



Romancing SaGa



BASED ON A GAME
RATED BY THE
ESRB



COVERS PLAYSTATION® 2 COMPUTER ENTERTAINMENT SYSTEM

SQUARE ENIX



CONTENTS

Game Basics	2	Quest #30, Test of Courage	100
Dramatis Personae	12	Quest #31, The Ignigarde	101
Albert	12	Quest #32, Monster of Mt. Tomae	102
Aisha	14	Quest #33, The Ice Sword	103
Gray	16	Quest #34, Aquatic Ecology	105
Claudia	18	Quest #35, Insect Ecology	107
Jamil	20	Quest #36, Beast Ecology	108
Sif	22	Quest #37, Plant Ecology	110
Hawke	24	Quest #38, Missing Taralians	112
Barbara	26	Quest #39, Return of the Vampires	115
Other Party Members	28	Quest #40, The Soulutter	117
Mercenaries	33	Quest #41, Silver's Treasure	120
Quests	36	Quest #42, Find the Aquamarine	123
Quest #1, Monsters to the East	38	Quest #43, The Assassins' Guild	126
Quest #2, Assault on Isthmus Keep	40	Quest #44, The Mine Assaulted	129
Quest #3, Valhalland Monsters	42	Quest #45, Pirate Invasion	131
Quest #4, An Expeditionary Force	44	Quest #46, The Jewel Beast	135
Quest #5, Amethyst of Visions	47	Quest #47, The Underwater Temple	137
Quest #6, Plain Treasure	48	Quest #48, Theodore's Madness	141
Quest #7, Voice of the Blade	50	Quest #49, The Dragon Knight	145
Quest #8, Unsettling Settlements	54	Quest #50, Who Am I?	146
Quest #9, Innkeeper's Daughter	56	Quest #51, An Unlucky Woman	149
Quest #10, A Suspicious Demise	57	Quest #52, Frosthold Fortress	152
Quest #11, Wuhan's Secret	59	Quest #53, Frozen Lake Faerie	156
Quest #12, Raid on the Depository	62	Quest #54, Auldburg	158
Quest #13, Pride of the Knights	64	Quest #55, Trials of Elore	162
Quest #14, The Fiends of Saoki	66	Quest #56, The Netherworld	168
Quest #15, Free the Gecklings	70	Quest #57, Face Saruin	171
Quest #16, Stolen Nymphs	72	Maps	176
Quest #17, A Bodyguard for Louie	74	Dry Lands	176
Quest #18, Neville's Request	75	Rosalia	180
Quest #19, Creepy Butterfly	78	Bafal Empire	186
Quest #20, Eule Gives a Hoot	80	Valhalland	192
Quest #21, Ancient Texts	81	Knights Dominion	194
Quest #22, Ailing Emperor	83	Kjaraht	198
Quest #23, Constance Kidnapped	86	Frontier	202
Quest #24, Isle of Evil	88	Ligau Isle	204
Quest #25, Oh, Mummy!	90	Walon Isle	207
Quest #26, Faerie's Grove	93	Coral Sea	210
Quest #27, Water Dragon Rite	95	Weapons, Armor and Items	212
Quest #28, The Raincloud Armet	98	Character Classes, Weapon Techniques, and Spells	224
Quest #29, The Cyclone Shoes	99	Bestiary	242

Game Basics

Romancing SaGa is a complex game, and to get the most out of it, you need to learn and understand a lot of different concepts. Even basics like getting around the map, buying and selling items, and seeking out quests have unexpected depth to them at times. Make sure you understand the basics of gameplay before striking out on your own.

Your Purpose


This game follows the exploits of your main character, whoever it may be, as he or she travels the land of Mardias, recruiting party members and taking on quests. The guide in this game is an enigmatic figure known as the Minstrel. He wanders the land before you and is usually found in a pub or some other location in the thick of things, ready to sing a song or tell a tale of Mardias and its people. On a more practical level, the Minstrel can remove party members for you, reveal a story that provides in-depth information on the game's world, or the Minstrel may even decide to join your party.



While the Minstrel is one constant thread holding the various character stories together, each varies widely not only in the character's introductory story but also in the quests you decide to take on. To start the game, select one of eight separate characters. Some characters may be easier to play when starting out than others, but all can take you on a wondrous journey through Mardias. Once you succeed at your first play-through, some of your accomplishments may even carry over to the next playthrough.

To progress in the game, you must complete various quests, in the process gaining gold, jewels and equipment, and coincidentally strengthening your characters' abilities during combat. As you defeat monsters, your character's Event Rank goes up, which in turn locks some quests but unlocks others. To see a rundown of the quests, their ranks and how to start and complete them, see the "Quests" section on page 38.

Getting Around

While moving from one location to the next may seem basic, there are a few twists to understand. For the most part, navigation is straightforward. Use the directional pad or left analog stick to direct your character. The analog stick allows you to walk or run depending on the pressure you use, while the pad only allows you to walk. If there is someone nearby who you can speak with, or something that allows examination or another action, a prompt appears on the screen for you to press the  button to take that action.




When a red arrow appears on the ground, it means you can enter a building or shift to a new area just by walking into the arrows. If you've been through that exit previously, the name of the new location is marked in white letters, otherwise you see "???" displayed in place of the area name. At the bottom-right corner of the screen is a compass. To see your current location, simply stop moving

and let your main character stand in one spot. After a moment the name of your current location appears just to the left of the compass.

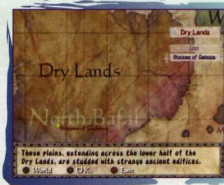
The World Map


Along with the various methods of transport, there is one way to get quickly and reliably from one spot to another—use of the world map. This is only available in some certain locations, usually the various cities and villages of Mardias.

While you can view the world map through the main menu, to travel you must open it in a viable location. Such locations are usually towns, or the main area of larger cities.

When the world map opens, a list of currently unlocked cities, dungeons, and other areas within the current region appear. To travel to one of these nearby locations, scroll between the choices and press the  button. Now

a line of travel appears between your current location and your destination, stopping when you reach your goal.



If you wish to travel to a more distant locale, open the world map and press the  button a second time. This brings up a menu of the 10 regions of Mardias. Scroll them to see a list of the cities or other areas within that region.

Of course, there are some locations that cannot be reached directly from the world map, such as Mt. Tomae. There are also some areas that automatically stop your journey no matter the original starting point or destination of your trip; instead, you must direct your characters from the entrance of such a location to the proper exit before resuming your journey. One example of this is the isthmus, which acts as a barrier between Bafal and Rosalia.

City Life

Although you'll spend a lot of time delving into this game's dungeons and wilderness, you'll also see a lot of the cities and villages around Mardias. These are usually where you recruit new members, unlock new areas, and undertake the various quests. They are also where you shop, train, and make use of the other services within a town.

Most services in a town are activated by speaking to NPCs scattered around, although some are within buildings that you must enter. There is a large variety of services that you might use, although not every town holds every type.

Inns

One of the most basic and necessary services of many RPGs, an inn allows you to recover your party's strength in various ways. Each inn has multiple levels of service available, with a set cost per member of your party. Each higher level of service also includes the effects of the less costly options, so you always get more use out of the pricier choice—if you can afford them.

Any inn has the option of staying for free, which only restores characters' proficiency uses. Other increasing effects include the restoration of LP, the repair of weapons, and additions to your First-aid Kit's DP. If you've tempered one or more of your weapons, be forewarned that these are not recovered at an inn and must be tempered again at a blacksmith to restore their strength.



Staying at an inn is also the only way to save your game, aside for the limited Quicksave option. Any level of service allows you to save, so if you just need to use this function and don't need to recover, choose to stay for free at the closest town or village. Be careful—in a few rare occasions, you may trigger an event by staying at an inn, and in such a case you are not given the chance to save your game that night.

SOUVENIRS

When you stay in either a Luxury room or a Suite, you get a souvenir bottle of Althours as a memento. There are three types of Althours, identified by their lot numbers, and the percentages vary as to what you'll actually get. Althours 75 is the most common (75% in a Luxury room and 60% in a Suite), followed by Althours 56 (20% in a Luxury room and 25% in a Suite), and Althours 64 (5% in a Luxury room and 15% in a Suite).

Item and Weapon Shops

These services are also staples of most RPGs, although there are a few unique twists here. While each item or weapon shop has a set list of available purchases, not every item is necessarily available right off the bat.

There are three major consortiums within the world of Mardias—the Crystal Cartel, the Draconian Merchants, and Maritime Imports. Every item and weapon store has some level of association with one or more of these consortiums, represented to the left side of the purchase screen by three lines and numbers. The three numbers add up to a total of 300, in different ratios by store.



Each item in a shop has a level associated with it. This is the level of Clout needed in order for that given item to be up for sale for your party. Above the listings of the store's connection to the three consortiums is a listing of your current Clout. The level of your Clout determines whether or not an item may be available. Also, the higher your Clout, the less likely that items in various shops will be sold out.

Magic Shops

There are 10 types of magic in *Romancing SaGa*, each with its own associated skill. A character can actively know and use only five types at one time, as each magical school has its opposite and you cannot use two opposite schools at the same time. The magical schools and their opposites are as follows:

Hydrology <=> Pyrology
Aerology <=> Terrology
Illusions <=> Demonology
Cosmology <=> Sorcery
Bewitchery <=> Necromancy

At a magic shop, you can purchase specific spells from one or perhaps two schools of magic; only the very rarest of shops holds more types than this at once. Not all spells of a school are found at every shop that sells that school. If you're having trouble finding the type of magic you want, check the temples as well. Each temple usually sells the type of magic associated with its own god. In addition, purchasing a spell at one of these temples raises your favor with the given god. Unlike item shops, magic shops do not use Clout. Each spell is the same price throughout Mardias, with no discounts for frequent shoppers.



Blacksmiths (Tempering)

Blacksmiths in Mardias serve two main functions. The first is to temper, repair, and improve equipment. Secondly, they can change your weapon's combat style to one better suiting your needs. The full list of a smith's services are as follows, but keep in mind that not every option may be available at some of the smaller towns' smiths:

REPAIR WEAPON	Restore a weapon's durability using its own material.
ADD METAL	Names a specific metal, such as "Add bronze" and a blacksmith may offer as many as three different metals. Choosing a metal tempers your weapon with that material for a fee, without consuming your own materials.
ADD MY MATERIALS	If you want to temper your weapon with a material not offered by the blacksmith, choose this option. You are taken to a list of viable tempering materials that you hold in your inventory. Tempering a weapon with one of these consumes that item.
INCREASE ATTACK POWER	This increases the power of a weapon slightly, but lowers the DP modifier. This option does not count as tempering for purposes of DP restoration, thus you may still repair the item at an inn.
IMPROVE DURABILITY	This increases the DP modifier of a weapon, but the weapon takes a hit in attack power. This option does not count as tempering for purposes of DP restoration, thus you can still repair the item at an inn.
CHANGE MODE	Use this option to change the combat mode of your weapon.

Once you temper a weapon, its DP is no longer recovered at an inn so you must instead temper it again at a nearby blacksmith to restore its DP. This requires that you either collect a lot of blacksmithing materials and store them for use, or you pay gold to use a material that the blacksmith has in stock.



While materials may have beneficial effects on weapons just by tempering, blacksmithing's true benefit involves harmonious materials. Whenever you prepare to temper an item, sometimes a highlighted material may appear in red in the display. This is a harmonious material for that weapon. Once you temper a weapon with its harmonious material, eventually as you use the weapon in combat it gains +1 after its name. Thus, a hand axe "+1" tempered with its harmonious material will, after seeing use in combat, eventually become a hand axe +2.

Each version of a weapon has its own harmonious material (for example, a +2 weapon will resonate with a different material than its +3 version). By finding the right materials for each greater version of the weapon and increasing it, you eventually end up with a very strong weapon well worth the cost of having to repair it at a blacksmith after use.

Sometimes adding a new material will change a weapon into a completely new weapon of that general type. If the material added was displayed in red as a harmonious material, then the new weapon can still evolve into a +1 version of that weapon through use in combat, so don't be afraid of losing your progress.

Martial Arts Masters

As mentioned previously, blacksmiths may change the combat style of each of your characters' weapons. This is another advanced option and you may go through the entire game without ever changing your combat style, although it has various benefits.



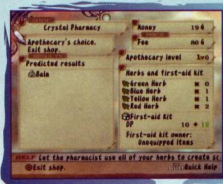
If you wish to truly make the most out of these benefits, then you should change your martial arts style as well. Since this is for barehanded fighting and does not use a weapon, you must visit a martial artist master to change it.

Apothecaries

The apothecaries of Mardias offer services in creating and selling various types of medicine. As a shop, they function in the same manner as an item or equipment store. They have Clout with one or more of the three main consortiums, and you purchase items and sell back your own unwanted items as normal. The difference is that apothecaries specialize only in the various types of medicine.

These shops also offer another service, that of creating your own medicine. Throughout the game, you will collect various herbs. These herbs can be blended by apothecaries (or concocted) to make medicines, for a small fee of course.

Apothecaries have their own Clout for this concocting service, but unlike item shops, it is shared with every apothecary in Mardias. In general, the higher the apothecary Clout rises, the better medicines you have a chance to create.



Mentors

Along with inns, mentors offer some of the most necessary town services in the game. Rather than sell items or equipment, they sell skills and proficiencies to eager adventurers ready to put them to good use. They also are willing to change your characters' classes to one of the list of classes that they cover, as long as that character meets the class's minimum requirements.

You learn skills from a mentor at first by training in the various classes. Each class has a number of skills linked to the class, and as you advance in the class you advance in the skills, or vice versa. To do this, you trade in a number of jewels to the mentor. The cost of learning depends on the number of skills you must advance to increase one class rank. If you've already raised some of the skills due to advancing in other classes, the cost is lowered.

After learning skills in multiple classes, you may also use the mentors to change your class. Each class has its own benefit that it gives the character, such as lowering DP cost in battle, or making it more likely to perform a combination. Select the training option from a mentor, then choose to change your class to see a list of what the mentor has to offer. For lower-level classes, this will tend to be what you've trained in directly.



You can also unlock other classes by training in the skills needed for them, and many of the classes require that your character be above skill level 1 in its various skills before changing to that class. Since each mentor only changes your character's classes within a brief, specific list, you may need to unlock new locations and do a bit of exploration to find the mentor to change to the class you want.

The final service that mentors provide is selling proficiencies. The method of payment for this involves gold. You only need to buy a proficiency once per character; their levels go off your related skill levels. As with classes and skills, each mentor only sells a handful of the various proficiencies, so to get a full list you must visit multiple mentors around Mardias.

Pubs

The Minstrel is always found within a city or town's pub if there is one. If the Minstrel was in your party when you entered the pub, he leaves the party temporarily and you must speak to him to get him back.


Pubs also serve as places to recruit party members. Each character has one or more set locations where they might appear. Although these locations may be temples or some other point of interest, most times they are pubs in one or more of the cities. This is convenient, as you can then have the Minstrel remove a character from your party to make room for a new one.



Volunteer Brigade

Another service found in town is not located on the town maps and may be easy to miss. Nevertheless, it's an important service found in each town or city and useful throughout your adventures. This is the Volunteer Brigade, a dedicated band of children spread out around Mardias to help adventurers in their own small—but vital—fashion.



You can ask these children for a map of any city you visit. Approach the child with a badge shining on his or her chest, press , and choose the map option to receive a map of the town. If your character uses some form of transportation (a horse or a wagon), you can also speak to the Volunteer Brigade member in a town to find out where you last left it.

Perhaps the most important task for the Volunteer Brigade is to give new adventurers handy information when you say "I could use your help." This serves as a handy tutorial, but just as importantly, this also acts as a way to determine your current Event Rank. While some topics relate to things you've seen or unlocked in the game, the following relate to your ranking:

- Rank 1 What are proficiencies?
- Rank 2 I want more money.
- Rank 3 How do I get more jewels?
- Rank 4 School me in techniques and spells.
- Rank 5 There's a chest I can't reach.
- Rank 6 I want to learn even more advanced things.

Further ranks are found under the option "I want to learn even more advanced things."

- Rank 7 Stuns, Shocks and Snares
- Rank 8 Vendors
- Rank 9 Herbs and Ores
- Rank 10 Classes
- Rank 11 Weapons and Shields
- Rank 12 Modes
- Rank 13 Blacksmithing II
- Rank 14 Concoctions II
- Rank 15 Synthesizing Spells
- Rank 16 Ambush
- Rank 17 Lurking and Moving Silently
- Rank 18 Trading
- Rank 19 Blacksmithing III
- Rank 20 Final Secrets

Monsters

Finally, no dungeon would be complete without a few monsters to add into the mix. As you travel, you can see various monsters wandering in plain sight. Each symbol represents a certain monster class, each of which acts in a slightly different way:



Aquatic They move quickly and steadily toward your character, but tend to move in straight lines for a while before correcting. These creatures rely on hearing to detect predators.

Avian Possibly the hardest to avoid, they move swiftly toward your character, turning to follow your movements. These foes rely on sight to detect you.

Beast Dash in a straight line toward your character. These creatures rely on sight to detect you.

Beastman Chase your character at a fairly fast pace and swerve to follow, but after a while slow to a walk. These foes rely on sight to detect you.

Demon Although they may chase after you slightly, these monsters tend to hold still for a moment, then teleport directly into your path. These foes rely on hearing to detect you.

Insect These enemies follow steadily behind your character at a slightly faster pace and turn to follow, but when they catch up they usually make a circle around your character. These foes rely on hearing to detect you.

Plant Make a mad dash toward your character, possibly making one change in direction in the process. These enemies rely on hearing to detect you.

Reptile Like the Avians, these move toward you quickly. They do pause at the start of their pursuit so use this opportunity to get through an exit or behind a slow-moving monster. These rely on sight to detect you.

Undead Lumbering and typically easy to avoid. After spotting their prey, these foes can meld into the ground temporarily and are hard to spot in this form. These enemies rely on sight to detect you.

Unknown These large, slime-like monsters are slow and easy to avoid, as long as there is plenty of room. These creatures use a special method of detection and can see through either "Lurk" or "Move Silently."

Event Ranks

While in many RPGs your characters gain levels to gain strength, the "level" system is slightly separate from character strength. Your characters gain stats randomly in combat and also much of their ability in a fight depends on equipment, skills, techniques, as well as other things like proficiencies. However, your party as a whole does have a numerical level of sort—the Event Rank. This does not determine their stats, but rather your progress in the story as a whole.



Your character's Event Rank determines which quests you can trigger or complete. Each quest has a range of ranks during which it can be started; if the minimum rank for a quest is above your current event rank, you can't trigger the mission, even if you speak to the right person. Likewise, if the maximum rank for the quest is lower than your event rank, you've missed your chance to start it at all.

Favor

One last important aspect of the characters' travels is favor. There are many various gods of Mardias:

ELORE	Premier god of light and father of the gods, considered the creator of Mardias.
NISA	The mother goddess, guardian of earth.
YUCOMB	God of the sea and its creatures, including the nymphs who act as his servants.
CYRIL	God of the wood and forests.
ERES	Goddess of the beasts of the world and consort of Cyril.
AMUT	Goddess of the moon and linked to love and lovers of Mardias.
MIRSA	God of war and battles, he was a mortal until fighting and defeating Saruin, sacrificing his life in the process.
DEATH	Eldest god of evil, he is guardian of the souls of the dead and master of the Netherworld.
SARUIN	Perhaps the most hated of the gods of evil, he seeks only to rend and destroy.
SHIRACH	The only goddess among the three evil deities, her purview is magic and magicians.

In addition to their various visible stats, your characters also have hidden stats—their favor ratings with each of the numerous gods. For the most part, this does not affect your progress through the game, but there are a few cases where it matters. For example, when you are in particularly good standing with a god you may receive their Benediction.



The most obvious time when this rating matters though is in the end-game, where you receive one of three quests leading up to the final battle depending on your character's favor rankings.

THE ENDINGS

Although it is tricky to pull off, you can unlock more than one of the final three quests in one play-through. Once you are notified by the Volunteer Brigade that you are at the end-game, speak to the Minstrel to receive your quest. Do not complete this quest, but instead change your favor to meet one of the other two criteria, then speak with the Minstrel again. This is useful when you are almost evil enough for the "Netherworld" and receive the "Auldburg" end-game quest. You can then unlock the ruined city of Auldburg on the world map, increase your favor with an evil god a bit more, then receive the "Netherworld" quest.

To increase favor, you may purchase a spell from the god's temple, fight within a god's favored region, trigger a vortex relating to that god in combat, complete certain quests, or make choices within quests that affect your standing with the gods. Keep in mind that you cannot increase your standing with a god through battle unless your current favor is above zero. If a character's favor with a certain god starts at zero, you must buy a spell at the god's temple or participate in a quest or other event that raises the god's favor before using vortices or favored regions to increase your favor further. A few specific examples that affect your character's favor for important gods are:



INCREASE FOR ELORE	Find the various Fatestones.
INCREASE FOR SARUIN	Trigger the quest "The Ice Sword" and, when given a choice, steal the sword from Galahad and defeat him in combat.
INCREASE FOR DEATH	Complete the quest "Soulgutter."

Combat

Throughout the course of this game, you must successfully win many battles in order to advance from one Event Rank to the next. Thus, combat is one of the most important parts of the game to master.

The Flow of Battle

Combat usually begins when your character touches a monster symbol on the field. In some special cases, combat may also begin when you reach a specific point in a quest, or when you examine a stationary monster in the field. Monsters may also attack if you trigger a chest set with an "Ambush" trap.

When combat begins, you see an overview of the enemies and are notified if there are any special conditions to the battle, such as a surprise attack. You give commands to each character in turn, or you can press the **Q** button to select each character in the order you wish them to act in battle.



Weapon Slots

Your character has four weapon slots. These can contain actual weapons or special items used in combat, such as medicines of varying types. Some special characters have one or more slots locked, meaning you cannot change the weapon in that slot or add anything to it if it is empty.

At the start of a combat round, the first item or weapon in the main character's four slots appears in the top-right corner of the screen, with any available techniques for the weapon listed underneath. To use one of the weapon's techniques, scroll down and press the **X** button to select the ability—if you have enough BP. If the weapon's name is displayed in yellow text, it means that weapon is currently under the effect of some spell raising its attack strength.



After selecting the technique, scroll through the enemies and select a target. For multi-target attacks, you must select the focal point of the technique.

For an attack that targets the entire enemy party, simply press the **X** button to target the entire group. A star next to an enemy's name means that it is being targeted. A red star marks one attack focusing specifically on that enemy, while a blue star indicates that the enemy is part of an area attack's path or full-party attack.



As you switch between weapons, a newly selected weapon's normal power is displayed briefly at the top-center of the screen. This strength depends on the specific type of weapon you are using, any tempering that has been done at a blacksmith, and any spells the character currently has cast on them. You can tell if a weapon has been tempered by the icon in front of its name. A plain icon is an un-altered weapon, while one with a faint gray square around it has been tempered and cannot be repaired at an inn.



Glimmers

There are many things to learn about techniques, such as their effects and how to learn them. In combat, you may occasionally see a light bulb flash over a character's head as the action pauses for a brief second. This is known as a Glimmer and it means that the character is about to use a brand-new

(to him or her) technique, after which that technique will be included on the weapon's list for use in future fights. Glimmers are random, but they tend to appear more if a character has a high skill with a weapon, or when fighting a tough enemy compared to your group's current status. They occur whether you use the default skill for the weapon or one of its previously unlocked techniques.



Battle Points (BP)

Each character has various BP (Battle Points) values shown on his or her status in the main menu. The first number is their BP at the start of a battle, with the number after the slash being the character's maximum BP. The green number after the plus sign is the amount of BP gained per round. BP at the start of the fight may vary slightly in practice.



Each technique costs a set amount of BP, which may decrease with certain classes or as you increase the wielder's level in that weapon type. If you don't have enough BP in a round to use a technique, then defend or use a technique that costs little or no BP. This lets you accumulate more BP for your character's next turn. Keep in mind that your characters each have a maximum BP amount as well, and any further BP gained above that will be lost.

Durability Points (DP)

Durability points refer to how much wear and tear a weapon can take before breaking. When a weapon reaches 0 (zero) DP, it breaks and cannot be used in battle as is. Broken weapons can be repaired by having their DP restored at an inn or blacksmith.

The number listed after a technique's BP is the DP used. Numbers in red indicate DP that are always taken away from a weapon's durability. However, if the number is in yellow, this means that using the technique may cost the amount of DP indicated, or it may cost nothing. If the DP field is blank, that technique does not reduce the weapon's durability at all.

Life Points (LP)

LP, or life points, measure how much natural vitality a character has remaining. When a character loses all HP, he or she becomes inactive and loses one LP. Some special monster attacks may also rob a character of LP even while he remains on his feet. Each time an inactive character is attacked, one more LP is lost.

This value is very important to monitor because once a character's LP reaches zero, he or she dies, dropping out of the party permanently. If your main character loses all LP, your game automatically ends.

Modes

One of the more advanced combat topics is that of modes. By default, your characters' weapons use attack modes but you can change this at a blacksmith in town. Along with your weapons, each enemy also has a mode that is compared with your own mode in a system like "rock, paper, scissors." Defense mode beats attack mode, which beats trick mode, which beats defense mode. Some other modes might incorporate more than one of the above, with a few extra restrictions.



Each technique is associated with one of the three modes, which you can see by looking at the icon in front of its name. A technique's strength is enhanced if your weapon or martial art is set to the same mode. In addition, there are some other benefits to other modes. Deflections are enhanced by being in defense mode, while trick mode concentrates on speed. Some specific classes may also have their own relationships with the modes, such as the Swordsman class, which gives additional bonuses in attack mode.

Special Techniques

When you select a technique to use in battle, a Glimmer unlocking a new technique may alter your planned attack but this isn't the only thing that can slightly change a chosen technique. When characters become more skillful with a weapon, they may start to see special techniques that are improved versions of the normal techniques. Unlike a Glimmer, such an occurrence does not add the special technique to the list to be used at will. Instead, you have a random chance of using that more advanced technique whenever you select the basic one in battle. Not all techniques have these special forms.

Reverse

Sometimes a character is quick enough to unleash a second strike as a follow-up to the first. The power of the second hit is dependant upon the strength of the first.



Surge

Like a reverse, a surge may occur randomly in battle, but in this case it is a swift and accurate strike. An enemy cannot dodge a surge.

Reverse Surge

Even more rare than either of the previous occurrences, reverse surges provide the best of both worlds from the reverse and the surge.

Combinations



While thus far using techniques and items has been a single-person affair, individual attacks by your characters may combine to make an attack stronger than each of its individual parts added together. These are referred to as combinations. Aside from their extra damage, combinations have the added effect of increasing the chances of any given status effect or stat reduction from a technique to trigger.

For a combination to occur, all characters involved must be attacking the same target. Their attacks must occur one after the other without interruption; if an enemy gets an attack in between, there will be no combination. Remember that as with many things in this game, random chance is also involved. Two techniques may meet all the criteria for a combination and still not link together. Certain classes, however, may help to improve the chances for a combination to occur.

Combinations can happen with any number of attacks, from two to five. Because of the difficulty of getting uninterrupted attacks as well as the effects of chance, the higher the chain, the rarer the occurrence of a combination. Combinations of four or five attacks together, while rare, may still happen if you're crafty about which techniques you try to link together.

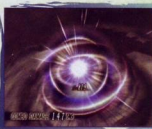


Fulcrums

During a combination, a fulcrum may appear. This is like a special technique, but for a combination only. These are available only with certain techniques and occur when the effects of a technique continue through the course of the combination. In turn, this may increase damage and also increase the chances of more attacks being added to the combination.



On a rare occasion, you may trigger a more advanced form—a vortex. These special combinations depend partly upon your party's formation, and more so upon the types of techniques that form the combo. Each vortex is aligned to a specific god or group of gods and when you perform the vortex, you increase your favor with those gods as long as your current favor is higher than zero. You can only gain this bonus once per each fight, however. The following is a list of vortices, how to trigger them, and their associated god(s). Keep in mind that some of the vortices may trigger without the proper positioning, but they are certainly easier to pull off with the right formation, and you must have the attack types correct to pull it off:



VORTEX	GOD(S)	FORMATION/ATTACKS
THE SCISSORS	Amut, Eres	A vortex for two combatants. It works best if both are on the same attack line, and both must use dash-type attacks (such as Cutting Lunge).

VORTEX	GOD(S)	FORMATION/ATTACKS
THE DRAGON	Yucomb	This vortex is also for three characters, one in the front, one in the middle, and one in the back row. All three must use non-spell attacks of the same general type (for example, all slashing attacks, etc).



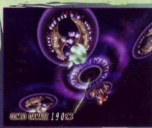
VORTEX	GOD(S)	FORMATION/ATTACKS
THE PILLAR	Saruin, Death, Shirach	This works best with two characters in the front row and one in the middle, or two in the middle and one in back. Characters must use attacks in which they do not move, such as projectile attacks or spells.



VORTEX	GOD(S)	FORMATION/ATTACKS
THE DEMON	Cyril	This is for three characters, one in front, one in the middle, and one in the back row. All three must use spells against the enemy.



VORTEX	GOD(S)	FORMATION/ATTACKS
THE STALLION	Nisa	Three characters should line up in the same row, all using dashing attacks.



VORTEX	GOD(S)	FORMATION/ATTACKS
THE PHANTOM	Mirsa	This uses four characters, preferably one in front, one in back, and two in the middle.



VORTEX	GOD(S)	FORMATION/ATTACKS
THE WHEEL	Elore	This ultimate vortex uses all five characters, one from the front, two in the center, and two in the back.

While almost every character has at least some skill at fighting with weapons, some are strongly inclined to using magic over physical strikes

While almost every character has at least some skill at fighting with weapons, some are strongly inclined to using magic over physical strikes because of their stats and starting skills. To use magic in combat, a character must first learn a spell or two. To really be suited to use these spells, a character should also increase his or her skill level in the spell's school. A character can have multiple schools of magic learned at once, but they *cannot* have two opposing schools in use simultaneously.



Like techniques, spells also have a required amount of BP to use, which decreases as your skill in the magic's school increases. Unlike most weapons, a spell uses LP in place of DP. Thus, casting powerful spells is not only difficult in that you must conserve BP, but it's dangerous to the caster as well, limiting your use of the most powerful magic for all but the most skilled casters.

Martial Arts

Every character can use martial arts in combat in place of another form of attack, although without training in the required skill they won't be very good at them. Martial arts are a way to attack without actually using a weapon. These barehanded attacks use LP in place of DP, so be cautious.

Even with the danger of losing LP for some of the stronger techniques, there are still good reasons to train in martial arts and to use them from time to time. First, if DP is low and your weapons are about to break, martial arts let you continue to fight without worry.



Defense Commands

The Retreat command is available during most random fights, but it disappears during fights not started by touching an enemy symbol or in chain battles. Simply set one character's command to Retreat and the entire party leaves the battlefield. It triggers as the first action during combat, and as long as the command is available, it automatically succeeds. You leave combat, the ecology is unaffected by that fight, and in almost all cases the monster disappears without a trace. This does, however, come at a cost—the character ordering the retreat loses one LP for each member currently in the party.



The other useful command found in this list is Defend. This causes your character to take a defensive stance, lowering any damage for the round, physical or magical. More specifically, it raises your defense by 1.6 times normal and reduces damage randomly from 0-30%. As this costs no BP or DP, it's a good choice to use against enemies that take little damage from weaker attacks, while you build up for a strong BP technique while reducing any damage taken.

Shielding and Deflecting

When you equip various armor pieces, one of the available slots for your characters is the shield slot. When you equip a shield, whether it gets used or not depends on the weapon used during each round of combat. Martial arts and two-handed weapons (such as great swords, pole arms and bows) preclude the use of a shield for the round, while short swords, long swords and the like do allow the shield to come into play.

While shields improve your character's armor, they have another useful effect in combat. During each round that a shield is in use, the character has a random chance of completely blocking a physical enemy attack. When this occurs, the word shield appears in place of the damage. A shield of this sort protects against all of the strikes of an attack. Thus, if a technique throws a person into the air and slams him against the ground for two separate instances of damage, if the shield effect occurs, both instances are blocked. You can raise your character's shield skill at some mentors to increase your chances of blocking attacks in this manner.



In some other cases, you may deflect an attack. This uses your character's weapon, rather than the shield and shield skill. It has the same general effect as shielding does with one added benefit—one character can deflect an attack on another member of the party. Using defense mode increases your chances to deflect an attack.



Status Effects

During combat, a character or an enemy may come under a status effect inflicted by a technique or spell. This is a condition that lasts either for a few rounds or the entire combat, although no status effects in this game last beyond the fight (or chain of battles). Each has a different effect and can be removed by different means:

ATTRIBUTE EFFECTS	One of the target's attributes is changed in some manner for the duration of the fight. A red notification means that the stat has increased, while blue marks a decrease.
CHARM	Physical attacks become stronger, but the character can no longer use magic during the fight.
BERSERK	You cannot control the character. This individual now acts for the benefit of the enemy, attacking your party and healing the foes.
CONFUSION	You can no longer control the character. He or she may attack party members at random, or heal the enemy.
CURSE	All attributes are greatly lowered.
DARKNESS	Lowers a character's accuracy with physical attacks.
INACTIVE	A character loses all HP and squanders LP whenever attacked.
PARALYSIS	The target cannot perform any action; this may disappear on its own.
PETRIFICATION	The target cannot perform any action; this may disappear on its own.
PHOBIA	The target may randomly become paralyzed from fear during a round.
POISON	The character takes damage at the end of each round, including the final round of the fight.
SLEEP	The character cannot perform any action. This may disappear on its own, and also vanishes if the character is attacked. The special effect Nightmare is similar to Sleep, but the character goes into a confused state upon waking up.
SHOCK	Any magical spells planned by the target for the current round are cancelled.
SNARE	Any lunging physical attacks planned by the target for the current round are cancelled.
STUN	Any further actions planned by the target for the current round are cancelled.
UNCONSCIOUSNESS	The character cannot perform any action. This may disappear on its own, but rarely.

As noted, some of the conditions may resolve on their own, but usually only after a number of combat rounds. You can use a First-aid Kit to remove poison or paralysis from a character, in exchange for some of the kit's DP. The cosmology-based Moonbeam spell removes mental effects while healing your character's HP, and Holy Water from the hydrology school removes all effects, other than Inactive or some special states inflicted by end-game bosses not listed here. Simple HP restoration brings a character back from the Inactive state.

Benedictions

There is one last special event that may happen at random during a battle, although only very rarely. This is the benediction. This only occurs when your favor in a particular god is very high. The god looks upon your party with favor, and may randomly cause a beneficial effect during battle. There are also additional triggers for each Benediction type that you must meet.



Each god has a different benediction effect and once it triggers, your favor with that god decreases, preventing an immediate repeat of this special.

BENEDICTION	TRIGGER	EFFECT
GRACE OF ELORE	One party member has max LP of 8 or more, with current LP of 3 or less.	Half of this character's LP lost in battle is restored, rounded down.
AFFECTION OF NISA	Current total of party's HP is 30% or less than max total of party's HP.	Each party member's HP is healed by 700-999 HP.
WRATH OF YUCOMB	Current total of party's HP is 5% or less compared to enemy's current total HP.	Causes two shots of large damage to all enemies.
SHELTER OF CYRIL	Current total of party's HP is 10% or less compared to enemy's current total HP.	Casts an effect increasing each party member's defense. Does not work on inactive party members.
SIGN OF ERES	Enemy must be all beasts in a fight where using Retreat is possible.	All enemies are immediately defeated.
SOLACE OF AMUT	Party members have a status effect other than "inactive."	All party members heal 150-400 HP, and have the effect of Holy Water used on them.
FERVOR OF MIRSA	Current total of party's HP is 5% or less compared to enemy's current total HP.	All ally BP are increased by 10 plus 1/8 of the character's max BP, rounded down. Inactive members are not affected.
HATRED OF SARUIN	Cannot be used against Saruin or his minions.	A great amount of damage is dealt to each enemy.
BLESSING OF DEATH	Cannot be used against Death or undead.	80% chance of instant death against all enemies.
SNEER OF SHIRACH	Cannot be used against magic-using enemies.	Enemy stats are reduced by 10 each.

Chain Battles

In some cases, more monster symbols are nearby when a fight is triggered. In this case, the original monster may link with other nearby monsters, forming a chain. When this happens, the word "Chain" is displayed on-screen for each additional battle beyond the first.



Status effects, active spells, BP, and HP damage all carry over from one fight to the next, almost as if it were one long battle instead of a series of fights. Note, however, that characters may gain stats as normal after each individual battle. Chain battles are dangerous, as you cannot retreat from them. The benefit of a chain battle is that you gain more jewels at the end of a chain battle than you would from each of the individual fights.

After the Fight

Victory is yours when you defeat all of the enemies. If, however, all of your party members are knocked unconscious or your main character loses all LP, you lose. In most cases, losing a battle means that the game is over, although in some special scripted encounters, this may simply determine the outcome of a quest, or you may be able to come back to try again later.

The first reward after a battle is that each character has a chance to increase one or more stats (physical, mental, HP, or BP). You *cannot* increase a character's maximum LP in this manner. Stat increases are mostly random, although there is a slight effect on the outcome depending on what you actually use during the fight.



You may also gain one item carried by one of the defeated monster types. After a chain battle, you may receive only one item total, not one per fight. There is also the possibility of gold as a reward, although not all monsters carry it. Lastly, your party gains one or more jewels.

After a successful fight, your characters' HP return to maximum, BP are reset, and any status effects are removed. LP and DP do not refresh; these must be recharged at an inn, or in the case of tempered weapons, you must restore DP through further tempering.



Albert



Albert is the youngest child of Lord Rudolph and Lady Mariah of Isthmus Keep in the Kingdom of Rosalia. His story basically puts him at the heart of the game's overall plot. After a routine clearing of a nearby cave with his older sister Diana, Saruin's minions attack his home in a surprise night raid. Separated from his family and home, he is forced to travel the world of Mardias in search of friends, supporters, and allies in the hope that one day he can put his life back together and fulfill his destiny.

Stats

DEFAULT CLASS: FRONTIER GUARD

	DEFAULT	GROWTH SPEED
Max HP	60 (45)	C
Max BP	10 (10)	C

Max LP	12
Initial BP	30% of Max BP

BP RECOVERY

MAX BP	BP REC./RD. OF BATTLE
10-11	+2
12-15	+3
16-24	+4
25-49	+5
50+	+6

	DEFAULT	GROWTH SPEED
STR	4 (6)	B
VIT	5 (7)	B
DEX	3 (6)	D
AGI	3 (5)	D
INT	2 (6)	B
WIL	6 (7)	B
COM	3 (4)	E
CHA	5 (7)	B

Skills

Foil, Lv. 1; Long Sword, Lv. 1; Shield, Lv. 1; Cosmology, Lv. 1; Search, Lv. 1

Key Information

Starting Location	Isthmus Keep, Rosalia
Starting Event Rank	0
Initial Recruitment	Isthmus Keep, Crystal City Pub, Altours Pub
Resting Places	Isthmus Keep, Crystal City Pub, Altours Pub
Special Recruitment By	Sif

DEFAULT RELATIONSHIPS WITH THE GODS

Elore	150
Nisa	50
Yucomb	10
Cyril	10
Eres	10
Amut	10
Mirsa	150
Death	0
Saruin	0
Schirach	0

DEFAULT EQUIPMENT

WEAPON	SHIELD	HEAD
Dress Sword	Buckler	—
CHEST	HANDS	FEET
Leather Jerkin	Leather Gloves	Leather Boots
NECK	FINGER	
—	—	

Quests Next on the List

- Quest #11, "Wuhan's Secret"
- Quest #12, "Raid on the Depository"
- Quest #16, "Stolen Nymphs"
- Quest #17, "A Bodyguard for Louie"
- Quest #23, "Constance Kidnapped"
- Quest #30, "Test of Courage"
- Quest #42, "Find the Aquamarine"

Outline of Events



1. Equip Albert and head to the Throne Room within Isthmus Keep. Speak with Diana to begin Quest #1, "Monsters to the East." Defeat the Demon Scout in Isthmus Cavern and return to speak with Lord Rudolf in Isthmus Keep.



2. The night raid on Isthmus Keep automatically triggers Quest 2, "Assault on Isthmus Keep."



3. In Loban, go to the docks and take the boat to Bruelle.



4. After the shipwreck, Albert wakes up in Gato's Village in Valholland. Take on Quest #4, "An Expeditionary Force." Have Sif join the party. Defeat the bosses in the West Cave, East Cave and South Cave and return to Gato to complete the mission.

Albert's Introduction

Albert has the longest introduction of the characters. It involves taking him from the ruins of Isthmus Keep on a roundabout journey to Crystal City and Prince Neidhart. In the process, you can complete no less than four quests, gaining a good sense of how to play the game. This makes him a perfect candidate for a first playthrough.

Getting Started

Upon reaching Crystal City and speaking with Neidhart, you are on your own. If you elected to bypass Quest #13, "Pride of the Knights," now is a good time to return to the Abandoned Keep in Knights Dominion and complete the mission.

As you visit each city between Isthmus Keep and Crystal City, check the local pub for recruitable characters and grab a town map from the Volunteer Brigade kids. In the pub in Gato's Village, for instance, you can recruit the Minstrel and a Valhalland Warrior to help complete Quest #4.

If you have two extra slots in your party when you start Quest #13, "Pride of the Knights," Theodore and Raphael automatically join your party for the duration of the quest. If there is no room, they proceed to the Abandoned Keep on their own. You can pick them up there if you have room, or you can choose to do that mission all alone. In addition, purchase some proficiencies (like Jump) for use in dungeons like the Abandoned Keep.



5

5. Travel to Eugenstadt in the Knights Dominion and speak with Lord Heinrich and Raphael. Travel with them to Mirsaburg. At the council, start Quest #13, "Pride of the Knights."



6

6. Travel to Yeoville by boat, then go to Crystal City to meet with Lord Neidhart to complete Quest #2, "Assault on Isthmus Keep." Note that you need *not* complete Quest #13, "Pride of the Knights" first.



Aisha



A young nomad girl from the Talarian tribe, Aisha lives in a small village with her people, leading the innocent life of a carefree tomboy. She is rather frail to start with, but by making new friends and fighting through various dangers, she grows to match all of the other characters.

