	★









156 [B] GORGON HEAD

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
32	250	200	170	15	120	60	60	0	0	0

Class	Area	Ability	Item (Normal)	Item (Rare)
Machine	Nirvana Palace	Gaze of Purification	-	-

ELEMENTAL & STATUS RESISTANCES

ELEMENTAL & SPECIAL EFFECTS							
							
☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	
Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
★	★	★	★	★	★	★	★









157 [B] YANG GUI

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
38	1000	450	225	19	180	90	75	22000	3500	300

Class	Area	Ability	Item (Normal)	Item (Rare)
Machine	Nirvana Palace	Aeol	-	-

ELEMENTAL & STATUS RESISTANCES

ELEMENTAL & SPECIAL RESOURCES							
							
★★★★	★★	★	★		★★	★★★	
Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
★	★	★	★	★	★	★	★









158 [B] KAKYO

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
40	1100	50	270	17	15	7	80	26000	5000	500

Class	Area	Ability	Item (Normal)	Item (Rare)
Machine	Mt. Fuji Base	Ogre's Defense	-	-

ELEMENTAL & STATUS RESISTANCES

ELEMENTAL & SPECIAL RESOURCES							
							
☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆	☆☆
Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
☆	☆	☆	☆	☆	☆	☆	☆



159 [B] DEVIL FLOWER

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
45	2000	300	350	18	70	35	100	28000	6000	600

Class	Area	Ability	Item (Normal)	Item (Rare)
Machine	El Dorado	Devil Powder	-	-

ELEMENTAL & STATUS RESISTANCES

							
☆☆	★	★★★★	★	★★	★★★		
Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
★	★	★	★	★	★	★	★









160 [B] HARTMANN

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
50	2550	500	300	17	270	135	110	30000	7000	700

Class	Area	Ability	Item (Normal)	Item (Rare)
Machine	El Dorado	Dark Ray	-	-

ELEMENTAL & STATUS RESISTANCES

							
☆☆	☆☆	☆☆	☆☆	☆☆	☆☆		
Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
☆	☆	☆	☆	☆	☆	☆	☆








161 [B] ALBION

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
50	2700	1000	350	18	400	200	90	31000	10000	1000

Class	Area	Ability	Item (Normal)	Item (Rare)
Dragon	Dragon's Lair	Flame Breath	-	-

ELEMENTAL & STATUS RESISTANCES

ELEMENTAL & STATUS RESOURCES							
							
☆☆	☆☆	☆☆	☆☆	☆☆	☆☆		
Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
★	★	★	★	★	★	★	★



162 [B] FREYJA

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
55	3500	1000	365	16	320	160	130	32000	12000	1200

Class	Area	Ability	Item (Normal)	Item (Rare)
Monster	Acropolis	Death's Luck	-	-

ELEMENTAL & STATUS RESISTANCES

☼	☼	☼	☼	☼	☼	☼	☼
Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
*	*	*	*	*	*	*	*



163 [B] KAKYO

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
65	4000	500	400	18	60	30	125	40000	12000	1400

Class	Area	Ability	Item (Normal)	Item (Rare)
Monster	Royal Exploration Agency	Origin's Defense	-	-

ELEMENTAL & STATUS RESISTANCES

☼	☼	☼	☼	☼	☼	☼	☼
Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
*	*	*	*	*	*	*	*



164 [B] CARMINE

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
60	4500	550	420	18	150	75	130	44000	13000	1600

Class	Area	Ability	Item (Normal)	Item (Rare)
Monster	Royal Exploration Agency	Maxim Providence	-	-

ELEMENTAL & STATUS RESISTANCES

☼	☼	☼	☼	☼	☼	☼	☼
Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
*	*	*	*	*	*	*	*



165 [B] FREY

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
70	5000	350	580	18	80	40	130	48000	15000	1700

Class	Area	Ability	Item (Normal)	Item (Rare)
Monster	Tomb Chapel	Ragnarok	-	-

ELEMENTAL & STATUS RESISTANCES

☼	☼	☼	☼	☼	☼	☼	☼
Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
*	*	*	*	*	*	*	*



166 [B] TEMPLE KNIGHT

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
68	4800	200	525	18	75	37	120	40000	14500	1650

Class	Area	Ability	Item (Normal)	Item (Rare)
Monster	Tomb Chapel	Curad Spell	Heal Bottle	Star Jewel

ELEMENTAL & STATUS RESISTANCES

☼	☼	☼	☼	☼	☼	☼	☼
Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
*	*	*	*	*	*	*	*



167 [B] CARMINE

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
73	6000	450	520	18	150	75	205	50000	20000	2000

Class	Area	Ability	Item (Normal)	Item (Rare)
Monster	Tower of the Sun	Maxim Providence	-	-

ELEMENTAL & STATUS RESISTANCES

☼	☼	☼	☼	☼	☼	☼	☼
Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
*	*	*	*	*	*	*	*



168 [B] TERRA

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
75	7000	900	580	18	300	150	200	60000	30000	3000

Class	Area	Ability	Item (Normal)	Item (Rare)
Monster	Tower of the Sun	God's Flame	-	-

ELEMENTAL & STATUS RESISTANCES

☼	☼	☼	☼	☼	☼	☼	☼
Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
*	*	*	*	*	*	*	*



169 [B] METHEUS

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
80	15000	1000	600	18	350	175	210	100000	40000	4000

Class	Area	Ability	Item (Normal)	Item (Rare)
Monster	Tower of the Sun	World End	-	-

ELEMENTAL & STATUS RESISTANCES

☼	☼	☼	☼	☼	☼	☼	☼
Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
*	*	*	*	*	*	*	*



170 [Q] DIABLO

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
52	3500	1200	400	18	300	150	140	34000	15000	1400

Class	Area	Ability	Item (Normal)	Item (Rare)
Monster	Toothfalcon	Flame of Destruction	-	-

ELEMENTAL & STATUS RESISTANCES

☼	☼	☼	☼	☼	☼	☼	☼
Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
*	*	*	*	*	*	*	*



171 [Q] YANG GUI

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
32	500	300	200	20	50	25	50	0	0	0

Class	Area	Ability	Item (Normal)	Item (Rare)
Monster	Silhouette Village	Aerie	-	-

ELEMENTAL & STATUS RESISTANCES

☼	☼	☼	☼	☼	☼	☼	☼
Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
*	*	*	*	*	*	*	*



172 [Q] ATLAS GUARD

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
50	3000	200	410	17	60	30	75	29000	6500	650

Class	Area	Ability	Item (Normal)	Item (Rare)
Monster	Etemo Mines	Cursed Spell	-	-

ELEMENTAL & STATUS RESISTANCES

★	★	★	★	†	☾
☆☆	☆☆	☆☆	☆☆	☆☆	☆☆
Blind	Paralyze	Confuse	Poison	Curse	Stone
★	★	★	★	★	★



173 [Q] ENIGMA

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
60	5000	1000	500	20	50	25	50	130000	15000	1600

Class	Area	Ability	Item (Normal)	Item (Rare)
Machine	Atlantis	Light of Destruction	-	-

ELEMENTAL & STATUS RESISTANCES

★	★	★	★	†	☾
☆☆	☆☆	☆☆	☆☆	☆☆	☆☆
Blind	Paralyze	Confuse	Poison	Curse	Stone
★	★	★	★	★	★



174 [Q] LA MU

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
70	4000	2000	450	20	450	225	120	140000	16000	1800

Class	Area	Ability	Item (Normal)	Item (Rare)
Monster	Mu	Dark Nest	-	-

ELEMENTAL & STATUS RESISTANCES

★	★	★	★	†	☾
☆☆	☆☆	☆☆	☆☆	☆☆	☆☆
Blind	Paralyze	Confuse	Poison	Curse	Stone
★	★	★	★	★	★



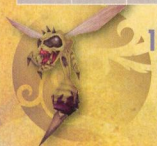
175 [Q] MONSTER RAT

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
30	600	50	200	20	38	19	70	15000	3500	250

Class	Area	Ability	Item (Normal)	Item (Rare)
Monster	Sewers	Poison Breath	-	-

ELEMENTAL & STATUS RESISTANCES

★	★	★	★	†	☾
☆☆	☆☆	☆☆	☆☆	☆☆	☆☆
Blind	Paralyze	Confuse	Poison	Curse	Stone
★	★	★	★	★	★



176 [Q] QUEEN NEEDLE

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
25	400	50	115	17	30	15	50	1000	1200	100

Class	Area	Ability	Item (Normal)	Item (Rare)
Flying	Etemo Mines	Shining Needle	-	-

ELEMENTAL & STATUS RESISTANCES

★	★	★	★	†	☾
☆☆	☆☆	☆☆	☆☆	☆☆	☆☆
Blind	Paralyze	Confuse	Poison	Curse	Stone
★	★	★	★	★	★



177 [Q] MASTER MUSHROOM

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
33	200	100	110	17	45	22	78	800	1300	70

Class	Area	Ability	Item (Normal)	Item (Rare)
Monster	Tower of Babel	Mushroom Powder	-	-

ELEMENTAL & STATUS RESISTANCES

★	★	★	★	†	☾
☆☆	☆☆	☆☆	☆☆	☆☆	☆☆
Blind	Paralyze	Confuse	Poison	Curse	Stone
★	★	★	★	★	★



178 [Q] BUSTER BALL

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
40	500	50	195	15	160	80	65	900	500	65

Class	Area	Ability	Item (Normal)	Item (Rare)
Machine	Destroyed Sebastian Base	Buffle Program A	-	-

ELEMENTAL & STATUS RESISTANCES

★	★	★	★	†	☾
☆☆	☆☆	☆☆	☆☆	☆☆	☆☆
Blind	Paralyze	Confuse	Poison	Curse	Stone
★	★	★	★	★	★



179 [Q] MOON RAT

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
32	485	100	170	17	45	22	80	850	1350	61

Class	Area	Ability	Item (Normal)	Item (Rare)
Monster	Sewers	-	-	-

ELEMENTAL & STATUS RESISTANCES

★	★	★	★	†	☾
☆☆	☆☆	☆☆	☆☆	☆☆	☆☆
Blind	Paralyze	Confuse	Poison	Curse	Stone
★	★	★	★	★	★



180 [Q] NIGHT SPIDER

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
34	550	100	180	17	45	22	76	820	1200	64

Class	Area	Ability	Item (Normal)	Item (Rare)
Monster	Pyramid	-	-	-

ELEMENTAL & STATUS RESISTANCES

★	★	★	★	†	☾
☆☆	☆☆	☆☆	☆☆	☆☆	☆☆
Blind	Paralyze	Confuse	Poison	Curse	Stone
★	★	★	★	★	★



181 [Q] BABEL JELLY

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
35	520	100	155	17	120	60	74	750	1500	65

Class	Area	Ability	Item (Normal)	Item (Rare)
Monster	Tower of Babel	-	-	-

ELEMENTAL & STATUS RESISTANCES

★	★	★	★	†	☾
☆☆	☆☆	☆☆	☆☆	☆☆	☆☆
Blind	Paralyze	Confuse	Poison	Curse	Stone
★	★	★	★	★	★



182 [Q] SPICE MUSHROOM

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
31	510	100	150	17	45	22	78	900	1250	63

Class	Area	Ability	Item (Normal)	Item (Rare)
Monster	Enema Mines	-	-	-

ELEMENTAL & STATUS RESISTANCES

⚡	🔥	❄️	☀️	☾	☼	☾
★★	★	★★★	★	★	★	★★★
Blind	Paralyze	Confuse	Poison	Curse	Stone	Death
★	★	★	★	★	★	★