Stats

DEFAULT CLASS: HERBALIST

	DEFAULT	GROWTH SPEED
Max HP	45(40)	D
Max BP	10 (10)	B
Max LP	10	
Initial BP	30% of Max BP	

BP RECOVERY

MAX BP	BP REC./RD. OF BATTLE
10-11	+2
12-15	+3
16-24	+4
25-49	+5
50+	+6

	DEFAULT	GROWTH SPEED
STR	2 (5)	E
VIT	3 (4)	E
DEX	5 (6)	C
AGI	4 (7)	C
INT	3 (5)	C
WIL	4 (6)	C
COM	8 (8)	A
CHA	5 (7)	B

DEFAULT RELATIONSHIPS WITH THE GODS

Elore	100
Nisa	150
Yucomb	10
Cyril	10
Eres	10
Amut	50
Mirsa	10
Death	0
Saruin	0
Schirach	0

DEFAULT EQUIPMENT

WEAPON	SHIELD	HEAD
Hand Axe	—	—
CHEST	HANDS	FEET
Fur Vest	Leather Gloves	Leather Boots
NECK	FINGER	
—	—	

Quests Next on the List

- Quest #15, "Free the Gecklings"
- Quest #21, "Ancient Texts"
- Quest #22, "Valhalla Monsters"
- Quest #26, "Pride of the Knights"
- Quest #30, "Test of Courage"
- Quest #38, "Missing Talarians"
- Quest #41, "Silver's Treasure"
- Quest #42, "Find the Aquamarine"

Skills

Terrology, Lv. 1; Gathering, Lv. 1; Survival, Lv. 1

Key Information

Starting Location	Talarian Camp, Dry Lands
Starting Event Rank	0
Initial Recruitment	Steppes of Galessa; also during Quest #11, "Wuhan's Secret"
Resting Places	South Estamir Pub, Tarmitta Pub, Weston Pub
Special Recruitment By	None



OR

Outline of Events

1. From the steppes, ride away from the village and start combat with a monster on the field. Although she quickly succumbs, Prince Neidhart sweeps in to her rescue. This presents the player with the first choice of the game.

2. Choose to accompany Neidhart to Crystall City. After a conversation with the King, Aisha and Neidhart return to the camp to speak with Nizam. This is the better option, as it reveals more of her story.

2. Choose to return directly to the Talarian Camp. Aisha and Neidhart go there without the stopover in Crystall City and the story line is otherwise unchanged.

Aisha's Introduction

Aisha is a bit challenging to start with, as you must increase her strength from a weak starting point. Her story slowly becomes more apparent as you wander around, but without a handy guide you may be left a bit confused as to where to go next. Her introduction is a bit different from others in that it can go in very separate ways depending on the choices made.

Quests Explained!

If Aisha falls to one of the kidnappers on the Steppes, she is taken to be sold as a slave in South Estamir. When you regain control of her, she is in Wuhan's hidden chamber group, at which point the action unfolds as it does to end the female version of Quest #11, "Wuhan's Secret." After this quest, you can recruit Jamil from Farah's house as your first party member.

This version of Aisha's introduction is the more difficult of the two. While it's possible to gain a couple of recruits and travel to North Estamir, you are essentially cut off from the rest of the world, including the Dry Lands. The only quest available at the moment (if you take this approach) is Quest #25, "Oh, Mummys!" Work on strengthening your characters and increasing your gold reserves within the Estamir Tunnels, then purchase a fare to another city via ship. Gradually attempt to find more recruits and other quests to accept.

Note that the walkthrough presented here is based upon the easier of the two options. Basically, that means staying around the Dry Lands area for a short while.

Getting Started

With Aisha in Crystal City against her will, do some recruiting and start spreading out. Now that she's beyond her original small borders, take advantage of Hawke's relationship with Godongo to do Quest #15, "Free the Gecklings."

When in Crystal City, pick up Quest #30, "A Test of Courage." Although you cannot finish it until your character gains the Climbing skill, this is still a good opportunity to acquire some equipment and practice some fighting. Picking up Sif in the Crystal City pub also enables you to branch off into some of the quests in the Knights Dominion and Valholland.



OR



3. Unlock Uso by speaking with Elder Nizam. Go to Uso, but don't recruit anyone or spend too much gold. Return to the Steppes of Galessa and head back toward the camp. Fight the kidnapper waiting near the entrance and lose. This whisks Aisha off in a completely different direction (see note above).

3. Speak to Elder Nizam to unlock Uso. Make sure to increase Aisha's hand axe skill level, as this is her current weapon. Recruit the available characters in Uso, especially Hawke, as he unlocks Northpoint and Godongo. Remember to equip a First-aid Kit and proficiencies.

4. Fight between the Steppes of Galessa and the Kaklim Desert, unlocked by an NPC in Uso. Eventually, Aisha is whisked away to Crystal City. At this point, recruit more characters and start on other quests.

TRANSPORTATION

Aisha starts with her own means of transport, a fun alternative to walking or running. Although her horse can move much faster than Aisha can travel on foot, she can still get into random encounters with enemies.

Gray



Throughout Mardias there are always adventurers looking for the latest town to save, the latest adrenaline rush, the latest treasure. Among these adventurers is a mysterious young man called Gray. Currently he is traveling to Ligau Isle in order to seek treasure. He has two companions for now, a fire mage named Myriam and Galahad, a paladin. Together they set out for the plains outside Jelon, ready to see what the spirit of adventure puts in their way. It might be more than they ever expected...

Outline of Events

Stats

DEFAULT CLASS: SWORDSMAN

	DEFAULT	GROWTH SPEED
Max HP	100 (90)	C
Max BP	17(16)	C
Max LP	11	
Initial BP	40% of Max BP	

BP RECOVERY

MAX BP	BP REC./RD. OF BATTLE
10-11	+2
12-24	+3
25-49	+4
50+	+5

	DEFAULT	GROWTH SPEED
STR	11 (11)	C
VIT	9 (11)	C
DEX	9 (11)	C
AGI	9 (11)	C
INT	8 (11)	C
WIL	10 (11)	C
COM	8 (11)	C
CHA	9 (11)	C

Skills

Foil, Lv. 1; Long Sword, Lv. 1;
Two-handed Sword, Lv. 1; Search,
Lv. 1; Trade, Lv. 1

DEFAULT RELATIONSHIPS WITH THE GODS

Elore	150
Nisa	10
Yucomb	10
Cyril	10
Eres	10
Amut	10
Mirsa	10
Death	50
Saruin	50
Schirach	50

DEFAULT EQUIPMENT

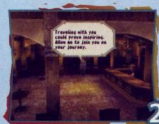
WEAPON	SHIELD	HEAD
Single Sword	—	—
CHEST	HANDS	FEET
Cloth Armor	Leather Gloves	Leather Boots
NECK	FINGER	
—	—	

Quests Next on the List

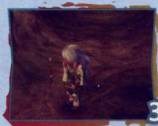
- Quest #9, Innkeeper's Daughter
- Quest #10, A Suspicious Demise
- Quest #12, Raid on the Depository
- Quest #16, Stolen Nymphs
- Quest #17, A Bodyguard for Louie
- Quest #19, Creepy Butterfly
- Quest #20, Eule Gives a Hoot
- Quest #21, Ancient Texts
- Quest #22, Ailing Emperor
- Quest #44, The Mine Assaulted
- Quest #45, Pirate Invasion



1. Purchase some skills and proficiencies for Gray. Hydrology and martial arts are good choices, as both are helpful in combat at low levels. The proficiencies Find Treasure and Excavate are highly recommended. Headbands, Balms, and the Flame of Life spell for Myriam are all good possibilities when extra gold is available.



2. Speak to various NPCs in town, including the pub owner, to start Quest #6, "Plain Treasure." Also, recruit the Minstrel, as he is the only other character available who can help for a while. This may require that you leave town and return to recruit him after he's done telling his first tale.



3. Explore the Dinosaur Nest and Treasure Cave to complete each leg of the quest. While inside Treasure Cave B3, inspect a rusted blade imbedded in the floor to start Quest #7, "Voice of the Blade."



4. Use the Treasure Map to excavate treasure in the Plains Hollow caves. Don't let your character's Event Rank get too high in the process, or you may miss an opportunity for some early quests.

Key Information

Starting Location	Jelton, Ligau Isle
Starting Event Rank	1
Initial Recruitment	Northpoint, Uso, Crystal City, Altours, Yeoville, North Estamir, Isthmus, Melvir, Loban, Bruelle, Aurefont, Jelton
Resting Spot	Melvir Pub, Aurefont Pub, Altours Pub
Special Recruitment By	Claudia

Gray's Introduction

Gray's exploits are fairly well-defined once you look in the right place, and his beginning party is well-balanced. Unfortunately, he is trapped in one location for a while, giving him limited access to services or recruits.

Getting Started

Once you're in Melvir and you've chosen a companion, you're more or less free to do as you wish. The recruitment of Claudia and the remainder of the "Voice of the Blade" quest remain Gray-specific scenarios.

If you make it to Melvir while still at Event Rank 4 or lower, do Quest #9, "Innkeeper's Daughter" and Quest #10, "A Suspicious Demise," as they are both profitable at this stage and are fairly simple to finish without even leaving Melvir.

Pick up the Survival skill from the Mentor in Melvir and return to Ligau to clean out the Treasure Cave when its level is high enough. There is a nice chain of quests in Melvir to undertake at lower levels. With Claudia in your group, do Quest #20, "Eule Gives a Hoot" when it triggers.

Lastly, recruit some characters before the more difficult quests become available. Explore the area and fight a bunch of other foes to raise the power of your character's weapons for the "Voice of the Blade" quest.



5

5. Take the ship to Melvir when the man offering fares appears on the dock. Upon your arrival, choose to take Galahad, take Myriam, or strike out on your own. Regardless of the choice, Gray remains in Melvir. The choice only determines who will be in your party for now.



6

6. Bump into Gian in the main section of Melvir to recruit Claudia. Look for a person dressed in bright clothing near the inn and stairs to find Gian.



7

7. Continue to work on the "Voice of the Blade" quest throughout the game.

Claudia Stats



Claudia is a character with a little intrigue, mystery and danger. This bow-wielding nature-lover was raised in Mazewood forest in the Bafal Empire under the watchful eye of Eule and two forest creatures, the bear Brau and the wolf Sylvan.

The reason for this strange upbringing is part of Claudia's mystery. All we know at the start of the game is that she wears a surprisingly big, ornate ring and that people working for the Emperor in Melvir are interested in keeping her safe.

DEFAULT CLASS: RANGER

	DEFAULT	GROWTH SPEED
Max HP	65 (65)	A
Max BP	17 (13)	B

Max LP	17
Initial BP	20% of Max BP

BP RECOVERY

MAX BP	BP REC./RND OF BATTLE
10-11	+2
12-15	+3
16-19	+4
20-24	+5
25-49	+6
50+	+7

	DEFAULT	GROWTH SPEED
STR	7 (9)	B
VIT	4 (8)	B
DEX	7 (8)	B
AGI	8 (9)	B
INT	5 (6)	E
WIL	6 (8)	E
COM	6 (7)	D
CHA	6 (7)	D

Skills

Bow, Lv. 1; Terrology, Lv. 1; Search, Lv. 1

DEFAULT RELATIONSHIPS WITH THE GODS

Elore	100
Nisa	10
Yucomb	20
Cyril	200
Eres	150
Amut	10
Mirsa	10
Death	0
Saruin	0
Schirach	0

DEFAULT EQUIPMENT

WEAPON	SHIELD	HEAD
Hunting Bow	—	Cap
CHEST	HANDS	FEET
Cloth Armor	—	Leather Boots
NECK	FINGER	
—	Coral Ring	

Quests Next on the List

- Quest #13, Pride of the Knights
- Quest #19, Creepy Butterfly
- Quest #6, Plain Treasure
- Quest #15, Free the Gecklings
- Quest #16, Stolen Nymphs
- Quest #17, A Bodyguard for Louie
- Quest #32, Monster of Mt. Tomae

Key Information

Starting Location	Mazewood, Bafal Empire
Starting Event Rank	1
Initial Recruitment	Melvir Pub, Aurefont Pub, Mazewood
Resting Places	Melvir Pub, Aurefont Pub, Altours Pub
Special Recruitment by	Gray

Outline of Events



1. Go north one screen and talk to Eule to learn about the monsters near the entrance of Mazewood. Brau and Sylvan join your party.



2. Head to the entrance of Mazewood. Near the entrance, Gian appears and gets attacked by Skydancers and Goblins. Claudia joins the battle after the first round.



3. Speak with Gian to receive a map of the Empire, then return to Eule's house in the forest.



4. Talk to Eule, who encourages Claudia to see the world. The map opens up Melvir and Aurefont once Eule gives Claudia permission to leave Mazewood.

Claudia's Introduction

Claudia's introduction is one of the few that doesn't include any quests. It does, however, set up the "mystery of her identity" storyline that follows her throughout the game. Claudia also ends her introduction with no less than three party members (Brau, Sylvan and Gray) and a lot of adventuring options. Gray has seen a lot of the world and can take her to most of the larger cities throughout Mardias.

Getting Started

Claudia's intro contains lots of story development. There's some minor travel—mostly running back and forth through Mazewood!—and a single fight. When you fight at the entrance of Mazewood, equip a First-aid Kit in one of your weapon slots. The battle at the forest's entrance differs from the usual fight. During the first round, you control Gian. Then in the second round, Claudia and her forest friends join the fray. Having four party members makes it easier to defeat the Skydancer and the Goblins. This battle also provides the opportunity to check out your other party members' unusual abilities. Since they are animals, Brau and Sylvan have attacks suitable for their species. You won't have to worry about buying them weapons, either.

Afterwards, prepare to leave the forest. Check Eule's house for a treasure chest with some gold and jewels in it. Don't be afraid to loot it.

Head to Melvir next and visit Gian. You don't have to visit this area but it is advantageous to do so. The meeting with Gian reveals more about the mystery behind Claudia's identity and nets you another party member, the swordsman Gray. In addition, Gray's inclusion in your party opens up a great deal of the world of Mardias.

Once Gray joins the party, it's time to get adventuring! Check out Quests #9 and #10, "Innkeeper's Daughter" and "A Suspicious Demise" first, then head over to Aurefont to take on Quest #12, "Raid on the Depository." When you're ready to leave the Bafal Empire, head over to Rosalia and start Quest #25, "Oh, Mummy!" for some quick cash and jewels.

Another option in that region is the mystery of the kidnapped maidens in Quest #11 "Wuhan's Secret." Later on, participate in Quest #20, "Eule Gives a Hoot," in which Claudia's promise to Eule is put to the test. In Quest #18, "Neville's Request," you must search for the missing and presumably imprisoned Gian.



5. Head to Melvir and enter Elizabeth Palace on the second tier of the city. Tell the guards that you are looking for Gian.



6. Meet Lord Neville, one of the Emperor's advisors. He asks Gian to guard Claudia for the night, then find an alternate bodyguard for protection.



7. After a night in the inn, Gian introduces Gray. He's a well-known adventurer who joins your party to protect—nay!—guide the party on these journeys.

Jamil



Jamil is a sneaky, agile thief from the poverty-stricken city of South Estamir. He uses his talents to steal from the wealthy in North Estamir and then, in a Robin Hood-style move, he shares his "findings" with the people in his life. His best buddy is Dowd, a slightly slower thief who always straggles behind Jamil when they get caught. Farah and her mother are also important to Jamil.

Jamil's world is rocked when he learns that Farah has been kidnapped by a loan shark. Perhaps his contacts in the South Estamir underworld will help him rescue his friend before she's sold as a slave! If you are looking for a character with great speed and agility, Jamil's your man!

Outline of Events

Stats

DEFAULT CLASS: THIEF

	DEFAULT	GROWTH SPEED
Max HP	65 (60)	C
Max BP	15 (13)	C
Max LP	12	
Initial BP	50% of Max BP	

BP RECOVERY

MAX BP	BP REC./RD. OF BATTLE
10-11	+2
12-24	+3
25-49	+4
50+	+5

	DEFAULT	GROWTH SPEED
STR	3 (7)	D
VIT	2 (6)	D
DEX	13 (10)	A
AGI	9 (9)	A
INT	7 (9)	B
WIL	4 (8)	B
COM	2 (6)	E
CHA	8 (8)	C

Skills

Foil, Lv. 1; Strategy, Lv. 1; Search, Lv. 1

DEFAULT RELATIONSHIPS WITH THE GODS

Elore	100
Nisa	10
Yucomb	50
Cyril	10
Eres	10
Amut	100
Mirsa	10
Death	0
Saruin	50
Schirach	0

DEFAULT EQUIPMENT

WEAPON	SHIELD	HEAD
Rapier	—	Cap
CHEST	HANDS	FEET
Shirt	—	Long Boots
NECK	FINGER	
—	Ring of Protection	

Quests Next on the List

- Quest #9, Innkeeper's Daughter
- Quest #10, A Suspicious Demise
- Quest #13, Pride of the Knights
- Quest #23, Constance Kidnapped
- Quest #27, Water Dragon Rite
- Quest #28, The Raincloud Armlet
- Quest #43, The Assassins' Guild

Key Information

Starting Location	South Estamir, Kjarah
Starting Event Rank	1
Initial Recruitment	Quest #11, "Wuhan's Secret"; South Estamir Pub; North Estamir Pub
Resting Places	Altours Pub; Yeoville Pub; Tarmitta Pub; Bruelle Pub
Special Recruitment By	Aisha



1. Talk to Farah and her mother and share your night's earnings with them.



2. Head to the pub and talk to the proprietor about any potential jobs. She refers you to the guy standing by the bar to begin Quest #11, "Wuhan's Secret."



3. When you complete Quest 11, head back to the pub to claim your cash reward from the questgiver. When you leave, Dowd suggests that you might do better without him. Do you cut him loose or keep your friend and partner-in-crime around?

Jamil's Introduction

Jamil's introduction to the game is actually quite short. Once he and Dowd escape from their interrupted caper, they return home to South Estamir to share their earnings with other impoverished souls living in the slums. One of those unfortunates is Farah, a close friend of Jamil's, and the other is Farah's mom. Jamil tries to help them out the best he can, but it soon appears that his help isn't enough to keep them out of trouble. Jamil's first chapter, Quest #11, "Wuhan's Secret," has him rescuing his best gal pal from slave traders! The fun continues from there!

Getting Started

Jamil's options are wide open once you complete Quest #11. At this point you should have at least two other people in your party: Dowd, if you decided to stay in Estamir, and Aisha, if you recruited her while you were in Wuhan's Secret Room. When you go to the South Estamir pub, you should find Barbara there. Recruiting her into your party opens up most of the major locations in the Frontier. You could easily head up there and take on Quest #8, "Unsettling Settlements" and Quest #14, "Fiends of Saoki." Closer to home, you can run over to the pub in North Estamir and begin Quest #25, "Oh, Mummy!" At this level, you can easily handle the escort task and make a quick buck with little danger. Once your party gets stronger, head up to the Dry Lands and see if you can help Aisha find her missing tribe in Quest #38 "Missing Taralians." Your options are truly open!



Sif



Sif is a barbarian warrior who lives her life taking care of her people in the snowy wasteland of Valholland. She lives in a small village named after its chief, a wise man by the name of Gato. But there is more to Sif than meets the eye.

Besides being a strong and fearsome fighter, she also has an enigmatic past. Before she leaves Valholland behind, Gato gives her the Dragon's Eye, a mysterious talisman that seems to possess a fading gleam. Apparently, this item was handed down within Sif's family before it became the village's talisman. Part of the quest is to locate the Dragon's Court and restore the ring's glimmer.

Outline of Events

Stats

DEFAULT CLASS: VALHOLLAND WARRIOR

	DEFAULT	GROWTH SPEED
Max HP	150 (120)	C
Max BP	16 (16)	C
Max LP	12	
Initial BP	40% of Max BP	

BP RECOVERY

MAX BP	BP REC./RD. OF BATTLE
10-11	+2
12-24	+3
25-49	+4
50+	+5

	DEFAULT	GROWTH SPEED
STR	11 (12)	A
VIT	14 (13)	A
DEX	8 (11)	B
AGI	7 (11)	B
INT	7 (9)	D
WIL	5 (10)	D
COM	7 (9)	E
CHA	9 (11)	C

Skills

Hand Axe, Lv. 1; Two-handed Sword, Lv. 1;
Survival, Lv. 1

Key Information

Starting Location	Gato's Village, Valholland
Starting Event Rank	1
Initial Recruitment	Crystal City Pub; Gato's Village; Eugenstadt Pub; Altours Pub; Shiverland, Yeoville Pub; Mirsburg Pub
Resting Places	Crystal City Pub, Altours Pub
Special Recruitment by	Albert

DEFAULT RELATIONSHIPS WITH THE GODS

Elore	100
Nisa	50
Yucomb	10
Cyril	10
Eres	50
Amut	50
Mirsa	50
Death	0
Saruin	0
Schirach	0

DEFAULT EQUIPMENT

WEAPON	SHIELD	HEAD
Zweihander, Hand Axe, Hunting Bow	—	Light Helm
CHEST	HANDS	FEET
Fur Vest	Leather Gloves	Leather Boots
NECK	FINGER	
—	—	

Quests Next on the List

- Quest #25, Oh, Mummy!
- Quest #24, Isle of Evil
- Quest #12, Raid on the Depository
- Quest #18, Neville's Request
- Quest #15, Free the Gecklings
- Quest #21, Ancient Texts
- Quest #22, Ailing Emperor



1. Go to Gato's House and speak to Gato, the Village Elder. Undertake Quest #3, "Valholland Monsters."



2. Defeat the bosses in the East, West and South Caves, then return to Gato's Village and report to Gato. This completes Quest #3, "Valholland Monsters."



3. Leave the village and take the new path down the slope outside the village entrance. Sif helps the villagers tend to the people involved in the shipwreck on the shore, rescuing Albert in the process.



4. Enter Gato's House to check on Albert's progress. Since monsters have re-infested the caves, take on Quest #4, "An Expeditionary Force." You have the opportunity to recruit Albert at this point.

Sif's Introduction

Sif is one of the sturdiest melee fighters in the game, making her a great addition to any party. The storyline behind the Dragon's Eye is really quite interesting and leads to the creation of a great accessory.

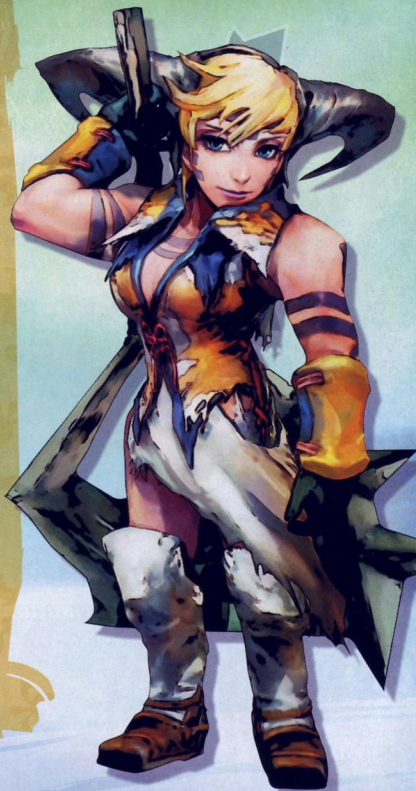
Getting Started

Sif's introduction quickly blends into Albert's after rescuing the poor boy from the shipwreck on the coast of Shiverland. Unfortunately, the quest that you do *before* rescuing Albert is almost identical to the one you are asked to do *afterwards*. During the first clearing of the caves, pick up the Valhallan Warrior and the Minstrel from the pub. You can recruit both of them after accepting Quest #3, although the Minstrel may need some persuasion.

Once you save Albert and receive Quest #4, you should be strong enough to defeat the trio of bosses with ease. Treat the South Cave with respect, as the number of Valhallan Peggies more than doubles. However, a team of four party members shouldn't have much trouble.

Completing Quest #4 enables you to leave Valhallan. However, if you chose *not* to take Albert on Quest #4, you must do so now. Head to Eugenstadt to open up Mirsburg; talk to the townspeople or head into the castle for an audience with Lord Heinrich and his vassal Raphael. Taking the latter approach puts you on the path to starting Quest #13, "Pride of the Knights."

Since the secret of Sif's ancestry deals with the Dragon's Court, do all of the Knights Dominion quests. Quest #13 is the first, followed by Quest #23, "Constance Kidnapped," Quest #48, "Theodore's Madness," and Quest #49, "The Dragon Knight." Another place to look for quests is in Rosalia, since you need to take Albert there anyway. In Crystal City, talk to people in the pub to learn about Quest #30, "Test of Courage" and Quest #42, "Find the Aquamarine." Then head across the sea to the Bafal Empire to take on quests in Aurefont and Melvir.



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5. Defeat the bosses in the East, West and South Caves and report to Gato, completing Quest #4, "An Expeditionary Force."



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6. Gato hands over a map of the Knights Dominion and asks you to help Albert get to Crystal City in Rosalia. He relinquishes the Dragon's Eye, the village's talisman.

Hawke



If you think that a sailor's life is for you, then Hawke should be your first choice when choosing a character. Hawke is a proud pirate who cherishes his independence. But when an arrogant pirate called the Butcher starts making trouble, only you can decide how Hawke should react. Does he defend himself or does he answer the Butcher's challenge? And, if he doesn't get the results he wants, will he get his revenge later?

Regardless of how you play this character, there is one thing to know: Although Hawke starts the game with a ship, he doesn't get to keep it for long.

Outline of Events

Stats

DEFAULT CLASS: PIRATE

	DEFAULT	GROWTH SPEED
Max HP	125 (105)	B
Max BP	10 (10)	C
Max LP	14	
Initial BP	50% of Max BP	

BP RECOVERY

MAX BP	BP REC./RD. OF BATTLE
10-11	+2
12-24	+3
25-49	+4
50+	+5

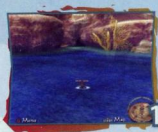
	DEFAULT	GROWTH SPEED
STR	9 (11)	C
VIT	9 (11)	C
DEX	13 (12)	A
AGI	12 (12)	A
INT	9 (11)	C
WIL	5 (10)	C
COM	6 (10)	D
CHA	7 (9)	E

Skills

Foil, Lv. 1; Hand Axe, Lv. 1; Hydrology, Lv. 1

Key Information

Starting Location	Coral Sea
Starting Event Rank	1
Initial Recruitment	Northpoint Pub, Godango Pub, Uso Pub
Resting Places	Uso Pub
Special Recruitment by	None



1. Sail northwest to Coastal Cavern C and sail through it to Pirate Coast.



2. Head to the Pirate's Hangout in Pirate Coast for the assembly. The Butcher challenges you to a duel.



3. If you choose to apologize to the Butcher, go ahead and finish what you need to do in Pirate Coast and sail back to the Coral Sea. Skip ahead to Step 5.



4. If you accept his invitation to duel, set sail for Mask Isle—or rather head out to the Coral Sea. When you reach Mask Isle something unexpected happens. Race back to Pirate Coast, avoiding the Imperial Marines on the way!

DEFAULT RELATIONSHIPS WITH THE GODS

Elore	100
Nisa	50
Yucomb	150
Cyril	10
Eres	10
Amut	10
Mirsa	10
Death	0
Saruin	50
Schirach	0

DEFAULT EQUIPMENT

WEAPON	SHIELD	HEAD
Fleuret, Hand Axe	Buckler	Sailor's Bandana
CHEST	HANDS	FEET
Leather Jerkin	Leather Gloves	Leather Boots
NECK	FINGER	
—	—	

Quests Next on the List

- Quest #12, Raid on the Depository
- Quest #13, Pride of the Knights
- Quest #18, Neville's Request
- Quest #23, Constance Kidnapped
- Quest #25, Oh, Mummy!
- Quest #32, Monster of Mt. Tomae
- Quest #41, Silver's Treasure



Hawke's Introduction

Hawke is another character without a real quest as part of his introduction to the game. However, his personal quest at the beginning is somewhat complex and provides plenty of opportunities for fighting and exploring.

Hawke starts the game as the Captain of the *Lady Luck*, one of the faster pirate ships in the Coral Sea. By his side is the trustworthy Guella Ha and one of his best members of his crew. With these companions, Hawke must outwit and outlast the competition as he fights for his very life. So, while you don't get to knock off a quest or two during his intro, you can bet you won't be bored!

Getting Started

Hawke's introduction starts simple enough: in a boat in the middle of the Coral Sea! Head northwest to Coastal Cavern C and sail through the twisty cavern to Pirate Coast at the end. The fish icons on the sea mark the locations of monsters.

In Pirate Coast, Hawke is summoned to a meeting in the Pirate's Hangout. There you meet the Butcher, a nasty, blood-thirsty pirate who makes an appearance again in Quest #45, "Pirate Invasion." The Butcher wants to step up the pirates' operations, making things more dangerous and bloody. Hawke doesn't seem to agree with the things that the Butcher proposes, but the Butcher is pretty influential in the pirate community. The end result is the same regardless of your choice; choosing to accept the duel reveals another cut-scene.

If you decide to accept the duel, the party is sent to Mask Isle. On the way back to Pirate Coast, watch out for the fleet of Imperial ships patrolling the Coral Sea. Killing the Marines who attack starts skewing Hawke's relationships with the gods toward the dark side. The more you kill, the better your relationship with the bad gods like Death and Saruin. So if you are trying to see Quest #54, "Auldburg" or Quest #56, "The Netherworld," destroying Marines is a good way to start off.

Once back at Pirate Coast, be prepared for a major battle. The Butcher frames Hawke and encourages the pirates in town to attack. The idea here is for Hawke to run back to his ship, the *Lady Luck*. However, you can stand in the hangout and fight tons of pirates. If you manage to get close enough to the Butcher to speak with him, you get to fight the Butcher and seven of his bodyguards. Whether you win or lose the fight, Hawke gets kicked out of the hangout and is forced to run for his life.

The end of the introduction finds Hawke and his party on the docks of Godongo on Walon Isle. With Guella Ha in your party, now is a good time to take on Quest #15, "Free the Gecklings" and start saving money to buy the ancient scroll for Quest #21, "Ancient Texts." From Oapu, you can sail to Melvir in the Bafal Empire and start working on the quests in the mainland. If you wish to return to the sea, sail from Melvir to Ligau Isle and Jelton, where Quest #6, "Plain Treasure" awaits.



5. Go back to the Pirate's Hangout and confront the Butcher. When the pirates attack, run back to the *Lady Luck* and sail away from Pirate Coast and back to the Coral Sea.



6. When traveling in the strait between Oapu and Godongo, a storm strikes and the *Lady Luck* sinks, dropping you and your party in Godongo.

Barbara



There are only a few settlements along the frontier, scattered far and wide, with monster-filled expanses in between. This is the harsh environment where the dancer Barbara and her troupe travel at the start of her scenario. With her friend and fellow troupe-member Herman always at her side, the young entertainer embarks on a new chapter in a life of adventure.

Stats

DEFAULT CLASS: ENTERTAINER

	DEFAULT	GROWTH SPEED
Max HP	95 (80)	C
Max BP	11 (10)	C
Max LP	12	
Initial BP	40% of Max BP	

BP RECOVERY

MAX BP	BP REC./RD. OF BATTLE
10-11	+2
12-15	+3
16-24	+4
25-49	+5
50+	+6

	DEFAULT	GROWTH SPEED
STR	5 (8)	B
VIT	8 (9)	B
DEX	5 (8)	C
AGI	7 (8)	C
INT	4 (7)	E
WIL	2 (6)	E
COM	6 (7)	D
CHA	10 (10)	A

Skills

Long Sword, Lv. 1; Martial Arts, Lv. 1;
Demonology, Lv. 1; Covert, Lv. 1

DEFAULT RELATIONSHIPS WITH THE GODS

Elore	150
Nisa	10
Yucomb	10
Cyril	100
Eres	10
Amut	50
Mirsa	10
Death	0
Saruin	0
Schirach	0

DEFAULT EQUIPMENT

WEAPON	SHIELD	HEAD
Single Sword	—	—
CHEST	HANDS	FEET
Shirt	—	Leather Boots
NECK	FINGER	
Amethyst	Glamorous Ring	

Quests Next on the List

- Quest #9, Innkeeper's Daughter
- Quest #10, A Suspicious Demise
- Quest #11, Wuhan's Secret
- Quest #15, Free the Gecklings
- Quest #16, Stolen Nymphs
- Quest #17, A Bodyguard for Louie
- Quest #21, Ancient Texts
- Quest #22, Ailing Emperor
- Quest #25, Oh, Mummy!
- Quest #41, Silver's Treasure

Outline of Events



- Get off the wagon, equip a First-aid Kit and proficiencies, and speak with the child in Weston to obtain a town map. Speak to a woman in red to unlock the town of Yassi as well.



- Enter the pub and speak with the Minstrel to start—and complete—Quest #5, "Amethyst of Visions."



- Recruit the sorcerer from the pub and purchase supplies or equipment, if needed. Proficiencies from the mentor are a good purchase, as are skills that enable their use. Some Balm and a cap are also good choices.



- Travel to Yassi and accept Quest #8, "Unsettling Settlements." Explore the Yassi Caverns and defeat the Sea Serpent and other monsters to rescue the boy. Then return to the mother Yassi.

Key Information

Starting Location	Weston, The Frontier
Starting Event Rank	1
Initial Recruitment	Uso, Northpoint, Crystal City, Altours, North Estamir, South Estamir, Tarmitta, New Road, Weston
Resting Places	Northpoint Pub, Uso Pub, Crystal City Pub, Altours Pub, North Estamir Pub, South Estamir Pub, Tarmitta Pub, Weston Pub
Special Recruitment By	None



Barbara's Introduction

Although some of the characters have elaborate introductions that function like a tutorial, Barbara has none. As the curtain rises, Barbara and her troupe are shown entering the frontier town of Weston, as part of their normal traveling of the New Road in order to make a living. There is one quest that is unique to Barbara, only as a main character, and one other that is only available at a low Event Rank. Aside from that, you are left on your own without anyone to hold your hand.

Getting Started

Travel along the New Road and through the southern exit to arrive in Tarmitta, a city in Kjarah. At this point, there are quite a few locations already open on the world map. First, do some shopping in Tarmitta and purchase the precious Healing Water hydrology spell. This spell enables you to heal some HP of one party member.

There are a few quests ripe for the picking in this general area, along with various recruits (such as Aisha). You can take part in the first leg of Quest #25, "Oh, Mummy!" starting in North Estamir, although the second half of the quest will likely be far beyond your skills early in the game. Quest #11, "Wuhan's Secret," which starts in South Estamir, is also a good choice at an early Event Rank level.

Or, you can journey a bit further to Melvir and take part in two of the most profitable low-rank quests: Quest #9, "Innkeeper's Daughter" and Quest #10, "A Suspicious Demise" before your character advances beyond Event Rank 4. Melvir is also a good location for recruiting, offering not only the generic Bafal Fighter but also stronger characters such as Claudia and Gray. The advantage to recruiting Gray is that he opens more world map locations. To reach Melvir from your current location, take the ship from Northpoint in the Dry Lands to Godongo on Walon Isle. Cross over the small piece of jungle between Godongo and Oapu, then take the ship from Oapu to Melvir. This has the added benefit of opening the location of another somewhat early mission, Quest #15, "Free the Gecklings."



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5. Unlock Saoki by speaking to the woman in Weston again. Upon reaching Event Rank 4, you can undertake Quest #14, "Fiends of Saoki."

6. Travel the New Road and brave the various monsters to reach the rest of the world beyond the frontier. Remember to use the wagon while traveling on the New Road to prevent enemy attacks.

Other Party Members

The following characters appear in *Romancing SaGa* as friends, partners, or just mere acquaintances of the main characters. Some function just as the other main characters in that you can recruit them one day, dump them the next, then recruit them later on. Others disappear when you remove them from your party or only stay with your group for the duration of a specific quest.



Brau

DEFAULT CLASS

None

How to Recruit

If Claudia is the main character, Brau starts the game in your party. No other character can recruit him. Brau leaves the party after Quest #20, "Eule Gives a Hoot" and cannot be recruited again.

Where to Find

None

Default Equipment

WEAPON	SHIELD	HEAD
—	—	—
CHEST	HANDS	FEET
Pelt	—	—
NECK	FINGER	—

Skills

Martial Arts, Lv. 1

Default Stats

	DEFAULT	GROWTH SPEED
Max HP	115	A
Max BP	11	C
Max LP	13	
Initial BP	30% of Max BP	

BP Recovery

MAX BP	BP RECOVERED/ROUND OF BATTLE
11-24	+2
25-49	+3
50+	+4

	DEFAULT	GROWTH SPEED
STR	12	A
VIT	16	A
DEX	9	D
AGI	11	D
INT	9	E
WIL	12	E
COM	11	C
CHA	12	B



Diana

DEFAULT CLASS

Rosalian Lancer

How to Recruit

If the main character is Albert, Diana starts the game in your party.

Where to Find

Oapu and Godongo (Albert cannot be in the party if you want to recruit her)

Default Equipment

WEAPON	SHIELD	HEAD
Queen of Swords	—	—
CHEST	HANDS	FEET
Leather Jerkin	—	—
NECK	FINGER	—
—	—	—

Skills

Short Sword, Lv. 1; Pole Arm, Lv. 1; Bow, Lv. 1; Bewitchery, Lv. 1; Search, Lv. 1; Gathering, Lv. 1

Default Stats

	DEFAULT	GROWTH SPEED
Max HP	140	D
Max BP	12	C
Max LP	11	
Initial BP	30% of Max BP	

BP Recovery

MAX BP	BP RECOVERED/ROUND OF BATTLE
12-24	+3
25-49	+4
50+	+5

	DEFAULT	GROWTH SPEED
STR	9	C
VIT	9	C
DEX	10	A
AGI	10	A
INT	5	E
WIL	8	E
COM	9	B
CHA	7	C



Darque/Aldora

DEFAULT CLASS

Assassin

How to Recruit

Available on second playthrough of the game, if the following are done during your first playthrough: Complete Quest #43, "The Assassins Guild." Fight the minion Scorn. Meet with Death in the Netherlands. Darque/Aldora appears in the city in which you start the game. Expect him to leave the party at some point, but you can recruit him permanently after completing Quest #43, "The Assassins Guild" again.

Where to Find

None

Default Equipment

WEAPON	SHIELD	HEAD
Antique Dagger	—	—
CHEST	HANDS	FEET
Cloth Armor	—	—
NECK	FINGER	—
—	—	—

Skills

Short Sword, Lv. 1; Illusions, Lv. 1; Sorcery, Lv. 1; Covert, Lv. 1; Trade, Lv. 1; Gathering, Lv. 1

Default Stats

	DEFAULT	GROWTH SPEED
Max HP	190	E
Max BP	14	C
Max LP	10	
Initial BP	30% of Max BP	

BP Recovery

MAX BP	BP RECOVERED/ROUND OF BATTLE
14-24	+3
25-49	+4
50+	+5

	DEFAULT	GROWTH SPEED
STR	6	E
VIT	5	E
DEX	12	A
AGI	12	A
INT	12	A
WIL	8	A
COM	7	A
CHA	6	E



Dowd

DEFAULT CLASS

None

How to Recruit

If Jamil is the main character, Dowd starts the game in his party. You cannot recruit him if any other character is the main character. If you dismiss him from your party, you cannot recruit him again.

Where to Find

Default Equipment

WEAPON	SHIELD	HEAD
Hunting Bow, Fleuret	Buckler	Cap
CHEST	HANDS	FEET
Shirt	Leather Gloves	Socks
NECK	FINGER	—
—	—	—

Skills

None

Default Stats

	DEFAULT	GROWTH SPEED
Max HP	60	B
Max BP	10	B
Max LP	17	
Initial BP	20% of Max BP	

BP Recovery

MAX BP	BP RECOVERED/ROUND OF BATTLE
10-11	+2
12-15	+3
16-24	+4
25-49	+5
50+	+6

	DEFAULT	GROWTH SPEED
STR	6	D
VIT	5	D
DEX	5	E
AGI	5	E
INT	5	D
WIL	6	D
COM	8	A
CHA	7	B



Dragon Knight

DEFAULT CLASS

Draconite

How to Recruit

Undertake Quest #79, "The Dragon Knight." Take Neidhart so he won't kill the dragon when the mission is over. After completing the quest, return to the Dragon Knight with an empty space in your party. The minion Spite will be fighting the Dragon Knight and you join in the battle to help. The Dragon Knight becomes a part of your party during the fight and remains afterwards. If you dismiss him from your party, you cannot recruit him again.

Where to Find

None

Default Equipment

WEAPON	SHIELD	HEAD
—	—	—
CHEST	HANDS	FEET
Dragonscale	Coat	—
NECK	FINGER	—
—	—	—

Skills

Long Sword, Lv. 1; Great Sword, Lv. 1; Two-handed Sword, Lv. 1; Katana, Lv. 1; Pyrology, Lv. 1; Illusions, Lv. 1; Bewitchery, Lv. 1; Strategy, Lv. 1; Trade, Lv. 1



Farah

DEFAULT CLASS

None

How to Recruit

You can recruit Farah in her house in South Estamir after you save her from Wuhan in Quest #11, "Wuhan's Secret" and witness her troubles in Quest #43, "The Assassins' Guild."

Where to Find

South Estamir, Farah's House

Default Equipment

WEAPON	SHIELD	HEAD
—	—	—
CHEST	HANDS	FEET
—	—	—
NECK	FINGER	—
—	—	—

Skills

None

Default Stats

	DEFAULT	GROWTH SPEED
Max HP	400	E
Max BP	20	D
Max LP	5	
Initial BP	40% of Max BP	

BP Recovery

MAX BP	BP RECOVERED/ROUND OF BATTLE
20-24	+2
25-49	+3
50+	+4

	DEFAULT	GROWTH SPEED
STR	17	A
VIT	17	A
DEX	13	C
AGI	14	C
INT	16	A
WIL	16	A
COM	14	D
CHA	11	E



Frielei

DEFAULT CLASS

Castle Knight

How to Recruit

During Quest #52, "Frozen Fortress," if you have an open space in your party, invite Frielei to join your party after you battle her. If you dismiss her from your party, you cannot recruit her again.

Where to Find

None

Default Equipment

WEAPON	SHIELD	HEAD
Back Sword	Great Shield	—
CHEST	HANDS	FEET
Gothic Armor	Steel Gauntlets	Socks
NECK	FINGER	—
—	—	—

Skills

Long Sword, Lv. 1; Great Sword, Lv. 1; Two-handed Sword, Lv. 1; Pole Arm, Lv. 1; Shield, Lv. 1; Aerology, Lv. 3; Strategy, Lv. 1; Trade, Lv. 1

Default Stats

	DEFAULT	GROWTH SPEED
Max HP	295	E
Max BP	23	D
Max LP	8	
Initial BP	40% of Max BP	

BP Recovery

MAX BP	BP RECOVERED/ROUND OF BATTLE
23-24	+2
25-49	+3
50+	+4

	DEFAULT	GROWTH SPEED
STR	19	E
VIT	14	E
DEX	20	A
AGI	24	A
INT	22	A
WIL	22	A
COM	17	E
CHA	23	A



Galahad

DEFAULT CLASS

Rosalian Officer

How to Recruit

If you are playing as Gray, Galahad starts the game in your party. You can also recruit him in Quest #33, "The Ice Sword" if your favor with the three evil gods is below 200 points.