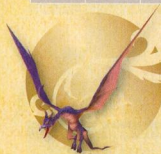
183 [Q] ELDER GUARD

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
45	2500	120	150	17	53	26	80	32000	7000	1100

Class	Area	Ability	Item (Normal)	Item (Rare)
Monster	El Dorado	Cry of Death	-	-

ELEMENTAL & STATUS RESISTANCES

⚡	🔥	❄️	☀️	☾	☼	☾
★★	★★	★★	★★	★★	★★	★★
Blind	Paralyze	Confuse	Poison	Curse	Stone	Death
★	★	★	★	★	★	★



184 [Q] PTEROSAUR

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
48	4000	900	400	17	400	200	110	34000	9000	1100

Class	Area	Ability	Item (Normal)	Item (Rare)
Monster	Toothfalcon	Death Strike	-	-

ELEMENTAL & STATUS RESISTANCES

⚡	🔥	❄️	☀️	☾	☼	☾
★★	★★	★★	★★	★★	★★	★★
Blind	Paralyze	Confuse	Poison	Curse	Stone	Death
★	★	★	★	★	★	★



185 [Q] MINOTAUR

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
35	1700	70	320	18	50	25	65	28000	6000	400

Class	Area	Ability	Item (Normal)	Item (Rare)
Monster	Dungeon of Lamoria	Hammer of Minos	-	-

ELEMENTAL & STATUS RESISTANCES

⚡	🔥	❄️	☀️	☾	☼	☾
★★	★★	★★	★★	★★	★★	★★
Blind	Paralyze	Confuse	Poison	Curse	Stone	Death
★	★	★	★	★	★	★



186 [Q] ORIGINAL CHIMERA

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
55	4500	2000	520	18	400	200	115	36000	17500	1600

Class	Area	Ability	Item (Normal)	Item (Rare)
Monster	Destroyed Mt. Fuji Base	Stone Breath	-	-

ELEMENTAL & STATUS RESISTANCES

⚡	🔥	❄️	☀️	☾	☼	☾
★★	★★	★★	★★	★★	★★	★★
Blind	Paralyze	Confuse	Poison	Curse	Stone	Death
★	★	★	★	★	★	★



187 [Q] GHOST MAGE

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
52	2600	1100	320	15	450	225	100	31000	11000	1400

Class	Area	Ability	Item (Normal)	Item (Rare)
Monster	Adrifts	Dark Nest	-	-

ELEMENTAL & STATUS RESISTANCES

⚡	🔥	❄️	☀️	☾	☼	☾
★★	★★	★★	★★	★★	★★	★★
Blind	Paralyze	Confuse	Poison	Curse	Stone	Death
★	★	★	★	★	★	★



188 [Q] CHAOS RED

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
54	6000	1200	420	17	460	230	85	35000	15000	1500

Class	Area	Ability	Item (Normal)	Item (Rare)
Monster	Acropolis	Apocryphic Flame	-	-

ELEMENTAL & STATUS RESISTANCES

⚡	🔥	❄️	☀️	☾	☼	☾
★★	★★	★★	★★	★★	★★	★★
Blind	Paralyze	Confuse	Poison	Curse	Stone	Death
★	★	★	★	★	★	★



189 [Q] GILBERT

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
65	6500	500	610	18	150	75	200	45000	25000	2500

Class	Area	Ability	Item (Normal)	Item (Rare)
Human	Tower of Babel	Dwelling Heaven	-	-

ELEMENTAL & STATUS RESISTANCES

⚡	🔥	❄️	☀️	☾	☼	☾
★★	★★	★★	★★	★★	★★	★★
Blind	Paralyze	Confuse	Poison	Curse	Stone	Death
★	★	★	★	★	★	★



190 [Q] DAEMON LORD

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
70	9000	1500	510	18	320	160	200	45000	25000	2800

Class	Area	Ability	Item (Normal)	Item (Rare)
Monster	Nervous Palace	Hell Sub	-	-

ELEMENTAL & STATUS RESISTANCES

⚡	🔥	❄️	☀️	☾	☼	☾
★★	★★	★★	★★	★★	★★	★★
Blind	Paralyze	Confuse	Poison	Curse	Stone	Death
★	★	★	★	★	★	★



191 [Q] ARCANA 13

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
68	7000	1600	440	17	380	190	250	42000	23000	3000

Class	Area	Ability	Item (Normal)	Item (Rare)
Flying	Enema Mines	Dark Nest	-	-

ELEMENTAL & STATUS RESISTANCES

⚡	🔥	❄️	☀️	☾	☼	☾
★★	★★	★★	★★	★★	★★	★★
Blind	Paralyze	Confuse	Poison	Curse	Stone	Death
★	★	★	★	★	★	★



192 [Q] TITAN

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
60	6000	120	590	18	67	33	100	40000	20000	2000

Class	Area	Ability	Item (Normal)	Item (Rare)
Monster	Teotihuacan	Death Snail	-	-

ELEMENTAL & STATUS RESISTANCES

Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
★	★	★	★	★	★	★	★



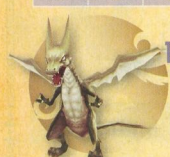
193 [Q] OVERLORD

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
80	30000	4000	850	20	520	260	300	80000	60000	5000

Class	Area	Ability	Item (Normal)	Item (Rare)
Monster	Tower of the Moon	Ancient Light	-	-

ELEMENTAL & STATUS RESISTANCES

Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
★	★	★	★	★	★	★	★



194 [Q] ARK DRAGON

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
85	48000	2000	870	20	510	255	280	70000	50000	4000

Class	Area	Ability	Item (Normal)	Item (Rare)
Dragon	Mt. Aerost	????	-	-

ELEMENTAL & STATUS RESISTANCES

Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
★	★	★	★	★	★	★	★



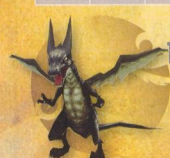
195 [Q] BLACK KNIGHT

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
85	45000	3000	860	19	515	257	310	75000	60000	4200