Where to Find

Temple of Mirsa in Crystal City (cannot recruit if your favor with Saruin is 400 or higher.)

Default Equipment

WEAPON	SHIELD	HEAD
Single Sword	Great Shield	—
CHEST	HANDS	FEET
Gothic Armor	—	—
NECK	FINGER	—
—	—	—

Skills

Long Sword, Lv. 1; Club, Lv. 1; Lance, Lv. 1; Shield, Lv. 1; Bewitchery, Lv. 1

Default Stats

	DEFAULT	GROWTH SPEED
Max HP	170	A
Max BP	12	D
Max LP	18	
Initial BP	40% of Max BP	

BP Recovery

MAX BP	BP RECOVERED/ROUND OF BATTLE
12-24	+2
25-49	+3
50+	+4

	DEFAULT	GROWTH SPEED
STR	11	A
VIT	11	A
DEX	7	D
AGI	5	D
INT	7	E
WIL	7	E
COM	9	B
CHA	5	E



Gian

DEFAULT CLASS Imperial Knight

How to Recruit

With Claudia as the main character, you have access to Gian from the start of the game. If not, you must complete Quest #10, "A Suspicious Demise." He joins your party during Quest #18, "Neville's Request" but leaves after the mission.

Where to Find

Elizabeth Palace, Melvir

Default Equipment

WEAPON	SHIELD	HEAD
Fleuret	—	—
CHEST	HANDS	FEET
Leather Jerkin	—	—
NECK	FINGER	—
—	—	—

Skills

Foil, Lv. 1; Great Sword, Lv. 1; Two-handed Sword, Lv. 1; Shield, Lv. 1; Cosmology, Lv. 1; Search, Lv. 1; Strategy, Lv. 1

Default Stats

	DEFAULT	GROWTH SPEED
Max HP	135	C
Max BP	12	D
Max LP	12	
Initial BP	50% of Max BP	

BP Recovery

MAX BP	BP RECOVERED/ROUND OF BATTLE
12-24	+2
25-49	+3
50+	+4

	DEFAULT	GROWTH SPEED
STR	10	B
VIT	10	B
DEX	10	B
AGI	8	B
INT	5	D
WIL	7	D
COM	9	B
CHA	6	E



Hermann

DEFAULT CLASS Trader

How to Recruit

If Barbara is the main character, Hermann starts the game in her party. You cannot recruit Hermann once Weston is destroyed.

Where to Find

Weston Pub

Default Equipment

WEAPON	SHIELD	HEAD
Single Sword	—	—
CHEST	HANDS	FEET
Fur Vest	—	Leather Boots
NECK	FINGER	—
—	—	—

Skills

Strategy, Lv. 1; Survival, Lv. 1; Trade, Lv. 1

Default Stats

	DEFAULT	GROWTH SPEED
Max HP	110	B
Max BP	10	B
Max LP	18	
Initial BP	30% of Max BP	

BP Recovery

MAX BP	BP RECOVERED/ROUND OF BATTLE
10-11	+2
12-24	+3
25-49	+4
50+	+5

	DEFAULT	GROWTH SPEED
STR	3	
VIT	5	
DEX	3	
AGI	1	
INT	4	
WIL	3	
COM	7	
CHA	4	



Guella Ha

DEFAULT CLASS Geckling Knight

How to Recruit

If Hawke is the main character, Guella Ha starts the game in your party.

Where to Find

Northpoint Pub

Default Equipment

WEAPON	SHIELD	HEAD
Harpoon	—	—
CHEST	HANDS	FEET
Leather Jerkin	—	—
NECK	FINGER	—
—	—	—

Skills

Two-handed Axe, Lv. 1; Lance, Lv. 1; Martial Arts, Lv. 1; Search, Lv. 1

Default Stats

	DEFAULT	GROWTH SPEED
Max HP	155	B
Max BP	12	D
Max LP	16	
Initial BP	30% of Max BP	

BP Recovery

MAX BP	BP RECOVERED/ROUND OF BATTLE
12-24	+3
25-49	+4
50+	+5

	DEFAULT	GROWTH SPEED
STR	13	A
VIT	11	A
DEX	6	D
AGI	7	D
INT	7	C
WIL	7	C
COM	11	D
CHA	7	D



The Minstrel

DEFAULT CLASS Bard

How to Recruit

Talk to the Minstrel with an opening in your party. You cannot recruit the Minstrel once you have the Note for Quest #57, "Face Saruin." The Minstrel disappears once you complete Quest #55, "The Trials of Eloze."

Where to Find

Any city, except Eugenstadt and the Tarallian Camp

Default Equipment

WEAPON	SHIELD	HEAD
Minstrel's Sword	—	—
CHEST	HANDS	FEET
Cloth Armor	—	—
NECK	FINGER	—
—	—	—

Skills

Foil, Lv. 1; Long Sword, Lv. 1; Bow, Lv. 1; Demonology, Lv. 1; Cosmology, Lv. 1; Search, Lv. 1; Trade, Lv. 1

Default Stats

	DEFAULT	GROWTH SPEED
Max HP	140	B
Max BP	10	C
Max LP	16	
Initial BP	40% of Max BP	

BP Recovery

MAX BP	BP RECOVERED/ROUND OF BATTLE
10-11	+2
12-24	+3
25-49	+4
50+	+5

	DEFAULT	GROWTH SPEED
STR	9	C
VIT	10	C
DEX	9	E
AGI	9	E
INT	11	C
WIL	9	C
COM	11	D
CHA	15	A



Myriam

DEFAULT CLASS None

How to Recruit

If Gray is your main character, Myriam starts the game in your party.

Where to Find

North Estamir Pub

Default Equipment

WEAPON	SHIELD	HEAD
Novice's Staff	—	—
CHEST	HANDS	FEET
Mage's Robe	—	Socks
NECK	FINGER	
—	—	—

Skills

Staff, Lv. 1; Pyrology, Lv. 1

Default Stats

	DEFAULT	GROWTH SPEED
Max HP	75	D
Max BP	10	C
Max LP	13	
Initial BP	30% of Max BP	

BP Recovery

MAX BP	BP RECOVERED/ROUND OF BATTLE
10-11	+2
12-24	+3
25-49	+4
50+	+5

	DEFAULT	GROWTH SPEED
STR	7	D
VIT	6	D
DEX	9	C
AGI	7	C
INT	10	A
WIL	6	A
COM	7	D
CHA	9	B



Patrick

DEFAULT CLASS None

How to Recruit

After completing Quest #12, "Raid on the Depository," go to his house through the Melvir Sewers.

Where to Find

Melvir, Patrick's House

Default Equipment

WEAPON	SHIELD	HEAD
Holy Staff	—	—
CHEST	HANDS	FEET
Cloth Armor	—	Socks
NECK	FINGER	
—	Glamorous Ring	—

Skills

None

Default Stats

	DEFAULT	GROWTH SPEED
Max HP	90	E
Max BP	13	D
Max LP	12	
Initial BP	50% of Max BP	

BP Recovery

MAX BP	BP RECOVERED/ROUND OF BATTLE
13-24	+2
25-49	+3
50+	+4

	DEFAULT	GROWTH SPEED
STR	4	D
VIT	5	D
DEX	4	E
AGI	4	E
INT	12	B
WIL	8	B
COM	9	B
CHA	15	B



Neidhart

DEFAULT CLASS Rosalian Lancer

How to Recruit

You can get Neidhart to join your party if you present him with the Aquamarine at the end of Quest #42, "Find the Aquamarine." You need Albert in your party to gain admittance into Crystal Palace.

Where to Find

Crystal City, Crystal Palace, Great Hall

Default Equipment

WEAPON	SHIELD	HEAD
Black Spear, Rosalian Saber	—	Fashionable Helm
CHEST	HANDS	FEET
Black Mail	Conqueror Gloves	Leg Mail
NECK	FINGER	
Silver Chain	Bejeweled Ring	—

Skills

Short Sword, Lv. 1; Pole Arm, Lv. 1; Bow, Lv. 1; Bewitchery, Lv. 1; Search, Lv. 1; Survival, Lv. 1; Gathering, Lv. 1

Default Stats

	DEFAULT	GROWTH SPEED
Max HP	385	E
Max BP	22	C
Max LP	10	
Initial BP	40% of Max BP	

BP Recovery

MAX BP	BP RECOVERED/ROUND OF BATTLE
22-24	+2
25-49	+3
50+	+4

	DEFAULT	GROWTH SPEED
STR	23	A
VIT	22	A
DEX	18	C
AGI	21	C
INT	20	C
WIL	17	C
COM	12	E
CHA	21	A



Raphael

DEFAULT CLASS None

How to Recruit

During Quest #13, "Pride of the Knights," Quest #48, "Theodore's Madness," and Quest #49, "The Dragon Knight." After Quest #49, whether you complete the mission or not, you can keep Raphael. If you dismiss him from your party, you can recruit him again in Eugenstadt Castle.

Where to Find

Eugenstadt, Eugenstadt Castle

Default Equipment

WEAPON	SHIELD	HEAD
Defender	Great Shield	—
CHEST	HANDS	FEET
Leather Armor	Leather Glove	Leather Boots
NECK	FINGER	
—	—	—

Skills

Long Sword, Lv. 1

Default Stats

	DEFAULT	GROWTH SPEED
Max HP	90	D
Max BP	10	C
Max LP	10	
Initial BP	30% of Max BP	

BP Recovery

MAX BP	BP RECOVERED/ROUND OF BATTLE
10-11	+2
12-24	+3
25-49	+4
50+	+5

	DEFAULT	GROWTH SPEED
STR	9	B
VIT	8	B
DEX	7	D
AGI	7	D
INT	7	D
WIL	8	D
COM	9	B
CHA	9	B



Red Mage

DEFAULT CLASS

Red Mage

How to Recruit

During Quest #52, "Frosthold Fortress" but doesn't stay long...

Where to Find

None

Default Equipment

WEAPON	SHIELD	HEAD
—	—	—
CHEST	HANDS	FEET
Mage's Robe	—	—
NECK	FINGER	—
—	—	—

Skills

Pyrology, Lv. 1; Aerology, Lv. 1; Demonology, Lv. 1; Sorcery, Lv. 1; Necromancy, Lv. 1

Default Stats

	DEFAULT	GROWTH SPEED
Max HP	310	A
Max BP	27	D
Max LP	19	
Initial BP	20% of Max BP	

BP Recovery

MAX BP	BP RECOVERED/ROUND OF BATTLE
27-49	+3
50+	+4

	DEFAULT	GROWTH SPEED
STR	13	E
VIT	14	E
DEX	14	A
AGI	18	A
INT	21	A
WIL	17	A
COM	8	E
CHA	13	E



Sylvan

DEFAULT CLASS

None

How to Recruit

If Claudia is the main character, Sylvan starts the game in your party. No other character can recruit him. Sylvan leaves the party after Quest #20, "Eule Gives a Hoot," and cannot be recruited again.

Where to Find

None

Default Equipment

WEAPON	SHIELD	HEAD
—	—	—
CHEST	HANDS	FEET
Pelt	—	—
NECK	FINGER	—
—	Ring	—

Skills

Marital Arts, Lv. 1

Default Stats

	DEFAULT	GROWTH SPEED
Max HP	75	C
Max BP	16	C
Max LP	10	
Initial BP	30% of Max BP	

BP Recovery

MAX BP	BP RECOVERED/ROUND OF BATTLE
16-24	+3
25-49	+4
50+	+5

	DEFAULT	GROWTH SPEED
STR	10	D
VIT	9	D
DEX	9	B
AGI	12	B
INT	11	B
WIL	13	B
COM	14	A
CHA	13	A



Silver

DEFAULT CLASS

Draconite

How to Recruit

You must have access to Pirate Coast and you must complete Quest #41, "Silver's Treasure," by defeating the Silver Dragon and claiming the Opal.

Where to Find

Pirate Coast Pub

Default Equipment

WEAPON	SHIELD	HEAD
Raksha Sword	—	—
CHEST	HANDS	FEET
Chain Mail	Conqueror	Gloves
NECK	FINGER	—
Metal Greaves	Fang Amulet	—

Skills

Great Sword, Lv. 1; Two-handed Sword, Lv. 1; Katana, Lv. 1; Pyrology, Lv. 1; Illusions, Lv. 1; Bewitchery, Lv. 1; Strategy, Lv. 1; Trade, Lv. 1

Default Stats

	DEFAULT	GROWTH SPEED
Max HP	350	E
Max BP	23	C
Max LP	7	
Initial BP	40% of Max BP	

BP Recovery

MAX BP	BP RECOVERED/ROUND OF BATTLE
23-24	+2
25-49	+3
50+	+4

	DEFAULT	GROWTH SPEED
STR	24	A
VIT	18	A
DEX	17	D
AGI	15	D
INT	20	B
WIL	21	B
COM	16	C
CHA	18	C

Mercenaries



Amazon

DEFAULT CLASS

None

Where to Recruit

North Estamir Pub, Loban Pub, Oapu Pub

Default Equipment

WEAPON	SHIELD	HEAD
Walloon Sword	Buckler	—
CHEST	HANDS	FEET
Leather Jerkin	Leather Gloves	Leather Boots
NECK	FINGER	—
—	—	—

Skills

Long Sword, Lv. 1

Default Stats

	DEFAULT	GROWTH SPEED
Max HP	100	B
Max BP	11	D

Max LP	3
Initial BP	50% of Max BP

BP Recovery

MAX BP	BP RECOVERED/ROUND OF BATTLE
11-24	+2
25-49	+3
50+	+4

	DEFAULT	GROWTH SPEED
STR	8	B
VIT	9	B
DEX	8	C
AGI	7	C
INT	7	D
WIL	8	D
COM	7	D
CHA	7	D



Basil Fighter

DEFAULT CLASS

Imperial Knight

Where to Recruit

Melvir Police Station

Default Equipment

WEAPON	SHIELD	HEAD
Great Sword, Balm	Buckler	—
CHEST	HANDS	FEET
Leather Jerkin	—	—
NECK	FINGER	—
—	—	—

Skills

Foil, Lv. 1; Great Sword, Lv. 1; Two-handed Sword, Lv. 1; Two-handed Axe, Lv. 1; Cosmology, Lv. 1; Search, Lv. 1; Strategy, Lv. 1

Default Stats

	DEFAULT	GROWTH SPEED
Max HP	95	B
Max BP	15	D

Max LP	4
Initial BP	40% of Max BP

BP Recovery

MAX BP	BP RECOVERED/ROUND OF BATTLE
15-24	+2
25-49	+3
50+	+4

	DEFAULT	GROWTH SPEED
STR	8	B
VIT	3	B
DEX	8	C
AGI	4	C
INT	1	D
WIL	1	D
COM	2	D
CHA	2	D



Dominion Knight

DEFAULT CLASS

Castle Knight

Where to Recruit

Mirsaburg Castle, 1F Hallway

Default Equipment

WEAPON	SHIELD	HEAD
Single Sword, Zweihander	Knight's Shield	—
CHEST	HANDS	FEET
Gothic Armor	—	—
NECK	FINGER	—
—	—	—

Skills

Long Sword, Lv. 1; Great Sword, Lv. 1; Two-handed Sword, Lv. 1; Pole Arm, Lv. 1; Shield, Lv. 1; Strategy, Lv. 1; Trade, Lv. 1

Default Stats

	DEFAULT	GROWTH SPEED
Max HP	120	B
Max BP	10	D

Max LP	4
Initial BP	40% of Max BP

BP Recovery

MAX BP	BP RECOVERED/ROUND OF BATTLE
10-24	+2
25-49	+3
50+	+4

	DEFAULT	GROWTH SPEED
STR	6	B
VIT	7	B
DEX	1	C
AGI	1	C
INT	1	D
WIL	7	D
COM	5	D
CHA	4	D



Kjaraht Knight

DEFAULT CLASS

None

Where to Recruit

Tarmitta Pub

Default Equipment

WEAPON	SHIELD	HEAD
Longbow, Balm	—	—
CHEST	HANDS	FEET
Leather Jerkin	—	—
NECK	FINGER	—
—	—	—

Skills

Launch, Lv. 1; Bow, Lv. 1

Default Stats

	DEFAULT	GROWTH SPEED
Max HP	95	B
Max BP	10	D

Max LP	4
Initial BP	40% of Max BP

BP Recovery

MAX BP	BP RECOVERED/ROUND OF BATTLE
10-24	+2
25-49	+3
50+	+4

	DEFAULT	GROWTH SPEED
STR	10	B
VIT	5	B
DEX	6	C
AGI	9	C
INT	8	D
WIL	5	D
COM	4	D
CHA	5	D



Pirate

DEFAULT CLASS

Pirate

Where to Recruit

Pirate Coast Pub (if Hawke is the main character, the Pirate starts in your party)

Default Equipment

WEAPON	SHIELD	HEAD
Hand Axe, Balm	Buckler	—
CHEST	HANDS	FEET
Fur Vest	Leather Gloves	Leather Boots
NECK	FINGER	
—	—	—

Skills

Foil, Lv. 1; Hand Axe, Lv. 1; Hydrology, Lv. 1; Search, Lv. 1; Covert, Lv. 1

Default Stats

	DEFAULT	GROWTH SPEED
Max HP	100	B
Max BP	12	D
Max LP	4	
Initial BP	40% of Max BP	

BP Recovery

MAX BP	BP RECOVERED/ROUND OF BATTLE
12-24	+2
25-49	+3
50+	+4

	DEFAULT	GROWTH SPEED
STR	7	B
VIT	4	B
DEX	11	C
AGI	9	C
INT	4	D
WIL	1	D
COM	2	D
CHA	6	D



Soldier B

DEFAULT CLASS

Frontier Knight

Where to Recruit

Albert is the only character with access to this character.

Default Equipment

WEAPON	SHIELD	HEAD
Great Sword, Balm	—	Parade Helm
CHEST	HANDS	FEET
Gothic Armor	—	—
NECK	FINGER	
—	—	—

Skills

Foil, Lv. 1; Long Sword, Lv. 1; Two-handed Sword, Lv. 1; Shield, Lv. 1; Search, Lv. 1

Default Stats

	DEFAULT	GROWTH SPEED
Max HP	100	B
Max BP	12	D
Max LP	4	
Initial BP	40% of Max BP	

BP Recovery

MAX BP	BP RECOVERED/ROUND OF BATTLE
12-24	+2
25-49	+3
50+	+4

	DEFAULT	GROWTH SPEED
STR	8	B
VIT	2	B
DEX	3	C
AGI	6	C
INT	3	D
WIL	3	D
COM	4	D
CHA	5	D



Soldier A

DEFAULT CLASS

Frontier Guard

Where to Recruit

Albert is the only character with access to this character.

Default Equipment

WEAPON	SHIELD	HEAD
Great Sword, Balm	—	Parade Helm
CHEST	HANDS	FEET
Gothic Armor	—	—
NECK	FINGER	
—	—	—

Skills

Foil, Lv. 1; Long Sword, Lv. 1; Two-handed Sword, Lv. 1; Shield, Lv. 1; Search, Lv. 1;

Default Stats

	DEFAULT	GROWTH SPEED
Max HP	110	B
Max BP	12	D
Max LP	4	
Initial BP	40% of Max BP	

BP Recovery

MAX BP	BP RECOVERED/ROUND OF BATTLE
12-24	+2
25-49	+3
50+	+4

	DEFAULT	GROWTH SPEED
STR	6	B
VIT	5	B
DEX	2	C
AGI	4	C
INT	1	D
WIL	4	D
COM	5	D
CHA	4	D



Sorcerer

DEFAULT CLASS

None

Where to Recruit

Northpoint Pub, Weston Pub

Default Equipment

WEAPON	SHIELD	HEAD
Novice's Staff	—	—
CHEST	HANDS	FEET
Mage's Robe	—	—
NECK	FINGER	
—	—	—

Skills

Pyrology, Lv. 1; Demonology, Lv. 1

Default Stats

	DEFAULT	GROWTH SPEED
Max HP	85	E
Max BP	13	D
Max LP	3	
Initial BP	50% of Max BP	

BP Recovery

MAX BP	BP RECOVERED/ROUND OF BATTLE
13-24	+2
25-49	+3
50+	+4

	DEFAULT	GROWTH SPEED
STR	6	D
VIT	6	D
DEX	8	D
AGI	7	D
INT	9	B
WIL	9	B
COM	8	D
CHA	7	C



Sorceress

DEFAULT CLASS

None

Where to Recruit

Novice Pub; Bruelle Pub; Mirsburg Pub

Default Equipment

WEAPON	SHIELD	HEAD
Novice's Staff	—	—
CHEST	HANDS	FEET
Mage's Robe	—	—
NECK	FINGER	
—	—	

Skills

Pyrology, Lv. 1; Demonology, Lv. 1

Default Stats

	DEFAULT	GROWTH SPEED
Max HP	75	E
Max BP	13	D

Max LP	3
Initial BP	50% of Max BP

BP Recovery

MAX BP	BP RECOVERED/ROUND OF BATTLE
13-24	+2
25-49	+3
50+	+4

	DEFAULT	GROWTH SPEED
STR	6	D
VIT	5	D
DEX	9	D
AGI	7	D
INT	9	B
WIL	9	B
COM	7	D
CHA	8	C



Warrior

DEFAULT CLASS

None

Where to Recruit

Uso Pub, Aurefont Pub, Godongo Pub

Default Equipment

WEAPON	SHIELD	HEAD
Walloon Sword	Buckler	—
CHEST	HANDS	FEET
Leather Jerkin	Leather Gloves	Leather Boots
NECK	FINGER	
—	—	

Skills

Long Sword, Lv. 1

Default Stats

	DEFAULT	GROWTH SPEED
Max HP	110	B
Max BP	10	D

Max LP	3
Initial BP	50% of Max BP

BP Recovery

MAX BP	BP RECOVERED/ROUND OF BATTLE
10-24	+2
25-49	+3
50+	+4

	DEFAULT	GROWTH SPEED
STR	9	B
VIT	9	B
DEX	8	C
AGI	7	C
INT	7	D
WIL	8	D
COM	7	D
CHA	7	D



Valhallan Warrior

DEFAULT CLASS

Valhallan Warrior

Where to Recruit

Gato's Village Pub

Default Equipment

WEAPON	SHIELD	HEAD
Gothic Axe, Balin	—	—
CHEST	HANDS	FEET
Fur Vest	Leather Gloves	Leather Boots
NECK	FINGER	
—	—	

Skills

Hand Axe, Lv. 1; Two-handed Sword, Lv. 1; Survival, Lv. 1; Covert, Lv. 1; Trade, Lv. 1

Default Stats

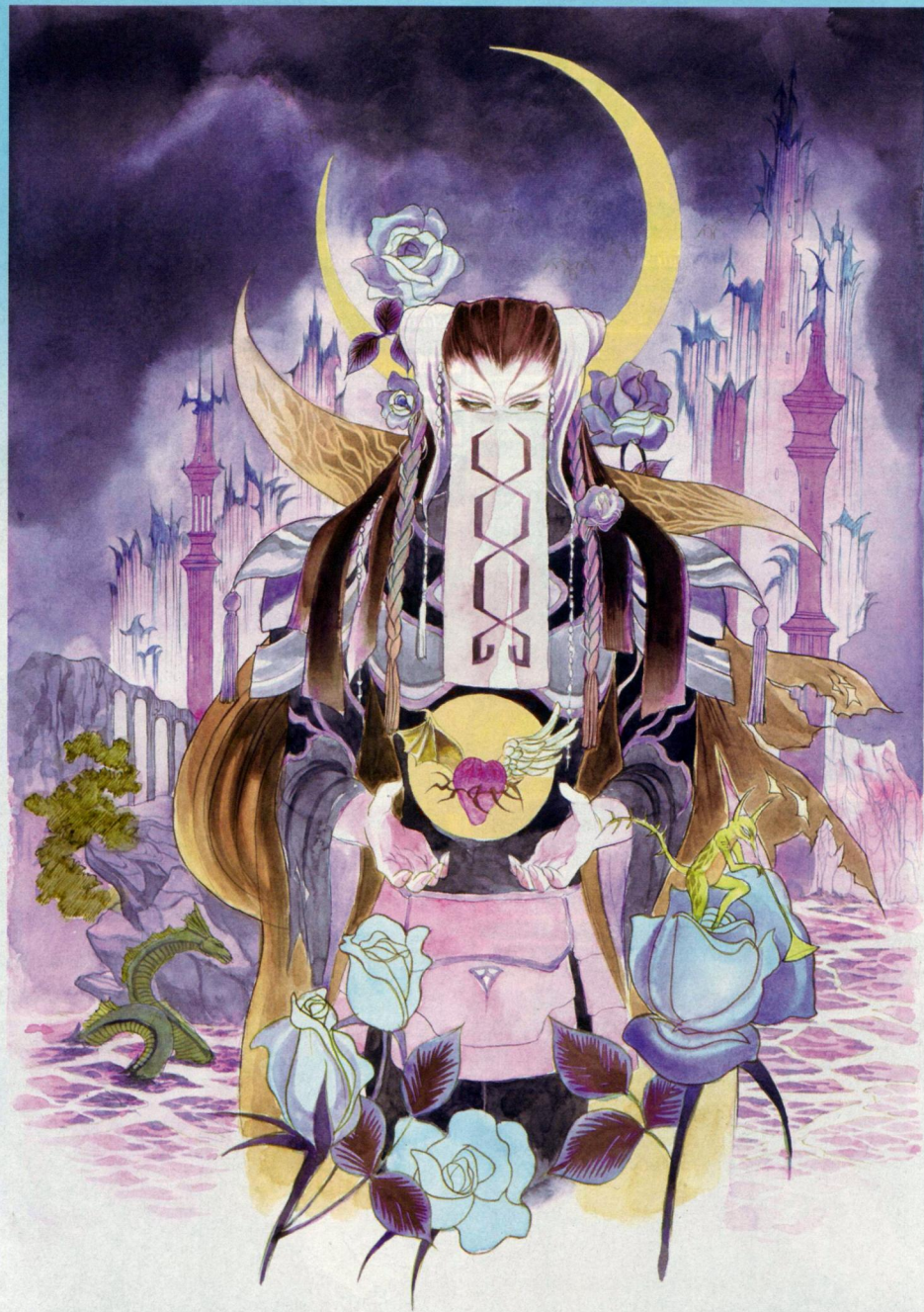
	DEFAULT	GROWTH SPEED
Max HP	125	B
Max BP	10	D

Max LP	4
Initial BP	40% of Max BP

BP Recovery

MAX BP	BP RECOVERED/ROUND OF BATTLE
10-24	+2
25-49	+3
50+	+4

	DEFAULT	GROWTH SPEED
STR	7	B
VIT	11	B
DEX	6	C
AGI	3	C
INT	4	D
WIL	2	D
COM	4	D
CHA	5	D





QUEST

1

Monsters to the East

Outline of Events



1. Equip your character and go to the Throne Room within the Keep.



2. Inside the Throne Room, talk to Diana and receive the quest. Diana and Soldiers A and B join the party.



3. Leave Isthmus Keep and enter Isthmus Cavern to the east.



4. Defeat the Demon Scout.



5. Return to the Throne Room in Isthmus Keep and speak to Lord Rudolf to end the quest.

Event Rank	Trigger	Recruits	Start Point
N/A	Start new game as Albert; this is his first quest.	Diana, Soldier A, Soldier B	Isthmus Keep, Rosalia
Maps	Items	Winning Objective	Failing Condition
Isthmus Keep (page 182); Isthmus Cavern (page 183)	2000 gold	Defeat the Demon Scout inside Isthmus Cavern.	None

QUEST STRATEGY

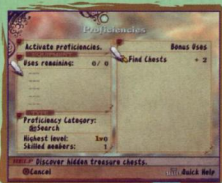
It is important that you do two things before leaving the safety of the Keep. First, go to the main menu and under "Status-->Weapons" and "Status-->Armor" equip the items in Albert's inventory. He has almost a full set of armor available and he'll definitely need the protection of every piece!

Stay Healthy

Be sure to equip the First-aid Kit in one of the Weapon slots. This item must be equipped if you want to use one of the remedies inside.



Next, go to "Proficiencies" and activate Find Chests. Proficiencies are abilities that you can use out in the field or in dungeons to find items—like treasure chests—or to help you along your journey. However, you can only manage your character's proficiencies while in a town or other safe building (like the Keep). Keep this in mind when preparing to start a new quest, as each one will require different proficiencies in order to accomplish the goal. For example, to find the lone hidden treasure chest inside Isthmus Cavern, Find Chests must be activated. Although it's not important to the completion of the quest, it is an important source of income for the beginning of the game.



Head down the hallway from Albert's room and into the main chamber. The passageway to the Throne Room is on the back wall, which leads down into the basement. To trigger the beginning of the quest, talk to Diana while inside the Throne Room. It shouldn't be too difficult to help her clean out the monsters nesting inside Isthmus Cavern!



Exit the castle, then head to the east to find the entrance to Isthmus Cavern. The monsters inside the cave are generally easy to defeat, especially with a team of four! Your party's HP are restored at the end of each battle, so save your healing items for the upcoming boss fight.



Every once and a while—if you're lucky!—a party member will experience a "glimmer". A glimmer occurs when a party member learns a new weapon technique. You can expect at least one character to undergo this experience inside Isthmus Cavern. Use these more powerful attacks against stronger or more dangerous enemies. Of course, these attacks are also effective against the upcoming boss.





Look for a treasure chest about halfway through the cavern around the first intersection. This chest is in plain view and contains the Map of Isthmus Cavern, if you don't already have it. If the party already has the map, expect to find 100 gold. Press the Start button to view the map of your party's current location or to pause the game.



Continue down the path to the north and defeat the various groups of Magic Bugs, Manties, Pit Vampires, Rippers, Goblins and other low-level monsters. However, a bigger problem awaits at the end of the tunnel—the Demon Scout. Diana alerts everyone to this foe's presence before you can accidentally start the battle unprepared.

Demon Scout

HP 888 LP 3 Stance Attack

The Demon Scout is a tough boss at this point of the game. Prior to the battle, make sure Albert has his First-aid Kit equipped to one of his weapon slots. Inside is one treatment that recovers HP. Also, consider reallocating one of the Balms held by the Soldiers to Albert as well. Albert causes the least amount of damage, thus drawing the least amount of attention from the boss. You might want to set him to Defend and use him to heal the other party members.

The Demon Scout has three main attacks:

Manipulate Gravity, Piercing Claw and Triple Maul

Manipulate Gravity lifts the entire party into the air and drops them hard onto the ground, causing about 60 HP of damage to each character. Piercing Claw and Triple Maul both target a single character and have the ability to kill in a single attack. Keep the party's strongest hitters fully healed, if possible.



For this battle, use Diana's Sonic Slash liberally—every round in fact! If she falls to the Demon Scout's attacks, heal her on the next round so that she can continue to fight. Remember, that inactive characters return to active status when healed, so don't be afraid to do just that! However, if all of your party members become inactive, the battle ends and there's a chance that the game will end. In this battle, failure leads to another chance. Remember what didn't work (repeated use of the ineffective "Blunt Strike"?) and don't do it the next time around. Keep in mind your characters' LP when deciding whether to replay the battle or not.



After defeating the Demon Scout, examine the niches in the cave for a hidden treasure chest. If you have activated the proficiency Find Chests, then use it where the exclamation point appears. Inside the chest you'll find 100 gold and some jewels.

Symbols appear on the back wall of the cave after the boss fight. These markings will play a role later in the game. For now, return to the Keep

and talk to Lord Rudolf to complete the mission.



QUEST

2

Assault on Isthmus Keep

Outline of Events



1. After the attack on Isthmus Keep, talk to Lord Rudolf and Diana in the Throne Room. Diana joins the party.



6. Travel to Eugenstadt in the Knights Dominion. Talk to the citizens to learn about boats to Mirsburg.



2. Escape through the secret tunnel and face the Red Dragon. Diana leaves the party.



7. Sail to Mirsburg (may go with Lord Heinrich and Raphael if you spoke to them in Eugenstadt Castle). From Mirsburg, travel to Crystal City.



3. Wake up in Monica's House in Loban.



8. Report to Prince Neidhart in Crystal Palace and update him on the progress of things.



4. Travel to Bruelle and take a ship to Yeoville. All characters recruited thus far leave the party during the voyage.



9. Go to the Temple of Nisa and speak to the Priestess.



5. When the ship goes off course, awake in Gato's Village in Valholland. Undertake and complete Quest #4, "An Expeditionary Force."

Event Rank
0-22

Start Point
Isthmus Keep

Winning Objective
Speak to Prince Neidhart in Crystal City.

Trigger
This Albert-only quest is triggered automatically after completing Quest #1, "Monsters to the East."

Maps
Isthmus Keep (page 182); Isthmus (page 182); Loban (page 188); Bruelle (page 189); Gato's Village (page 192); Shiverland (page 192); Eugenstadt (page 195); Mirsburg (page 194); Crystal City (page 180)

Recruits
Diana

Items
Jewels

Failing Condition
None

QUEST STRATEGY



This quest starts shortly after the end of Quest #1, "Monsters to the East." When the attack on Isthmus Keep begins that night, follow Diana back to the Throne Room and speak to her and Lord Rudolf to discover what to do next.

Escape the attack via the secret tunnel with Diana, as ordered. However, a Red Dragon attacks as soon as they step outside. Diana fights the monster and sends everyone on ahead. Diana leaves the party—for good this time.



Albert awakes in the city of Loban under the care of a woman named Monica. This marks the official start of the quest. The task now is to find a way to Crystal City, which proves to be a surprisingly difficult one.

Take some time to explore Loban but don't attract the attention of the Loban guards. If they become aware of your presence, prepare to spend some time in a jail cell. Leave Loban when you're ready and travel to Bruelle. Once there, head to the docks and take a ship to Yeoville.



Locked Up!

If Albert ends up in jail, search the wall to the right of the cell door to find a secret door and escape through the tunnel. This tunnel leads to an anonymous citizen's house, at which point you can return to the quest.

Unfortunately, a strong storm throws the vessel off course and Albert wakes up in Gato's Village in Isthalland. Gato, the village chief, introduces Sif. She explains that the caves outside the city in Shiverland are infested with monsters. Volunteer to go with her to start Quest #4, "An Expeditionary Force."



After completing that quest, Gato suggests traveling to the Knights Dominion and the city of Eugenstadt. Sif even comes along for some company! Head out to the world map point in Shiverland and go to Eugenstadt in the Knights Dominion.



While in Eugenstadt, get a city map from the Volunteer Brigade kid and talk to the citizens to learn about taking a ship to Mirsaburg (this opens Mirsaburg on the map). See the "Alternate Travel Plans" tip for another traveling option. Whichever method of travel you choose, head to Mirsaburg next.



Alternate Travel Plans

There is an alternate route, if you desire. Visit the Castle and speak to Lord Heinrich and Rafael. By doing so, Albert can hitch a ride with them to Mirsaburg for the council meeting.

By choosing this option, Albert automatically becomes part of the council meeting. This also creates the opportunity to start Quest #13, "Pride of the Knights."



If you traveled to Mirsaburg on your own, head to the port and take a ship to Yeoville. After doing so, walk to Crystal City and visit Prince Neidhart. Albert's report officially puts an end to "Assault on Isthmus Keep." However, it is a good idea to pay your respects at the Temple of



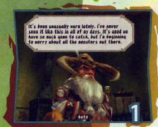
Nisa next to the castle before starting any new quests.

QUEST

3

Valhalland Monsters

Outline of Events



1. Speak with Gato in Gato's Village. Sif must be in your party to trigger this mission.



2. Defeat the Walking Corpse in the East Cave.



3. In the West Cave, defeat a demon monster, a Magic Bug and an Illusion Bug.



4. Defeat the boss(es) in the South Cave. Which stage you enter determines which boss(es) you face.



5. Return to Gato's Village and report back to Gato to get your reward.

Event Rank 0-21	Trigger With Sif in party, speak with Gato in Gato's Village. (Cannot access quest if Albert is main character.)	Recruits None	Start Point Gato's Village, Valhalland
Maps Gato's Village (page 192), Shiverland (page 192), South Cave (page 193), East Cave (page 193), West Cave (page 193)	Items 200 gold and jewels	Winning Objective Defeat the bosses in East, West and South Caves; report to Gato.	Failing Condition None

QUEST STRATEGY

This quest is almost identical to the one that follows (Quest #4, "An Expeditionary Force"). If Sif is the main character, this becomes the first quest and it will be quite a challenge. If you're playing as any other character (except Albert), however, the main bosses should be more manageable.

Try clearing the three caves in the following order: East Cave, West Cave and finally South Cave. The number of enemies per battle and their difficulty seem to increase in that order, although the West and East Caves are somewhat interchangeable.

Walking Corpse

HP 296 LP 1 Stance Attack

If you're playing as Sif, it's important to have a strong party. The Walking Corpse has decent defense, so you need some characters who have learned some new weapon skills. At the time Sif does this quest, only the Valhalland Warrior and the Minstrel are available. You need to continually pester the Minstrel before he offers to help out!



The East Cave is really quite small. If you have a couple of Event Ranks under your belt, this battle should be a piece of cake. The Walking Corpse uses Rabbit Punch almost exclusively, causing around 50-80 HP of damage (depending on your characters' armor). Try to eliminate any of the Walking Corpse's allies first, then start hitting the boss with powerful attacks. Give healing responsibilities to the character who causes the least amount of damage.



After clearing the East Cave, head over to the West Cave on the other side of Shiverland. This slightly bigger cave has at least one secret. Grab the map from the first treasure chest inside a tunnel to the left of the entrance and look for a passage blocked by ice stalagmites. After defeating the boss, these icicles shatter so that anyone can pass to get the treasure beyond. To get all of the treasures in the West Cave, you need the Jump proficiency at Lv. 2 or higher.

Magic Bug

HP 51 LP 1 Stance Attack

Illusion Bug

HP 97 LP 1 Stance Attack

While these foes are a little less difficult than the Walking Corpse, the sheer number of them may prove problematic if you're doing this quest at a very low Event Rank. Therefore, if you're playing as Sif, have at least one other party member—if not two—before this fight begins!

Watch out for the Magic Bug's Energy Bolt, as it causes about 40-50 HP of damage (depending on your characters' armor).

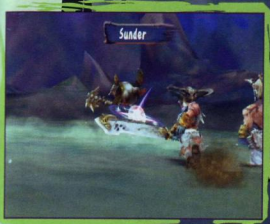
If this fight occurs early in the game, a second Magic Bug might appear as the random enemy, thus increasing the number of potential Energy Bolt attacks to two per round. Before exiting the West Cave, check that blocked passage again!



The South Cave is perhaps the most difficult, because of the dangers getting there and the boss who resides in it. Note that there are three maps for the South Cave, because it has three stages based on the amount of thawing that has taken place. On a first visit, you go to Stage 1; a second visit (or during Quest #4, "An Expeditionary Force"), you go to Stage 2; a third visit (or more) takes you to Stage 3. Each stage has its own boss, tailored to your character's Event Rank.

If you are just starting out as Sif, check your inventory for pieces of armor and equip them accordingly. The Minstrel lacks decent armor, so you may want to augment his equipment as well.

Lots of monsters guard the path to the boss. Proceed carefully and take each one as they appear, but avoid getting into a long chain battle. A two-battle chain is manageable, but anything larger may be too much to handle! A Peggy Chief and some Valhallan Peggies make an appearance during Stages 1 and 2. If you return to clear Stage 3, watch out for an abundance of bosses dogging your every step!



The Peggy Chief and its allies are arguably the toughest of the three bosses early in the game. Focus on the Valhallan Peggies first. Depending on the strength of your party, try to eliminate one or two of them each round. When they're history, use special weapon skills or any other spells against the Peggy Chief to end things quickly.

After clearing the caves, revisit Gato's Village and report to Gato. He relinquishes a modest reward and sends the party on their way.

QUEST

4

An Expeditionary Force

Outline of Events



1. Talk to Gato inside his home in Gato's Village to undertake the mission.



2. Inside the West Cave, defeat the monsters comprised of a random demon monster, a Magic Bug and an Illusion Bug.



3. Defeat the Walking Corpse and friends inside the East Cave.



4. Defeat the Peggy Chief and five Valhallan Peggies inside the South Cave.



5. Return to Gato's Village to speak with Gato to receive a reward.

Event Rank	Trigger	Recruits	Start Point
0-22	Limited to Albert and Sif only. Begins during Step 5 of Quest #2, "Assault on Isthmus Keep" (if Albert) or (if Sif) after rescuing Albert in Shiverland.	Albert or Sif	Gato's Village, Valhalla
Maps	Items	Winning Objective	Failing Condition
Gato's Village (page 192); Shiverland (page 192); West Cave (page 193); East Cave (page 193); South Cave (page 193)	200 gold and jewels (if Sif is main character, she receives Dragon's Eye).	Defeat the bosses in the West Cave, East Cave, and South Cave.	None

QUEST STRATEGY

The general flow of this mission, which is limited to Sif and Albert, largely depends upon which character is the main one. In Albert's game, a storm knocks his ship off course and he ends up in the home of the village chief of Gato's Village. There he meets the female warrior, Sif, and he is given the option to accompany her on this quest.

If Sif is the main character, you can play through this quest after rescuing Albert from the snowy field of Shiverland. Answering in the affirmative (when either character is asked by Gato to take on the quest) does the following two things: it starts the mission and adds a new party member (Albert or Sif, depending upon who's the main character). If you select the negative option and decide that you want the other in your party, don't fear. You can't leave Valhalla without the other character in the party.



Stock Up and Prepare!

Before leaving Gato's Village, save your game at the inn, equip the appropriate proficiencies, and stop by the pub to recruit the Minstrel and a Valhallan Warrior. You'll definitely need the manpower for the upcoming fights.



There are three caves in Shiverland to clean out, each of which has its own boss. Start with the West Cave, then go to the East and finally the South. It should be noted that each cave gets progressively more difficult.



Starting out inside the West Cave, look for passages blocked by icy stalagmites. After you defeat the boss, these icicles shatter to open a path that leads to more treasure!



Magic Bug

HP 51 LP 1 Stance Attack



This battle takes place against foes that you have likely battled on previous occasions. Focus the party's strongest attacks on one foe, then switch gears and unload on the next one immediately after the first one goes down. Keep this up to easily win the battle.

Illusion Bug

HP 97 LP 1 Stance Attack

The East Cave is the smallest of the three caves, and the boss is located right inside the entrance.

Walking Corpse

HP 296 LP 1 Stance Attack



Focus the party's initial attacks on the boss's two allies, then concentrate the party's stronger attacks against the Walking Corpse. The Walking Corpse is a little stronger than most foes encountered thus far, but not so much that it will prove problematic in this fight.



The South Cave is the toughest of the three caves, so do this one last! First, fight down the southern slope. Once inside the cave, you won't have things any easier. Clear out the passageways until the boss appears. If you are playing as Albert and decided not to take Sif along, this is where she automatically rejoins the party.

Peggy Chief

HP 516 LP 1 Stance

Five Valhallan Peggies

Trick HP 118 LP 2 Stance Defense



Prior to the start of this battle, equip your party with the strongest pieces of armor and weaponry available. The Minstrel lacks decent armor, so consider upgrading this aspect. Also, distribute some Balms to characters who lack the ability to heal.

During the first few rounds of battle, concentrate on taking out the Valhallan Peggies. These monsters are capable of ganging up on a single character per round. They also have an attack that can kill a party member with a single blow.



Use Albert's First-aid Kit to heal wounds as needed to ensure that the party's heavy hitters stay healthy. After defeating the Valhallan Peggies, focus on their chief. Unload your party's strongest attacks, and it's possible to eliminate him in a couple of rounds.



Return to Gato's Village and talk to Gato to complete the quest and receive a reward. If you are playing as Sif, this is the point at which you get another opportunity to take Albert along.



QUEST

5

Amethyst of Visions

HOW TO PLAY DRAHMIS PERSONAE QUEST 5
Amethyst of Visions MAPS WEAPONS
ARMOR & ITEMS CLASSES, TECHNIQUES
SPELLS & PROSPERITIES RESTAURANT

Outline of Events



1. If Barbara is the main character, watch the cut-scene inside the Weston pub. Or...



2. If Barbara isn't the main character, recruit her into your party.

Event Rank	Trigger	Recruits	Start Point
0-22	Recruit Barbara, or enter the Weston Pub if she is the main character.	None	Weston, Frontier (or one of Barbara's recruiting locations).
Maps	Items	Winning Objective	Failing Condition
Weston (page 202)	Amethyst	Obtain a Fatestone, the Amethyst	None

QUEST STRATEGY

This quest is by far the simplest of the Fatestone quests. When starting a game with Barbara as the main character, enter the pub in Weston and speak to the Minstrel to trigger a cut-scene. Barbara performs a dance for the Minstrel's entertainment and receives the Amethyst as a reward.



When playing as another character other than Barbara, find and recruit Barbara at one of her recruiting locations around the world. She makes an appearance inside any pub along the New Road (i.e., the cities of Northpoint, Uso, Crystal City, Altours, North Estamir, South Estamir, Tarmitta, and Weston). She is wearing the Amethyst when she joins the party, and the completed quest is added to your notes.

Dismissing Characters

At some point during the game, you'll likely dismiss a character from your party. If that character has some desirable items, remember to remove them prior to dismissing the character.



QUEST

6

Plain Treasure

Outline of Events



1. Speak to the NPCs in Jelton, including the pub owner, to learn about the treasure in the caves out on the plains.



2. Find and take eggs from the Dinosaur Nest.



3. Navigate through the Treasure Cave to find the beastmen in level B3.



4. Win the battle against various beastmen.



5. Claim the treasure chest.

Event Rank	Trigger	Recruits	Start Point
0-22	Speak to either the NPC by the wharf in Jelton or the Jelton pub owner.	None	Jelton, Ligan Isle
Maps	Items	Winning Objective	Failing Condition
Jelton (page 204), Plains (page 204), Dinosaur Nest (page 204), Treasure Cave (page 205), Plains Hollow (page 205)	500 gold, Dinosaur Egg, Longbow	Defeat the beast-type foes on third floor of Treasure Cave; open treasure chest that appears.	None

QUEST STRATEGY

For this quest, speak to the various NPCs around Jelton to learn some hints regarding the treasures hidden within the plains next to town. The NPC by the sword store mentions something about dinosaurs and their eggs. Make certain to stop by the pub and talk to the owner as well to find out about one especially rich treasure hole...

For this quest, there are two different parts. First, find the dinosaur eggs inside a dinosaur nest and sell them for a hefty sum of gold. Second, find the treasure hidden deep within a second cave. Both parts are necessary to complete this quest.



The Dinosaur Eggs

First, go after the dinosaur eggs. The dinosaur nest is accessed through the closest hole to Jelton. The four dinosaurs inside are rather slow-moving creatures that are easy to avoid. The dinosaur eggs are located near the back of the nest. This is where things get a little tricky.



If you get close to a dinosaur while carrying a dinosaur egg, it will suddenly charge you. This will lead to an extremely tough battle against the dinosaur that only high-level characters can win. That said, it is wise for a low-level party to discard any dinosaur eggs if the goal is to escape alive!

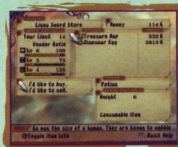
Here They Come Again!

You may be thinking, "Why not retreat from battle to avoid fighting the dinosaurs?" Well, that simply won't work! While carrying dinosaur eggs, the party cannot retreat from battle to make the dinosaur disappear as most monsters do in this case. Instead, they will chase down the party again and attack repeatedly.

There is a method to getting the eggs even before your party fights its first battle in the game. While traveling through the dinosaur nest for the first time, intentionally run into each dinosaur. When the battle starts, retreat. But don't run any character's LP down to zero. At this point, because the character isn't carrying a dinosaur egg, the act of retreating causes the dinosaur to vanish from the map!



When all of the dinosaurs are gone from their nest, grab the eggs and run for the exit. Head straight back to town to sell the eggs and try to avoid any confrontations with dinosaurs on the plains area of the world map. Now sell the eggs for over 5800 gold and enjoy the proceeds!



More Dinosaur Eggs?

Once your party gets stronger, explore the Plains Hollow caves to find even more dinosaur eggs. Later in the game, your party should be powerful enough to defeat the over-protective dinosaurs with a certain amount of ease. This is a great way to get extra cash for any last-minute expenditures.

The eggs appear in certain parts of the caves depending on the total number of victories the party has achieved in battle. Refer to the following table for all the details.

# OF VICTORIES	DINOSAUR EGG LOCATIONS
150-160	Plains Hollow, Southwest Area
200-210	Plains Hollow, Central Area 1
250-260	Plains Hollow, Central Area 2
330-340	Plains Hollow, East Area
380-390	Plains Hollow, North Area
430-440	Plains Hollow, Northeast Area

party doesn't need to reach them. Instead, proceed straight along the main path through the first and second levels and head down to B3.



The Rusty Sword

If Gray is your main character, examine the rusty sword protruding from the ground at the first intersection of B3. Doing so triggers the "Voice of the Blade" quest! Successfully complete this special quest for Gray to earn a very strong katana.



Find the Treasure

Now it's time to tackle the second part of the quest. This portion of the quest takes place inside the Treasure Cave, which is accessible through the southeastern hole on the plains. The Treasure Cave consists of three levels, all of which contain normal random encounters. It also contains various treasure chests, although most of the good treasure is located past various Level 3 climb points. For the purpose of this quest, your



Continue west from the first intersection, and go straight past the northern path (this leads back out to the plains). Follow the passage west and turn northeast to locate a room with a lone beastman inside. Approach it to start the quest's final battle!

The Beastmen

BATTLE OF THE BEASTMEN

Four other Beastmen arrive at the start of the fight to trigger combat. This is one quest that is perhaps easier to complete while at a very low Event Rank. At the very earliest rank, you might encounter just four Goblins and a Goblin Soldier. The higher your Event Rank, the tougher the enemies, so make your choice wisely.

The strategy for this fight depends upon a couple of things: the strength of your party and the type of foes that appear. If your party is rather weak, then attack one normal Goblin at a time using any available spells in the party's arsenal along with any unlocked techniques. After taking this approach, focus on the Goblin Soldier. Don't worry, though, if your party fails to defeat the enemies. The game doesn't end if your party loses, providing another opportunity to return and try again later.



After winning the fight, a treasure chest appears behind the beastman. The reward for this venture is 500 gold and a Longbow.

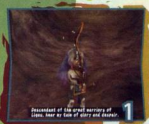


QUEST

7

Voice of the Blade

Outline of Events



1

1. Pull the Rusty Falcata from the first intersection in Treasure Cave 3F.



2

2. Temper the blade as requested upon entering town.



3

3. Use the blade until it evolves into a stronger version of the Falcata.



4

4. Continue steps #2 and #3 until the blade reaches +7.



5

5. Fight and defeat the Sword Demon upon entering a town.

Event Rank	Trigger	Recruits	Start Point
0-22	Find the rusted sword in Treasure Cave 3F when playing as Gray.	None	Treasure Cave (3F), Ligu Isle.
Maps	Items	Winning Objective	Failing Condition
Treasure Cave (page 205)	Falcata, Demonbrand	After creating Falcata +7, defeat Sword Demon.	None

QUEST STRATEGY

This quest is only available when Gray is the main character. Try to undertake it as soon as possible, as it may take a long time to complete. During the "Plain Treasure" quest or at another point while exploring the Treasure Cave on Ligu Isle, examine the strange rusted sword in the first intersection of level B3. Gray pulls the sword out of the ground, and the voice of the blade speaks to him as he claims the Rusty Falcata for his own.

Go into Jelton and visit the Blacksmith. Use his services to add bronze to the sword, which turns it into a regular Falcata, ready to be evolved through use into a Falcata +1. The goal of this quest is to work the weapon to a high level using blacksmithing techniques and harmonious materials. You only need to use the blade repeatedly in combat until it evolves, not necessarily to the point that it breaks.



Gray learns that Ligu was once a kingdom guarded by brave fighters with the sword as their weapon of choice. To do his part, a patriotic blacksmith created a master blade, one in which he placed his very own soul. Now that powerful blade lies rusted, forgotten. At the end of its story, the blade prompts you to temper it with bronze.



Try This

A good way to tackle this quest is to note the materials needed beyond the first few levels. While the first few metals are accessible at blacksmith shops, others are more rare and require that you collect them. Know what you need ahead of time, and pick up the needed materials whenever possible, storing them for future use. Refer to the following and keep these in mind:

Bronze	->	Falcata/Falcata +1
Rosalian Steel	->	Falcata +2
Southern Iron	->	Falcata +3
Marcasite	->	Falcata +4
Steel Thread	->	Falcata +5
Meteorite Iron	->	Falcata +6
Mullock*	->	Falcata +7/Demonbrand

*There are multiple types of mullock, each indistinguishable from the next in your inventory. This evolution requires one particular type of the material.

Have Gray wield the Falcata, which is classified as a katana. It's possible to learn the katana skill at the Ligau Mentor, as part of the Martial Artist set. Increase this skill as high as possible throughout the course of the quest, to keep down your DP costs for using the katana, preventing the blade from breaking. When you bring out the weapon's true strength in battle by using various techniques, the weapon has the chance to turn into a Falcata +1 as the added power of the bronze emerges.

It Broke!!!

If the weapon breaks, don't fret. There is plenty of available bronze in many of the Blacksmith shops throughout Mardias. This makes it easy to re-temper the katana.



When the weapon transforms into a +1 version, return to a town or city and listen closely as the blade notes the imperfections it has found through use. After this, you are prompted to temper the blade with Rosalian steel. Travel to one of the cities offering this material (go to Crystal City in Rosalia) and visit the Blacksmith. Add Rosalian steel to the blade, then go about your business.

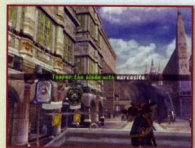
When the blade becomes a Falcata +2, enter a town; the blade states that it is too inflexible, which means it can be broken. Now it's time to temper the blade with southern iron.



At Falcata +3, the blade asks to be tempered with marcasite. This is where the quest becomes a bit trickier, as marcasite isn't available at one of the blacksmiths. Instead, you must track down a piece and choose to use your own materials when tempering the blade.

Finding Marcasite

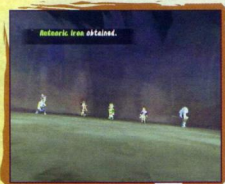
Marcasite is sold at "Mountain Pass Goods" in Altours and the "Silver Mine" in Aurefont, but it is often sold out. Try to raise your Clout in an attempt to bring it in stock later, or try to acquire some from a monster. Dehydrated Plants, which are plentiful in many areas, sometimes carry the ore.



After tempering the blade with marcasite, the challenge rises. During this stage of the quest, the DP costs of using the katana increase greatly as the weapon becomes -3 DP. Even with three or four skill levels in the weapon, using the basic attack costs one DP. With this in mind, pick up an extra marcasite or two whenever possible in case it must be tempered again if it doesn't change before breaking. It's possible to lower the DP cost by switching to certain classes, if you have some extra jewels in your inventory.

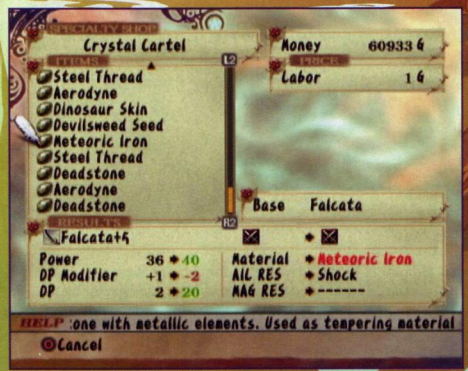


When it reaches Falcata +4, it must be tempered with steel thread. This can be purchased at the Silver Mine in Aurefont, although at a steep price. After tempering the blade with this material, the DP usage becomes manageable again, as it turns the Falcata +4 into a +1 DP katana.



Upon becoming the Falcata +5, the blade must be tempered with meteoric iron. A character with a very high Gathering skill may find some in Mt. Tomae, or you can acquire a piece from some very tough monsters. Some of the foes include: Ashura Vine, Armored Jelly, Death Croaker, Giant Worm, Alsak, Gargoyle, Ghoul, or Stone Beast.

Once the +5 blade is tempered, the meteoric iron turns it back into a -2 DP weapon. Unfortunately, this makes it difficult to use any techniques without quickly wearing down the katana. In addition, the blade's new maximum DP is 20. For this reason, consider switching to one of the more advanced, DP-conserving classes (such as "Master"). This enables you to keep using techniques in an attempt to evolve the blade without having to look repeatedly for meteoric iron.



When the weapon evolves into a +6 katana, another challenge arises. The blade now needs mullock, but there are multiple types of mullock, all with the same name, that have different effects on a weapon. Unfortunately, the type you need turns the weapon into a -4 DP blade!



When the blade reaches the magic +7 point, you have one opportunity to enter a town to rest and stock up on supplies. Upon entering a second town or city, the blade pipes up one last time. At this point, Gray demands that the dweller within the katana show its true self. The soul complies, emerging in the form of a Sword Demon.

Sword Demon

HP 16,566 LP 5 Stance Attack



The difficulty of this fight may depend on how strong your characters are when the sword evolves for the final time.

The Sword Demon uses physical attacks, and he acts multiple times per round. His primary attack is Slash, a cut with his blade that inflicts a great deal of damage. The danger comes from his ability to use this attack three times per round. This has the potential to knock out one character and damage another, or cause a good deal of damage to over half your party.

The Demon's Grappling Smash attack deals smaller amounts of damage, but four times per attack. Another stronger attack is Napalm, which inflicts damage almost comparable to Slash but to an entire area.



Just remember that you get to use the Falcata +7, a strong weapon and one for which you should have various strong techniques. This helps Gray continue to use powerful attacks to deplete the enemy's HP. In the meantime, use Flame of Life and Healing Water to allow characters to slowly regenerate HP and heal those who take heavy hits. Self-Immolation and the "Way of..." line of spells are also good against the enemy's physical attacks.

Try for a few combos or vortices if possible, and intersperse strong, albeit slower attacks from Gray with quicker attacks (such as Blitz, Instant Shot, or even weaker blows like Sonic Slash or Good Timing) to space out some of your attacks and keep the enemy from performing a combo.

Also, use attacks like Maim to decrease his Vitality, Strength, or other physical attributes. The Sword Demon has a lot of HP, so prepare for a long fight and balance a lot of healing with some constant damage to work him down over time.



After the fight, a special cut-scene is shown. Also, Gray receives the **Demonbrand**, the katana resulting from the Falcata +7's purification by combat. This is a very strong weapon and, better yet, it is an *unalterable sword* marked as untempered. This means that you can finally restore any used DP by staying at an inn.



QUEST

8

Unsettling Settlements

Outline of Events



1. Speak with two women in Yassi to unlock the Cavern and the quest.



2. Enter Yassi Cavern and head toward the center.



3. Defeat the slimes blocking the path to continue to B2.



4. Vanquish the Sea Serpent to rescue the boy.



5. Speak to the mother to receive a reward.

Event Rank	Trigger	Recruits	Start Point
0-2	Speak to a mother in Yassi.	None	Yassi, Frontier
Maps	Items	Winning Objective	Failing Condition
Yassi (page 202), Yassi Cavern (page 203)	200 gold and jewels	Save the child by defeating the Sea Serpent and its allies.	Increase your Event Rank beyond 2 during steps #3 and #4.

QUEST STRATEGY

Speak to the woman in red on the first platform in Yassi to unlock Yassi Cavern. In the process, the party learns about dangerous monsters that have overrun the caves. Head to the second platform and speak with the woman standing next to a hut. She's afraid that a monster has devoured her missing son, who was told not to wander far away. It's not difficult to determine where the child might be located: Yassi Cavern!



Even for a lower-level party, this quest is still manageable as long as there is a character in the party with some magic skills and an offensive spell that can work against slimes. Enter the caverns and head for the southern part of the cave. Now it's time to prepare for a couple of must-win battles against a pair of slimes. Approach and examine them to initiate the combat.

These monsters will succumb with ease to a mid-level Energy Bolt, Sunray or Hellfire spell. Have one character cast one of these spells at the monsters and use the First-aid Kit or Balms to keep everyone healed after the enemies attack. If a magic caster doesn't have enough BP for a particular spell, have that character Defend until the next round to provide a better shot at surviving an attack.



After defeating the slimes, you can return to Weston to rest if your party lost too many LP, or continue south to reach level B2. At the intersection go north to claim a treasure chest, or head west for a boss fight. If you want to battle the boss, look for a little boy running in circles around an ominous-looking serpent. Speaking to the monster makes it attack.



Sea Serpent

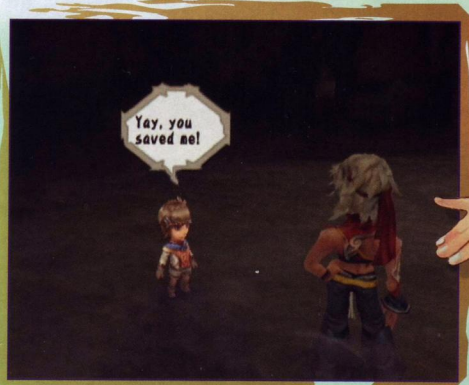
HP 368 LP 1 Stance Defense

This fight takes place against a Sea Serpent and its allies. Dispose of the boss's allies first, since they are quicker to kill. Unleash a powerful technique and use it as much as possible to cause some serious damage. The party can return to town and rest up to repair items just after this fight. Have skilled magic users cast spells as often as possible to end the fight.

Also, use the First-aid Kit to heal during each round. For a low-level party, the Sea Serpent inflicts a substantial amount of damage with each strike. By keeping your party properly healed and reviving KO'd characters, the fight shouldn't be too difficult. Don't lose any low-LP "generic" characters in the process!



After the boss fight, it's time to rescue the child. When the party automatically returns to Yassi, speak to the boy's mother again. For your efforts, she hands over 200 gold and some jewels. Spend it wisely!



QUEST

9

Innkeeper's Daughter

Outline of Events



1. Read the notice inside the pub on Melvir's second tier.



2. Locate the innkeeper on the first level and talk to him about his daughter.



3. Trigger and complete Quest #10, "A Suspicious Demise."



4. Speak with the innkeeper to complete the quest and gain the reward!

Event Rank
0-4

Trigger
Read a notice in the Melvir pub.

Recruits
None

Start Point
Melvir, Bagal Empire

Maps
Melvir (page 186), Melvir Sewers (page 187)

Items
1000 gold, jewels

Winning Objective
Find the innkeeper's missing daughter and combat her captors.

Failing Condition
Completion depends upon finishing Quest #10, "A Suspicious Demise," in conjunction with this quest.

QUEST STRATEGY

This quest begins inside the Melvir pub on the second level of the city. If the quest is available, you will find a notice hanging on a column toward the left of the screen. Approach it and press the button to read the notice to learn that an innkeeper's daughter is missing and that he seeks help.

After finishing the quest "A Suspicious Demise," it is revealed that the woman who was saved in the process is in fact the innkeeper's daughter. After claiming the reward from the emperor for the events in the other quest, return to the innkeeper. The grateful man hands over an additional 1000 gold for the return of his daughter, along with a number of jewels!



The innkeeper in question is the one in the downstairs inn, next to the police station. Enter the building and watch the cut-scene to learn about the circumstances of her disappearance. It seems that there's precious little evidence to go on right now. Therefore, turn to Quest #10, "A Suspicious Demise," on the next page of this strategy guide. The rest of "Innkeeper's Daughter" requires taking part in "A Suspicious Demise" and solving the two scenarios together.

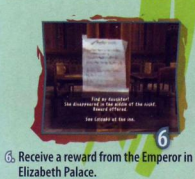
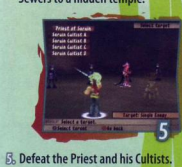
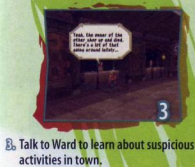
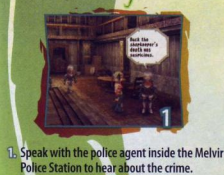


QUEST

10

A Suspicious Demise

Outline of Events



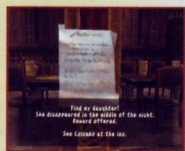
Event Rank	Trigger	Recruits	Start Point
0-4	Speak with the police agent inside Melvir's Police Station.	None	Melvir, Bafal Empire
Maps	Items	Winning Objective	Failing Condition
Melvir (page 186); Melvir Sewers (page 187)	Choice of Silver Fleur-de-lis Chain Mail or 2000 gold	Solving the mystery of who killed Buck the Shopkeeper, stopping the criminals in the process.	Complete this mission before hitting Event Rank 5. Will fail the quest if you complete Quest #12, "Raid on the Depository."

QUEST STRATEGY

If you're still within the brief time frame available for this quest, stop by the police station of Melvir and speak with the agent located just inside the door. Whenever something is occurring around town, he's the person who will find someone to fix it. And right now, that proves to be the case. Buck, the owner of a general store in town, recently passed away under suspicious circumstances and the police want to know who did it.

Trigger Another Quest!

There's something else to do before this quest gets too far along. Visit the pub upstairs to read the notice, then stop at the inn next to the police station to trigger the "Innkeeper's Daughter" quest. If you don't start the other quest before finishing this one, the chance to complete it will be lost!



Buck's General Store is located in the main section of Melvir (find the three stores between the port and the stairs; it's the rightmost one). Buck's daughter is the General Store's shopkeeper, so speak to her to learn more about the crime. The only person she can think of who may have wished her father harm is Ward, the owner of a rival shop on the second floor. With that knowledge, it's off to his shop!

Of course, Ward denies having anything to do with the crime, but he does remember seeing suspicious characters recently. These people, who were dressed in red robes, had offered deadly curses for hire before the shopkeeper threw them out. Ward then suggests that the men may have fled to the Sewers.

After the conversation, the scene shifts to nighttime in Melvir. A mysterious cloaked figure glides through the city and disappears into the first floor entrance into the Sewers. When you regain control of your character, follow the figure through the door to venture into the Melvir Sewers.



Step forward to catch a brief glimpse of the robbed figure moving north at the first intersection. At the north intersection, the figure is shown moving along the east hallway. Open the chest at the intersection for a map, then turn east and follow the mysterious person. Be careful, as a lot of monsters roam this area.



At the next intersection turn north and walk through the doorway at the bottom of the stairs. It appears that some sort of ceremony is taking place, dedicated to Saruin, one of the three gods of evil! Before things start to spiral out of control, a battle begins.



Priest of Saruin Four Saruin Cultists

HP 480 LP 10 Stance Spell Caster HP 120 LP 10 Stance Spell Caster

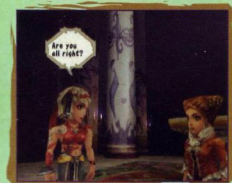
This fight takes place against four Saruin Cultists and a slightly tougher Priest of Saruin. Most of these foes use a spell called Wracking that deals a decent amount of damage (a higher amount for the Priest), plus this spell can stun its intended target. If you have a fast-acting technique like Sonic Slash or Good Timing, use it now to land some attacks before your character gets stunned. The enemies may also use Withering to lower a character's STR, but this shouldn't be a problem during this brief bit of combat since it doesn't cause any damage.



Instead of eliminating the easier targets, focus on the Priest. With fairly strong spells and techniques, you should be able to dispose of him in a couple of rounds. A quick victory will spare you his more powerful attacks. Don't forget to heal any characters low on health, then fiercely attack the weaker Cultists one or two at a time.



After defeating the villains, sit back and watch a brief cut-scene. Afterward the scene shifts to the Elizabeth Palace throne room where the party gains its reward for solving the crimes plaguing the city. You now have a choice of weaponry, armor, or money (Silver Fleuret, Chain Mail, or 2000 gold).



And That's Not All...

If you also linked this quest with Quest #9, "Innkeeper's Daughter," there is an extra reward for successfully completing that mission. Simply visit the innkeeper to receive the reward for that quest.

QUEST

11

Wuhan's Secret

Outline of Events



1

1. Speak to the people in the pub to receive a job.



5

5. Venture into Wuhan's Secret Room.



2

2. Speak to Farah's mother inside her house.



6

6. Defeat Wuhan's Guards to rescue the slaves.



3

3. Find and free the male slaves inside the Estamir Tunnels.



7

7. Defeat Wuhan. (Optional)



4

4. Go to the Slave Traders' House and rough him up to learn about Farah's location.

Event Rank

0-5

Trigger

Speak to the owner and customer in South Estamir's pub.

Recruits

Jamil (female main characters only), Aisha

Start Point

South Estamir, Kjarah

Maps

South Estamir (page 198), North Estamir (page 182), Estamir Tunnels (page 199)

Items

2500 gold

Winning Objective

Defeat Wuhan's guards and rescue Farah from her captivity. Visit the Secret Room, then report back to client.

Failing Condition

Fail to complete before reaching ER 6. Only exception is if Jamil is main character.

QUEST STRATEGY

Speak to the proprietor of South Estamir's pub to learn about a job, then talk to the man standing next to the bar to get the details. It seems that Potentate Wuhan has been collecting women, and his wife isn't happy about it. She needs a group of adventurers to find where he's been keeping them.

Check around town to hear about the various slavers' activities. Especially of note is Farah's house, which is located to the southwest of town. Her mother is frantic because Farah was sold in order to cancel her mother's debts. Even the children who beg for money have something to say on the matter. Simply give them the larger money option to learn that the slavers operate below the ground.



What's Up with Jamil?

This quest has extra meaning if the main character is Jamil. Remember that Farah and her mom are just like family! The most eye-opening part of this quest is that you get to see Jamil in drag!

At this point, all signs point to an underground operation—literally. Go into the Estamir Tunnels and find the Slave Market in the southeast room of B1. Talk to the male slave in the large cell to learn that a group of women was recently moved.

There are two choices at this stage: 1. Leave the “slaves-to-be” where they are; 2. Let them escape.

Now leave the Slave Market and run straight north through the exit from the tunnels, which leads into North Estamir. When playing as Jamil, check out the Slave Trader's house back in South Estamir and see if he will spill the beans about the girls' whereabouts. After roughing him up a bit, he reveals that they are inside a secret room in the Temple of Amut. But only women are allowed inside!

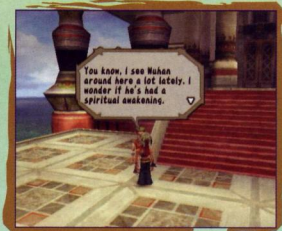


Sudden Recruit

If you want to add to your party going into the last leg of this quest, remove a weaker member at the pub before venturing into the next area. If you have fewer than five party members after finding the secret room, then you can recruit Aisha. If you're playing as a female main character and you have room in your party, you can also pick up Jamil when he comes to rescue Farah.



Visit the inn if need be after the trip through the tunnels, or visit the pub to alter your party members. When you're ready, run north and west to the Temple of Amut, who is not so coincidentally a goddess of love. A man standing outside mentions that Wuhan visits here quite a lot, which sounds suspicious... Enter the temple and run upstairs toward the altar. At the platform, look closely to see another set of stairs leading off to the right.



There is a guard at the bottom of these stairs. He will let a female main character through directly, under the assumption that she's new to the harem. If your main character is a male, you must fight your way through. If Jamil is your main character, then he gets through with ease because of his get-up. This door leads to Wuhan's secret room!



As expected, there are various women inside the secret chamber, including Aisha (if she isn't already part of your party) and Farah. Speak to the latter to hear her story; if your main character is female, you learn that she's expecting a friend, Jamil, to break her out. Sure enough, just as the two women are conversing, a new arrival appears—and it's Jamil in disguise! Although it looks as if this rescue attempt is going to proceed smoothly, Wuhan appears for a visit and changes the situation dramatically.



Quest Differences!

The choice of a male or female main character isn't the only thing that may cause a difference in this quest. If you play through this quest as Aisha and allow her to get captured, she is taken directly to Wuhan's harem.

At this point, Jamil comes to the rescue just as he does when the main character is female. Wuhan's guards use slightly less vicious attacks, allowing the weaker pair to still come out victorious. After completing the quest, Aisha collects the jewels from Farah for the rescue but not the monetary reward from the pub. The quest also doesn't appear on your notes at the end.



If you're playing as a male lead character, this situation is a little more straightforward. This time Farah asks to come along, at which point Wuhan and his flunkies enter the room. Whether you've chosen a male or female lead character, this is the point at which the fight begins against two of Wuhan's Guards.

Wuhan's Guards

HP 80 LP 10 Stance Attack

These enemies can pack a punch with their various weapon techniques, but they're not powerful enough to completely decimate a party member. Use a few healing abilities when a character takes an especially strong hit and overwhelm a guard using any techniques your party members have learned up to this point. Stunning with a technique like Feint or Impact Slash also works well against these enemies. NOTE: There are two types of Wuhan Guards. Most likely, you will fight against Wuhan Guard A. However, if your character's Event Rank is more than level 2, you'll fight against Wuhan Guard B (HP = 280, LP = 10, Attack Stance = Defense).



Now it's Wuhan's turn. As he begs for mercy, you have two choices: you can be kind and let him off (and hope that he's learned his lesson), or you can turn down his pleas and attack. Choosing to attack earns the party a bit of extra gold at the end of the fight, but it also slides your characters toward the darker of the end-game options and cuts off further quests that would involve the Potentate. Also, watch your step in North Estamir from this point forward if you do choose to fight. Fighting and defeating Wuhan causes the Kjar Soldiers to attack on occasion in that town, although they are not deadly foes.



Wuhan

HP 300 LP 10 Stance Defense

Wuhan wields a spear and can use a few of the easier spear techniques, but nothing that causes a large amount of damage. Wuhan can't take too much punishment either. The battle may be more challenging if a party member has taken a lot of LP damage from the previous fight.

If that occurs, have that character Defend and keep him or her healed and attack with the other characters.

Watch out for Wuhan's Healing Water, too. If he's healing faster than the party can inflict damage, save some BP for a round or two and unleash the strongest techniques available all in one round, in hopes of overwhelming him at once.



After the confrontation with Wuhan, the party returns to Farah's house in South Estamir. Female main characters can recruit Jamil here. Don't forget to speak with Farah in the back of the room to receive the jewels portion of your reward. Remember that she's not the one who hired you, so return to the pub in South Estamir to collect a hefty payment of 2500 gold!

QUEST

12

Raid on the Depository

Outline of Events



1. Go to Aurefont before hitting Event Rank 5 and talk to the man standing in the middle of town.



4. Go to Melvir and enter the Melvir Sewers through the entrance by the Police Station. Defeat the Robber and the Pirate.



2. Enter the Depository and defeat the leader of the monsters, a Morlock.



5. Enter Patrick's House via the Sewers and talk to the enigmatic Treasurer.



3. Before leaving Aurefont, talk to Patrick, the Imperial Treasurer.



6. Inside Elizabeth Palace, tell the Emperor what you think happened to receive the reward.



Event Rank

3-5 (If Gray or Claudia is main character, can do this between ranks 0-2 after meeting Giam.)

Trigger

Talk to man in middle of the deserted town of Aurefont.

Recruits

None

Start Point

Aurefont, Bafal Empire

Maps

Aurefont (page 189); Melvir (page 186); Melvir Sewers (page 187)

Items

2500 gold and jewels

Winning Objective

Follow the thief into the Melvir Sewers to Patrick's house, the Imperial Treasurer.

Failing Condition

Hit ER 6 or higher before completing this quest. Can also fail by ignoring the thieves in Step 4, or if you complete Quest 10 "A Suspicious Denise" before entering Patrick's house.

QUEST STRATEGY

If you visit Aurefont in the Bafal Empire before Event Rank 6, this is a pretty deserted town. Speak with the Volunteer Brigade kid to get a map and recruit the Warrior in the pub if you need another party member. After doing so, talk to the man standing in the middle of town to find out what's going on.



It appears that some monsters have invaded the town's depository. Head inside to find out what's going on. Can't find the depository? It is the building in the northwest corner of town, the one with the two guards on the ground in front of the door.

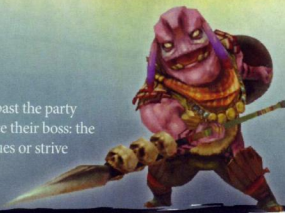


Morlock

HP 155 LP 3 Stance Attack



As soon as you enter, monsters run right past the party and out the door. After that, it's time to face their boss: the Morlock. Pile on some high-level techniques or strive for a combo to finish the deed.



Of course, defeating the boss doesn't return the stolen gold. Outside the depository Patrick, the Imperial Treasurer, makes an appearance. He doesn't seem too worried about the theft, which is kind of odd. However, talking to him opens up the city of Melvir on the world map, so go there next.

In Melvir, prepare to take a stroll through the sewers. There are two entrances to use, but the one on the first floor by the Police Station provides the shortest route to the thieves. You may find that the monsters there are more difficult than the bosses themselves—especially if you end up in a chain battle!



From the first floor entrance, go north, turn right, then immediately turn left. Grab the map from the treasure chest to the left, then turn and go down the hallway to the right. There are some thieves near the end of the passage clustered around a pile of stolen goods. Confront the gang and choose the option "I don't ignore thieves!" to put them in their place once and for all!



Robber

HP 270 LP 10 Stance Attack



Pirate

HP 450 LP 10 Stance Attack



This battle against a Robber and a Pirate isn't extremely difficult. The enemies use skills like Thrust and Hew, which you should be familiar with. Hit them with your characters' best skills to send them to defeat after just a couple of rounds. At the end of the battle, grab the Stolen Goods and head through the door ahead to return them to their owner.

The door leads to the backyard of Patrick, the Imperial Treasurer. Enter his house and show him the goods. Is Patrick an embezzler, or is someone framing him? Regardless, the party is automatically transported to Elizabeth Palace to testify at Patrick's trial. In the end, the goods are returned, and a nice reward of jewels and 2500 gold isn't too shabby. Not bad for a day's work!

Another Party Member?

Later on, it's possible to recruit Patrick into your party. When the opportunity arises, go ahead and do it. He's definitely a riot!



Real Game: Elizabeth Palace, Thieves Room

QUEST

13

Pride of the Knights

Outline of Events



1. Speak to Lord Heinrich in Eugenstadt Castle and agree to accompany him to Mirsburg for a council meeting.



2. In Mirsburg, speak with Lord Theodore and attend the gathering. Agree to go with Theodore and Raphael to the monster-infested Abandoned Keep. If there are two open spaces in your party, Theodore and Raphael join.



3. Go to the Abandoned Keep. If there wasn't room earlier, you can select Theodore and Raphael to join. Or, you can opt to complete the mission without them among your ranks.



4. Defeat the Lizard Scout, two Lizardmen, and two Ptyrx.



5. Return to Mirsburg to receive Theodore's praises and a nice reward.

Event Rank

3-7 (can open at ER 0-2, if playing as Sif or Albert.)

Trigger

Speak to Lord Heinrich in Eugenstadt and agree to go to council in Mirsburg. Or, talk to a man in the Mirsburg harbor to open Abandoned Keep on world map.

Recruits

Theodore and Raphael

Start Point

Eugenstadt or Mirsburg, Knights Dominion

Maps

Eugenstadt (page 195);
Mirsburg (page 194);
Abandoned Keep (page 196)

Items

2000 gold and jewels

Winning Objective

Defeat Lizard Scout, two Lizardmen and two Ptyrx in basement of Abandoned Keep.

Failing Condition

Cannot complete quest if you visit any Dominion city after reaching ER 8 or higher.

QUEST STRATEGY

There are two possible ways to open this adventure. The first way is more informative and is guaranteed to stir things up in the Knights Dominion. The second manner is much more straightforward and a lot less interesting.

After traveling to Eugenstadt, speak with Lord Heinrich and his squire Raphael in the castle. They are on their way to a council meeting in Mirsburg and they say that you can come along. In Mirsburg, the council discusses whether or not to raise a force to take back the Abandoned Keep, now controlled by monsters. Reports of other monster attacks fuel Lord Theodore's flames and he decides to clear the Keep regardless of how the council votes. At the end of the council, you get an opportunity to join him on his raid. If there are two available slots in your party for Theodore and Raphael, he immediately accepts your offer. If not, he sadly refuses.

Alternate Approach

As noted, there are two ways to start this quest. For the other option, speak to a man standing on the docks in Mirsburg. This opens the Abandoned Keep location on the world map.



Next, head over to the Abandoned Keep. After meeting Theodore and Raphael a second time, you can have them join the party (if there is enough room), winning a map of the area to boot. If there isn't enough room, you can complete the task without their help. However, this act of rudeness affects Quest #23, "Constance Kidnapped" and Quest #48, "Theodore's Madness" in small ways that you might not want. Ultimately, Theodore and Raphael are good party members and there's really no reason at such an early point in the game not to make room for them.



Getting Started

Once inside the Abandoned Keep, make a beeline for the second floor. You can clear the floors of monsters and grab some loot, but keep in mind the consequences this may have on your Event Rank. Do, however, grab the map from the treasure chest in the chamber closest to the entrance.



On the second floor, look at the ground for areas where the concrete seems a little crumbly. Avoid walking on these patches, as there's a good chance that the floor will crumble away, sending the party falling to the floor below.



Might As Well Jump!

If your Jump proficiency is at Level 1, it's quite easy to leap over the chasms that are created when the crumbling path breaks.

These weak spots in the floor are key to finding the boss monster ruling the keep. Once on the second floor, follow the tunnel to an intersection. Go to the right down the middle of the floor and enter the first hallway to the right. Trigger the crumbling floor to go down to the first floor; *this is where you need to be!* This area is in a blocked-off corridor that may seem like there's no way out—until you check the floor again. See the crumbly stone nearby? That's the path to the boss. Run over it to plummet into the cavern below.



The cavern is well guarded and the twisty corridors make it difficult to spot monsters in a timely manner. The chamber at the end of the path contains the boss. This time, however, the party must fight a bunch of enemies that are somewhat tough against characters who are relatively low-level at this point in the game.



Lizard Scout

HP 584 LP 1 Stance Trick HP 176 LP 1 Stance Defense

Ptyrix

HP 389 LP 1 Stance Attack

Lizardman

The Lizardmen are the least deadly of these foes, so save them for last. The Lizard Scout is a more advanced version of the Lizardman, but this shouldn't make him the group's top priority. Instead, focus initial attacks on the two Ptyrix foes. These creatures have vicious attacks that can cause 60-70 HP per blow. For the first three or four rounds, make sure one character heals any others who take too much damage. After defeating the Ptyrix, move on to the remaining foes.

After the fight, the scene automatically returns to the Throne Room in Mirsburg Castle. The party receives a reward but Theodore and Raphael automatically leave the party to continue with their own lives.




QUEST

14

The Fiends of Saoki

Outline of Events



1. Speak with the Mayor of Saoki about the fiends.



2. Inside Saoki Cavern, climb directly to the exit to reach level B2. OR



2. Fight the War Beasts to reach B2.



3. Use level 3 Jump to reach the entrance to B3. OR



3. Fight the undead to reach the exit for B3.



4. Fight the insect bosses to wipe out the monstrous uprising.

Event Rank	Trigger	Recruits	Start Point
4-22	Speak to Mayor of Saoki. If village of Saoki has been destroyed by Jewel Beast, cannot complete the quest.	None	Saoki, Frontier
Maps	Items	Winning Objective	Failing Condition
Saoki (page 202), Saoki Cavern (page 203)	1000 gold and jewels	Destroy the three monsters at the heart of Saoki Cavern B3.	None

QUEST STRATEGY

Speak with the Mayor at the rear of the Saoki settlement. He informs the party about some monsters that have taken over a nearby cavern, wreaking havoc on the town. This unlocks Saoki Cavern, your next destination.



This is a simple quest in its goals: get from B1 to B3 and fight a boss. In practice, the ease of the mission depends upon the number and toughness of battles you face. There are two choices to take when navigating from the first to the third level. You can take a straight route through two additional "fixed" battles, or a side route using Climb (level 2) and Jump (level 3) proficiencies to avoid some of the tougher battles.



Two War Beasts

HP 463 LP 2 Stance Defense

At the first intersection in the caverns, turn left to take the level 2 Climb point to higher ground, or turn right to reach a room where two great beasts block the path. The fairly common War Beasts are tough, so this fight may prove dangerous.



War Beasts are dangerous because they can strike a small area with their Tail Swipe attack. One attack shouldn't be enough to knock down anyone, but two monsters attacking multiple characters at the same time will require a quick dose of healing. Have one or, at most, two characters use their most powerful techniques on one of the beasts. Flame of Life is very effective, as it allows a character to heal over time, freeing up the healer to perform other actions.



Another danger is that the War Beasts may shield themselves against some attacks, which extends the combat. However, a combo or two should be enough to take down one monster after about two rounds. If the enemy uses its shield often, switch to smaller attacks that consume less BP (such as Sonic Slash, Aimed Shot or Cut Timber), or even a stronger attack like Cutting Lunge if your skill is high.



Eventually, the two routes converge again at an intersection. Take the northwest passage to enter level B2 and maneuver through the clusters of enemies. The long passage leads to another intersection. The right path leads to a fight, while the left path leads to a level 3 jump point followed by a level 2 Climb point. If you take the latter route, the exit to B3 is just off to the left at the next fork.



Five Greater Zombies

HP 162 LP 1 Stance Attack



The right-hand path leads to a larger, more open room, where a group of undead rises from the ground and attacks your party. This fight takes place against a group of five Greater Zombies that threaten to overwhelm the party. At this point in the game, you will probably have fought a few random battles against these foes already.