Class	Area	Ability	Item (Normal)	Item (Rare)
Monster	Ylu	Dark Ray	-	-

ELEMENTAL & STATUS RESISTANCES

Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
★	★	★	★	★	★	★	★



196 [Q] MAGNUS

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
85	49000	2500	880	20	518	259	290	80000	60000	4500

Class	Area	Ability	Item (Normal)	Item (Rare)
Dragon	Tower of the Moon	Dragon King Wrath	-	-

ELEMENTAL & STATUS RESISTANCES

Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
★	★	★	★	★	★	★	★



197 [Q] MOTHER STELLA

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
95	99999	9999	1600	21	999	500	535	90000	90000	9000

Class	Area	Ability	Item (Normal)	Item (Rare)
Monster	Hanging Gardens of Babylon	Come to Mom	-	-

ELEMENTAL & STATUS RESISTANCES

Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
★	★	★	★	★	★	★	★



198 SCALLA CROW

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
3	30	5	25	8	13	6	10	18	45	4

Class	Area	Ability	Item (Normal)	Item (Rare)
Flying	Low-Land/Low-Miss	Head Bottle	-	Star Jewel

ELEMENTAL & STATUS RESISTANCES

Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
★	★	★	★	★	★	★	★



199 GARUDA

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
34	310	50	140	15	40	20	60	900	800	60

Class	Area	Ability	Item (Normal)	Item (Rare)
Flying	Low-Ancient Continent	Ar Blast	Head Bottle	Star Jewel

ELEMENTAL & STATUS RESISTANCES

Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
★	★	★	★	★	★	★	★



200 SILVER DEVIL

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
31	360	0	122	14	20	10	70	700	700	41

Class	Area	Ability	Item (Normal)	Item (Rare)
Flying	Med. Shivers/Western Asia	Dark Nest	Head Bottle	Star Jewel

ELEMENTAL & STATUS RESISTANCES

Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
★	★	★	★	★	★	★	★



201 WYVERN

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
37	800	60	150	17	50	25	56	1650	1500	70

Class	Area	Ability	Item (Normal)	Item (Rare)
Flying	Low-Ancient Continent	Aero Breath	Head Bottle	Star Jewel

ELEMENTAL & STATUS RESISTANCES

Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
★	★	★	★	★	★	★	★



202 DRAGONFLY

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
35	300	100	122	13	70	35	68	800	900	60
Class	Area	Ability	Item (Normal)	Item (Rare)						
Flying	Med. Eastern Asia	Wind Breath	Head Bottle	Star Jewel						

ELEMENTAL & STATUS RESISTANCES

Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
***	**		*	*		†	☾
*	*	*	*	*	*	*	*



207 [Q] IGNIS

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
58	4800	2500	480	18	160	80	110	14000	18000	1100
Class	Area	Ability	Item (Normal)	Item (Rare)						
Dragon	Over Arctic Ocean	Evil Flame								

ELEMENTAL & STATUS RESISTANCES

Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
***	**		*	*		†	☾
*	*	*	*	*	*	*	*



203 [B] ALBION

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
60	2000	1000	300	20	350	175	100	15000	5000	800
Class	Area	Ability	Item (Normal)	Item (Rare)						
Dragon	Over Dragon's Lair	Flame Breath								

ELEMENTAL & STATUS RESISTANCES

Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
**	**		*	*		†	☾
*	*	*	*	*	*	*	*



208 [Q] SKY RULER

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
55	500	100	300	20	180	90	170	3000	3000	90
Class	Area	Ability	Item (Normal)	Item (Rare)						
Dragon	Over Western Asia	Fire Breath								

ELEMENTAL & STATUS RESISTANCES

Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
**	**		*	*		†	☾
*	*	*	*	*	*	*	*



204 [B] EIRENE

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
65	3200	500	500	20	150	75	100	10000	10000	400
Class	Area	Ability	Item (Normal)	Item (Rare)						
Monarch	Asgard	Lumines								

ELEMENTAL & STATUS RESISTANCES

Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
**	**		*	*		†	☾
*	*	*	*	*	*	*	*



209 [Q] LUCIA

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
60	600	100	300	20	210	105	175	4000	4000	100
Class	Area	Ability	Item (Normal)	Item (Rare)						
Monarch	Over Africa	Killer Pack								

ELEMENTAL & STATUS RESISTANCES

Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
*	****		*	*		†	☾
*	*	*	*	*	*	*	*



205 [B] EUNOMIA

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
65	3200	500	500	20	150	75	100	10000	10000	400
Class	Area	Ability	Item (Normal)	Item (Rare)						
Monarch	Asgard	Lumines								

ELEMENTAL & STATUS RESISTANCES

Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
**	**		*	*		†	☾
*	*	*	*	*	*	*	*



210 [Q] BLOODY RAIN

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
65	2800	1000	350	20	160	80	100	60000	50000	4000
Class	Area	Ability	Item (Normal)	Item (Rare)						
Dragon	Over Dragon's Lair	Aero Breath								

ELEMENTAL & STATUS RESISTANCES

Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
*	*		*	*		†	☾
*	*	*	*	*	*	*	*



206 [B] DIKE

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
65	2500	500	500	20	190	95	100	10000	10000	400
Class	Area	Ability	Item (Normal)	Item (Rare)						
Monarch	Asgard	Lumines								

ELEMENTAL & STATUS RESISTANCES

Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
**	**		*	*		†	☾
*	*	*	*	*	*	*	*



211 [Q] DARK LORD

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
68	4000	2000	450	20	170	85	100	70000	50000	5000
Class	Area	Ability	Item (Normal)	Item (Rare)						
Dragon	Over Dragon's Lair									

ELEMENTAL & STATUS RESISTANCES

Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
*	*		*	*		†	☾
*	*	*	*	*	*	*	*



212 [Q] BLACK BREATH

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
65	4500	1500	320	20	180	90	90	55000	45000	4500