Use the strongest techniques possible at the start of the battle and concentrate fire on one or two of the foes. A stronger technique such as Impact Slash even at this lower Event Rank may be enough to kill one of the Greater Zombies. If you have some of the earlier multi-strike techniques (like Rapid Volley or Rolling Slash), use them if the BP

is available or use a weaker attack for one round to save up for the next.



A single Greater Zombie doesn't hit very hard, so try to eliminate the first few quickly to avoid using any type of healing in the fight. Hellfire or Energy Bolt perform admirably against undead enemies. If the caster's corresponding magic skill is leveled up, the spells will be even more powerful.



Take the north exit out of the room, then take the left fork at the next intersection and continue straight at the one after that to reach B3. The third level of the dungeon contains a monster-clogged hallway that the party needs to traverse to reach the final battle. Although there is an intersection with paths leading to the right and left, continue straight toward the torches. Upon reaching them, three insects appear. It turns out that these are the fiends instigating the raids.



Three Butterflies

HP 271 LP 1 Stance Defense

Although this is the final boss fight of this quest, it's not much more difficult than the other two fixed battles fought previously. There are three butterflies to defeat, and even at this stage a strong character's Impact Slash or other powerful technique may destroy one of the foes.



The enemies have a Life Drain attack that can heal them slightly (at your character's expense), but this isn't enough to offset the damage that your party can cause. Their Pierce attack deals slightly stronger damage, but it's not significant enough when used alone. Be wary of their Scale attack, as this may strike multiple targets. Even if it doesn't cause a lot of damage, it can prove overwhelming if all of the foes use it continuously. Concentrate on bringing down the enemies one by one and the fight should last only a couple of rounds.



At the end of the fight, the party receives **1000 gold** and a number of jewels. Unfortunately, any monsters that were in pursuit before the fight will attack once again, and there's not much room to avoid them.



To exit the cavern, you don't need to backtrack completely. Simply go to the last intersection before the boss fight and take the path to the west. This route leads around to the north and then out to the world map. Report the success of the quest to the Mayor if you wish, but don't expect a reward.



QUEST

15

Free the Gecklings

Outline of Events



1. Go to the pub in Oapu and talk to the two guys to learn about strange noises heard behind the Walon Weapons shop.

2. With Guella Ha in your party, travel through the Geckling Cave in the jungle to reach the Geckling Village. Speak to the Elder about the missing Gecklings.



3. Stand behind the Walon Weapons shop from which the faint screams are heard.

4. Confront the owner of the Walon Weapons shop about his crimes. Defeat the Bodyguard and Stray Wolf.



5. Go to Godongo and speak with the Gecklings to learn about the Geckling-Human divide. Search the local pubs and recruit the Geckling Guella Ha.

6. Return to the Geckling Village and speak to the Elder to receive a reward.



Event Rank 0-22	Trigger Talk to two men in the Oapu pub about the voices they heard behind the weapons shop.	Recruits None
Start Point Oapu, Walon Isle	Maps Oapu (page 207), Godongo (page 207), Jungle Cave (page 208)	Items 1000 gold and jewels
Winning Objective Defeat Bodyguard and Stray Wolf to free the Gecklings.	Failing Condition None	

QUEST STRATEGY

Speak to the two men in the Oapu pub to learn about the strange, lizard-like cries coming from the back of Walon Weapons. Walk behind the shop building to hear the cries firsthand. The cries are very faint, so listen closely. (Check the Quest Notes to ensure that they've registered.)



Next, head over to Godongo and talk to the inhabitants. There you'll discover that Gecklings don't seem to like humans much. Go to Northpoint's pub and recruit the Geckling Guella Ha.



Return to Godongo with Guella Ha in your party and enter the Jungle. Go to the Geckling Cave in the northeast corner. Speak to the village chief deep within the cave (with Guella Ha in your party; if not, the trip is a waste of time).

Grab the map from the chest near the entrance and approach the rock in the middle of the chamber. Moving the rock into one of the two patches of sunlight causes one of the two doors to open. For this puzzle, move the boulder to the right to open the door on the left, and to the left patch to open the door straight ahead.



Beware What's Behind the Doors

The doors leading to rooms with treasure chests inside also conceal monsters. There's a good chance that if you get too close to one of these doors, the telltale question marks and exclamation points will appear. If you want to avoid battles, then don't open these doors. Note, however, that doors that open up corridors leading to the Geckling Village do *not* have monsters behind them.



Continue through the cavern, pushing the second rock to the patch of sun to its left to open the second door. This place is full of ore, so have the Find Ore and Mine proficiencies enabled.

The Geckling Village is located deep within the depths of the cavern. Speak to the guy next to the entrance and the Village Elder to learn more about the kidnappings.



Return to Oapu when finished and revisit Walon Weapons. If a cutscene doesn't trigger by speaking to the salesman, walk around behind the shop and listen to the muffled cries again. The shop owner swears that he doesn't have any Gecklings, but when the issue is pressed, things take a turn for the worse.



The Bodyguard Two Stray Wolves

HP 250 LP 10 Stance Attack HP 133 LP 1 Stance Trick

If this fight starts around Event Ranks 0-6, it may prove very challenging to win. Work on taking out the Bodyguard first, then tackle the two Stray Wolves.

After defeating the bad guys, return to the Geckling Village in the caves and let the Elder know of the success of the quest. In return, the party receives 1000 gold and some jewels.



QUEST

16

Stolen Nymphs

Outline of Events



1

1. Speak to Marina to learn about the stolen Nymph Statues.



5

5. Follow Marina through the Estamir Tunnels.



2

2. Complete Quest 17, "A Bodyguard for Louie," to acquire one of the two Nymph statues.



6

6. Defeat the Coral Crab and Gunfish.



3

3. Go to the Temple of Yucomb in South Estamir and speak to the head priest.



7

7. Travel with Marina to Northpoint in the Dry Lands to return the final statue to Yucomb.



4

4. Sail to North Estamir and head to the Pub on the second tier. Speak to the proprietor about any suspicious characters.

Event Rank

6-22

Trigger

Speak to Marina in any coastal city when she appears on the docks (after ER 6).

Recruits

None

Start Point

Any coastal city.

Maps

South Estamir (page 198); Estamir Tunnels (page 199)

Items

Jewels

Winning Objective

Locate the two remaining Nymph Statues; return them to the god Yucomb.

Failing Condition

None

QUEST STRATEGY

At some point in one of the port cities (Northpoint, Yeoville, Bruelle, North/South Estamir, Melvir, Mirsburg, Jelton, Oapu, Godongo, or Pirate Coast) you will meet Marina, a cute blonde with stalker instincts. She needs some help keeping an eye open for any stolen Nymph statues. However, beware! Until you actively pursue this mission, each time you visit one of the port cities mentioned previously, Marina tracks you down to find out your progress. Of course, she does that if you don't take the quest the first time she asks.



This mission is one of the few that requires the player to complete a separate quest while working on this one. Head to Aurefont in the Bafal Empire and look for a guy named Louie standing in the middle of town with a package in his hands. Accept his bodyguard job to start Quest 17, "A Bodyguard for Louie."

One of the Nymph statues is returned to Yucomb at the end of "A Bodyguard for Louie." Now there is just one more to find. Marina suggests a visit to South Estamir and the Temple of Yucomb. Perhaps the priests have encountered another enterprising entrepreneur... Talk to the Priest with Marina to learn about the lack of statue sightings. Perhaps the culprits haven't made it across the strait to South Estamir and are holed up in North Estamir?



Sail over to North Estamir and go upstairs to the pub. Talk to the proprietor to learn about a nervous man with a package. Apparently, he was asking about non-water travel to South Estamir and hooked up with a low-life named Darby.

Venture into the tunnels and follow Marina through the sewers to South Estamir. Three levels down, the panicked cries of the statue thief and Darby are heard. But don't rush over there just yet! A bunch of undead monsters populate the room, so draw one or two out at a time and dispatch them. After clearing out approximately half of them, run over to the left side of the room where the big fish awaits. If you rush into the room when it's full, you may pull all of the monsters into a huge group, setting up one heck of a chain battle!



Coral Crab

HP 817 LP 1 Stance Defense



Two Gunfish

HP 615 LP 1 Stance Attack



The boss battle for this mission takes place against a Coral Crab and two Gunfish. Pull out your favorite special attacks, combos or spells and attack the Coral Crab first. Try to get a combo attack and attempt to defeat it in a round or two. After doing so, focus all attention on the Gunfish. This isn't a difficult battle if your party members have decent, mid-level weapons. Use the battle from Quest 17, "A Bodyguard for Louie," as a reference for how difficult this battle may be.

After the fight, Marina convinces the thief to return the statue. Travel with Marina and the thief to Northpoint in the Dry Lands to witness the return of the final statue to Yucomb. The party receives some handy jewels as a reward and the satisfaction of knowing that another mission is complete.



QUEST

17

A Bodyguard for Louie

Outline of Events



1. Go to Aurefont and agree to act as a bodyguard for Louie.



2. During the night in the Melvir Inn, Louie gets attacked by a Gunfish and various foes. Defeat them.



3. After saving Louie from the aquatic thugs, accompany him to the Temple of Yucomb to complete the quest.

Event Rank	Trigger	Recruits	Start Point
6-22	Start Quest #16, "Stolen Nymphs," then talk to Louie. Quest 44, "The Mine Assaulted," cannot be active at the same time.	None	Aurefont, Bafal Empire
Maps	Items	Winning Objective	Failing Condition
Aurefont (page 189); Melvir (page 186)	1000 gold	Defeat the Gunfish and friends in the Melvir Inn.	None

QUEST STRATEGY

This quest is a large part of Quest 16, "Stolen Nymphs." After starting that quest with Marina, head to Aurefont and look for Louie outside the silver goods store. He needs someone to escort him to the Temple of Yucomb in Melvir and protect him from thugs. It seems that he has something to sell to the priests.

During the night in the inn, the party must earn their keep by fighting some random marine foes headed by a Gunfish. Defeat them and

accompany Louie back to the temple the

following morning. Nothing is required other than watching the event unfold. This quest reveals the information needed to complete "Stolen Nymphs."



Gunfish and Friends

HP 615 LP 1 Stance Attack



The Gunfish is a bigger, stronger version of the Scalefish. Expect the standard fish attacks: Bite, Tailfin, Vertical Drop, Water Cannon and Corkscrew. Ideally, focus on eliminating the Gunfish's accomplices first, then concentrate on the big fish next.



QUEST

18

Neville's Request

Outline of Events

HOW TO PLAY

DRAMA'S PERSONAE

QUEST 17 & 18
Bodyguard for Lorian &
Neville's Request

MAPS

WEAPONS
ARMOR & ITEMS

CLASSES TECHNIQUES
SPELLS & PROJECTIONS

REPERTORY



1



2

1. Speak to the policeman (in the Melvir Police Station) without Gian in your party, or check for a note inside the Melvir Pub.

2. Get past the man in the residence in Loban to enter the secret passage.



3



4

3. Talk to Lord Neville in Elizabeth Palace.

4. Search for Gian within the Duke's dungeon, dropping down to an underground cave.



5



6

5. Give the password "Rain of Euros" to Monica and learn Gian's location.

6. Explore the cave and defeat the Land Serpents.

Event Rank

6-22

Trigger

Speak to the guard in Melvir police station or check out note at ER 6 or higher. Can't start quest with Gian in party, or if taking part in Quest #22.

Recruits

Gian

Start Point

Melvir, Bafal Empire

Maps

Melvir (page 186), Elizabeth Palace (page 187), Loban (page 188) Loban Dungeons (page 188)

Items

5,000 gold and jewels

Winning Objective

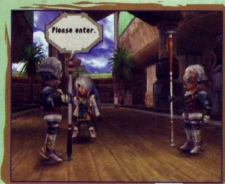
Rescue Gian from the Duke's defeat three Land Serpents.

Failing Condition

Refuse to help Neville find Gian.

QUEST STRATEGY

To start this quest, make sure Gian isn't in your party, then go to the Melvir Police Station when you reach the required Event Rank. The agent by the door states that a Lord Neville wants to meet with you. Go to Elizabeth Palace on Melvir 2F and speak to the guards.



Starting the Quest—Alternate Method

There is another way to start this quest. Simply search for a note from Neville located somewhere within the Melvir pub.



Now go to the east hall of the palace on the first floor and speak to the guards outside the center room to make them move. It appears that one of Neville's agents, Gian, has gone missing while investigating the Duke of Loban. The task, therefore, is to track him down.

Neville reveals a password and the location of an agent, Monica, on the outskirts of Loban. Journey to that location and turn left before the long passageway into the town proper. Monica's house is located along the east side of the outskirts (look for a yellow sun sign). When she asks for a name, answer "Rain of Euros." To her next question answer that Neville sent you. She then mentions a house in town with a passage to the Duke's dungeon, where Gian can be found.



Enter the passage and move forward until you reach a wall. Examine it to discover that it moves. Unfortunately, it's a false wall constructed by the cunning Duke, and the entire party, along with Gian, tumbles through the floor to a cave below.



Choosing a Party

It's important to select a well-rounded party for this quest. If you have four people or less, Gian will temporarily join you for part of this quest. If you have a particularly weak character, consider removing that one for the duration. Also, bring along the proper items and equipment, as you soon will reach the point of no return in the quest.

Go to the south end of town and search along the eastern buildings for one with a red charm hanging by its door. Go inside and speak to the man there. Each time he asks, tell him that you're not leaving, and after two tries he gives up and steps aside. Now examine the furniture where he was standing to move it aside, revealing a hidden passageway. At this point the man removes his disguise to reveal his true identity.



This lone guard doesn't have a lot of HP or strength. Don't consume too much BP or DP and, more importantly, save your healing items as they may be needed later in this quest.



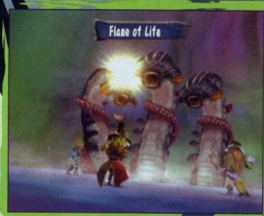
To fight the boss, stay along that southwestern path until a pool of water comes into view. As you approach the water, monstrous aquatics rise from it and attack.



Three Land Serpents

HP 744 LP 1 Stance Defense

Each monster uses a Breath technique that causes substantial damage and poisons the target to boot. With three of them acting independently, prepare to lose a lot of HP this time around. Don't waste a lot of Antidotes or Holy Water to remove the poison; instead, use Flame of Life (if possible) to nullify the damage and even gain a little extra health at the end of each round.



The regenerating spell and Healing Water may be your best healing options. If it isn't available, equip plenty of Balm and use your First-aid Kit as a supplement. For offense, focus your strongest attacks on one worm at a time to give yourself a better chance. Strong attacks like Cutting Lunge or smaller attacks that combo well, such as Good Timing and Sonic Slash, are good choices.

When one worm is history, focus more on healing and recovery while steadily depleting the HP of the next one. Attacks that stun the enemy are good, but only if they do damage (such as Grasshopper or Impact Slash). Since the Land Worms are fairly quick, avoid using a stun-only attack like Feint.



After the fight, the party automatically swims out through the pool to freedom. Gian leaves the party at this point, although with access to Elizabeth Palace you can return to the guardroom and recruit him on a permanent basis, if you wish. To claim your reward, return to Loban and speak with Monica on the outskirts. She presents **5000 gold** and a number of jewels.



QUEST

19

Creepy Butterfly

Outline of Events



1. Read the notice in the Melvir pub.



2. Speak to the couple in the residential district.



3. Follow the butterfly through Mazewood.



4. Retrieve the Corpse Pendant and the Noctiluence Grass from the clearing in Mazewood.



5. Return and explain the events to the couple, then lead them to the clearing.

Event Rank	Trigger	Recruits	Start Point
7-22	Read a notice in the Melvir pub. Cannot trigger when in Quest #18 or Quest #22.	None	Melvir (2F), Bajal Empire
Maps	Items	Winning Objective	Failing Condition
Melvir (page 186), Mazewood (page 190)	1000 gold, Corpse Pendant, Noctiluence Grass, jewels	Discover the reason for the appearance of the butterfly, and put a stop to it.	None

QUEST STRATEGY

While inside the pub in Melvir, look for a notice hanging on one of the pillars on the left side of the room. Examine the area closely to notice a piece of its edge sticking out. Examine the notice to kick off the quest.



It turns out that on moonlit nights, a strange butterfly flutters against the window, driving the wife crazy. She's not fond of the house, as it brings back sad memories of her childhood. This history may have a bearing on the current problem. In any case, the eerie nighttime visitor torments her, so get rid of it!

It seems that someone needs the help of an adventurer to exterminate a "creepy butterfly" of some sort... Sounds intriguing! After reading the notice, the game automatically switches to the residential district of Melvir. Enter the building and speak to the couple living there to find out the problem.



Exit the dark streets of the residential district, stepping into the darkened town square of Melvir.

Upon entering the area, the glowing butterfly starts to fly out of the square and into the night. The party immediately follows it from Melvir to Mazewood entrance.



Catching the Butterfly

Head to the right until the butterfly appears, then follow it across the next intersection to the north. It vanishes at another intersection after hovering for a moment near the right-hand path, so take that short path to the exit and onto the next screen.



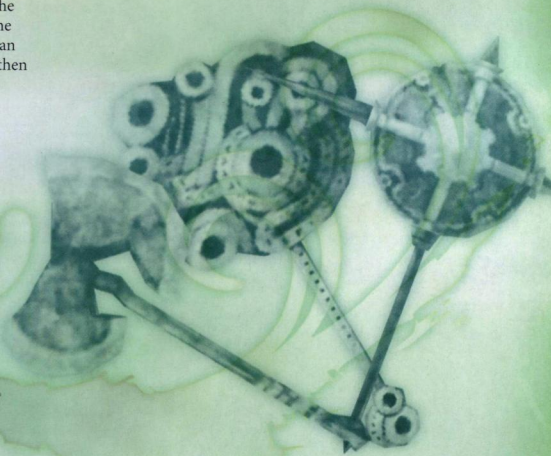
Run into the center of the clearing and inspect the object to obtain a **Corpse's Pendant**. Now step over to one side and inspect one of the softly glowing plants sprinkled throughout the field. These plants are called **Noctilucence Grass**. After picking some, retrace the party's path back through Mazewood, but this time ignore the butterfly (it attempts to lead the party back toward the clearing), and instead continue "into the camera" to return to town. Back in Melvir, revisit the couple's home.

Speak to the couple again to shed some light on the situation. Apparently, the pendant was her father's and the grass is an herb that could have saved the woman's mother. It seems that the father had attempted to get the medicine to heal his wife, but he never found his way out of Mazewood.

Eventually, the couple returns to the clearing so that the woman can finally resolve her family's past. For finishing this quest, you receive **1000 gold** and a number of **jewels**.



While approaching the next intersection, the butterfly floats toward the right. Follow it and take the path next to where the glowing insect disappears; it reappears shortly down the path to lead the party to the exit. At this point, the party should be in a clearing. The butterfly will briefly hover over an object in the center of the area, then slowly fade away.



QUEST

20

Eule Gives a Hoot

Outline of Events



1. Stay at an inn (anywhere) and agree to go with Claudia when you wake.



2. Navigate Mazewood to reach Eule's Nest.



3. Speak with Eule to hear her story.



4. Take the items on the ground before leaving.

Event Rank

8-22 (can start at ER 6-7 if Quest #18, "Neville's Request," is complete)

Trigger

With Claudia in the party, simply stay overnight at an inn.

Recruits

None

Start Point

Any inn.

Maps

Mazewood (page 190)

Items

Eule's Hat, Eule's Staff

Winning Objective

Hear Eule's story in Mazewood.

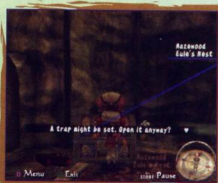
Failing Condition

When Claudia decides to leave, choose any option except to accompany her.

QUEST STRATEGY

With Claudia in your party (and with a sufficient Event Rank), a ghostly voice is heard the next time the party stays at an inn. The voice is actually Eule, the old witch who raised Claudia, and she desperately needs to speak with her. There are three choices: go with her; let her go, or don't let her go. Obviously, choose the first option to complete this quest.

Travel to Mazewood in the Bafal Empire (recruiting Claudia added it to the world map) and navigate its twisting paths by moving in a general northward direction until the party reaches a clearing marked as "Eule's Nest." Enter the house that resembles the stump of a tree and open the chest just inside the door. After doing so, continue to the back of the room and speak to the woman standing there.



Eule is dying, but before her time is up, she wants to tell Claudia the story of her birth. Apparently, Claudia is a princess who had been marked for death by assassins. She was taken to Mazewood to be raised

by Eule in order to hide her away from those who would do her harm. As a last word, Eule tells Claudia to venture to the tree that is deep in the forest.



Next, go to where Eule was standing and examine the area twice to claim **Eule's Hat** and **Eule's Staff** as a reward.

Goodbye!

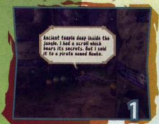
If Claudia is the main character, both Brau and Sylvan say farewell and leave the party at the end of this quest.

QUEST

21

Ancient Texts

Outline of Events



1

1. With Hawke in your party, go to Geckling Village and buy the Ancient Scroll from the Geckling salesman. You can buy the scroll from Hawke for 15,000 gold or get it for free by recruiting him into your party.



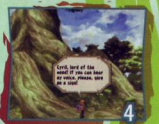
2

2. Take the Ancient Scroll to the Library in Melvir. Read the section on Ancient Languages to translate the scroll.



3

3. Go to the Temple of Amut in North Estamir and talk to the Priest to receive Amut's Medallion.



4

4. Go to Mazewood and speak with Cyril. Get Ere's Medallion.

Event Rank

0-22

Trigger

After completing Quest #15, "Free the Gecklings", talk to Geckling off to side of Geckling Village about ancient scroll.

Recruits

None

Start Point

Geckling Village, Walon Isle

Maps

Geckling Cave (page 208), Melvir (page 186), North Estamir (page 182), Mazewood (page 190)

Items

Ancient Scroll, Amut's Medallion, Ere's Medallion, jewels

Winning Objective

Obtain Amut's and Ere's Medallions.

Failing Condition

If already obtained the Opal, if completed Quest #19, "Creepy Butterfly" or if favor with Cyril or Amut is at 0.

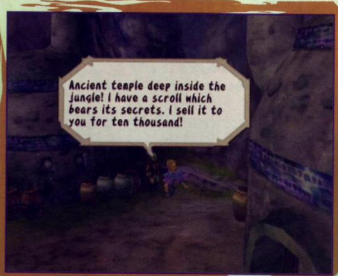
QUEST STRATEGY

This is one of two missions that open upon completion of Quest #15, "Free the Gecklings." Talk to the Geckling standing in a corner of the Geckling Village after freeing the Gecklings in Oapu. If you're playing as Captain Hawke or if he's in the party, the Geckling offers to sell an ancient scroll for 10,000 gold. That's a lot of money at this stage of the game, but this quest is key to completing Quest #22, "Ailing Emperor."



"I'm looking for a man named Captain Hawke. Perhaps you know him?"

If Captain Hawke isn't in your party when you speak to the Geckling salesman, he states that he sold the map to a Captain Hawke earlier. Talk to the people in Godongo and Northpoint to learn that the famed Captain is moving south. He will be in Uso or possibly even as far south as Crystal City. Talk to him and invite him to join your party. If you don't want him to join and only want his map, he'll sell it for 15,000 gold! Accept him into your party to get a good fighter and a free scroll!



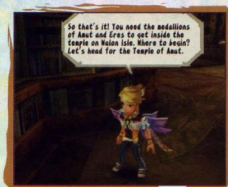
"Ancient temple deep inside the jungle! I have a scroll which bears its secrets. I sell it to you for ten thousand!"

Acquiring a Free Scroll

There is a trick to getting the scroll for free if you've already recruited Captain Hawke. To reset the Geckling's speech so that he states that Hawke purchased the scroll, discharge Hawke from your party. Now return to the Geckling Village in the cave and speak to the Geckling a second time. Since Hawke isn't in your party, he should say that Hawke bought the scroll. Look for Hawke in the usual places and recruit him a second time.

The main problem with the scroll—and the reason Hawke is willing to part with it—is that it is written in some ancient language. Head to the Library in Melvir and check out the section on Ancient Languages. Go through all of the options to translate the scroll. The scroll mentions a special temple that will open its door to one bearing the blessings of both Amut and Eres. Curious...

Go to North Estamir first and visit the Temple of Amut. The priestess relinquishes Amut's Medallion with little fuss (as long as your favor with Amut is 1 or higher). She also points the party in the direction of Mazewood in the Bafal Empire. Locate Cyril, who will guide the group to Eres.



Head to Mazewood and tromp through the forest, continuously going northwest or west, until you reach the foot of a giant tree. Here your character automatically calls out for Cyril's help and blessing. If you are at Event Rank 9 or higher, along with a favor of 1 or higher with Cyril, Cyril appears and reveals how to find Eres. The trick? Just wait in this location until evening! Eres hands over Eres's Medallion along with a warning of what dangers lie within Twinmoon Temple.



What's Next?

After completing this quest, you can enter Twinmoon Temple and collect the **Moonstone**. This item is needed to cure the ailing Emperor in Quest #22, "Ailing Emperor."

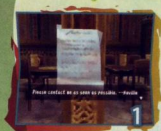


QUEST

22

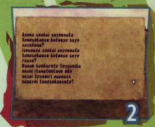
Aíling Emperor

Outline of Events



1

Do the following in any order: Talk to the Police Agent in the Police Station. Read the note from Neville in the pub. Talk to Neville in his chambers in Elizabeth Palace. Speak to Sophia in the Temple of Elore. Read the book on the Fatestones in the Melvir Library.



2

Complete Quest #21, "Ancient Texts."



5

Defeat Zodiac. Get the Moonstone.



3

Travel through the Inner Jungle on Walon Isle to Twinmoon Temple. Defeat Scorn outside the entrance to the temple.



6

Return to Melvir and speak with Neville or Sophia.



4

Use Amut's and Eres's Medallions to open the door to Twinmoon Temple. Travel to the seventh floor.



7

In the Emperor's Bedchambers in Elizabeth Palace, heal the Emperor with the Moonstone and claim a reward.

HOW TO PLAY

DRAMATIC PERSONAE

QUEST 22
Aíling Emperor

MAPS

WEAPONS
ARMOR & ITEMS

CLASSES & TECHNIQUES
SPELLS & PRAYERS

REWARDS

Event Rank

9-13

Trigger

Read Neville's note in Melvir pub, or speak to Sophia in Temple of Elore.

Recruits

None

Start Point

Melvir, Bafal Empire

Maps

Melvir (page 186), Jungle (page 208), Inner Jungle (page 208), Twinmoon Temple (page 209)

Items

Moonstone, jewels, choice of 10,000 gold, Espada Ropera, or Ala Melvirana

Winning Objective

Get Moonstone from Twinmoon Temple; use it to cure the Emperor.

Failing Condition

Not completing quest before hitting ER 14, or losing the battle with Minion, Scorn.

QUEST STRATEGY

Revisit Melvir after achieving Event Rank 9 to learn from various sources that the Emperor is ailing from some mysterious disease that apparently has no cure. It's almost as if someone put a curse on him!



Getting Started

There are a couple of people to talk to to start this mission. First, learn about the Emperor's ailment, either from Neville's note posted in the Melvir pub or directly from the agent in the Melvir Police Station. Rush up to Elizabeth Palace and speak with Neville for more details.



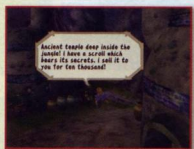
If you haven't started or completed Quest #18, "Neville's Request," then this mission takes precedence. You can finish the other after the Emperor is healed.



Neville sends the party in the direction of Sophia in the Temple of Elore. Speak with her to get her take on the illness, then go to the Library to do some research. It appears that one of the Fatestones, the Moonstone, has the ability to cure any disease regardless of its source. To get the Moonstone, however, you must first complete another quest. See the following tip for the details.

Prerequisite Quest

If you haven't completed Quest #21, "Ancient Texts" yet, get started! You need Eres's and Amut's Medallions, which are rewarded in that mission, to open Twinmoon Temple, the current home of the Moonstone.



After obtaining the requisite amulets, head to Walon Isle and sail deep into the Jungle. To get to Twinmoon Temple, travel through Cave A of the Jungle Caves. This leads to the Central Area of the Inner Jungle, right next to the entrance to Twinmoon Temple. This is where the fun starts!



Before you approach the Temple, be sure to Quicksave. There's a nasty boss battle ahead. If you are below Event Rank 15, Scorn appears to claim the two amulets for Saruin. To enter the Temple, this beast must be toppled! (If you try to enter the Temple *after* Event Rank 15, Scorn does not appear, but you *cannot* complete this quest either.)



Scorn

HP 7000 LP 10 Stance Spell Caster

Scorn is a tough boss, perhaps the first one that uses magic spells exclusively. His repertoire includes the nasty Hellfire, the slashing Blades of Wind, Shadowbolt and the INT-raising Enhance Spells. He casts 1-2 attacks per round and his magic is strong. In fact, he can easily wipe out your party in a couple of rounds.



An effective way to counter his magic is to arm the entire party with the spell Self-Immolation. This spell creates a shield around the caster that provides random protection from physical attacks and from all fire attacks. In this battle, the chance that it will work is high enough to justify the LP expenditure on it. Have as many characters as possible cast it in the first round to prevent future difficulties. Then spend the remainder of the battle hitting Scorn with powerful attacks and hope for lots of combo attacks! It is also a good idea to have your quickest character on healing duty, if at all possible.



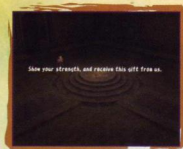
After the fight, walk up to the Temple entrance and place the two amulets into the slots on the door to teleport the party inside the temple. Teleporters and moving blocks are the main sources of transportation between the temple floors, so look for that Action button message on-screen.



Head north into the main chamber and look down at the tiles. You must defeat a monster while standing on top of a tile with an orange moon in order to unlock its mechanism. After that, when you step on the tile, the Action button appears on-screen. Press it to make the tile transport the party to another level in the temple. There are approximately 3-4 rooms on each floor; one or two have treasure inside, while the others contain the teleporters.



Regarding the treasure, Twinmoon Temple was built as a vault for the Moonstone, but the guardians inside are more than happy to relinquish their treasure if you can earn it. While enemies lurk inside the main parts of the dungeon, elsewhere foes guard treasure chests containing rare items from the Beast's set of armor, etc. However, the battles get progressively more difficult, so don't bite off more than you can chew.



Upon entering a treasure chamber, the guardian offers the chance to fight for the treasure. Just defeat all of the monsters that drop into the room to make the treasure chest appear. Be careful when fighting these battles and don't get involved in a chain battle. These can prove deadly if you aren't well prepared.

There are two teleporting tiles on the fifth floor. The one to the left goes to the sixth floor and another treasure chamber, while the one on the right goes to the seventh floor, where Zodiac and the Moonstone await.

Boss Preparations

A mini-boss creature called Holimont protects the treasure chamber on the sixth floor. This is a tougher version of the War Beast creature. Its attacks should be familiar; the ever-popular Tail Swipe, Trample and Howl. Their overall strength, however, should provide a new challenge.

If you used Self-Immolation in the fight against Scorn, you'll be pleased to know that it works in this battle, too. Don't waste too many LP and save some for the upcoming battle with Zodiac.

Zodiac

HP 8325 LP 13 Stance Attack

The chamber with the Moonstone is essentially another treasure chamber. To obtain the Moonstone, you must overcome the challenge presented. Zodiac is a tough boss, about the same level as Scorn. It is a chimera-type beast, so if you've been collecting pieces of the beast's armor, equip them before the fight begins.

Self-Immolation is important for this battle. Have any party members who have the spell cast it on themselves as soon as possible. Then pummel the beast with strength-lowering attacks like Bonecrusher and, as always, hope for lots of powerful combos!



After acquiring the Moonstone, return to Melvir and the ailing Emperor. In the cut-scene that follows, the source of the curse is hinted at and another danger threatens the city of Melvir. Back to work!



QUEST

23

Constance Kidnapped

Outline of Events



1. Talk to Heinrich's retainer when he makes contact with the party in Yeoville or Bruelle.

4. Go to Weiserheim and speak to Flammar at the top of the Tower of Flammar to learn the Kidnappers' whereabouts.



2. Go to Mirsburg Castle and speak to Theodore (in Theodore's Chambers) or Raphael (inside the Dungeon).

5. Go to the Kidnappers' Cave and defeat the Ogre and Goblin Mage. Rescue Constance.



3. Go to Eugenstadt Castle and speak to Heinrich.

6. Return to Mirsburg Castle and return Constance to her father, Lord Theodore.

Event Rank	Trigger	Recruits
9-17	If you completed Quest #13, Lord Heinrich's retainer contacts you in Yeoville or Bruelle after reaching ER 9 or higher. (If you completed Quest #13 without Raphael and Theodore, quest starts at step 3.)	None
Start Point	Maps	Items
Yeoville, Rosalia or Bruelle, Bafal Empire	Mirsaburg, Eugenstadt, Weiserheim, Kidnappers' Cave	5000 gold, jewels
Winning Objective	Failing Condition	
Defeat the Ogre and Goblin Mage; rescue Constance.	Cannot complete if you start step 3 after reaching ER 17 or higher, or if you reach ER 18 or higher during the mission.	

QUEST STRATEGY



Completing Quest #13, "Pride of the Knights," unlocks a string of quests about the rulers of the Knights Dominion. This is the second of these missions. At Event Rank 9, a soldier from the Knights Dominion contacts the group when they enter Yeoville or Bruelle. It seems that Constance has been kidnapped and Lord Theodore blames Raphael, imprisoning him in the process!

If Theodore and Raphael are in your party, head to Mirsburg and speak to them to get more details about the kidnapping. Then head over to Eugenstadt Castle and talk to Lord Heinrich. It seems that the kidnappers are asking for the kingdom's Fatestone in return for Constance. Heinrich sends the party to Weiserheim to speak with Lady Flammar to learn more.



Use the red teleports to get to the top chamber, where Lady Flammar holds court. Flammar speaks about the Fatestone and where she thinks Constance is being held. She mentions a small cave to the south of the city. This opens the Kidnappers' Cave on the world map.



Completing the Quest

If you're doing this quest past ER 9, it should be somewhat easy to manage as you should have some familiarity with Goblin Mages and even Ogres. Additionally, the caves are almost devoid of monsters, so the trip through them shouldn't be too difficult.

Proceed up to the north end of the tunnel to find a similar board. The statue from the southern end should have



warped to this location. There are only two doors on this end of the tunnel. To get to the boss fight and rescue Constance, push the statue onto the tile to the west. Pushing the statue onto the tile to the east opens the door to the right, while pushing the statue onto the tiles to the north or south leads to a fight with some demons.

Ogres

HP

1344

LP

4

Stance

Attack

HP

388

LP

1

Stance

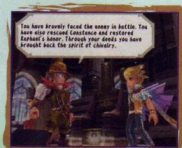
Spell Caster

Constance is guarded by a group of Beastmen: two Ogres and two Goblin Mages. You've likely fought these creatures in a random battle, depending on your Event Rank. Eliminate the Goblin Mages first to prevent them from casting too many Pulverize or Earthen Grasp spells. Also, watch out for their multi-target Stink Bombs.

The Ogres are by far the stronger of these creatures, so hit them with your characters' best attacks and combos. If you use a round or two to defeat the Goblin Mages and store BP, then you'll be ready for the Ogres. In the meantime, watch out for their powerful weapon attacks like Cleave and Grappling Smash. If a single character takes the brunt of one of these attacks, heal him/her right away!



After the fight, grab Constance and watch the reunion cut-scene. Theodore is so happy that he even offers to make you an honorary knight of the Dominion. At the end, the party receives 5000 gold and jewels as a reward.



QUEST

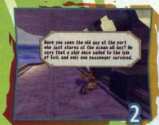
24

Isle of Evil

Outline of Events



1. After completing Quest #22, "Ailing Emperor", speak to Sophia in the Temple of Elore.



2. Travel to Yeville and speak to the old man on the docks who has been to the Isle of Evil. Offer to take him with you.



3. Venture to the top of the Isle and battle the mad scientist, Ewei, and his "meat shields."



4. Return to Yeville with the Emerald.

Event Rank	Trigger	Recruits	Start Point
9-18	Get Moonstone and complete Quest #22, but don't start Quest #45. Speak with Sophia in Temple of Elore in Melvir.	None	Melvir, Bafal Empire
Maps	Items	Winning Objective	Failing Condition
Melvir (page 186), Yeville (page 181), Isle of Evil (page 184)	Emerald and jewels	Defeat the mad scientist Ewei and get the Emerald.	Return to Yeville before defeating Ewei.

QUEST STRATEGY

This event opens upon the completion of Quest #22, "Ailing Emperor." You should undertake this quest soon thereafter, as this event expires if you pass Event Rank 18 or if you are in the midst of the invasion in Quest #45, "Pirate Invasion."

After curing the Emperor with the Moonstone, head to the Temple of Elore and speak with Sophia. She says to seek out the Isle of Evil where a mad scientist has holed up with the Emerald, another one of the Fatestones.

After preparing your party, head over to Yeville and look for a lonely old man at the end of one of the western piers. Talk to him and he'll ask you to take him to the Isle of Evil. It seems that he is the only survivor of a shipwreck on that island's shores.

This is where things start to get interesting. The Isle of Evil is bereft of any life, so there are no random battles to fight while traveling to the boss fight. Activate the Jump, Disarm Traps, and Pick Locks proficiencies to access the treasure chests on the island, since they are full of some great goodies!

The first part of the trip involves traveling from platform to platform on sets of moving stairs. Only a few seconds are allowed to hop on when they reach your party's side of the platform before they start traveling up to the next one in line. Use the D-Pad to slowly move up the stairs as the platforms move. If a character falls, no damage is incurred but you must start that portion over again. The green tile at the end of the fourth platform serves as a teleporter. Use it to travel to the next area.



This area has a larger platform with a group of pedestals in the middle. Six pedestals surround a central pedestal guarded by a ball of light. The goal is to turn off all six pedestals, which in turn reveals the teleporter opposite your current location. When you step into the area with the pedestals to turn one off, the light ball starts zipping around the platform. If it touches your character, the puzzle resets and forces you to start over. The easiest way to turn off all the pedestals is to position yourself directly opposite a pedestal, then make a run for it. Turn the pedestal off and run back to safety. Then move over to the platform in front of the next platform and do it all over again. If you stay in motion and don't remain on the large platform for too long, it's quite possible to avoid the darting light ball. After disarming the last pedestal, the final obstruction disappears and you can use the teleporter to access the next location.



Unfortunately, the teleporter leads back to the start of the dungeon. Climb to the top and redo the pedestal puzzle two more times to gain access into the boss's lab. The puzzle gets more difficult each time you attempt to solve it, but the strategy remains the same. Just watch out for the extra balls of light in the pedestal area.



Ewei

HP 4200 LP 10

Stance

Attack

Wall of Flesh

HP 1000 LP 3

Stance

Defense

Shield of Flesh

HP 800 LP 3

Stance

Defense

Land of Flesh

HP 1200 LP 3

Stance

Defense

Ewei's laboratory is at the top of the Isle. Ewei enters the battle accompanied by his "meat shields" (Wall of Flesh, Shield of Flesh, and Land of Flesh). Each time you defeat the meat shields, two more appear at the start of the next round. To inflict damage upon Ewei, you must defeat his cronies and hope that you can cause enough damage to the scientist before they return.

Event Rank Too High?

If you attempt this quest after reaching Event Rank 19 or higher, you'll still encounter Ewei. However, he will run away before the battle for the Emerald can take place. As a result, you don't get the Emerald and you fail the quest.

Ewei relies on the shield spell Aegis and two area of effect spells, Shock Wave and Earthen Grasp. In addition, Ewei also has a healing spell in his arsenal, but it turns out to be his weak point. If you can cause enough damage to Ewei each round, he forgoes his attack spells for a healing one. If Ewei doesn't take any damage, then he will attack with Shock Wave or Earthen Grasp. Between those spells and his cronies, he can easily wipe out your party if precautions aren't taken.



If you've been dabbling in spell synthesis offered by the Rosalian Mage or Imperial Scholar classes, use Hasten Time or Overdrive to freeze the action for a round when Ewei is unguarded. It takes careful planning, but try to cast these spells after defeating one (or both) of the shields. Also, give Overdrive (allows the caster a mini-round of five attacks) to the party's strongest fighters and Hasten Time to the weakest fighters, since the latter grants the entire party its own extra round. After losing the battle, Ewei reluctantly hands over the Emerald. Return to Yeoville to end the quest.

QUEST

25

Oh, Mummy!

Outline of Events



1. Agree to help the Mummy Trader standing by the entrance to the North Estamir pub.



5. Rescue as many passengers as possible, then fight the King of the Jungle and his Animated Corpses.



2. Lead him to the Catacombs inside the Estamir Tunnels. The group receives payment once he chooses a mummy to steal.



6. Win the fight: Continue to Melvir and get more jewels and the Mummy as a second reward.

OR



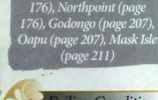
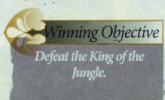
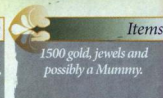
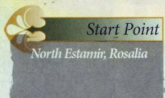
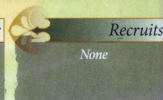
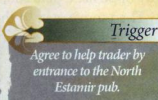
3. Visit the Mummy Trader to see how business is going.



6. Lose the fight: The ship sinks, shipwrecking the party on Mask Isle. Enter Faerie's Grove at night and then exit the grove to return to the mainland.



4. Look for the Mummy Trader on the dock in Oapu. Speak to him, then take the ship back to Melvir.



QUEST STRATEGY

This is an unusual quest in that you're rewarded once in the middle and once at the end. The first part of the quest is quick and easy; don't be afraid to do this one early in the game, because the reward (1500 gold) is well worth the effort.

Talk to the Trader by the entrance to the pub in North Estamir. He needs someone to escort him to the Catacombs below Estamir in the Estamir Tunnels.



It seems like a simple request, right? A guy in a pub asks for help traveling down to the city's catacombs on a mysterious errand. Once inside the Estamir Tunnels, head south, then take a right followed by another right to access the stairs leading into the Catacombs.

Once there, the mission gets strange. The guy wants to steal one of the mummies! Apparently they sell well on the medicinal market. Once he chooses a mummy, it's back to the pub to receive payment for a job well done.



Quest Complete? Not Really...

Although the quest is marked as completed in the Notes, it's not! Look for the trader in some of the other cities you visit. His route usually takes him to Altours next, then Crystal City, Uso, Northpoint, Godongo and Oapu in that order. Speak to him each time and see what's going on. His location changes to the next in line either after speaking to him, or when an Event Rank is achieved.



Keep tracking him down and harassing him until he reaches the end of his circuit in Oapu. At this point, he mentions a potential buyer in Melvir. Take the Oapu-Melvir ship home, but watch out! The mummies return with a vengeance on the voyage home!