Class	Area	Ability	Item (Normal)	Item (Rare)
Monarch	Over Eastern Europe	Aero Breath	-	-

ELEMENTAL & STATUS RESISTANCES

Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
★	★	★	★	★	★	★	★



213 [Q] DYVERN

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
70	7000	3000	700	20	200	100	150	80000	60000	5500

Class	Area	Ability	Item (Normal)	Item (Rare)
Monarch	High World	Lightning Blast	-	-

ELEMENTAL & STATUS RESISTANCES

Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
★	★	★	★	★	★	★	★



214 AIR BLITZ

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
5	35	0	32	8	20	10	15	17	50	5

Class	Area	Ability	Item (Normal)	Item (Rare)
Airship	Lower London/Africa	Blasting Machine Gun	-	Mechanic's Tool

ELEMENTAL & STATUS RESISTANCES

Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
★	★	★	★	★	★	★	★



215 LIGHT BLITZ

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
25	220	0	110	17	15	7	75	400	800	40

Class	Area	Ability	Item (Normal)	Item (Rare)
Airship	Low Dali	-	-	Mechanic's Tool

ELEMENTAL & STATUS RESISTANCES

Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
★	★	★	★	★	★	★	★



216 HEAVY BLITZ

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
10	80	0	70	20	10	5	55	500	300	10

Class	Area	Ability	Item (Normal)	Item (Rare)
Airship	Low East Europe	Shock Blade	Mechanic's Tool	Mechanic's Whorl

ELEMENTAL & STATUS RESISTANCES

Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
★	★	★	★	★	★	★	★



217 GOLD BLITZ

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
5	40	0	37	10	10	5	30	20	200	8

Class	Area	Ability	Item (Normal)	Item (Rare)
Airship	Low London/Africa	-	-	Star Jewel

ELEMENTAL & STATUS RESISTANCES

Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
★	★	★	★	★	★	★	★



218 SPIKE BLITZ

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
20	200	0	90	13	10	5	40	500	1300	10

Class	Area	Ability	Item (Normal)	Item (Rare)
Airship	Med. Europe/Africa	-	Mechanic's Tool	Mechanic's Whorl

ELEMENTAL & STATUS RESISTANCES

Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
★	★	★	★	★	★	★	★



219 WILD BLITZ

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
36	330	0	105	16	25	12	75	890	850	58

Class	Area	Ability	Item (Normal)	Item (Rare)
Airship	Lower American Continent	-	-	Mechanic's Kit

ELEMENTAL & STATUS RESISTANCES

Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
★	★	★	★	★	★	★	★



220 SKYSHIP

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
10	50	0	70	30	11	5	50	200	270	10

Class	Area	Ability	Item (Normal)	Item (Rare)
Airship	Low East Europe	Fire Back	Mechanic's Tool	Mechanic's Whorl

ELEMENTAL & STATUS RESISTANCES

Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
★	★	★	★	★	★	★	★



221 NEO SKYSHIP

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
26	240	0	112	18	14	7	65	650	1000	40

Class	Area	Ability	Item (Normal)	Item (Rare)
Airship	Low Dali	Shooting Back	Extinguisher	Mechanic's Whorl

ELEMENTAL & STATUS RESISTANCES

Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
★	★	★	★	★	★	★	★



222 AIR SAUCER

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
7	35	0	30	25	10	5	30	30	100	10
Class	Area	Ability	Item (Normal)	Item (Rare)						
Airship										

ELEMENTAL & STATUS RESISTANCES

Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
★	★★★★	★	★★	★★	★★	★★	★★
★	★	★	★	★	★	★	★



223 AIR SAUCER MK II

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
8	50	0	34	21	10	5	12	25	70	4
Class	Area	Ability	Item (Normal)	Item (Rare)						
Airship	Low London/Africa	Lightning Cannon	Mechanic's Tool	Mechanic's Wrench						

ELEMENTAL & STATUS RESISTANCES

Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
★	★★	★	★	★★	★★	★★	★★
★	★	★	★	★	★	★	★



224 GOLD SAUCER

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
15	50	0	65	25	12	6	40	500	700	10
Class	Area	Ability	Item (Normal)	Item (Rare)						
Airship	Low East Europe	Gold Rush	Mechanic's Tool	Beautiful Gerni						

ELEMENTAL & STATUS RESISTANCES

Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
★	★★	★	★★	★★	★★	★★	★★
★	★	★	★	★	★	★	★



225 SPIKE SAUCER

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
20	250	0	102	12	10	5	38	490	1200	35
Class	Area	Ability	Item (Normal)	Item (Rare)						
Airship	Med. Europe/Africa	Crash Spike	Extinguisher	Mechanic's Wrench						

ELEMENTAL & STATUS RESISTANCES

Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
★	★	★★	★★★★	★★	★★	★★	★★
★	★	★	★	★	★	★	★



226 WILD SAUCER

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
35	400	0	137	16	23	11	70	900	900	59
Class	Area	Ability	Item (Normal)	Item (Rare)						
Airship	Low American Continent	Wild Fire	Extinguisher	Mechanic's Kit						

ELEMENTAL & STATUS RESISTANCES

Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
★	★	★★	★★★★	★★	★★	★★	★★
★	★	★	★	★	★	★	★



227 MOS CRUISER

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
27	250	0	114	18	18	9	55	700	1100	40
Class	Area	Ability	Item (Normal)	Item (Rare)						
Airship	Low Delhi	Crash Back		Recovery Device						

ELEMENTAL & STATUS RESISTANCES

Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
★	★★	★	★★	★★	★★	★★	★★
★	★	★	★	★	★	★	★



228 AIR CRUISER

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
12	130	0	75	25	13	6	45	500	350	10
Class	Area	Ability	Item (Normal)	Item (Rare)						
Airship	Low East Europe	Crash Back	Mechanic's Tool	Mechanic's Wrench						

ELEMENTAL & STATUS RESISTANCES

Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
★	★★	★	★★★★	★★	★★	★★	★★
★	★	★	★	★	★	★	★