At some point on this trip, the trader is found lying on the ground writhing in pain. It seems that the ship has been overrun with blood-sucking mummies. Head out to find the passengers and warn them! As you travel through the ship you'll hear the passengers' screams as they fall victim to the mummies. Head to the ship's second deck to start a tough boss fight.



King of the Jungle Animated Corpse

HP 3989 LP 1 Stance Defense HP 666 LP 1 Stance Attack

This boss fight is fought as a chain battle. However, the number of monsters in the battle depends upon the number of passengers you find and save from the mummies. The more passengers you find, the fewer monsters there will be to fight.

The following table breaks down the monster/passenger ratio:

# SAVED	BATTLE ONE	BATTLE TWO
0	Two Animated Corpses	Two Animated Corpses, King of the Jungle
1	Two Animated Corpses	Animated Corpse, King of the Jungle
2	Animated Corpse	Animated Corpse, King of the Jungle
3+	Animated Corpse	King of the Jungle



If you find three or all four passengers, you fight the head mummy after dispatching a single Animated Corpse. He's quite tough with several powerful attacks that will devastate any unprepared party. Therefore, make sure your entire party has the best possible equipment prior to the start of this fight.

Losing the Fight

If you lose the battle with the King of the Jungle, you won't fail the mission; instead, you get another ending. This can be a good thing, too. If you lose the battle with the mummy, the ship sinks and everyone ends up on Mask Isle in the Coral Sea. That night, a strange glimmering portal opens and grants entrance to Faerie's Grove. Once you've entered Faerie's Grove, it will appear randomly on the map of Mardias. This enables you to start Quest #26, "Faerie's Grove." If you haven't recruited Barbara yet, or don't plan to, this is the only other way to start this quest.

The Animated Corpses aren't too difficult, but their claw attack is quite powerful. Heal your party and don't let any major wounds carry over to the second battle.

Now it's time for the mummy. The King of the Jungle is a fierce competitor with several attacks that inflict damage in the 100 HP+ range. Bandage is especially cruel with its double hit ability!



If the King of the Jungle enters the battle with an Animated Corpse or two, watch out for devastating combo attacks!

Hit the King of the Jungle with as many high-powered attacks as possible and hope for some good combo attacks. The King of the Jungle should be the main target because of his power.



There are two outcomes to this quest, depending upon the end result of the boss fight. If you win, you get the Mummy and some jewels, plus the ship returns safely to port in Melvir. If you lose, the ship sinks, allowing you to escape to Mask Isle in the Coral Sea.

There you'll find Faerie's Grove. Enter the grove and look around. When you exit, the party is magically transported to a town on the mainland.



QUEST

26

Faerie's Grove

Outline of Events



1. Visit Faerie's Grove and speak with the faerie on the right (when it appears in Area 4) to learn how to unlock the barrier around the throne's pedestal in the area "Deep Inside the Grove."



2. Get the Water Spirit from a chest in the Water Dragon Temple.



3. View the glowing dais and the five pedestals surrounding it in the area "Deep Inside the Grove." Then return to the mainland.



4. Return to Faerie's Grove and find the "hide and seek" Faerie in Area 3 to gain the Gold Spirit.



5. Obtain the Fire Spirit from a chest on Mt. Tomae.



6. Place all five Spirit orbs on the pedestal surrounding the throne's dais.



7. Acquire the Wood Spirit from a chest in Mazewood.



8. When the barrier dissipates, sit on the throne to receive a blessing from the King of the Faeries, the Faeries' Crown and jewels.



9. Obtain the Earth Spirit from a chest in the Great Pit.

HOW TO PLAY

DRAMATIC PERSONAE

QUEST 26
Faerie's Grove

MAPS

WEAPONS
ARMOR & ITEMS

CLASSES, TECHNIQUES
SPECIALS & PROPENSITIES

BESTIARY

Event Rank

0-22

Trigger

Get to Faerie's Grove by completing Quest #5, or by losing the battle to King of the Jungle in Quest #25. Talk to faeries to learn about King of the Faeries' Throne.

Recruits

None

Start Point

Faerie's Grove, Coral Sea

Items

Faerie's Crown and jewels

Maps

Faerie's Grove (page 211), Water Dragon Temple (page 201), Mazewood (page 190), Mt. Tomae (page 205), Great Pit (page 191)

Winning Objective

Collect five Spirit orbs and place them on pedestals in Faerie's Grove to summon the Throne of the King of the Faeries.

Failing Condition

Defeat Strom in Water Dragon Temple and do not give Strom the Raincloud Armlet and rescue Wuhan's daughter.

QUEST STRATEGY





It's possible to work on this quest while completing other quests. The key is opening the Faerie's Grove area early in the game to get the "Faerie's Grove" mark in your Notes. To do so, complete one of the following two missions: Quest #5, "Amethyst of Visions" or Quest #25, "Oh, Mummy!." Of the two, Quest #5 requires the least amount of work. If your main character is Barbara, this is the first quest she completes. If Barbara isn't your main character, just recruit her to have the quest automatically added.

Opening Faerie's Grove via "Oh, Mummy!" is a bit more complicated. To take this route, lose the final battle against the King of the Jungle and trigger the shipwreck. This strands the party on Mask Isle for a short period of time. When night falls, a shimmering portal appears along the grass line. Use it to enter Faerie's Grove.

Faerie's Grove is located in another dimension and, after fulfilling the necessary requirements, it starts to appear in any of the regions that are opened. To start this quest, enter Faerie's Grove and speak to the faeries who live inside. You're on the right track when the party enters the "Deep Inside the Grove" area to find the throne's dais in the middle of the clearing glowing. Note, however, that this may take multiple visits! Head deeper into the Grove to Area 4 and speak to the faerie floating to the right to learn about the power of the five Spirit orbs and the Faerie King's throne.



Exit the Grove back to a random location in Mardias and start collecting Spirit orbs. The orbs are located in the following places:

-  *Water Dragon Temple*
-  *Great Pit*
-  *Mazewood*
-  *Mt. Tomae*

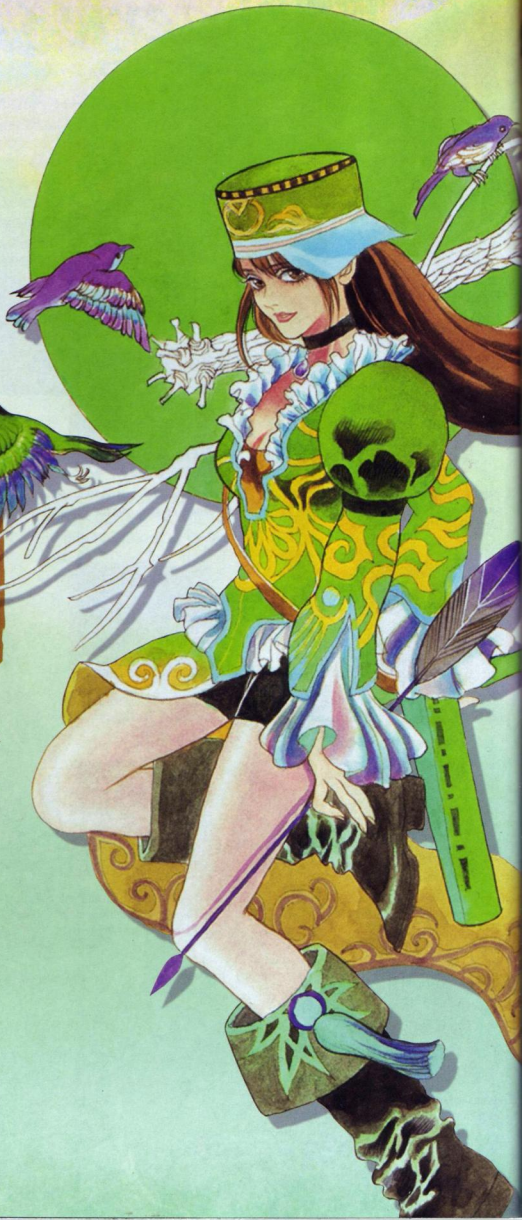
Collect them while completing other quests in those areas. The following are a few, but not all, of the quests: Quest #32, "Monster of Mt. Tomae"; Quest #19, "Creepy Butterfly"; Quest #21, "Ancient Texts"; Quest #28, "The Raincloud Armlet"; and Quest #29, "The Cyclone Shoes." After finding the four Spirit Orbs located in Mardias, return to Faerie's Grove to get the last one and finish the quest.



It's likely that on your first visit or two to the Grove, the "Hide and Seek" Fairy (from Area 3) made an appearance. Talk to him with all four of the Mardias Spirit orbs and he rewards the party for finding him by relinquishing the **Gold Spirit orb**.



Race back to the "Deep Inside the Grove" area and place the five orbs on the pedestals. This causes the barrier around the throne's dais to disappear. Approach the throne and press the Action button to trigger the final scene. As a reward, your main character gains two extra LP, the **Faeries' Crown** and some jewels.



QUEST

27

Water Dragon Rite

Outline of Events



1

1. Speak to the proprietor of the South Estamir pub. Talk to the man she mentions and follow him to North Estamir and accept Wuhan's commission. Alternately, read the note in the North Estamir pub or defend the girl from the Kidnappers in an alleyway in North Estamir.



5

5. At night, enter Sekhet Palace via the back entrance. Defeat Viceroy Tuman's double.



9

9. Defeat Tuman.



2

2. Go to the Thieves' Guild Hideout in the Estamir Tunnels and acquire information from the members about the kidnapping.



6

6. Speak to one of the Viceroy's guards to learn the location of the Water Dragon Temple.



10

10. Undertake and complete Quest #28, "The Raincloud Armet." Swap the Raincloud Armet for Wuhan's daughter.



3

3. Go to Tarmitta and speak to the citizens to learn that Tuman is sacrificing a virgin to the Water Dragon, Strom.



7

7. Hijack a boat and sail across Lake Malar to reach the Water Dragon Temple.



11

11. Revisit Wuhan's Abode in North Estamir to return Wuhan's daughter.



4

4. Sleep at the Tarmitta Inn.



8

8. Enter Strom's Den and fight Tuman's Guard.

Event Rank

10-22

Trigger

Talk to proprietor in South Estamir pub about potential employers. Talk to man by the bar, then go to Wuhan in North Estamir. Accept Wuhan's commission.

Recruits

None

Start Point

North and/or South Estamir, Rosalia

Maps

North Estamir (page 182), South Estamir (page 198), Tarmitta (page 200), Lake Malar (page 200), Water Dragon Temple (page 201)

Items

2000 gold, Strom's Ring, choice of 5000 gold, Wisteria Bow or Battle Mage Armor and jewels

Winning Objective

Complete Quest #28 or defeat Strom to rescue Wuhan's daughter.

Failing Condition

By refusing to undertake Quest #28; or, by losing to Strom or running from battle against him.

QUEST STRATEGY

At Event Rank 10, visit South Estamir and talk to the woman behind the bar about any jobs available. She suggests talking to the guy by the bar, a member of Wuhan's staff. It seems as if Wuhan has a problem. In a strange twist of karma, Wuhan's daughter has been kidnapped and he needs help getting her back.



Alternate Approach

There are two other ways to start this quest. The first way is simple: just go to the North Estamir pub and read the note posted inside. The other method involves rescuing a young woman from a group of kidnapers. After doing so, the girl mentions that they all had Tarmitta accents. This conversation opens Tarmitta on the world map, if it hasn't been opened already.



Now go into the Estamir Tunnels and visit the members of the Thieves' Guild in their hideout. Just show them who's the boss and the thieves will reveal all there is to know.

Head to Tarmitta and talk to the people around town to learn what they know. A man next to the Herbalist mentions that Viceroy Tuman has reinstated the Water Dragon Rite and plans to sacrifice a virgin to Strom. Head over to the inn to rest and repair before taking on the next segment of this quest.



During the night, go to Sekhet Palace and look to the left of the walkway leading to the entrance. Note that the lake waters have receded; in the process, it reveals the "back entrance" to the palace. Head down the steps and into the basement of Sekhet Palace.

Palace Guards protect the palace hallways. If you run into one in a chamber or a hallway, be prepared for a fight. To avoid them, just keep moving and follow their structured paths.

At the end of the line, the party runs into the Viceroy's throne room and someone who looks an awful lot like the Viceroy. However, it's not the real Tuman, but rather a look-alike hired to keep everyone busy while the real Tuman completes the rite.



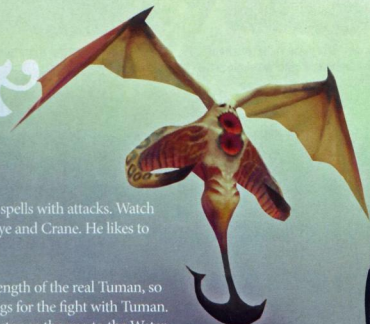
Tuman's Double

HP 2250 LP 1 Stance Attack



Tuman's Double turns into a demons mixing spells with attacks. Watch out for his physical attacks Wing Snap, Evil Eye and Crane. He likes to cast Shadow Bolt or Black Cloud, too.

Tuman's Double is approximately half the strength of the real Tuman, so performing well here should mean good things for the fight with Tuman. If, however, this battle proves too difficult, postpone the run to the Water Dragon Temple until another Event Rank or two is gained.



After defeating Tuman's Double, talk to the two guards on either side of the throne to learn what's really going on. After leaving the palace, you can go to the inn to rest and save your game. When the party is properly equipped, go to Lake Malar and the Water Dragon Temple.



The only way to access the Water Dragon Temple is by boat. Your main character easily disposes of the men guarding the sailboat on the shore. You will encounter monsters on the lake, but they can be avoided.

Two If By Sea...

Navigating a boat is similar to moving your character. The icons floating on the water's surface represent monsters ready for a fight. To fight them, just touch them with the boat. To reach the temple, just sail straight from the docks.

Inside the temple, venture down the main corridor to Strom's Den. The party arrives just in time to see the start of the rite!

Four Tuman's Guards

HP 500 LP 10 Stance Defense



Tuman notices that he's being watched and sends in his guards to attack. There are four martial artists to fight, each with decent stats for this point in the game. Use combo attacks or multi-target skills and spells to spread the damage across all the foes. Attempt to eliminate one or two of them per round to minimize the damage your party receives.



Tuman

HP 4450 LP 10 Stance Spell Caster



Tuman is a spellcaster who specializes in bewitchery and illusions with a smaller emphasis in hydrology. He has the ability to use the spell Overdrive, which provides an extra attack per round, but he doesn't use it too often. Instead, expect the standard illusion attacks and perhaps some bewitchery enhancements. With just one target, now you can focus on high-powered combos or your strongest weapon skills.



After the fight with Tuman, Strom counters your request to release the girl with one of his own: He asks the party to return to the Great Pit and acquire his Raincloud Armlet from Adyllis. This begins a long trading-based chain of quests that is quite fun, especially if you combine them with Quest #26, "Faerie's Grove." Accept Quest #28, "The Raincloud Armlet," and go to the Great Pit in the Bafal Empire.

Upon the completion of the trading quests and after obtaining the Raincloud Armlet, return to the Water Dragon Temple and exchange the armlet for Wuhan's daughter. Return her to Wuhan to receive a choice of rewards: 5000 gold, the bow Wisteria or Battle Mage Armor.



QUEST

28

The Raincloud Armlet

Outline of Events



1. During Quest #27, "Water Dragon Rite," Strom asks for the Raincloud Armlet that he lent Adyllis of the Great Pit in the Bayre Plateau. You can choose to get this item or challenge him to a fight.



2. Complete Quest #29, "The Cyclone Shoes," and get the Cyclone Shoes from Adyllis. You can also buy the shoes from a vendor in Ettinham.



3. Return to the Water Dragon Temple and give Strom the Raincloud Armlet.

Event Rank	Trigger	Recruits	Start Point
10-22	Complete "Water Dragon Rite" and agree to retrieve an item for Strom.	None	Water Dragon Temple, Kjarah
Maps	Items	Winning Objective	Failing Condition
Lake Malar (page 200); Water Dragon Temple (page 201); The Great Pit (page 191)	Raincloud Armlet	Give Strom the Raincloud Armlet, or defeat him in battle.	If you fight Strom, then flee from battle.

QUEST STRATEGY

Just when you think Quest #27, "Water Dragon Rite," is over, Strom asks you to run an errand before he returns Wuhan's daughter. It seems that Adyllis of the Great Pit has borrowed his Raincloud Armlet and he wants it back!



This quest kicks off a sort of "great trade-off." It involves visiting all four of the elemental lords and acquiring an item that he or she needs. Most of the items have been lent to another god, so it's possible to trade one item for another. You can purchase one item—the Ice Sword—from a shop or acquire it from another playable character. This quest is the first and last part of this chain of quests.



To acquire the Raincloud Armlet, go to Bayre Plateau in the Bafal Empire and trek down to the bottom of the Great Pit. Adyllis is hiding inside a large hollowed out cave. Accept Quest #29, "The Cyclone Shoes," from her and do what is required to get the Raincloud Armlet.

The No-Hassle Approach

There's an easier way to do this. If you have completed the pre-Saruin quest "Auldburg," just go to Ettinham in the Dry Lands and purchase the armlet from the vendor there.



With the Raincloud Armlet item in hand, return to the Water Dragon Temple and hand it over to Strom. This completes both Quests #27 and #28 at the same time.

At this point, you can challenge Strom to a fight. Although the reward if you win (the **Mirror Shield**) is nice, it is silly to undertake all of this work not to complete the series of quests. Besides, something even better than beating Strom awaits those who are patient. After completing this quest, you can undertake Quest #29, "Aquatic Ecology," and win **Serpentbrand**. This special sword grants you the ability to summon Strom in battle for as long as his HP holds out. This is a great boon and comes in handy in some of the more difficult boss battles.

QUEST

29

The Cyclone Shoes

HOW TO PLAY

DRAWBACK PERSONAE

QUEST 28 & 29
The Raincloud Armlet
& The Cyclone Shoes

MAPS

WEAPONS
ARMOR & ITEMS

CLASSES TECHNIQUES
SPELLS & TRAITS/ENGAGES

RESTAUR

Outline of Events



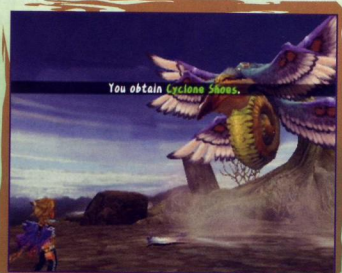
1. Go to the Great Pit in Bayre Plateau and speak to Adyllis.

Event Rank	Trigger	Recruits	Start Point
0-22	Speak to Adyllis in depths of Great Pit.	None	Great Pit, Bafal Empire
Maps	Items	Winning Objective	Failing Condition
Bayre Plateau (page 191), The Great Pit (page 191), Mt. Scurve (page 183)	Cyclone Shoes, Raincloud Armlet, jewels	Either bring Adyllis the Cyclone Shoes, or defeat her in battle.	None

QUEST STRATEGY

This is the second and next-to-last step in the “great trade-off.” To acquire the Raincloud Armlet for Strom in the Water Dragon Temple, go to the Great Pit in Bayre Plateau and petition Adyllis for it. The catch is that she has an item she wants in return!

2. If you choose to help out Adyllis, select the first option. If you choose to fight her, select the second option. (The quest ends if you win the battle against Adyllis.)



3. If you've completed Quest #31, "The Ignigarde," then give Adyllis the Cyclone Shoes. Or, if you've completed Quest #54, "Auldburg," purchase the Cyclone Shoes from the vendor in Ettinham.

The Cyclone Shoes

If you're doing these quests late in the game (perhaps in preparation for defeating Saruin) and you have Quest #54, "Auldburg," just go to Ettinham and buy a pair of Cyclone Shoes.



4. Give the Cyclone Shoes to Adyllis in return for the Raincloud Armlet and some jewels.

There are two ways to complete this quest: 1. Agree to get the Cyclone Shoes; 2. Refuse and challenge her to a battle. Fighting Adyllis is probably not the best option, as she's quite a powerful foe. Better yet, completing the cycle of quests involving her nets an even better reward: a staff that enables you to summon her in battle!



With the Cyclone Shoes in hand, revisit the Great Pit and talk to Adyllis again. You can either give her the shoes or pick a fight. After all of this work, give her the Cyclone Shoes! In return, she relinquishes the **Raincloud Armlet** (for Strom) and some jewels.



QUEST

30

Test of Courage

Outline of Events



1. Learn about the test of courage from the men in the Crystal City pub.



2. Navigate your way up Mt. Scurve to reach the summit.



3. Take the feather from the summit and speak with Avi.

Event Rank	Trigger	Recruits	Start Point
0-22	Speak to the men next to the bar in the Crystal City pub.	None	Crystal City, Rosalia
Maps	Items	Winning Objective	Failing Condition
Crystal City (page 180); Mt. Scurve (page 183)	Avi's Feather, jewels	Reach the Summit of Mt. Scurve and retrieve one of Avi's feathers.	Defeat Avi in combat during Quest #29.

QUEST STRATEGY

To kick off this quest, visit the pub in Crystal City and speak to the two men by the bar. The party learns that only two people have ever completed a particular test of courage: retrieving a feather from Avi at the summit of a nearby mountain. This unlocks Mt. Scurve on the world map.



to the next ledge. Continue to climb from ledge to ledge (following the map) until the party reaches a hole that leads to the summit.



Precious Proficiencies

Since there is a lot of climbing involved later in the quest, don't use your proficiencies carelessly. Make sure you activate as many proficiencies as possible to provide plenty of bonus uses. Even though you can use some for Trading and so on, leave enough for the climbing at the end to avoid dipping into your characters' LP.



Follow the winding ledge on the summit to a plateau. There is a feather on the ground in the middle of the open area to pick up. Along with a number of **jewels**, **Avi's Feather** is a reward. Use it as a piece of head armor to increase a character's Charisma.



Make sure to activate the Climb proficiency before visiting Mt. Scurve. Be prepared for a lot of fights, as it's very difficult to avoid combat in many of the narrow paths and holes that the party must navigate. Aside from general exploration for treasure chests, follow the maps through the entrance, Hole 3, the Fifth Station, and Hole 6 and exit onto the Eighth Station (see the "Maps" chapter on page 183). Follow the short path west to a Climb point, then climb up

During a cut-scene with Avi, the enormous flying creature asks for help. If this is your first time speaking with him, he asks for help finding something called the **Ignigarde** from Mt. Tomae, near Jelton on Ligau Isle. This unlocks the quest "The Ignigarde."



QUEST 31

HOW TO PLAY

DETAILED PERSONAE

QUEST 31
The Ignigarde

MAPS

WEAPONS
ARMOR & TRAPS

CLASSES, TECHNIQUES
SPYIES & PROFICIENCIES

RESTAUR

The Ignigarde

Outline of Events



1. Speak with Avi on Mt. Scurve.



2. Visit Mt. Tomae and navigate its passages to reach the core.



3. Speak with Pyrix and take on Quest #33, "The Ice Sword."



4. After obtaining the Ice Sword, trade it to Pyrix for the Ignigarde.



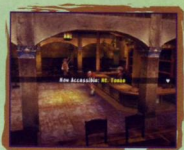
5. Take the Ignigarde to Avi and trade it for the Cyclone Shoes.

Event Rank	Trigger	Recruits	Start Point
0-22	Speak with Avi on Mt. Scurve Summit (after completing Quest #29 and #30).	None	Mt. Scurve, Rosalia
Maps	Items	Winning Objective	Failing Condition
Mt. Scurve (page 183); Mt. Tomae (page 205)	Cyclone Shoes, jewels	Get Ignigarde from Pyrix and give it to Avi.	None

QUEST STRATEGY

To unlock this quest, you must climb Mt. Scurve (this is best done along with the quest "A Test of Courage"), and agree to hear Avi's request. The party must then retrieve the Ignigarde from Mt. Tomae from someone known as Pyrix.

If Mt. Tomae isn't accessible to you yet, stop by Jelton to find the town under assault by monsters. Dispose of any attacking foes and proceed into the pub. Talk to the proprietor to unlock Mt. Tomae on the world map.



Upon reaching B5, take the north-central exit into the core. During the cut-scene, Pyrix speaks with the travelers and agrees to help get the monsters out of Jelton as part of "The Monster of Mt. Tomae" quest. This brings the party one step closer to completing the Ignigarde quest. Pyrix is willing to part with the item, but only for one of equal value—the Ice Sword. This kicks off another quest, suitably titled "The Ice Sword."



Use Pyrix's shortcut to go to level B1. Now proceed to Altours to work on the quest "The Ice Sword." After finishing that quest, go back up Mt. Scurve to the summit with the Ignigarde. If you've gone up an Event Rank or two in the process, the next trip up the mountain will be much more difficult because the monsters will have grown stronger.

Take Note

Note that you can start the quest "Monster of Mt. Tomae" without first unlocking the quest "The Ignigarde" if you've reached Event Rank 10.

Leave town and head through the plains toward the southern exit to the world map. Enter Mt. Tomae and head for B5. Although there is a direct path to B5 from level B1, it is blocked your first time through the area, so bypass it for now and take the long route.

Jumping Practice

There are a lot of jumps to make on the lower levels, so be very cautious about using proficiencies excessively early on. This is somewhat tempting to do, especially with so much ore to find and mine.



Back at Avi's nest, examine the feather to call the great bird once again. Now hand over the Ignigarde to Avi to receive the Cyclone Shoes as well as some jewels. You can then finish the quest "The Cyclone Shoes" if it is active.

But you're not done yet! If the quest "Missing Taralians" is active, Avi gives a hint as to where to find them. Otherwise, he's willing to kick off the quest "Beast Ecology." After speaking to Avi, the party automatically returns to the base of the mountain.

QUEST

32

Monster of Mt. Tomae

Outline of Events



1. Speak to the pub owner in Jelton.



2. Navigate through the five levels of Mt. Tomae to reach the Core.



3. Speak to Pyrix to have him stop the monstrous invasion.

Event Rank

10-22 (can trigger between ER 0-9 by starting quest "The Ignigarde.")

Trigger

Speak to Jelton Pub bartender while town is under attack.

Recruits

None

Start Point

Jelton, Ligua Isle

Maps

Jelton (page 204), Plains (page 204), Mt. Tomae (page 205)

Items

None

Winning Objective

Speak to Pyrix to stop the attack of monsters in Jelton.

Failing Condition

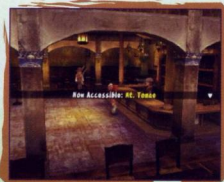
None

QUEST STRATEGY

Another Route?

There is a quicker route from B1 to B5, but it's blocked by monsters that you cannot fight. For now, the party must take the long way around.

This quest is a good companion to the quest "The Ignigarde," but it can also be done on its own. After you earn the requisite Event Ranks, the next time you enter the town of Jelton it is under attack by monsters. Maneuver past any attacking foes and enter the Jelton pub. Talk to the proprietor to learn that the monsters are from Mt. Tomae; this unlocks Mt. Tomae on the world map.



Leave the town and head through the plains and out the southern exit that leads onto the world map. Enter Mt. Tomae and go through the various levels to reach Pyrix's lair.



Once on level B5, go to the center of the hall and take the northern route into the Core, which is Pyrix's home. With the monster lord's help, the party cleanses Jelton of the invading monsters. (The cut-scene that follows is also part of the quest "The Ignigarde.")



If you haven't yet started "The Ignigarde," you can continue to help Pyrix. If you choose to cooperate, Pyrix requests a gift for his aid, a magical item known as the Ice Sword. This triggers "The Ice Sword" quest. You can also choose to fight him, but this may nudge you toward "The Netherworld" end-game quest. Just note that fighting Pyrix prevents you from getting various strong pieces of equipment in later quests, whether or not you defeat him.

After you agree to help Pyrix, he gives the party permission to use his shortcut back to level B1. Back in Jelton, it's back to business as normal with the services and people all restored. You wanted more of a reward than that? Then finish "The Ice Sword" quest!



The Ice Sword

HOW TO PLAY

CHARACTER PERSONAE

QUEST 32 & 33
Monster of Mt. Tomae
& The Ice Sword

MAPS

WEAPONS
ARMOR & ITEMS

CHARACTER PERSONAE
QUEST 32 & 33

RESTAURANT

Outline of Events



1

1. Speak to Pyrix.



2

2. Visit the shop in Altours and attempt to buy the Ice Sword.



3

3. Speak to the woman outside the shop.



4

4. Recruit Galahad.

OR



4

4. Defeat Galahad.



5

5. Give the Ice Sword to Pyrix.

Event Rank

0-22

Trigger

Speak with Pyrix in Mt. Tomae's Core after completing Quest #32.

Recruits

Galahad (optional)

Start Point

Mt. Tomae, Ligan Isle

Maps

Mt. Tomae (page 205),
Altours (page 181)

Items

Ignigarde

Winning Objective

Bring the Ice Sword to Pyrix or defeat Pyrix.

Failing Condition

None

QUEST STRATEGY

This quest is available upon completion of the "Monster of Mt. Tomae" quest. It can be completed alone or as a part of the quest "The Ignigarde." Pyrix offers the task of finding a fabled sword, but gives no further clue as to its whereabouts. Surprisingly, such a legendary sword isn't found in a dark dungeon or frozen ice field, but in a weapon shop in Altours!

Visit Altours in the country of Rosalia, and check the New Road Weapons shop. It lists the Ice Sword for sale at the princely sum of 20,000 gold. Place the cursor over the item and the shopkeeper extols its virtues in an attempt to justify the price tag. Return to the shop after acquiring the correct amount of gold. Unfortunately, it appears that the Ice Sword has been sold to a mysterious customer.



Another Purchasing Method

It is possible to purchase the Ice Sword by visiting the shop with the required gold before starting this quest. However, once this quest gets into your game notes, you cannot purchase the Ice Sword in Altours—ever!

Speak to the woman just outside the shop. She states that a paladin named Galahad purchased the weapon. To find him, exit town, visit another place, and quickly return. Galahad should be standing with the Ice Sword in hand next to the town's eastern exit.



Where's She At?

If the woman doesn't appear outside the shop, simply visit another area and return to the shop.

Unfortunately Galahad isn't willing to relinquish the Ice Sword because he wants to use it for his own "divine mission." There are two options at this point. You can gain the Ice Sword by having him join your party. This is perhaps the easiest option. Or, you can fight the paladin and attempt to wrest it from his hands.

Galahad

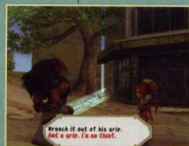
HP 750 LP 18 Stance Attack

The flow of this fight largely depends upon which techniques Galahad uses in the battle. The Ice Sword gives him an extremely powerful Snowstorm attack that wreaks havoc against your entire party. He may utilize simple attacks such as "Sunder," which causes just moderate damage against one person.

Use your swiftest attacks to hit Galahad hard before he has a chance to cast his Snowstorm. He doesn't have a large amount of HP, so if you can survive this deadly spell and continue to inflict damage quickly, you can claim the Ice Sword.

Choose Carefully...

Choosing to fight Galahad has a great effect on the party's standing with Saruin. Basically, it makes it a lot more likely that you'll end up with the end-game quest "The Netherworld."



Another Ice Sword?

Although the boss fight is the easiest way to acquire the Ice Sword, there is an Ice Sword +1 for sale elsewhere in the world. It is only available in Ettinham, which requires access to the end-game quest "Auldburg." You also need maximum Clout with the vendors and 30,000 gold!

With the Ice Sword in your party's possession, return to Mt. Tomae on Ligau Isle via the world map exit on the plains. Having already reached Pyrix earlier, take the shortcut from B1 to B5 and enter the Core.



Pyrix takes the Ice Sword with no objections from Galahad, if he's in the party. In return, Pyrix hands over the **Ignigarde**. The party also gains a number of jewels as an added bonus. This makes it possible to complete the quest "The Ignigarde" if you have it, or you can simply put the armor to use.



QUEST

34

Aquatic Ecology

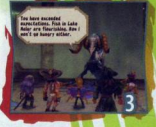
Outline of Events



1. After completing Quest #27, "Water Dragon Rite," and Quest #28, "The Raincloud Armlet," go to the Water Dragon Temple, collect the colored jewels needed to open the door to Strom's chamber, and speak to Strom.



2. Battle monsters inside the Water Dragon Temple, Lake Malar and the Estamir Tunnels until the aquatics are at the top of the population list.



3. Return to Strom to receive the Serpentbrand and some jewels.

Event Rank

10-22

Trigger

Complete Quests #27 & #28, then speak to Strom in Water Dragon Temple.

Recruits

None

Start Point

Water Dragon Temple, Kjarahk

Maps

Lake Malar (page 200), Water Dragon Temple (page 201)

Items

Serpentbrand, jewels

Winning Objective

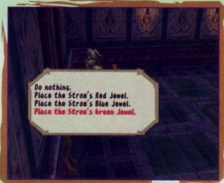
Defeat monster types to make Aquatic monsters top the list.

Failing Condition

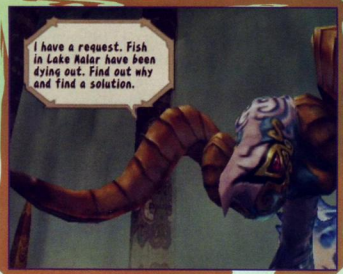
Fighting Slak at ER 18 or higher.

QUEST STRATEGY

Unlike some of the later ecology quests, this one is fairly quick and easy to complete. To start the quest, return to Lake Malar and the Water Dragon Temple. This time, the goal is to find the colored jewels needed to open the door to Strom's chamber. Upon entering the temple, go to the right and head through the newly unlocked door into the heart of the temple. Find all four colored jewels, then proceed to the temple's antechamber. Now place the jewels in the appropriately colored statues. When all four jewels are in the correct place, the door opens.



Strom's latest problem is the lack of fish in Kjarahk and he wants something done about it. He reveals a list ranking all of the monster types by population. Aquatic monsters rank last or next to last! To bring these creatures to the top of the list, go where the monsters roam in Kjarahk and kill what is higher on the list than aquatic monsters. Do this until the fish outnumber them all.



Note that all three areas to fight in Kjarahk (Lake Malar, the Water Dragon Temple and Estamir Tunnels) are somewhat small, which makes this task a little easier. The Temple is a good location (if this is your first ecology quest), because it is close to Strom (so you can check on your progress) and to Tarmitta (so that you can rest at an Inn when necessary).

When Should I Do This Quest?

In general, it's probably a good idea to take on this quest earlier in the game rather than later.

Monster Icons

Before you speak to Strom, it's important to dispose of any aquatics patrolling the main hallway or the entrance from Lake Malar. While on this quest, you must not touch any aquatic monster icons! If you do, just flee from the battle.

When you trigger a battle by touching a non-aquatic monster icon and one of the foes is an aquatic enemy, it's okay to defeat it. Remember that the icon that *starts* the battle is what affects the population count.

Once you start the quest and exit the dungeon, all monsters killed in that region affect the population list. Strom then teleports the party to the entrance of his temple. Exit the temple and return to find two or three of the types of monsters ahead of the aquatic-type on Strom's list. Go down the main hallway, killing all of the foes, until the temple is clear. Check with Strom to verify your progress. Then, exit the temple and go back inside.



You'll know the end of the quest is near when the monsters you're attempting to save begin to appear in the area. Dodge them as best as possible, then visit Strom to check the list again. If aquatic monsters top the list, Strom hands over the sword **Serpentbrand** and some jewels. This weapon enables you to summon Strom in battle to fight in your stead for as long as his HP holds out.



The Chaosbringer

If you are on your second walkthrough or beyond, a surprising thing occurs when you attempt to complete this quest after Event Rank 18. You will be challenged by Slask, a stronger version of Strom. They share the same spell and weapon technique set, but Slask is almost twice as strong as Strom. Defeat this boss to receive an axe, the **Chaosbringer**.



QUEST

35

Insect Ecology

HOW TO PLAY

DRAWN BY PERSONA

QUEST 35
Insect Ecology

MAPS

WEAPONS,
ARMOR & ITEMS

CLASSES, TECHNIQUES
SPELLS & PROBABILITIES

BESTIARY

Outline of Events



Event Rank

0-22

Trigger

Complete "The Cyclone Shoes," then speak to Adyllis in the Great Pit.

Recruits

None

Start Point

Great Pit, Bafal Empire

Maps

Bayre Plateau (page 191), The Great Pit (page 191), Melvir Sewers (page 187)

Items

Serpent Staff, jewels

Winning Objective

Defeat monster types so that Insect-type foes top list.

Failing Condition

By fighting Kyllis at ER 18 or higher.

1. After completing Quest #29 "The Cyclone Shoes," go to the Great Pit and speak with Adyllis.



2. Battle monsters in the Great Pit, Bayre Plateau and/or the Melvir Sewers until the insects appear at the top of the population list.



3. Return to Adyllis to receive the Serpent Staff and some jewels.

QUEST STRATEGY

Unlike the Beast and Plant Ecology quests, this one is somewhat quick and easy to complete. When you're ready, go to Bayre Plateau in Bafal. Proceed down the Great Pit and speak with Adyllis.

The Insects in the Bafal Empire have been dying out and Adyllis wants to find an answer. She reveals a list ranking all of the monster types by population, and the insects rank last or next to it! The goal is to go where monsters roam in the Bafal Empire and kill enough of the other monsters on the list to make the Insect foes outnumber them all.



Defeat any insects patrolling the entrance to the Great Pit before speaking with Adyllis. From the time this mission starts until it is complete, you must avoid touching the Insect monster icons. If this occurs, just flee from the battle.

Once you start the quest and exit the dungeon, all monsters killed in that region affect the population list. Adyllis then teleports the party to the entrance of the Great Pit. Exit the pit and return to find two or three of the monster types that are ahead of the Insect-type on Adyllis' list.

Clear out the monsters on the list until the place is empty. If you are fighting in the Great Pit, check with Adyllis on your progress, then go back into the pit. Also, stop on occasion and visit an inn to heal your party and repair weapons.



Alternate Approach

This task becomes more manageable by heading to the Melvir Sewers, which is a confined area with convenient access to an inn. If you'd rather be closer to Adyllis (to better track your progress), fight in the Great Pit or Bayre Plateau.

The Destroyer

If you are on your second walkthrough or beyond, a surprising thing occurs when you try to complete this quest after Event Rank 18. You will be challenged by Kyllis, a stronger version of Adyllis. They share the same spell and weapon technique set, but Kyllis is almost twice as strong as Strom. Defeat Kyllis to receive an axe, the **Destroyer**.



If Insect monsters top the list, Adyllis hands over the **Serpent Staff** and some jewels. This weapon enables you to summon Adyllis in battle to fight in your stead for as long as her HP holds out.

QUEST

36

Beast Ecology

Outline of Events



1. Speak with Avi on the Summit of Mt. Scurve, after Quest #31, "The Ignigarde," is complete.



2. Fight various monsters of the different families to reduce their numbers.



3. Check with Avi periodically to assess the status of the beasts.



4. Claim a reward after bringing beasts to the top rank.

Event Rank	Trigger	Recruits	Start Point
0-23	Speak with Avi after completing Quest #31, "The Ignigarde."	None	Mt. Scurve, Rosalia
Maps	Items	Winning Objective	Failing Condition
Mt. Scurve (page 183)	Feather Spear	Exterminate various monster types until beasts are most numerous.	By fighting Gigavi at ER 18 or higher.

QUEST STRATEGY

Out of all the "Ecology" quests, this is the simplest to start but it may be the most difficult to execute. Even starting the scenario requires that you proceed to the top of Mt. Scurve to speak with Avi. It's best to trigger this at the same time you complete the quest "The Ignigarde," but that may not work if you're also doing the quest "The Missing Taralians."

Once you summon the wind lord, agree to hear his plight. He asks for help in dealing with the scarcity of his prey—the beasts of Mt. Scurve. Find a way to increase their numbers. After gaining this quest, the party is automatically transported back to the bottom of the mountain.

Pay attention to the chain of ecology for beasts: creatures like undead, insects, and plants dine on them. In turn, beastmen serve as food for beasts. In practice, you should slay everything that you find on Mt. Scurve that *isn't* a beast, but focus even more closely upon those creatures that specifically eat beasts and those that are highest in the rankings

for the area. Dispose of as many beastmen as possible to bring them below the rank of beasts. Leave the rest of them alone, if possible, to serve as food for the target monster type.



This is where things get difficult. To see how the beasts rank in relation to the other monsters, return to the summit and speak with Avi. Obviously, it will likely take multiple trips up the mountain to Avi to determine where things stand. Also, the higher the beasts grow in the rankings, the tougher it is to avoid fighting them, thus knocking them back down on the chart again. Try using the Retreat command to leave combat without affecting the monster rankings. However, this is limited by your party's spare LP.



The Epic Here

If you've previously completed this quest in an earlier playthrough, a surprising thing occurs when you visit Avi after you've reached Event Rank 18. You will be challenged by Gigavi, a stronger version of Avi. They share the same spell and weapon technique set, but Gigavi is almost twice as strong as Avi. Defeat Gigavi to receive an axe, the Epic Hero.

To make things easier, acquire the proficiencies *Move Silently* and *Lurk* (if you haven't done so already) and get your character's *Covert* skill as high as possible. Level 3 is feasible, although it still puts you in a few tight corners when the proficiencies wear off before you're through a narrow tunnel. Remember to *Quicksave* often after clearing a particularly tricky area. It's possible to fool the beasts with *Lurk*, but monsters with other methods of perception may still detect your presence.



Avi shows the ranking of beasts and every other monster type on the mountain. After viewing the chart, the party starts back at the base of the mountain. After making it to the summit, note which monster types are above beast. Then on the next climb, obliterate all of those enemies. There are a few tricks to this: the types of monsters within a particular cave are fixed until you leave the mountain entirely. This means that you can *Quicksave* in front of the cave—if it's clear—then keep entering the cave and resetting until you get at least some of the monster types you want to kill inside.



The main obstacle in this quest will likely be the aquatics. These monsters appear only in Hole 4, which requires sneaking to the climb point at the mountain's base and climbing directly up to it. Or, head up to Hole 6, drop through the hole in the floor, then hope to find some aquatics down below without any beasts to mess things up.

Alternative Method

If climbing up and down Mt. Scurve isn't to your liking, you can also visit other monster-infested areas in Rosalia, like the Isthmus and the Aquamarine Caves. Choosing smaller areas (like the Isthmus) makes it easy to determine your progress through the list.

Each time you leave and reset an area, the types of monsters change according to which monsters are at the top of the list. When beasts start reappearing, it becomes clear that they are getting close to the top spot on the list, so it's time to climb Mt. Scurve to meet with Avi again.

After you successfully make the beasts the most plentiful monsters on the mountain, Avi is grateful. The reward from Avi is a weapon called the **Feather Spear**. This weapon serves as a normal lance, but it also raises AGI and helps channel aerological spells. Better yet, it enables the player to summon Avi into battle to fight in the wielder's stead for a time.



QUEST

37

Plant Ecology

Outline of Events



1. Speak with Pyrix.



2. Enter and exit the plains, defeating non-plant monsters each time to change the ecology.



3. Periodically check the plant ranking with Pyrix.



4. Collect a reward when plants reach the first rank.

Event Rank	Trigger	Recruits	Start Point
0-22	Speak with Pyrix after completing "The Ice Sword." Cannot be done in tandem with "The Netherworld" quest.	None	Mt. Tomae, Liguau Isle
Maps	Items	Winning Objective	Failing Condition
Mt. Tomae (page 205), The Plains (page 204)	Axe of Kings, jewels	Bring plants to top of monster rankings in the plains.	By fighting Pyrocanis at ER 18 or higher.

QUEST STRATEGY

After completing Quest #33, "The Ice Sword," talk to Pyrix. He's looking for someone to increase the number of botanical monsters on the plains outside Mt. Tomae. When he finishes speaking, the party automatically appears just inside the entrance to Mt. Tomae, ready to exit onto the plains to get started.

should eliminate the bugs out on the plains. Likewise, plants feed upon beasts, so avoid fighting most of the beasts to give the plants something to feed on.

After a significant amount of fighting, it's wise to venture into Jelton to rest up and heal your party's wounds. Also, pay a visit to Mt. Tomae (take the shortcut to the core) and speak with Pyrix to see where plants stand on the list.



The goal of this quest is really quite simple, although a bit more difficult and definitely more time-consuming to actually accomplish. In general, the goal is to kill off the various non-plant monsters so that the plants can increase in number.

If you've read one of the books within the Melvir Library, then you know that different monster types feed off others and killing a lot of one type allows those that it feeds upon to flourish. In this particular case, insects feed the most on plants. This means you



On the Side

Since you'll be traveling back and forth between areas, take this opportunity to work on some other things in the process. Along with the Covert proficiencies, activate Find Herbs and Harvesting to make use of some of the harvesting points on the plains. Since Jelton has a blacksmith, work on strengthening your party's weapons.



When plants reach the top ranking, enter the core to receive thanks from Pyrix and a gift, the **Axe of Kings**. This powerful two-handed axe helps channel pyrological powers, increases the wielder's STR, and has the ability to summon Pyrix to fight for a short period of time in the wielder's stead (for 5 LP)!

The Cosmo Egg

If you've previously completed this quest in an earlier playthrough, a surprising thing occurs when you visit Pyrix after you've reached Event Rank 18. You will be challenged by Pyrocanis, a stronger version of Pyrix. They share the same spell and weapon technique set, but Pyrocanis is almost twice as strong as Pyrix. Defeat Pyrocanis to receive an axe, the **Cosmo Egg**.

When the botanical creatures appear on the map in greater numbers, use the proficiencies Move Silently and Lurk to avoid bumping into them.



Remember that Jelton isn't far away and you can purchase Move Silently from the Ligau Mentor outside the Jelton pub, if need be. If you accidentally trigger a fight against a plant, retreat from battle to prevent it from affecting the ecology. Note, however, that this consumes a lot of LP.

QUEST

38

Missing Taralians

Outline of Events



1. Enter the Taralian Camp to discover that the Taralians are missing. If Aisha is the main character, go to Nizam's tent; if she isn't the main character, she will leave the party. Talk to her to get her to rejoin.



2. Visit Avi on top of Mt. Scurve to find a clue concerning their whereabouts.



6. Defeat a second Clawbug to reach Merholm and the Taralians.



3. Navigate through the Kaklim Desert to find the ruins in the northwest corner of the Central Area.



7. Speak with Aisha's grandfather, Nizam.



4. Enter the Desert Ruins. At the end of floor B2, fight the Clawbug to get into Nisa Cavern.



8. Enter the Temple of Nisa to claim the Topaz, one of the Fatestones.



5. Speak with Jephthimith about the Taralians.



9. Speak to Jephthimith and receive the Sword of Earth from him by agreeing to stop Saruin.

Event Rank

7-22 (If Aisha is main character, opens up during ER 0-6)

Trigger

Enter the Taralian Camp with Aisha in your party.

Recruits

None

Start Point

Taralian Camp, Dry Lands

Maps

Taralian Camp (page 177); Kaklim Desert (page 178); Desert Ruins (page 178); Nisa Cavern (page 178)

Items

Topaz, Sword of Earth, jewels

Winning Objective

Find the missing Taralian tribe, speak to Nizam, and obtain a Fatestone, the Topaz.

Failing Condition

None

QUEST STRATEGY

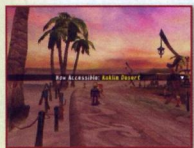
Upon reaching the required Event Rank, enter the Taralian Camp with Aisha as the main character (or a recruit) for a bit of a surprise. Everyone seems to have vanished into thin air! While searching the camp, enter the chief's tent and then exit. When Aisha emerges from the tent, she calls out in the Taralian tongue but with no reply. Since nothing is going on, leave the camp.



There are no hints as to the Taralians' location, but someone with a sweeping view of the lands may know something. Visit Avi on the Summit of Mt. Scurve. He mentions something about a group that was heading into the Kaklim Desert, but the sands swallowed them up.

No Access?

If you don't have access to the Kaklim Desert, then visit Uso and speak to the man located between the two town exits. Doing so unlocks the location on the game's world map.



Bring along a strong party and plenty of healing spells, herbs or potions before venturing into the Kaklim Desert to seek out the Taralians. This is a very long trip with little chance to rest. To get the most out of this trip, include the following among your proficiencies: Jump, Find Ore and Mine.

Where Am I Going?

If the directions provided here are unclear, please refer to the "Maps" chapter and page 178 for the correct path through this desert.

Once inside the desert, go southwest from the Northpoint entrance and ride the drifting sands. At the end of those sands, head northwest and find a narrow strip of land surrounded on each side by more sand drifts. Follow this bit of land north, then jump onto the shifting sands to the north at the end of the path to leave this area. Now enter the Kaklim Desert Central Area, where the ruins lie just ahead.



Run toward the ruins, but be cautious during the approach. Some giant birds will swoop down on occasion and grab any unwary travelers, carrying them into the pond in front of the ruins. This isn't a big deal at the start of the trip, but it is quite a setback the more progress you make. If you stay on the move, things should go as planned.



Go to the right and climb up the stairs alongside the ruins. About halfway along the highest tier, climb down the stairs to a narrow stone path along a lower level; this leads down to a shattered bit of stonework at about ground level. Run off the broken edge of this and head down the sandy slope. Follow the next pathway north to reach a hole in the center of the ruins to reach the next area.



Once inside the Desert Ruins, you can navigate around the various barred and locked doors along the way to reach the lower levels and, eventually, the caverns below. Be careful, as some of the random encounters can be nasty. From the first large room turn right and take the left path further down that corridor. Take an immediate right again and follow this next passage as it bends to the left. Continue past the first short corridor to the left, then take the second corridor down to B2.



Search for Extra Goodies!

Don't rush through this quest in hopes of ending it as soon as possible, because there are lots of goodies to find inside the chests in this area. For example, the **Raksha Sword** is a tremendous great sword that is engulfed in flame whenever it is used—both fun and functional!

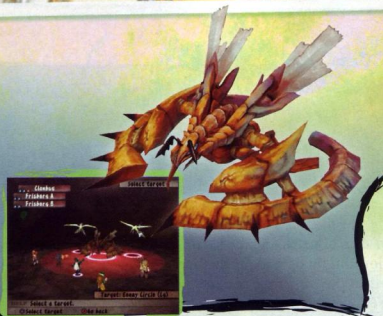


Back on level B2, head past the exit and turn to face a long straight corridor with several branching paths. A large insect awaits at the end of the hall. Approach the creature and examine it to trigger a fight against a Clawbug and some lesser monsters.

Clawbug

HP 2619 LP 4 Stance Attack

For this fight, use area attacks as much as possible and pick off any secondary creatures one at a time while still inflicting damage to the Clawbug. Don't neglect to heal your party members; it's better to take the fight a bit slower to avoid risking more LP loss amongst the party members. After disposing of the Clawbug's henchmen, unload on the Clawbug to put a quick end to the fight.



After winning the battle, take the stairs down into Nisa Cavern. Soon, an important-looking individual approaches along with two of his attendants. This is Jepthimith, elder of a tribe called the Terranites, related by blood to the Taralians. The elder tells Aisha to locate a place called Merholm, where her grandfather awaits.



Proceed straight past two pairs of people stationed at side tunnels. Approach the third pair and go around them to one side to continue along the path that they appear to be blocking. This leads to Nisa Cavern 2F. Turn left at the intersection and continue to turn left at each path until another Clawbug appears. Defeat this giant insect (this time it fights alone), then head through the tunnel to the next exit, which is Merholm.



Aisha's grandfather isn't difficult to locate inside Merholm; just look for a man with some bright clothing. He explains why the Taralians are in hiding, including a story of war between the gods long ago and how it ravaged the world. Nizam wants Aisha to remain with the tribe, but that's just not going to happen!



Continue through the village across a bridge, then go through the exit to the Temple of Nisa. Hidden from view from those on the surface is a **Fatestone**. Examine it and choose to pray for guidance. The goddess speaks and warns of the return of Saruin. She asks your party to use the Fatestone to stop him or to find someone who will. Now examine the stone and choose to take it. This adds the **Topaz**, one of the legendary Fatestones, to your party's collection.

Although the mission is complete according to the notes, don't write it off just yet. Go back through Merholm and the second floor of the caverns. Before exiting to the first floor, speak to Jepthimith at the exit. Tell him that you must stop Saruin. He decides that, as a warrior of Nisa, Aisha could make good use of the **Sword of Earth**. This weapon's major benefit is that it can channel terrology spells in combat; just be advised of its pricey LP costs for spells and its normal techniques!



Explore More

If you want to explore the area more, just talk to the people stationed around the tunnels to make them move. This should provide plenty of opportunity to find all of the area's goodies.





39

Return of the Vampires

Outline of Events

HOW TO PLAY

DRAGONS PERSONAGE

QUEST 39
Return of the Vampires

MAPS

HEROICAN
ARMOR & ITEMS

CLASSES, TECHNIQUES
SPELLS & PROPALDENCIES

RESTAUR



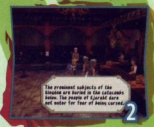
1

1. Speak to the two men inside the Weston pub to learn about the vampires that are rumored to dwell in the caves just past Yassi.



4

4. Go to the Vampire's Den in the Frontier. Defeat the Vampire's Minions blocking the path.



2

2. Go to the pub in North Estamir to learn about St. Agnes of Amut and her holy chalice.



5

5. Defeat the Werewolf guarding the path into the Innermost Area.



3

3. Head into Estamir Tunnels and go down to the Catacombs. Examine each tombstone in search of St. Agnes' final resting place and the Chalice. Get the Chalice and jewels.



6

6. Defeat the Vampire and receive the Lovely Headdress.



Event Rank

10-22

Trigger

Speak with the men in Weston pub about the ruins past Yassi.

Recruits

None

Start Point

Weston, Frontier

Maps

Weston (page 202); South Estamir (page 198); Estamir Tunnels (page 199); Vampire's Den (page 203)

Items

Chalice, Lovely Headdress, jewels

Winning Objective

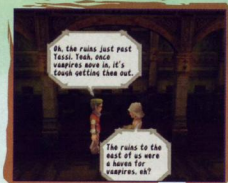
Defeat Vampire in the Innermost Area of Vampire's Den.

Failing Condition

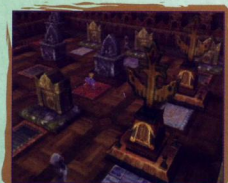
None

QUEST STRATEGY

You can attempt this quest after you finish Quest #27, "Water Dragon Rite." It involves vampires, a plague long thought vanquished but apparently still thriving in a cave near Yassi. Follow up on the rumors from the men inside the pub in Weston by taking a side trip to North Estamir. A couple of other men in the pub mention how St. Agnes of Amut managed to quell a vampire uprising with an item called the Chalice. The men also reveal that Estamir's honored citizens are buried in the catacombs in the Estamir Tunnels.



Head down to the catacombs in search of the Chalice. When you find St. Agnes' tomb, you'll get the Chalice. If you don't, you will awaken either a single undead monster or an entire army!



Avoiding Battles & Searching Tombstones

There's a way to search the tombstones so that fewer random battles occur. Quicksave the game upon entering the catacombs before you start to search the tombstones. Then pick a row of tombstones and start looking at them via the Action button.

The idea is that by using the Quicksave point you can find the correct gravesite, reload your game, and go there without any battles counting against you. This also helps in case you unleash a torrent of undead monsters by accident.

After acquiring the Chalice, have your fastest character equip it. This item channels Hydrological spells, converting their cost into DP instead of LP. It also has a couple of unique spells, including the very handy Holy Sparkle. This spell is great to use against the Vampire!

Return to the Frontier and go to the Vampire's Den. While going to the Vampire's innermost sanctum, look for his minions blocking the way. There are three groups to fight, but they aren't extremely difficult. If you experience difficulty against the first group of foes, take it as a sign that perhaps your characters aren't up to the task yet.



Werewolf

HP 1639 LP 1 Stance Trick



A large werewolf blocks the tunnel to the Vampire's lair. Although this beast does have nasty spells like Self-Immolation and Hellfire, go ahead and pile on lots of strong attacks and combos to drain his rather small HP in a round or two. Again, if this fight proves too difficult, consider returning to the cave after achieving another couple of Event Ranks.



Vampire

HP 7400 LP 4 Stance Spell Caster

Finally, the Innermost Area! The Vampire isn't happy to have guests in his quarters, especially when he learns that you have St. Agnes' holy chalice.



The Chalice's main attack, Holy Sparkle, is the key to winning this battle. Each use of Holy Sparkle causes about 1000 HP of damage to the Vampire. When used in combination with your party's hardest hitting attacks and combos, it's quite possible to cause about 2000 HP of damage per round. The tough part is having to endure spells like Rain of Death, Nightmare, and Hellfire.



After the fight, the party receives the **Lovely Headdress** and the warm fuzzy feeling that comes with saving the world from vampires.

The Soulgutter

HOW TO PLAY

DRAFTS PERSONAE

QUEST 40
The Soulgutter

MAPS

WEAPONS
ARMOR & ITEMSCLASSES TECHNIQUES
SPELLS & POTENCIES

ASTRALY

Outline of Events



- 1 After achieving ER 10 or higher, go to the Steppes of Galessa and witness the monsters circling the ruins.



- 2 View the festival in Uso and speak to the Minstrel.



- 3 Speak with the woman and the man by the pond to learn about the strangeness at the ruins in the Steppes of Galessa.



- 4 After a cut-scene, speak to the cloaked figure next to the shrine and agree to hear the story of the Soulgutter.



- 5 Find and defeat Soulgutter.

Event Rank	Trigger	Recruits	Start Point
10-22	After opening Uso and Steppes of Galessa, watch harvest festival in Uso and speak to Minstrel.	None	Uso, Dry Lands
Maps	Items	Winning Objective	Failing Condition
Uso (page 176), Steppes of Galessa (page 178)	Jewels	Defeat Soulgutter to stop his resurrection.	Trigger one of pre-Saruin tales from Minstrel after reaching ER 20 or higher before completing step #2.

QUEST STRATEGY

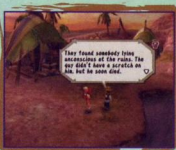
Visit the town of Uso and check out the shrine on the far side of town, where a dance in celebration of a festival is taking place. Speak to the people around

the shrine to learn that the dance was not always for the celebration of the harvest. Make certain to speak with the Minstrel, as well.



Now leave the area and return to find things back to normal. Speak to the woman in blue and white standing to the north of the lake. She mentions something about the man who didn't have a scratch on him, but he was certainly dead. Also, speak to the man on the left side of the twosome by the lake. He mentions the strange sight of the monsters walking around the ruins in the middle of the Steppes of Galessa.

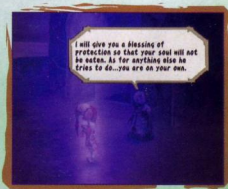
To get the cut-scene that signals the start of the next part of the quest, check on the number of monsters circling the ruins. If there is any number other than three, go and fight some monsters or work on another quest to raise your ER. When the number of monsters walking around the ruins reaches three (the magic number), return to Uso.



Now go to the altar on the east side of town and speak to the cloaked figure. By telling him you don't know about the story of the shrine, he reveals the tale of Soulgutter, who was banished by order of Death because of his dark ways. Now it seems that the monsters on the Steppes are performing a rite to bring Soulgutter back from his exile!



The only way to rid the world of Soulgutter is to banish him once more. To do so, the stranger teaches the party the ritual used long ago. It basically involves circling Soulgutter at the altar counter-clockwise five times. Sounds simple, right?



After you get this far in the quest, a cut-scene plays the next time you enter the Steppes of Galessa. The party arrives on the scene just after the fiends are successful in reviving Soulgetter, and the immortal creature reappears in the world. Now it's time to put him back into exile where he belongs.



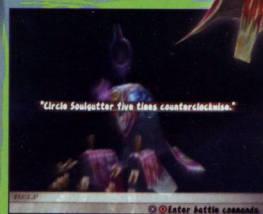
Soulgetter

HP 30,000 LP 9 Stance Attack

As noted previously, the goal is to circle Soulgetter five times to banish him anew. To do him in, you must distract him by stunning him with an attack. Then at the end of a round with a successful stun, the party completes one (or more) circle. That said, the strongest attacks won't win the day in this fight, or at least not completely. Instead, it's the special attacks that have the ability to stun (such as Grasshopper or Impact Slash). In general, the more damage that Soulgetter incurs, the better your chances of getting the magical five circles after a Stun attack. Try to cause as much damage as possible on each successive hit.

Of course Soulgetter isn't about to just stand around and let you try to banish him. His nastiest ability doesn't even seem to have any effect at first—he uses a spell called Black Ice, which encases him in a protective light, but has no negative effect on your party when he casts it. But once your characters start to use melee attacks, it

damages them each time. It also has a chance of causing a shield to pop up on such attacks, which has various effects: Soulgetter takes no damage, your character takes extra damage, and the character also is now partially encased in stone and can take no action. To cure this ailment, you need a spell such as Holy Water which removes all status ailments, or you can just let the character die and use a normal healing spell to revive him or her—not a great option for a character's LP!



There are of course other nasty weapons in Soulgetter's arsenal. Fortunately, one should have no effect on you—the Spiritwrack ability can be used multiple times in a round, as many as four, but with the stranger's protective spell upon your party it always misses. He also occasionally casts the spell Abyss, which instantly knocks characters out, having taken their HP to zero and taken away one LP. One more nasty ability is his Infernal Claw—it does only a moderate amount of damage to one character, but it may also knock him unconscious temporarily, forcing you to cure this status ailment before he can fight again.



Another dark spell in the spirit's arsenal is Wave of Blacklight, which deals a fair (but not huge) amount of damage to every character, also knocking one more LP off anyone currently KO'd., which makes healing people back onto their feet a high priority. Perhaps his weakest ability is one that he rarely uses—like most Ghost-types, he has the Slap ability, which simply inflicts damage to one character.

On the other end of the spectrum, one of Soulgutter's nastier techniques is Haunt, which raises one of your characters up off the ground, deals direct damage to him or her, then drops the party member back down to deal a second amount of impact damage. If the character is still alive, it also has a high chance of putting that character to sleep. This cannot be removed by mental-clearing abilities such as Moonbeam, instead requiring either an attack by Soulgutter or something such as Holy Water to clear it up. Be forewarned—once it's removed, the sleep status gives way to Confusion. This second effect however can be removed by Moonbeam, or of course by a stronger spell that removes all effects.

So what does all of this mean for you? First, concentrate on keeping everyone from dropping too low on HP, and if someone is knocked out, get them up again as quickly as possible. Second, make certain you keep at least one person with status-removing abilities such as Holy Water alive and functioning at all times. Also because of the particular trick to this fight, you want to balance damage-dealing attacks with those that stun. Remember that performing a combo gives you a better chance of the stun effect actually occurring, so plan your attacks around that.

Since Soulgutter's magical Black Ice only has its most negative effects when you get up close and personal, you can use ranged attacks such as bows or attack spells to deal damage without the danger of being frozen. You also need to watch your DP in this battle—give people extra weapons when possible, and if someone doesn't have an attack that Stuns on a weapon, don't lose heart—in such a tough battle, it's relatively easy to learn new techniques, one of which may be what you need.

If you are strong enough and persevere, you should be able to take down even this fearsome foe. A careful balance of healing, offense, and technique can bring victory by finally allowing your characters to circle the monster five times in one round, thereby banishing the enemy and ending the fight. For finishing this battle you receive a rare Astral Coat.

Once the fight is done return to Uso, where the festival celebrating the harvest is taking place once more. Talk to the Minstrel in his previous position beside the shrine, and he tells you just a bit more about Soulgutter while giving you a good number of jewels for your hard work.

It is said that as a servant of Jorun, Soulgutter answers the souls he devours to his lord and master.



QUEST

41

Silver's Treasure

Outline of Events



1. Listen to the tale of Silver's Treasure from the Minstrel. Or, alternatively, learn about the treasure from the Geckling in the Godongo pub, a Geckling in Geckling Village, or by talking to pirates in Pirate Coast.



2. Get the Geckling's Map from the Elder of Geckling Village after completing Quest #15, "Free the Gecklings."



3. Sail into the Inner Jungle and take Cave C to the East Area. The power of the Geckling's Map opens Silver's Cave. Use the proficiency Find Traps to navigate to the heart of the cave.

6. Defeat the Silver Dragon, free Silver, and claim the Opal.

Event Rank
0-22

Trigger
Get map from Geckling after completing Quest #15, or after completing Quest #45 to open Pirate Coast.

Recruits
None

Start Point
Geckling Village, Wialon Isle

Maps
Inner Jungle; (page 208), Silver's Cave (page 209)

Items
Opal and jewels

Winning Objective
Defeat Silver Dragon and claim Opal in heart of Silver's Cave.

Failing Condition
None

QUEST STRATEGY

The party first learns about the tale of Captain Silver's treasure from the Minstrel while in the Oapu Pub. After completing the "Free the Gecklings" quest, you can obtain some helpful items from the Geckling Village, including a Geckling's Map that points to the location of the treasure. With these prerequisites out of the way, have at least the Find Traps and Disarm Traps proficiencies equipped before heading into the Inner Jungle.



With the Geckling's Map in your inventory, you can access it each time you switch between Jungle zones to help navigate and locate the treasure. Once in the Inner Jungle, run north and take the northwestern hold into Cave B, then follow the passageways until you reach an intersection; take the north passage. The exit at the end of this path leads to the East Area of the Inner Jungle. Move north to a clearing to trigger a brief cut-scene, as a cave opening appears in a small hill. This is the entrance to Silver's Cave.



The party enters on level B1. Follow the left wall to reach a section of rock that looks different from the rest of the tunnel (look for the telltale "!" in front of it). When prompted, use "Find Traps" (if it is equipped). Using it causes the section of discolored wall to disappear, opening a deeper section of the cave. Continue along this new passage to reach level B2.



While in this deeper section, be wary of "traps" along the path. It's not possible to detect or disarm these traps; they automatically trigger and cause a boulder to fall from the ceiling if the party steps in the wrong spot. When the boulder makes contact, your entire party loses 1 LP each time. Stay close to the walls while moving to avoid most of the traps.

Tricky Chest

The first chest may be tricky to open, since one of the traps is located directly in front of it. Try to open the chest from the side, without stepping into harm's way.



Hug the left wall to find a treasure chest with an Ambush waiting inside, some random monsters, and the entrance to B3. If you need to return to town, follow the left wall to an exit back to the East Area of the Inner Jungle. If the troops are in good health, head right down the passage to find a trio of flower-shaped monsters.



Approach the monsters and press the \times button to start a fight against three Prima Donnas and four Man-mushrooms. Use multi-target attacks (like Rapid Volley and Rolling Slash) against these foes, or pick them off one at a time (the Prima Donnas first, followed by the Man-mushrooms). Use fast attacks like Sonic Slash and Good Timing to take down a few before they can attack. Martial arts techniques and spells like Hellfire are useful in this fight.



After clearing away these foes, it's time to loot five treasure chests. Of course, the chests are booby trapped, so you need to disarm them first.

Otherwise, you should pass up the 410 gold or Candy Ring inside each of the four trapped chests and instead just grab the Animal Coin found in the safe one to the back right. This is what triggers the next doorway to open, giving you access to the next group of chests.



Now there are seven chests to plunder. Open the front right chest—the **safe** one—to get the **Raw Ore** ring. Looting this chest opens the final door. Be especially careful of the chest directly behind the "safe" one, as it has two traps (Explosive and Ambush), rather than just one. This time, though, the chests hold 800 gold or more each along with other goodies.



The toughest part of this quest occurs beyond the final door. To complete this quest in your notes—and to receive the best treasure—defeat the Silver Dragon in the next room and claim the **Fatestone** behind it. This is a very tough fight, however, so make certain you're up for the task.

It's Too Tough

If you're still at a relatively low Event Rank, consider taking the previous treasure and leaving for now. Then return later near the end of the game to finish the job.



Before the fight, equip your party members with equipment that negates aerology spells and effects. Also, have plenty of healing spells.

Silver Dragon

HP 8000 LP 9 Stance Attack



Spend the first round or two buffing your characters with spells like Flame of Life and Way of Defense. Also, use any techniques that can lower the Silver Dragon's stats (especially INT). Id Break and Split Cranium are two effective techniques that are available, but to use them, you may need to build more BP by Defending.



Don't bother using weak techniques during this fight, as there is a good chance of striking combos or—better yet—a vortex attack with them. The more powerful attacks are much better at bringing down this boss.



The Silver Dragon has a nasty Breath of Lightning attack that targets an area and causes a large amount of aerology damage. Characters who aren't properly equipped may be KO'd by this attack. Another of the boss's aerology abilities, Snowstorm, hits every character with a little less damage than Breath of Lightning.



Healing is a must in this battle, so make good use of Flame of Life.

Good defense against aerology is also a key to minimizing damage, thus preventing the need to overwork your healers. Don't be afraid to use strong healing items either, as the prize is well worth it. Let at least two or three characters attack, even using combos, each round. Be sure to devote a round to healing or buffing, if need be; it's better to lose a bit of momentum than to lose the battle outright!

After the fight, walk through the door behind the dragon and continue forward to claim the Opal from its pedestal along with lots of jewels. Take the shortcut from the other side of B3 to return to the Inner Jungle. From here, return to town for a well-deserved rest.



Hi-Lo, Captain Silver!

If you visited the Pirates' Hideout in the Melvir Sewers before starting Quest #45, "Pirate Invasion," a new character becomes available to recruit. To add the legendary Captain Silver to your party, visit the Pirate Coast pub after the boss fight.

Find the Aquamarine

JANITOR PLAY

DRAUGHTS PERSONAE

QUEST #2
Find the Aquamarine

MAPS

WEAPONS
ARMOR & ITEMSCLASSES TECHNIQUES
STATUS & PROFICIENCIES

RESTAURANT

Outline of Events



1

1. Speak with Prince Neidhart about a Fatestone, the Aquamarine.



2

2. Locate the correct cave from the surface of Crystal Lake.



3

3. Go through Aquamarine Caves D and E (including the gauntlets of statues) to find the Fatestone.



4

4. Defeat the Ghost Ship.



5

5. Return the Aquamarine to Neidhart.

Event Rank

11-15

Trigger

With Albert in party, speak to Prince Neidhart inside the Crystal Palace.

Recruits

None

Start Point

Crystal City, Rosalia

Maps

Crystal City (page 180), Crystal City Palace (page 180), Crystal Lake, Aquamarine Caves (page 184)

Items

Aquamarine, jewels, choice of Field Plate or Halberd or 8000 gold

Winning Objective

Return the Aquamarine to Neidhart.

Failing Condition

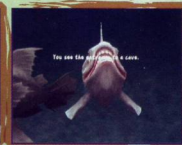
None

QUEST STRATEGY

The guards in front of the Great Hall will disappear after you recruit Albert and gain admittance to the Crystal Palace, assuming you have enough Event Points to unlock this quest. Enter this room and approach the throne to learn that Prince Neidhart needs assistance searching for the Fatestone known as the Aquamarine. Legend has it that the stone was hidden in the depths of the Crystal Lake, but now Neidhart must obtain it for the sake of his own kingdom.



Caves A and C, there are monsters between your party members and their goal. For these situations, choose to "enter," then defeat the various difficult aquatic creatures before pressing onward.



Try to undertake this quest in secrecy to prevent others from snatching up the stone first. You still must avoid the guards around the Crystal Lake while seeking out the stone. If the patrol boats brush up against the party's boat, they are thrown out of the Lake. This has no lasting effect, but the more they get caught, the harder it is to make significant progress.



The cave of utmost importance is cave D, which is quite a distance up to the north. This may be too close for comfort to the patrol boats, so don't collide with them for fear of starting over. Enter this cave and follow the center path from the first intersection until you reach Aquamarine Cave E.

Inside the next cave, jump over the gap and approach a gauntlet of dragon statues breathing steam. DO NOT TOUCH THE SMOKE—if you do, it causes your characters to turn to stone and the game immediately ends. Consider using the Quicksave function before attempting the gauntlet. Watch the pattern for a moment, then once the first statue's "breath" stops, run past and wait in the small space between the statues for the next one to vanish, then repeat for the last statue.



Before setting out from town, activate the Jump proficiency and bring enough healing and other items to accommodate a lot of exploration and a tough battle. Once on the Crystal Lake, press the button to check underwater. In some locations, there are small disturbances that appear on the surface that take the form of circular ripples. Steer to these spots and quickly check the location. Find the correct area and you'll spot a cave under the water. Regarding

Just past the first block of statues take a right, jump the gap, and approach the second gauntlet. This time the four diagonal statues breathe out



smoke, followed by a break for a moment, then the two to the sides breathe out. When the dragons stop breathing, go around the first one on the left and head toward the wall. Take a moment to locate a previously hidden passageway that runs off to the left.

Approach the large glowing stone at the end of this path and press the \otimes button to warp to a section of Cave D that was previously blocked by a door. Run through the now-open doorway toward the Aquamarine, but watch out! As you approach, the two doors that surround your part slam shut. Now it's time to fight a nasty boss—the Ghost Ship!



Ghost Ship

HP 6800 LP 8 Stance Attack



This squid-like monster uses an attack called Tentacle that smashes one character three times, causing heavy damage. While one or more of the attacks may likely miss, it's still not a comfortable attack to sit through. A fairly strong character can survive through one assault, but the monster gets two of these Tentacle attacks in one round. However, it rarely chooses the same target twice in a row. Bring along plenty of healing potions, just in case.



This boss also uses a once-per-round ability called Bombardment. This attack unleashes eight small damage strikes against a small area and has the added effect of Darkness. Compared to two Tentacle attacks, this one probably causes less overall damage. As long as your strikes are connecting, don't bother curing the Darkness. Just keep up the regular healing. Only use a restorative ability (such as Holy Water) if a character constantly misses attacks.



Slow HP-regenerating spells such as Flame of Life aren't as effective in this fight, because any damage taken is strong enough that you'll want to heal right away with stronger spells rather than letting it heal at a slower pace. Stat-boosting spells (such as the "Way of" series) and protection spells (such as Self-Immolation) are better options to use in this kind of situation.

Unleash some powerful techniques at the Ghost Ship and try for a combo to really deplete the boss's HP. Use techniques that consume a lot of BP (and even DP), then use Defend as needed in between rounds to lower damage taken. The exception to this approach is techniques that cause less damage that you've found chain well together for a combo, or better yet a vortex.

After the fight, move into the room and examine the pedestal to claim the **Aquamarine**. Now follow the wall to your character's left (running constantly toward the camera) the entire way to the exit and avoid or defeat any monsters, emerging back on Crystal Lake. Now open the world map and head to Crystal City followed by the Crystal Palace, where Prince Neidhart awaits.

You obtain **Aquamarine**.

Welcome Back!

Bringing back the Aquamarine enables Neidhart to join your party. To pick up this character, make a space in the pub before venturing into the Palace. Just remember that you need Albert to get inside! Alternately, you may opt *not* to return the Aquamarine at all. Of course, this means that you won't actually finish the quest, you receive no reward (other than the Aquamarine and the jewels), and you cannot recruit the prince.

To add Neidhart, just finish the quest and wait for the party to return to the main room of the palace. Now enter the Great Hall, approach the throne again, and agree to listen to Neidhart's request. He asks if he can join the party for a while to get out of the palace. Agree to let him join to add a strong new member!



Enter the Great Hall and approach Neidhart to see a brief cut-scene and choose your reward. You can choose from weapons (a **Halberd**), armor (**Field Plate**), or money (8000 gold).



QUEST

43

The Assassins' Guild

Outline of Events



1. Speak to the woman and patron inside the pub.



2. Speak to the Thieves' Guild leader and agree to help.



3. Fight the Assassin at night at the inn.



4. Travel through the Assassins' Guild using the glowing lights as guides.



5. Defeat the Assassins' Guild leadership.

Event Rank
12-22

Trigger
Speak to the people in the South Estamir pub; if Jaamil is main character, must complete Quest #11, "Wuhan's Secret."

Recruits
None

Start Point
South Estamir, Kjarah't

Maps
South Estamir (page 198),
Estamir Tunnels B1 (page 199),
Assassins' Guild (page 201)

Items
Jewels

Winning Objective
Defeat the leader of the Assassins' Guild to destroy it.

Failing Condition
Cannot complete if midway through Quest #30, when you speak with Danque in the Assassins' Guild. If you choose not to help Thieves' Guild, the location of Assassins' Guild isn't made clear.

QUEST STRATEGY

Speak to the woman behind the bar in the South Estamir pub to hear about a job. Follow her instructions and speak to the man standing next to the bar to make him take the party into the Thieves' Guild headquarters. It is revealed that the Assassins Guild has returned after 300 years in an attempt to rule through murder and mayhem. Although allying with the Thieves' Guild isn't normally a great move, in this case it's for the best.



After the fight, the group questions him about his guild. He reveals that the headquarters is located west of Tarmitta. This location now opens on your world map in the same area of Kjarah't. Equip your party with lots of potions and other healing items and the best armor and weapons available before venturing out to the Assassins' Guild. Be advised that there is a very tough battle coming up!



Alternate Approach

If you completed Quest #11, "Wuhan's Secret," you can also learn about this one by talking to Farah in her home in South Estamir.

After agreeing to help, it's possible to open all of the chests inside the guild. Check them all for **3000 gold**, **Flameproof Gloves**, **Talent Booster**, **Berserker's Brew**, and **Bitter Medicine**. Back in the Estamir Tunnels, head toward South Estamir and stay at the inn. Then during the night, an Assassin attacks the group!

This fight shouldn't be too difficult, since it's against just one foe. This foe hits for very little damage and your party's weak attacks (such as Sonic Slash or Cut Timber) are strong enough to finish the task. Avoid healing if at all possible and wait to build BP for strong attacks.



Select the Assassins' Guild on the world map to make the party appear in a dungeon-like intersection with exits at the four cardinal directions. While approaching the crossroads, note the softly glowing lights on the ground pointing toward one of the exits. Go through the exit nearest the lights to appear in another identical intersection. The only thing that changes is the lights.



Keep zoning through the exits closest to the lights, avoiding or fighting the many monsters in the hallways as desired. If you want to avoid the monsters, some of the Covert proficiencies may come in very handy. Eventually, one last doorway takes you into a room unlike the others, a strange sort of paradise.



After a cut-scene, the guild decides to let their weapons talk for them instead. A fight ensues against the Assassin Leader, two Assassins, and two Mage Assassins. Right as the fight is about to begin, something odd occurs. The scene switches to reveal a different group of foes instead!



Assassin Leader

HP 6000 LP 10

Stance Spell Caster

Two Assassins

HP 2000 LP 10

Stance Attack

Two Mage Assassins

HP 1500 LP 10

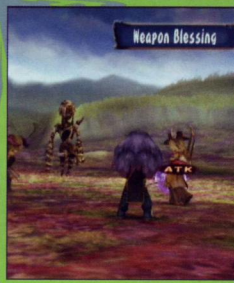
Stance Attack



leave more targets for each foe to attack. A useful spell like Flame of Life is good to use in this situation. Since this fight is somewhat difficult, use some boosting spells at the start. Also, Self-Immolation is quite handy even if you must sacrifice LP to use it, although it may need to be reapplied occasionally as the fight drags on.

For this fight, use as many multi-target attacks as possible. Rapid Volley, Rolling Slash, and Sword Ballet are good choices, if they are available. Each foe has a lot of hit points and plenty of power, so avoid fighting them one at a time. If your party gets to act before the enemy, throw in a few Stun abilities (like Impact Slash or even Feint) or an ability with the Shock effect for a bit of variety.

Don't forget to heal during this fight. Keep your characters healthy to cut down on enemy combos and

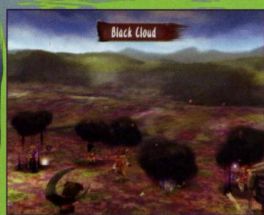


If you can't combo with weaker abilities like Sonic Slash, save up for more powerful techniques and use spells such as Hellfire if they're available. The Mage Assassins are a good target to take out first. These foes use a hard-hitting Bandage attack that strikes twice for moderate damage. They also occasionally cast one of the elemental illusion attacks, or the more annoying Drain Energy for a decent amount of HP recovery.



When the Mage Assassins are history, focus on the Assassins. These are very tough Gargoyle-types that like to use a Triple Maul attack that hits three times. On a rare occasion, they may perform a stronger Piercing Claw attack that hits twice, with more damage on each hit.

It's wise to save the Leader for last, as she has more HP. If things go as planned, she will rely on her Black Cloud ability. This ability blinds your characters, but it doesn't have a great effect on their accuracy and it inflicts no damage. She may, however, use a Shadow Bolt spell and toward the end of the fight she may use elemental illusions, or an ability called Hypnotism to put some party members to sleep.



Unfortunately, if you lose this fight the game is over! For winning the fight, the party receives lots of jewels. After the fight, the party speaks with a stranger dressed in red. After a brief cut-scene, the party returns to an empty Assassins' Guild Room. Exit the room to return to the familiar intersection, then turn around and head back through the same doorway for a quick trip to the world map.



Unlocking Darque!

Remember that this quest is the first step in unlocking the character Darque (or Aldora) for your next playthrough.

The Mine Assaulted

ACTIVITY PLAY

DRAUGHTS PERSONNE

QUEST 44
The Mine Assaulted

MAPS

MEANS
ARMOR & ITEMSCLASSES TECHNIQUES
SPELS & PROFICIENCIES

RESTAUR

Outline of Events



1

1. Speak to the agent inside the Melvir police station or to a miner in Aurefont.



2

2. Speak to the guards outside the Aurefont Mine.



3

3. Defeat all 10 monsters invading the mine.



4

4. Rescue all 15 miners trapped inside the mine.



5

5. Speak to the guards again to receive a reward.

Event Rank

14-22

Trigger

Speak to the police agent in Melvir, or a miner in Aurefont.

Recruits

None

Start Point

Melvir or Aurefont, Bafal Empire

Maps

Aurefont (page 189), Aurefont Mine (page 190)

Items

15,000 to 30,000 gold and jewels

Winning Objective

Defeat all 10 monsters inside the Aurefont Mine.

Failing Condition

None

QUEST STRATEGY

Visit the police station in Melvir and speak to the officer standing just inside the door. If you have reached a sufficient Event Rank, he reveals some important goings-on in the area, and he comments on an invasion of monsters inside the mine at Aurefont. The station sent their reserve troops to the mine to fix the situation, but they fear this may not be enough.

Head to Aurefont and pass through town to the Aurefont Mine entrance to find a squad nervously standing around, outnumbered and outgunned.



Your party volunteers to clear out the mine, while the squad guards any tunnels that the party empties. Nice, huh?

Guarding the Tunnels

What purpose does the squad guarding the tunnels serve? A big purpose, actually! The party can exit the mine, rest at an inn, then return to the mine, using the guards as a guide to find the last cleared area.

Before heading into the mine, it's a good idea to activate the Find Ore and Mine proficiencies. These proficiencies make traveling through the tunnels more profitable!

There are two objectives to achieve inside the mine: Eliminate the 10 monsters that have taken up residence, and rescue all 15 miners. It's possible to just clear out the monsters to finish the quest, but the quest reward is based upon the number of miners rescued. To fight the monsters, you must find each one where it stands, initiate the fight, then win the battle. Note that if you lose a fight, the game doesn't end; instead, you get to try again.



To rescue a miner, you must find where he is hiding and speak to him. Some are hiding in fairly obvious locations, while others are more difficult to locate. Keep track of the number of miners you've rescued, as each one will say some variation of "there are still others left behind."



LOCATIONS AND TYPES OF MONSTERS:

Barbarian + allies	B1 (room before B2-A exit)
Gold Dragon	B1 (room north of Barbarian)
Zombie Dragon + allies	B1 (Room between NW and SW exits)
Crystallites + allies	B2-A (entrance of tunnel leading to SW exit)
Two Death Croakers + allies	B2-B (room in front of exit to B3-A)
Lamia + allies	B2-B (north of SE exit)
Cockatrice	B2-B (room before NW exit)
Empuser + allies	B2-C (room prior to exit to B1)
Stingbug + allies	B3-A (center of room)
Spirit Tree	B3-B (intersection prior to SW exit)

Helpful Boss Tactics

In any fight against a large number of foes, concentrate on using attacks targeting *all* enemies at once (like Rapid Volley and Reaper). This should help the party to eliminate the allies quickly while wearing down the main enemy. In most cases, it's best to focus additional fire on the allies to get them out of the way so that you can battle the main foe one-on-one.



The exception to this is the fight with the Stingbug. In this case, the main foe has LP-reducing attacks and not a lot of HP, so eliminate this foe first. However, don't neglect to use multi-target attacks as much as possible.

In fights against one dangerous foe, use techniques commonly employed in most other boss fights. Use protective or regenerative spells (such as Flame of Life or Self-Immolation) and prepare plenty of healing options before starting the battle. If your party is running low on LP before an especially tough battle (such as the one against the Gold Dragon), visit the inn instead of risking a party member's life.

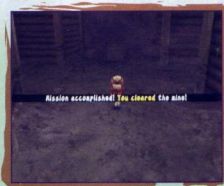
LOCATIONS OF MISSING MINERS:

1. B1 (first room, behind chest and carts)
2. B1 (last room, B2-A exit, behind pillar)
3. B1 (room north of Gold Dragon, behind crate)
4. B1 (prior to B2-C exit, behind crate)
5. B2-A (first alcove in north row, behind a crate)
6. B2-A (wide area before B3-A exit, behind a cart)
7. B2-B (at end of path west and north of Deathcroakers)
8. B2-B (in niche prior to SE exit to B1, next to crates)
9. B2-B (in SE niche between NE and NW exits)
10. B2-C (in alcove next to SE exit, behind cart)
11. B2-C (in first alcove off northwestern-most tunnel)
12. B3-A (in alcove behind Stingbug)
13. B3-A (beside exit to B2-B, behind wooden wall edge)
14. B3-B (in alcove just prior to northern-most room)
15. B3-B (in second alcove of eastern tunnel)



This mission is deemed a success after you clear the mine of the last monster. However, failing to rescue all of the miners decreases your reward. To receive the reward, simply exit the mine after defeating all of the monsters.