229 AXE CRUISER

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
31	210	0	116	19	15	7	60	500	2000	50
Class	Area	Ability	Item (Normal)	Item (Rare)						
Airship	Med. South/Western Asia	Flame Axe	Mechanic's Wrench	Mechanic's Kit						

ELEMENTAL & STATUS RESISTANCES

Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
★	★★	★	★★	★★	★★	★★	★★
★	★	★	★	★	★	★	★



230 SPIKE CRUISER

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
17	140	0	108	14	10	5	30	430	850	30
Class	Area	Ability	Item (Normal)	Item (Rare)						
Airship	Low Siberia	Shock Spike	Mechanic's Tool	Mechanic's Wrench						

ELEMENTAL & STATUS RESISTANCES

Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
★	★★	★	★★	★★	★★	★★	★★
★	★	★	★	★	★	★	★



231 WILD CRUISER

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
40	510	0	150	17	22	11	60	920	1000	60
Class	Area	Ability	Item (Normal)	Item (Rare)						
Airship	Med. American Continent	Wild Rush	Recovery Device	Full Mechanic's Kit						

ELEMENTAL & STATUS RESISTANCES

Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
★	★	★★	★★★★	★★	★★	★★	★★
★	★	★	★	★	★	★	★



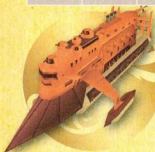
232 BATTLE FLAG

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
15	140	0	112	15	10	5	32	490	1000	30

Class	Area	Ability	Item (Normal)	Item (Rare)
Airship	West. Europe/Africa	Electric Flame Shot	Earth Plug	Mechanic's Wrench

ELEMENTAL & STATUS RESISTANCES

Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
**	**	**	**	**	**	**	**



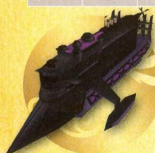
233 SHINING FLAG

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
36	420	0	123	16	18	9	56	850	950	58

Class	Area	Ability	Item (Normal)	Item (Rare)
Airship	West. Eastern Asia	Blasting Shot	Extinguisher	Mechanic's Kit

ELEMENTAL & STATUS RESISTANCES

Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
**	**	**	**	**	**	**	**



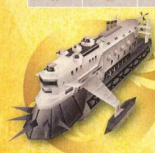
234 GHOST SHIP

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
32	380	0	123	20	10	65	700	1200	100	

Class	Area	Ability	Item (Normal)	Item (Rare)
Airship	West. Siberia/Western Asia	Deadly Shock	Flame Stone	Recovery Device

ELEMENTAL & STATUS RESISTANCES

Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
**	*	*	*	*	*	*	*



235 SPIKE FLAG

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
37	430	0	130	16	21	10	57	900	980	62

Class	Area	Ability	Item (Normal)	Item (Rare)
Airship	West. Europe/Africa	Electric Flame Shot	Earth Plug	Mechanic's Wrench

ELEMENTAL & STATUS RESISTANCES

Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
**	**	**	**	**	**	**	**



236 WILD FLAG

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
41	620	0	155	17	20	10	58	940	1100	61

Class	Area	Ability	Item (Normal)	Item (Rare)
Airship	West. American Continent	Wild Napalm	Extinguisher	Full Mechanic's Kit

ELEMENTAL & STATUS RESISTANCES

Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
**	**	**	**	**	**	**	**



237 GRAMME CLASS

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
17	75	0	102	11	10	5	40	250	700	20

Class	Area	Ability	Item (Normal)	Item (Rare)
Airship	Lower Siberia	Napalm Shot	Extinguisher	Recovery Device

ELEMENTAL & STATUS RESISTANCES

Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
***	**	*	*	*	**	*	***



238 NEO GRAMME CLASS

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
29	280	0	125	14	17	8	73	800	800	51

Class	Area	Ability	Item (Normal)	Item (Rare)
Airship	Low. Southeast Asia/Japan	Electric Pike	Mechanic's Wrench	Mechanic's Kit

ELEMENTAL & STATUS RESISTANCES

Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
**	**	*	*	*	**	*	**



239 NOUVEL GRAMME CLASS

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
50	1800	0	210	18	31	15	80	1200	2900	70

Class	Area	Ability	Item (Normal)	Item (Rare)
Airship	New Arctic Ocean	Neo Napalm Shot	Recovery Device	Strength Short

ELEMENTAL & STATUS RESISTANCES

Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
**	*	*	*	*	*	*	*



240 TYRFIN CLASS

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
18	150	0	110	19	10	5	24	480	900	40

Class	Area	Ability	Item (Normal)	Item (Rare)
Airship	Lower Siberia	Shock Napalm	Mechanic's Tool	Mechanic's Wrench

ELEMENTAL & STATUS RESISTANCES

Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
**	**	*	*	*	*	*	*



241 NEO TYRFIN

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
32	300	0	150	18	18	9	51	980	1400	52

Class	Area	Ability	Item (Normal)	Item (Rare)
Airship	Low. Southeast Asia/Japan	Napalm Shot	Mechanic's Wrench	Mechanic's Kit

ELEMENTAL & STATUS RESISTANCES

Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
**	**	*	*	*	*	*	*



242 GUNGNIR CLASS

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
33	420	0	160	20	15	7	45	1700	2000	100
Class	Area	Ability	Item (Normal)	Item (Rare)						
Airship	????	????	???	???						

ELEMENTAL & STATUS RESISTANCES

Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
**	**	**	**	**	**	**	**
*	*	*	*	*	*	*	*



243 GUNGNIR NOVA

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
50	1700	0	550	15	10	5	100	3100	13000	200
Class	Area	Ability	Item (Normal)	Item (Rare)						
Airship	High World	Super Napalm	Full Mechanic's Kit	Mysterious Item						

ELEMENTAL & STATUS RESISTANCES

Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
**	**	**	**	**	**	**	**
*	*	*	*	*	*	*	*



244 NIDHOGG CLASS

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
50	2000	0	230	19	32	16	80	1200	4000	70
Class	Area	Ability	Item (Normal)	Item (Rare)						
Airship	Near Arctic Ocean	Nice Napalm	Check of Miracles	Mysterious Item						

ELEMENTAL & STATUS RESISTANCES

Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
**	**	**	**	**	**	**	**
*	*	*	*	*	*	*	*



245 NEO NIDHOGG

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
50	1800	1500	500	15	200	100	105	3050	14000	210
Class	Area	Ability	Item (Normal)	Item (Rare)						
Airship	High World	Super Napalm	Full Mechanic's Kit	Mysterious Item						

ELEMENTAL & STATUS RESISTANCES

Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
**	**	**	**	**	**	**	**
*	*	*	*	*	*	*	*



246 [B] ESPERANZA

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
15	150	0	50	20	10	5	40	1000	1200	100
Class	Area	Ability	Item (Normal)	Item (Rare)						
Airship	Over Africa	Skull Blade	-	-						

ELEMENTAL & STATUS RESISTANCES

Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
**	**	**	**	**	**	**	**
*	*	*	*	*	*	*	*



247 OUROBOROS

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
20	500	0	89	25	15	7	55	2000	3000	300
Class	Area	Ability	Item (Normal)	Item (Rare)						
Airship	Over Shores	Mobius Run	-	-						

ELEMENTAL & STATUS RESISTANCES

Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
**	**	**	**	**	**	**	**
*	*	*	*	*	*	*	*



248 [B] PARACELUS

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
60	5000	2000	500	20	10	5	90	15000	20000	1200
Class	Area	Ability	Item (Normal)	Item (Rare)						
Airship	South Pole	Arcano Run	-	-						

ELEMENTAL & STATUS RESISTANCES

Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
**	**	**	**	**	**	**	**
*	*	*	*	*	*	*	*



249 [B] SAHLR ARC

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
60	1500	400	300	20	10	5	100	0	0	0
Class	Area	Ability	Item (Normal)	Item (Rare)						
Airship	South Pole	Blow of Destruction	-	-						

ELEMENTAL & STATUS RESISTANCES

Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
**	**	**	**	**	**	**	**
*	*	*	*	*	*	*	*



250 [B] HERMES ARC

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
40	1500	400	300	20	10	5	100	0	0	0
Class	Area	Ability	Item (Normal)	Item (Rare)						
Airship	South Pole	Blow of Robots	-	-						

ELEMENTAL & STATUS RESISTANCES

Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
**	**	**	**	**	**	**	**
*	*	*	*	*	*	*	*



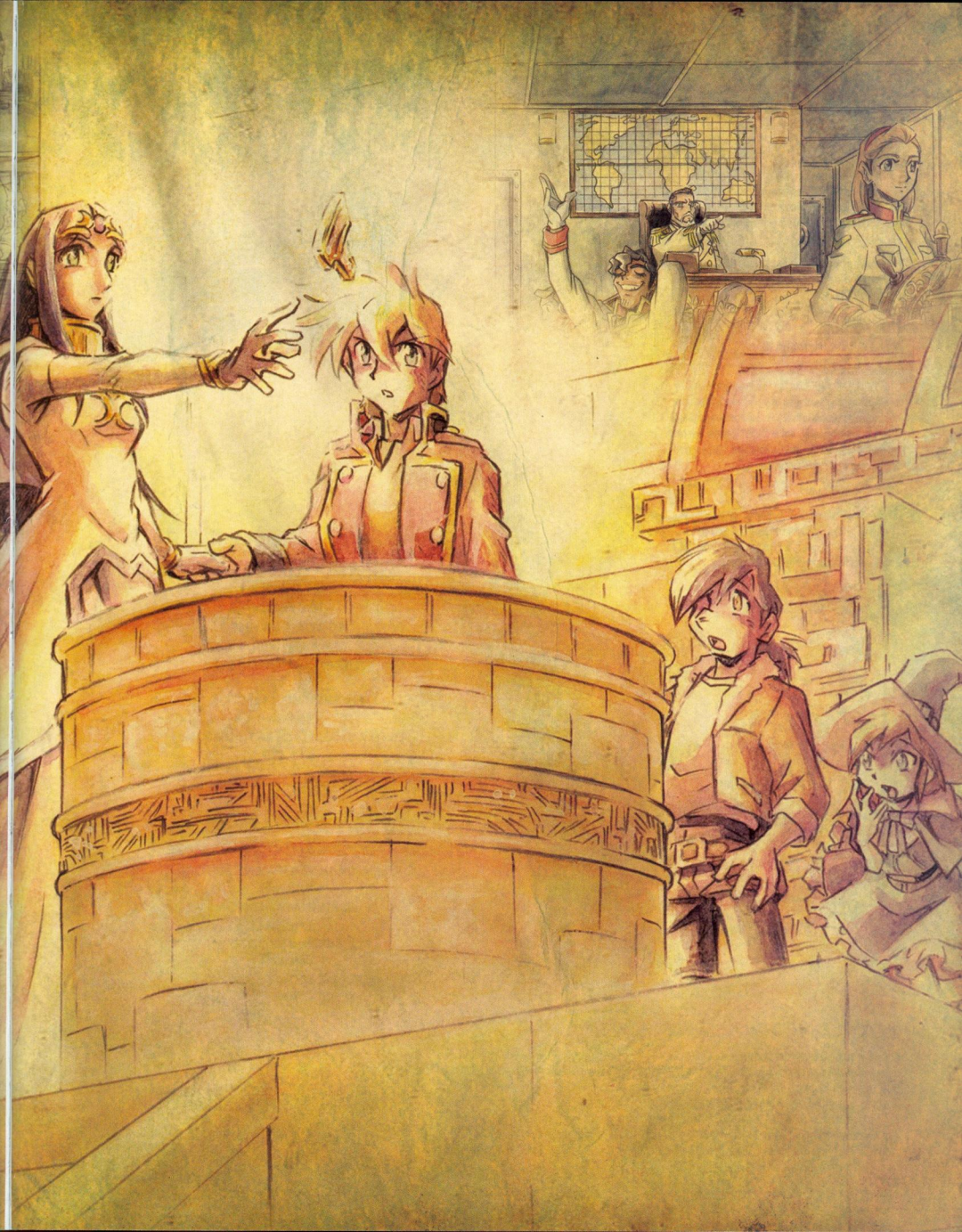
251 [B] SULPHYR ARC

LV	HP	MP	AP	DP	M. AP	M. DP	SPD	EXP	G	SP
60	1500	400	300	20	10	5	100	0	0	0
Class	Area	Ability	Item (Normal)	Item (Rare)						
Airship	South Pole	-	-	-						

ELEMENTAL & STATUS RESISTANCES

Blind	Paralyze	Confuse	Poison	Curse	Stone	Death	Silence
**	**	**	**	**	**	**	**
*	*	*	*	*	*	*	*







Official Strategy Guide

Written by Doug Walsh

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Published by Ignition Entertainment Ltd.

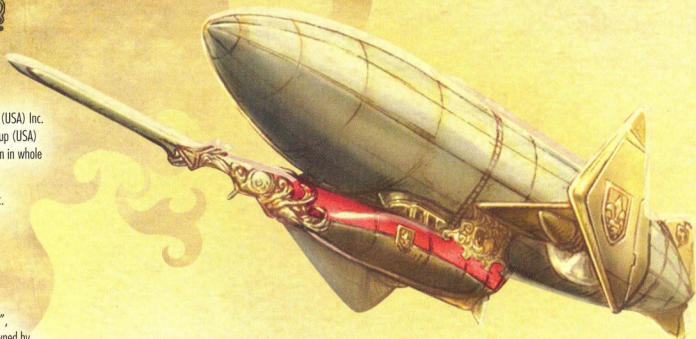
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ISBN: 978-0-7440-1160-9

Printing Code: The rightmost double-digit number is the year of the book's printing; the rightmost single-digit number is the number of the book's printing. For example, 09-1 shows that the first printing of the book occurred in 2009.

12 11 10 09 4 3 2 1

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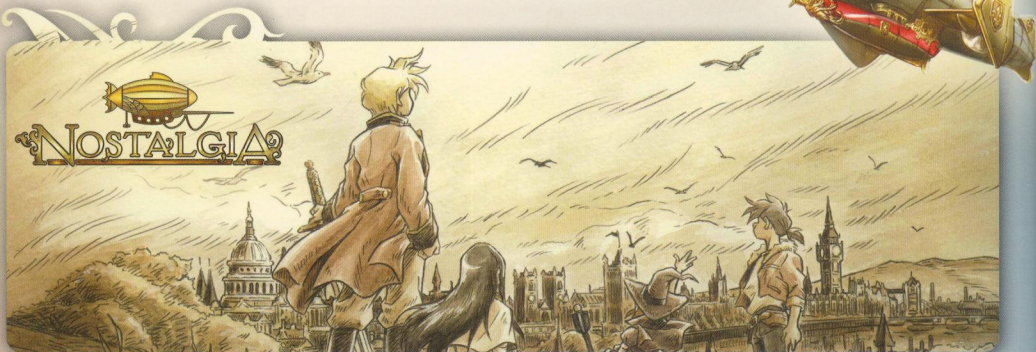


AUTHOR ACKNOWLEDGMENTS

I'm really happy with how this strategy guide came out, and I take a lot of pride in knowing that this book is the ultimate companion to Ignition's portable masterpiece, *Nostalgia*, but the book wouldn't be the same without the hard work of many other people. For starters, I want to thank my editor Ken Schmidt for massaging the stacks of text and tables I submitted and for helping keep everything together while I moonlighted on other projects. To the folks at Ignition, particularly Minh Tran, thank you so much for your cooperation and support. Special thanks to Carol Stamile and Areva for once again creating a stellar design and to Leigh Davis for assigning me this project and Storey Beheler for helping to keep the assets rolling in. Lastly, I want to give a special thanks to my wife Kristin for helping me assemble the data-intensive sections of the book.

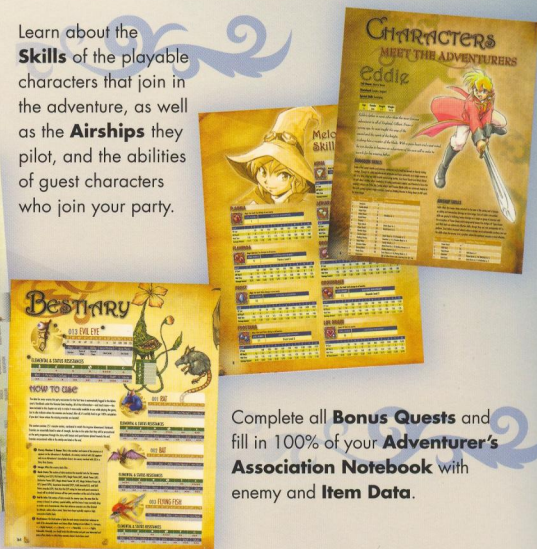
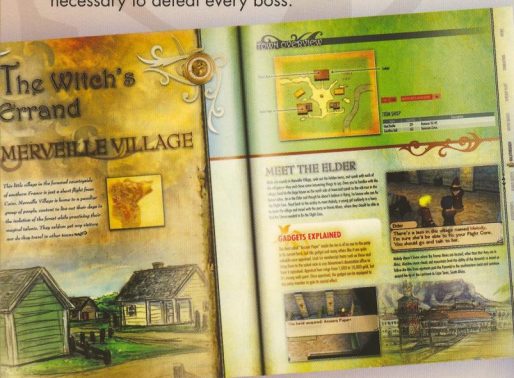
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ISBN-10: 074401160-4



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