The full reward for rescuing all of the miners and defeating the monsters is a hefty **30,000 gold**, so it's well worth the effort to complete this quest. You also gain a lot of jewels, adding even more incentive to finish the job. Don't forget to return to the pub in Melvir and check the notice on the column to see if you missed any of the miners!



Pirate Invasion

Outline of Events



1



3

1. Enter Melvir by ship after reaching ER 16 or higher to trigger the invasion.

OR



1



4

2. Enter the Melvir Sewers and find the Pirates' Hideout. Choose to break down the door, then defeat six pirates. Return to the surface and sleep at the Melvir Inn to trigger the invasion. **NOTE:** Wait until you reach Event Rank 16 before doing this task to make the process a bit easier.



2



5

3. Proceed to the docks and face the Butcher.

5. Defeat the Great Sky Dragon.

Event Rank

14-22 (can start between ER 9-13 if Quest #22 is complete)

Trigger

Enter Melvir at the right Event Rank.

Recruits

None

Start Point

Melvir, Bajal Empire

Maps

Melvir (page 186), Melvir Sewers (page 187)

Items

10,000 gold

Winning Objective

Defeat Great Sky Dragon and protect Emperor.

Failing Condition

None

QUEST STRATEGY

There are two ways to start this quest. The most common way is to enter Melvir upon passing Event Rank 16; the invasion occurs automatically at this point. The other method of triggering this quest appears in the following tip box.



Triggering the Event

This method is a bit more proactive and brings with it an added benefit. At any time during ER 14-16, visit the Police Station to hear the rumor of an impending pirate attack. Head into the Melvir Sewers and look for the Pirates' Hideout in the southeast corner. Choose to break down the locked door and fight six pirates. After defeating the pirates, grab the treasure inside the hideout and sleep at the inn.

The benefit to starting the quest this way is that it opens up Pirate Coast. After completing the quest, return to the Pirates' Hideout and speak to the pirate covering in the back. For sparing his life, he takes the party to Pirate Coast in the Coral Sea.



Upon exiting the inn, watch out for roaming pirates all around town. They act just like monsters; if they spot your party, they rush in to attack. If you used the alternate method of starting the quest, the militia has constructed a barricade, eliminating these encounters until you reach the port. An experienced party shouldn't have much problem with the pirates, but these foes do have a fair amount of HP. They also like to use the Impact Slash technique, which deals damage twice and can cause stun. This may become a problem when multiple pirates target one character.



Use multi-target techniques and concentrate on one or two pirates at a time to thin their numbers as quickly as possible. When the numbers are more manageable, take some time to heal your party members and continue to hit the pirates hard.

Continue toward the Melvir Port. This is where the invasion started and where it will come to an end. Proceed into the next area and watch the cut-scene showing monsters streaming out of a portal in a temple somewhere in the city.



Go straight ahead and turn left at the intersection. A pirate ship is docked here with a much tougher pirate standing at the end of the gangplank. This is obviously the man in charge, so it's time to start taking care of business.



The Butcher

HP 9999 LP 10 Stance Attack

Just because the Butcher's minions are relatively weak, don't underestimate their chief! Not only are his attacks strong, but he uses the Way of Strength spell to make his attacks more powerful. If his Yo-Yo technique connects, it's almost certain that all but the strongest party members will fall in defeat.



The Butcher's Rolling Slash Axe technique strikes all party members multiple times, so keep a couple of characters as close to full HP at all times. A strong spell like Flame of Life may help characters who get hit by weaker attacks, and make sure you have enough healing resources to get KO'd fighters back on their feet as soon as possible. Protective spells are also important assets in this fight.

Try to trigger various combinations during the fight; easier vortices (such as The Scissors) are also useful here. If a character doesn't have the BP to use a strong attack, and you don't feel confident of achieving a combo, then use Defend in its place. This enables characters to regenerate BP without wasting it on a small attack. This approach may even keep a character alive after one of the Butcher's stronger strikes.





Make sure your party members have sufficient LP after the fight, as there is still a lot to do. After defeating the leader of the pirates, his minions stop attacking. Instead, they plead for their lives whenever your characters bump into them. Return to the town center to plan the next move.



To finish this mission, you must find and protect the Emperor. If, however, your party members are in decent shape, you should take a side trip. Go to the second level of Melvir and head into the sewers. Now follow the map to reach the Hidden Temple to find the source of the invasion, an evil priest dedicated to Saruin. Approach him at the altar to trigger a fight.



Priest of Saruin

HP 4800 LP 10 Stance Spell Caster

Greater Devil

HP 2018 LP 4 Stance Attack



Cyclops

HP 4348 LP 9 Stance Attack



At the start of the fight, the priest releases his summoned monsters and follows up with his own attacks. Note that this is a chain battle of three tough fights, so be prepared! The first fight takes place against a Greater Devil. Do not let this foe KO a party member with his Strike of Corruption attack, as it will leave your party with less LP for upcoming battles. Also, try to enter each subsequent fight without having taken too much damage.

Since this is a forced chain battle, use more healing than normal. Rely upon Flame of Life, as it continues to regenerate over time throughout the chain. Focus more on combos with weaker and quicker techniques (like Sonic Slash and Aimed Shot) to conserve BP for the tougher fights.



The second fight takes place against a dangerous Cyclops. This foe's Stone Throw attack, which may appear multiple times in one round, is quite powerful so make sure healing is a top priority. A Flame of Life spell, carried over from a previous round, will be beneficial but also use some various balms, Healing Water, or Moonbeam spells to bring the party's HP back to normal.



When the boss's foes are defeated, the Priest of Saruin finally steps into the fray. This marks the third and final fight of the chain. He makes use of dark magic; one of the weaker spells, Wracking, is easier to survive than the others. Some of his stronger ones include Shadow Bolt, Drain Energy, and Abyss. The last spell causes instant death to a target when it hits.

Since the priest's total amount of HP is low, it should take approximately two or three rounds of strong attacks—and maybe a combo or vortex—to finish him off. Use any remaining BP for some hefty attacks such as Blitz or Id Shot. The latter attack is especially good as it lowers INT. When your characters' BP stores run dry, switch to the smaller attacks that have a chance to combo.



If the fight continues to drag on, try to trigger combos with small attacks and a set attack order, or defend and save up for large single attacks. While two or three characters are doing this, have the others focus on healing their allies. If Flame of Life starts to wear off, recast it as needed to allow some party members to regenerate health over time, if other healing options aren't available.

Is It Worth the Trip?

If you completed Quest #10, "A Suspicious Demise," return to this location after defeating the Great Sky Dragon to combat the Minion known as Strife. This is one of the prerequisites for unlocking the character Darque in a later playthrough of the game. As a more immediate reward, the party may receive a **Sage's Robe** for defeating the Priest of Saruin.

If you took part in the side trip, return to the second floor of Melvir and go to the palace at the top of the stairs between Melvir 1F and 2F. Explore Elizabeth Palace and claim its treasures, as most of the palace's rooms are normally closed to visitors.



To move the mission along, head up the stairs directly across from the entrance to go to Palace 2F. Turn left and follow this passageway through the next doorway to enter the imperial throne room.

The task here is to protect the Emperor while his guards clear out the palace. It may seem relatively safe here, but another enemy soon appears on the horizon. A Great Sky Dragon soars down, intent on ending the ruler's life.



Great Sky Dragon

HP 8984 LP 4 Stance Attack



Approach this fight as you did against the Butcher. This time, however, the boss's attacks are less likely to instantly KO a strong character at full health (although it's still possible). Therefore, use a few more of the boosting spells, such as Way of Strength.

This great reptile also tends to use full-party attacks more often, so focus on keeping every character in good health. As usual, Flame of Life is good because it enables some of the characters to still regenerate health slowly over time. Use the same kinds of attacks that were used against the Butcher, and keep your party alive to taste sweet victory.



After you defeat the Great Sky Dragon, the Emperor grants your party a reward of **10,000 gold** and a nice sum of jewels. After the fight the party is moved outside the palace (unable to return). You won't be able to enter any inns or use any services until you climb down the stairs, at which point the town is set back to its original state.



QUEST

46

The Jewel Beast

HOW TO PLAY

DRAWN TO PERSONAL

QUEST 46
The Jewel Beast

MAPS

WEAPONS
ARMOR & ITEMS

CLASSES & TECHNIQUES
SPELLS & PROFICIENCIES

RESTAURANTS

Outline of Events



1

1. Complete Quest #34, "Aquatic Ecology" and learn about the Jewel Beast from Strom, opening the Jewel Beast's Lair on the world map.



2

2. Examine each of the four statues around the Vault of Pillars and defeat the Lamia and Zombie Dragons encased within each one.



3

3. Defeat the Petrified Beast and Cockatrice enemies in the Pile of Pillars.



4

4. Defeat the Jewel Beast and get the Bejeweled Ring.

Event Rank

10-22

Trigger

Complete Quest 34, "Aquatic Ecology," before the Jewel Beast awakes and starts to ravage the Frontier.

Recruits

None

Start Point

Water Dragon Temple, Kjarahl

Maps

Jewel Beast's Lair (page 203)

Items

Bejeweled Ring

Winning Objective

Defeat the Jewel Beast!

Failing Condition

None

QUEST STRATEGY

This is one of the most difficult missions because of the timing involved and the strength of the boss! The Jewel Beast quest begins in one of two ways. One way is to hear about the Jewel Beast from Strom after completing Quest #34, "Aquatic Ecology." This unlocks the Jewel Beast's Lair without actually waking the sleeping beast.



The second way is to overhear one of Saruin's Minions threatening to wake up the Jewel Beast. This occurs at the end of Quest #43, "The Assassins' Guild." This scene appears *only* if the Jewel Beast isn't awake.



Once inside the Lair, head straight into the Vault of Pillars and examine each of the four statues around the circle. Each one contains the spirits of a Lamia, four Zombie Dragons and occasionally some other companions. You must examine each statue and defeat the monsters within to open the entrance to the heart of the lair.



After you destroy the four pillars, a platform appears in the middle of the room. Take the bridge closest to the platform and jump over to it. Walk to the edge of the platform and jump over the edge.

The next scripted battle takes place in the chamber below against some Petrified Beasts and a couple of Cockatrices. Use the Climb proficiency to move down the crushed pillars, then fight the aforementioned foes.



The next area is a long hallway that leads into the heart of the Jewel Beast's lair. Make sure you Quicksave your game before entering the lair!

The Jewel Beast

HP 30,000 LP 10 Stance Attack

The Jewel Beast's main attack is a nasty spell called Jewel Blaster, which causes the condition known as "Over Kill." Basically, this spell is so powerful that it can easily annihilate your entire party in a single blow. There is one option to use against this attack: the pyrology spell Revive. This spell automatically brings you back to life!

However, there's another spell that works well in conjunction with Revive—Overdrive.

Overdrive is a spell synthesized by Rosalian Mages, combining Fold Time + Hellfire

+ Earthen Grasp. Essentially, this spell ends the round of battle after casting and then grants the caster an extra round in which he or she can use up to five attacks or spells. For this battle, teach Revive to one character and switch the rest of your party members to the Rosalian Mage class so you can synthesize Overdrive for each one.





During the first round of battle, have three characters hit the Jewel Beast as hard as possible, let the fourth one cast Revive on the best healer, and make the fifth member conserve BP for the next round. On your next turn, have all of your Rosalian Mages cast Overdrive while the fifth character casts Revive on the party's second strongest healer.

After the fight with the Jewel Beast, the party receives the **Bejeweled Ring**. This little trinket endows the wearer with resistance against most types of magic.

THE ALTERNATIVE JEWEL BEAST SCENARIO

There are certain conditions under which the Jewel Beast will awaken and start moving across the Frontier, destroying all of the towns in its path. These conditions are as follows:

 After Event Rank 16, the Jewel Beast automatically wakes up and starts to move across the Frontier. He destroys one village per Event Rank until reaching Weston.

 If you lose or flee from the battle with the Jewel Beast during Step #4 (see Outline of Events list at the start of this quest), the Jewel Beast wakes up and starts on a rampage.

If this occurs, you can ignore the beast or confront him in the latest town he's destroyed and fight him there. The battle is essentially the same as the battle that occurs inside the lair. However, you can delay his awakening by completing certain scripted battles in the various Frontier dungeons (see Quests #8, #14, and #39 for more details). If you manage to complete them all, you can slow down the Jewel Beast's awakening to at least Event Rank 19.



QUEST

47

The Underwater Temple

Outline of Events



1. Speak with Marina in any coastal town and agree to help her out.



2. Swim to the Underwater Temple and defeat the Gunfish.



3. Climb from the first floor of the temple to the fourth floor, fighting two sets of Bladed Iris foes.



4. Defeat the Guardian to claim the Fatestone, the Black Diamond.



5. Defeat Saruin's Minion Strife, after returning through the temple to the exit.

Event Rank	Trigger	Recruits	Start Point
17-22 (only after completing Quest #16)	Speak to Marina in any coastal town; agree to help her.	None	Any town on the coast.
Maps	Items	Winning Objective	Failing Condition
Underwater Temple (page 211)	Black Diamond, Nymphs Bangle, jewels	Defeat Guardian and rescue Black Diamond from Underwater Temple.	None

QUEST STRATEGY

After you complete Quest #16, "Stolen Nymphs," the nymph Marina returns to her home in the sea. But now there's another problem! Equip your party in town before starting this quest, because you won't have an opportunity to return until it's finished. When you're ready, find Marina near the docks in any coastal town and speak to her. Simply ask her about the problem to trigger the quest.



Before the party can enter the temple, they must defeat a group of aquatic monsters equal to your current Event Rank. A typical fight occurs against a Gunfish and some allies (Floral Mines and Flora Croakers are all possible candidates for this fight; foes you've probably already faced many times).



What Just Happened?

If Marina takes you by surprise, you can say no to her without compromising the quest. Marina doesn't take this "rudeness" to heart, so it's possible to find her again at another time.

Yucomb's temple under the sea holds one of the Fatestones known as the Black Diamond. Marina's request is that someone bring her the Black Diamond. Once on the ship with Marina, you must swim the rest of the way to the temple because the superstitious sailors won't get any closer.



After the fight, venture into the temple. Unfortunately, Saruin's minions have invaded the temple and a Guardian posted by Yucomb resides between your party and the Black Diamond. With this knowledge, head through the entrance to start the quest.



Immediately search the area for a chest that contains the Underwater Temple Map.

Use the Left Analog Stick to follow Marina and reach the temple. Just as your character reaches a crevice in the rock leading to the structure, a school of fish approaches from behind and attacks.

Navigating with the Map

The in-game map helps you find your bearings and locate the exit easily. After the map is yours, it's a good idea to search for more treasure, as there are some very nice items to find, including **Yucomb's Trident**, a rare weapon that can amplify hydrological spells.



Things get a bit trickier on the second level, as there are now holes in the floor. Falling through one will drop you down to the previous level. Additionally, some foes (avian monsters) rise from them.

Remember to explore for treasure as well, as it's not possible to return to the Underwater Temple at a later point in the game. Head east along the second floor to the stairway leading up to the third floor, which is protected by a stationary monster.



Bladed Iris and Friends

HP 2334 LP 1 Stance Attack

The highest priority in this fight is performing multi-target techniques and spells. Have any single-attacking characters focus on the Coral Crabs one at a time, then concentrate every character's attacks on the Bladed Iris.



The Iris's Gnaw attack, which is its toughest attack, is only used against one target and can be deflected.

It's better to use spells like Healing Water rather than various balms in this fight. Also, weaker attacks (such as Cutting Lunge and Running Slash) that can stack for a combo are better here than more powerful attacks (like Blitz or Hawke Blade), which may cost more DP and take longer to charge.



Once on level 3F, proceed west and then southeast. Guarding the stairway to the next floor are a few Armored Jellies and a Bladed Iris.

Use the same tactics employed in the previous fight, as it is much the same in principle. You're now getting closer to the goal, so don't be stingy with DP and items. Remember that two tough fights remain before the party can stock up.



After the fight, take the stairs to the fourth level. There are no more random encounters on this level; instead it consists of one long room with a raised platform in the center. The Guardian of Yucomb rests on the platform, protecting the Fatestone. Equip your characters with plenty of healing and strong weapons, along with anything that will protect them from terrology effects.



Guardian

HP 12,000 LP 10 Stance Defense

The Guardian likes to use a powerful Rock Cannon attack twice per round for approximately 200 HP. After repeated poundings with this attack, your party will be decimated quickly. The foe can also use Scoop Throw for double damage and a possible stun against one person.

Way of Defense

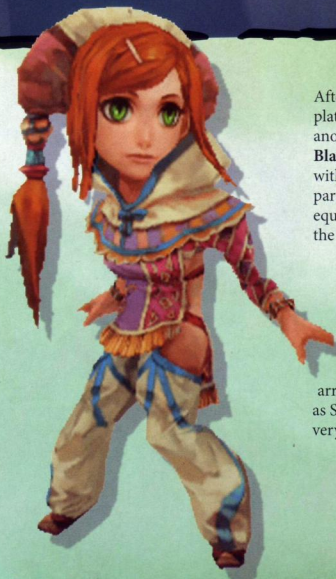
Flame of Life



The Guardian has high HP and defense, plus he uses the Way of Defense to increase his protection at the start of the fight. Use Way of Strength or other Strength- and Attack-increasing abilities on your party right away; this is a great time to use Flame of Life. This will help make things easier from a healing standpoint.

Try to trigger combos (or perhaps a vortex or two). Use charging attacks (such as Cutting Lunge, Charge, and Maim) to trigger The Scissors or even The Stallion vortex. Even high-level single attacks cause a substantial amount of damage against this boss, so if no combos are triggering, then switch to defending and building BP for your strongest techniques.

Flame of Life



After the fight, continue past the platform to reach a pedestal in another small room to find the **Black Diamond**. Claim it along with a large number of jewels. The party gets to keep this Fatestone, so equip it and exit the temple, using the holes in the floor as shortcuts.

Marina is waiting outside the temple. The nymph barely has time for congratulations before an unwelcome guest arrives. A red-clad Minion, known as Strife, appears in pursuit of the very same Fatestone.



Congratulations.
You've obtained the Fatestone, a veritable miracle... for none of such lesser talents.

Strife

HP 9000 LP 10 Stance Spell Caster

Strife uses pyrology spells, plus he has the ability to cast Hellfire multiple times in one round. If your party has decent pyrology defense, it won't cause much damage in one blow, but it can add up quickly. Have a character who has the Self-Immolation spell use it to block out such fire magic.



Also, use Flame of Life and keep everyone's HP up at all time. If you

found Yucomb's Trident in the temple, it can increase a character's hydrology abilities in exchange for some LP in a pinch. This is the last fight of the quest, so don't hold back. This boss also uses the Blades of Wind spell from the aerology group, but does so much less often and for less damage.



After the fight with Strife, the party is automatically returned to North Estamir and Marina hands over one last reward—the Nymph's Bangle.



Theodore's Madness

Outline of Events



1

1. Speak with Lord Heinrich's retainer when he appears in either Yeoville or Bruelle (after reaching ER 18 or higher).



5

5. Speak with Raphael again inside the Great Hall and select "Come with me," when he asks to accompany you to Mirsaburg.



9

9. Find Theodore among the illusions.



2

2. Go to Eugenstadt and talk to the two women near the front of the Palace.



6

6. Travel to Mirsaburg. Use Constance's Key to unlock the Secret Passage into Mirsaburg Castle.



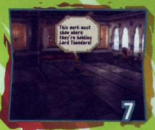
10

10. Go to Weiserheim and defeat Ifrit, who is impersonating Theodore.



3

3. Speak with Raphael and Heinrich inside the castle in the Great Hall.



7

7. Go to Theodore's Chambers inside Mirsaburg Castle and find the mark on the floor. Defeat the Jam and five Gargoyles.



11

11. In Mirsaburg Castle, tell Flammar "Of course!" when she asks if you are ready to take on Saruin. Receive your reward.



4

4. Speak with Constance in Raphael's Chambers. Get Constance's Key.



8

8. Head to the Pagan Ruins and go to Theodore's Dungeon. Defeat the Red Dragon.

Event Rank

18-22

Trigger

Complete Quest #23. At ER 18, one of Lord Heinrich's retainers contacts you in Yeoville or Bruelle and delivers news of Theodore's behavior.

Recruits

Raphael

Start Point

Yeoville, Rosalia or Bruelle, Bafal Empire

Maps

Yeoville (page 181), Bruelle (page 189), Eugenstadt (page 195), Mirsaburg (page 194), Weiserheim (page 196), Pagan Ruins (page 197)

Items

Constance's Key, Ruby, 10,000 gold, jewels.

Winning Objective

Answer Flammar with "Of course!" when asked about facing Saruin.

Failing Condition

None

QUEST STRATEGY

This quest starts largely where Quest #23, "Constance Kidnapped," left off. Once again, a retainer from Lord Heinrich's court contacts you in Yeoville or Bruelet to inform you of dire occurrences in the Knights Dominion. This time, Lord Theodore is planning to lead an offensive against Weiserheim!



First, travel to Eugenstadt and talk to Heinrich and Raphael about the situation at hand. Then, following the advice of two gossipy women outside the castle, go to Raphael's chambers and have a little talk with Constance. The young bride is very concerned about her father because he hasn't been himself since her wedding. In fact, Constance thinks that Theodore really isn't himself, literally. She gives you her key to the secret entrance to Mirsburg Castle in the hopes that you can find out what's going on.



Character Recruitment

Before you leave for Mirsburg, pay one last visit to Raphael. If you have an open space in your party, he'll gladly join. Otherwise, he's with you in spirit.



Once you reach Mirsburg, head into the shopping district and look for an out-of-the-way alley. There you'll find the entrance to the castle's secret passage. Use your key to open the door and enter the castle.

Inside you find tons of monsters patrolling the hallways. It's a good idea to leave the treasure hunting until the return trip as most of the rooms with chests are filled with two or three monsters. Once you defeat the monsters in Theodore's chambers, the rest of the monsters disappear, giving you free and safe access to the castle's treasures.



In Theodore's Chambers you find a piece of paper on the floor. Closer examination reveals where the real Theodore has been imprisoned. Defeat the group of monsters that ambush you and head out the new location, the Pagan Ruins.



It is a very good idea to save your game, heal and repair weapons before you leave. Next up is the first of two difficult boss battles and you need to be in fighting shape. If you need to purchase supplies, spells or raise your skill levels, now is the time to do it!

The Pagan Ruins are a strange place! They are full of illusionary walls, teleporting entrances and, of course, monsters. Once you enter, you'll immediately notice the candles on the first half of the flight of stairs. The number lit indicates which floor you are on. Since each floor is identical to the other, these candles serve well for tracking purposes. To get to the boss chamber, climb to the sixth floor and take the first hallway to the left. The door phases in and out of view, so act fast when it appears! You end up in a Y-shaped hallway. Take the branch to the right to get to the Red Dragon.



Red Dragon

HP 14,000 LP 9 **Stance** **Attack**

In the first round, expect the Red Dragon to blast your whole party with a devastating breath attack. After that, he'll back off a little, preferring to smash individual characters with a hearty Crunch. The dragon is sure to cast Self-Immolation on himself early in the battle too.



The best way to avoid the breath attack is to interrupt it through the use of Overdrive. Have one of your fastest characters cast it in the very first round since it is very likely that the Red Dragon won't cast another breath attack right afterwards.

If you still get torched by the Dragon's breath attack, make healing a priority for the next round—even if you have to dedicate all five players to the task. The rest of the time, try to make combo attacks out of your strongest attack skills. If you have a difficult time creating a combo, go back to the cheaper, less powerful skills as they tend to combo more easily.



After the fight, head into Theodore's Dungeon and try to find the real man in the circle of illusions. The easiest way to find him is to check out the stone sculpture in the center of the room. It points in the direction of the real Theodore. Free him and listen as he explains the circumstances of his abduction and imprisonment. Now travel to Weiserheim to confront his doppelganger!



Ifrit

HP 9574 LP 4 Stance Attack

Entering Weiserheim automatically starts the battle against Ifrit, the monster behind the fake Theodore. This is a tough battle if you don't know how to minimize the damage Ifrit can do. First, stop by an inn between the Pagan Ruins and Weiserheim and save your game before entering Weiserheim.

Next, take a look at your party members. Ifrit has a constant Self-Immolation-type shield that provides protection quite often. The reflection of damage from that shield can easily kill the attacking character. Therefore, avoid attacks that involve direct contact with him. Use long-range attacks and spells to inflict damage safely.

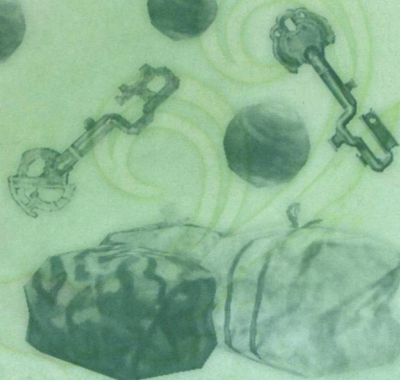


Since Ifrit is a fire enemy, use water and ice magic, or even an Ice Sword, to cause damage. If you acquired some of the weapons from the four ecology quests, equip them too—especially Strom's Serpentbrand and Avi's Feather Spear. Summoning any of the four elemental lords into this battle can help salvage a bad situation.

With the boss's shield out of play, focus on healing your characters and hitting Ifrit with powerful attacks. Watch out for powerful spells like Bird of Flame (400 HP damage to all characters), the multi-hit favorite Strike of Corruption, Charring Swing, and Cannon of Degeneracy. Keep your party healed as much as possible and don't be afraid to use Overdrive for a free round of healing.



After the fight, the scene shifts back to Mirsaburg Castle where Lord Theodore—the real one—resumes his throne. After the ceremony, speak with Flammar. When she asks if you're ready to face Saruin, answer in the affirmative and she'll hand over the Ruby.



QUEST

49

The Dragon Knight

14-17/10/10

DRAGONS PERSONA

QUEST 49
The Dragon Knight

MAPS

WEAPONS
ARMOR & ITEMS

CLASSES/TECHNIQUES
SPELLS & PROBABILITIES

RESTAUR

Outline of Events



1. Speak to Lord Heinrich in Eugenstadt Castle. Accept the task of escorting Raphael to Drachenvale and the Dragon's Court. Raphael joins the party.



2. Speak to the Dragon Knight in Drachenvale. While in battle, perform the Dragon vortex. Obtain the Dragonscale Shield and jewels.

3. If Neidhart isn't in your party, watch as he arrives to battle the dragon.

OR

4. If Neidhart was in your party during the previous steps and did not kill the Dragon Knight, return to Drachenvale to see the Dragon Knight fighting Scorn. Assist the knight in battle. If you have an empty slot in your party, he becomes a permanent member. Obtain Mirsa's Armor.

Event Rank

18-22

Trigger

Complete Quest #48 then talk to Lord Heinrich in Eugenstadt. You must have Raphael in your party currently or the room to recruit him.

Recruits

Raphael, Dragon Knight

Start Point

Eugenstadt, Knights Dominion

Maps

Eugenstadt (page 195);
Drachenvale (page 197)

Items

Dragonscale Shield; Dragon's Eye (if Sif is main character);
Mirsa's Armor, jewels.

Winning Objective

Perform the Dragon vortex while in battle with Dragon Knight.

Failing Condition

None

QUEST STRATEGY

After completing Quest #48, "Theodore's Madness," go to Eugenstadt Castle and speak to Lord Heinrich for the next quest in the Knights Dominion. This time, you accompany Raphael to Drachenvale and meet the great Dragon Knight. Raphael must be in your party to speak to the Dragon Knight, so have room in your party when you talk to Heinrich.



Head to Drachenvale and go to the fissure in the mountain face. Inside is the Dragon's Court.

Approach the Dragon Knight and Raphael gives him his request for knowledge. The Dragon Knight, however, wants to test you first!

This is a battle for one

purpose only: To see if you can pull off a Dragon vortex. If you've already done this, this is a chance to do it again. If you haven't performed a vortex, follow the on-screen prompts. You may need to flee the battle once or twice to change positions or even adjust weapons. You need a line-up in which three of your characters (ideally with equivalent AGI stats) are three deep (i.e., one in each row), then find attacks that are similar



(throwing attacks, jump attacks, dash attacks or slash attacks, etc.). Press the **■** Button to decide the order of attack and see what happens. Turn that three-man combo into a vortex! Once you complete a Dragon vortex, Raphael gets the knowledge he seeks and you get the nice **Dragonscale Shield**.

Sif as a Main Character

If Sif is the main character, speak with the Dragon Knight after completing Step #2 to find out more about the Dragon's Eye ring. Once repaired, its powers are outstanding! Be prepared, however, to fight a Silver Dragon over it!

The next part of the mission depends upon whether or not Neidhart is in your party. If so, then you are closer to recruiting the Dragon Knight. If, however, Neidhart isn't in your party, watch out! As soon as you complete the vortex training battle with the Dragon Knight, Neidhart appears and attacks the noble creature. Since the Dragon Knight makes a great addition to any team, bring in Neidhart from the start so that he doesn't slay the dragon. You can recruit Neidhart by completing Quest #42, "Find the Aquamarine," and giving the gem to Neidhart in Crystal City.

The final step in recruiting the Dragon Knight occurs when you return to Drachenvale at another time. You *cannot* let Neidhart slay the Dragon Knight if you want this scene to take place! When you enter the Dragon's Court, you witness the Knight in battle with Saruin's minion Scorn. Join the Dragon Knight in his battle and slay the minion. If you entered the court with an extra slot in your party, the Dragon Knight becomes a permanent party member at the end of a successful battle. You also receive **Mirsa's Armor** for your winning the battle with Scorn.



QUEST 50

"Who am I?"

Outline of Events



1. At the start of a new game, see the scene of Darque's resurrection.



- 3b. Path B: Raise Darque's INT stat and witness all four of Aldora's memory events.



2. In the first town you visit, find and recruit the amnesiac Darque.



- 4b. Undertake Quest #56, "The Netherworld," and ask to see Purgatory when you meet with Death.



- 3a. Path A: Raise Darque's DEX stat and witness all four of his memory events.



- 5b. Take Darque/Aldora to the top—the 1000th floor. Grab the Wizard Ring and leave the Netherworld.



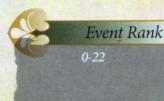
- 4a. When his DEX stat reaches 50 or above, witness him regain his memory.



- 6b. Look for Darque/Aldora in any town in Mardias. Choose to fight Saruin together with her and she'll join your party for good.

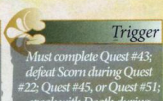


- 5a. Complete Quest #43 and look for Darque afterwards. Select the option to destroy Saruin and Darque will join your party permanently.



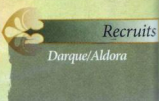
Event Rank

0-22



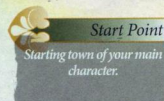
Trigger

Must complete Quest #43; defeat Scorn during Quest #22; Quest #45; or Quest #51; speak with Death during Quest #56.



Recruits

Darque/Aldora



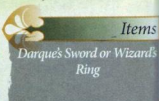
Start Point

Starting town of your main character.



Maps

Assassins' Guild (page 201), Netherworld (page 206); Purgatory (page 206)



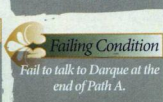
Items

Darque's Sword or Wizard's Ring



Winning Objective

Complete Path A and recruit Darque, or complete Path B and recruit Aldora.



Failing Condition

Fail to talk to Darque at the end of Path A.

QUEST STRATEGY

This quest is the first of two missions (the second is Quest #51) that require you to complete a full playthrough of the game and start another character before you can access it. To activate this quest at the start of a second playthrough, you must do the following in your first playthrough:

Complete Quest #43, "The Assassins' Guild."
Defeat the minion Scorn during one of these quests: Quest #22, "Ailing Emperor,"; Quest #45, "Pirate Invasion,"; or Quest #51 "An Unlucky Woman."
Talk to Death during the pre-Saruin mission, Quest #56, "The Netherworld."

After meeting one of these conditions, when you start your next game you should see a cut-scene detailing Darque and Aldora's "meeting." After gaining control of your character, look for Darque in the first city you visit (except South Estamir), whether you start there or end up there after your character's introduction. Although Darque is a bit confused and appears to be suffering from amnesia, go ahead and recruit him.



Recruiting Darque

There may be times when you cannot recruit Darque because an active quest may prevent him from appearing in a specific town. For this reason, try to recruit him at the start of the new game before there are any quests pending!



The point of this quest is to resurrect one of Darque's split personalities: Darque the Assassin or Aldora the Wizard. If you like Darque the Assassin, you can level his DEX stat but if you prefer Aldora the Wizard, get his INT stat up. When they reach the levels indicated in the following table, enter any city *other than South Estamir* and Darque/Aldora gets a bit of his memory back and the appropriate class gets a skill level increase for all of the different abilities that comprise it.

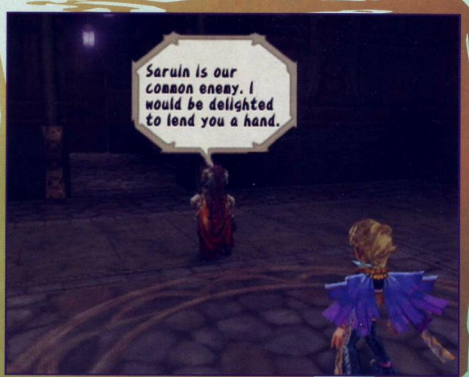
REQUIRED STAT	EVENT	SKILL INCREASE
DEX 16+	Darque's Memory Scene #1	-
DEX 22+	Darque's Memory Scene #2	Assassin class skills go from Lv. 1 to Lv. 2.
DEX 30+	Darque's Memory Scene #3	Assassin class skills go from Lv. 2 to Lv. 3.
DEX 40+	Darque's Memory Scene #4	Assassin class skills go from Lv. 3 to Lv. 4.
INT 16+	Aldora's Memory Scene #1	Wizard class skills go from Lv. 0 to Lv. 1.
INT 22+	Aldora's Memory Scene #2	Wizard class skills go from Lv. 1 to Lv. 2.
INT 30+	Aldora's Memory Scene #3	Wizard class skills go from Lv. 2 to Lv. 3.
INT 40+	Aldora's Memory Scene #4	Wizard class skills go from Lv. 3 to Lv. 4.

The outcome of this quest is partially determined by how you decide to outfit and level Darque once he joins your party. He starts out as an Assassin, but you can just as easily switch him to a class that will bring out his intellectual side, skewing his remembrances to the Aldora side. After viewing the fourth memory event of either side of the personality, it's time to push the character's DEX or INT stat into the 50s to trigger the big breakthrough. What happens next depends on which path you choose.

Path A: Recruiting Darque the Assassin

The path to recruiting Darque is surprisingly simple! Once you get his DEX to 50+, he remembers who he is and what he has to do. After he leaves your party, take on Quest #43, "The Assassins' Guild."

At the end, look for Darque in the guild hideout and talk to him. His disillusion is strong and if you swear to help him take on Saruin, he gladly joins your party. Check your inventory for **Darque's Sword**, which is the reward for completing this mission.



Path B: Recruiting Aldora the Wizard

If you decide to pursue Aldora on a permanent basis, the task is a bit more difficult. Once again, you must skew the game so that you open up the Netherworld in Quest #56. Talk to Death with Darque in your party and ask him to let you see Purgatory.



Purgatory is the bonus dungeon, consisting of a thousand floors. Basically, you progress through the dungeon in random increments, stopping at designated floors for scripted battles with various Purgatory foes.

When you arrive at a floor, look for the nearest tunnel to continue downward. If you need to leave Purgatory, go back through the door from which you entered each level. This automatically jets you back to the start. To continue ahead, simply look for another tunnel to enter. Then the screen blackens and you must press the Action button to stop the whirling dial of numbers, determining how many floors you progress with the 100th increment. Getting within the 90s gets you passed to the next 100th level increment—after a sub-boss battle. If you manage to land on one of the special floors listed in the following table, you have an extra scripted battle to fight. Continue trudging up through Purgatory until you reach the 1000th floor.

SCRIPTED BATTLES IN PURGATORY

FLOOR #	MONSTER
100 th	Purgatory Goblin
111 th	Purgatory Goblin + Four Karkrinoras
200 th	Purgatory Dragon
222 th	Three Purgatory Crabs
300 th	Purgatory Bird
333 th	Two Purgatory Drakes
400 th	Purgatory Beast
444 th	Seven Purgatory Butterflies
500 th	Purgatory Pest
555 th	Purgatory Bird + Four Petrified Beasts
600 th	Purgatory Dinosaur
666 th	Soulgutter
700 th	Purgatory Herb
777 th	Witch of Fortune + Four Gargoyles
800 th	Purgatory Demon
888 th	Purgatory Herb + Four Netherworld Roots
900 th	Purgatory Fish
999 th	Three Gelions

Once you reach the one thousandth floor, Aldora remembers the cell she spent lifetimes locked up in and goes on about the body she is now trapped in. She leaves your party and Purgatory, leaving her **Wizard Ring** behind on the floor. Pick it up to return to the start of Purgatory.



Head out of the Netherworld and go to any city. Look for Darque/ Aldora and return the Wizard Ring to her. When she implores Mirsa for help, exclaim "Let's fight together!" to convince her to join your party for good. In addition, this final act raises her to a Lv. 5 Wizard.



QUEST

51

An Unlucky Woman

Outline of Events

HOW TO PLAY

CHARACTERS PERSONALITY

QUEST 51
An Unlucky Woman

MAPS

WEAPONS
ARMORS/ITEMS

CLASSES/TECHNIQUES
SPELLS & ABILITIES

REPUTATION



1



13

1. Look for a strange woman to appear in a pub in any town in Mardias upon reaching ER 2. Speak to her after one of the men in the pub hits on her.



2

2. Exit the pub and return to learn that she's quit and left town.



14

14. Go to Schirach's Temple in the Estamir Tunnels. If your ER is 19 or higher, Schirach invites you to the Shadow Palace.



3-5

- 3-5. After every two Event Ranks, look for Schiele in a random pub and speak to her. She continues to brush you off through three more attempted conversations.



15

15. Follow the shade of Schirach/Schiele through the Palace. Defeat Schirach.



6-12

- 6-12. After the fourth conversation, Schiele begins to tell tales of woe each time you find her. This continues until you reach the eleventh conversation with her.

Event Rank	Trigger	Recruits
2-22	Talk to the strange, "unlucky" woman when you meet her in any bar in Mardias.	None
Start Point	Maps	Items
Any pub	Shadow Palace (page 199)	Diamond and jewels
Winning Objective	Failing Condition	
Defeat Schirach in Shadow Palace.	By reaching ER 12 before doing Step #13 (on first playthrough).	

QUEST STRATEGY

An Unlucky Woman" is one of two quests that must be completed over the span of several playthroughs. In the case of this quest, you must locate and speak to the Unlucky Woman, Schiele, twelve times over the course of several playthroughs to unlock the events and the dungeon that complete the task. To make things more interesting, you must adhere to the following Event Rank guidelines:



Must complete steps #3-13 before your current character reaches Event Rank 12.



Steps 15-16 do not trigger until the character used to complete Step 13 reaches Event Rank 19.

To kick off the quest, look for a veiled woman in a local pub upon reaching Event Rank 2. When you approach, you see her rebuff a random guy hitting on her. When things die down, go over and speak to her.



After receiving her standard "Leave me alone!" line, leave the pub and return. The bartender notes that the woman, Schiele, quit and hasn't been seen since.



From this point on, Schiele appears in a random pub (see below) every two Event Ranks until your character reaches ER 12. To complete this quest in two playthroughs, you need to hunt her down religiously. The good news is that she never returns to a pub she has previously visited. After speaking to her four times, she starts talking about her little stories of woe. After the twelfth conversation, your character gets to go on a walk with her.



Schiele's Pub Appearances

Altours, Aurefont, Jelton, Mirsaburg, North Estamir, Northpoint, Oapu, South Estamir, Tarmitta, Weiserheim, Weston, Yeoville

Before anything can be done to soothe Schiele's pain, Scorn pays a visit.



Scorn has four spells: Hellfire, Enhance Spells, Blades of Wind, and Shadow Bolt. Scorn is dangerous chiefly because of his ability to attack 3-4 times per round. In the event that you cannot defeat him, don't worry. Whether you win or lose this battle, the subsequent events will play out regardless.

After the fight, you are left with the Diamond of Light and an unsettling revelation regarding Schiele's possible identity. The next part of the quest takes you to Schirach's sanctuary in the Estamir Tunnels. When your character's Event Rank is 19 or over, an event with Schirach occurs that opens a passage to her secret lair—Shadow Palace.



Lost?

The Shadow Palace is fairly straightforward. Follow Schirach/Schiele's shadow through the palace and listen to her warnings. She'll indicate when monsters or items are in the vicinity.

There are two locations to fight for treasure chests. Two Abyss Lords (think Greater Demon) and a random enemy (a random undead monster appears with the group on the left, while random plant monsters appear with the group on the right) protect each chest. The prizes for these battles are a **Black Robe** (on the left) and an **Astral Coat** (on the right).



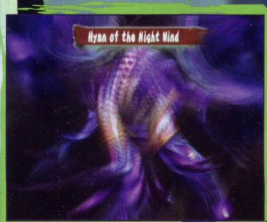
If you want these items, then take on the challenge. If not, continue straight down the main hallway! A big boss fight awaits at the end, so come prepared.



Schirach

HP 42,000 LP 9 Stance Spell Caster

Before taking on this powerful beast, come prepared with the best armor and weapons and make sure your party has learned most of the techniques for their weapons of choice. You'll need all the firepower possible to make a dent in Schirach's HP.



Schirach uses a combination of magic and some techniques unique to her. Watch out for Black Book, Hymn of the Night Wind and the dastardly Dark Temptation. Although she doesn't have an attack quite the caliber of the Jewel Beast's Jewel Blaster, her attacks are still quite fierce. Use defensive spells like Self-Immolation and Revive to protect your party against extensive damage. Dark Temptation can easily wipe out a single character, so be liberal with Revive spells in the early rounds.

Of course, this is another battle where time manipulation spells like Overdrive pay dividends. In addition Revive and a host of defensive spells (like Anti-magic) and aerology spells (like Blood Curdle and Snowstorm) are also good bets. Ultimately, try to inflict as much damage per round as possible to shorten the length of the fight.



QUEST

52

Frosthhold Fortress

Outline of Events



1. Revive a casualty in the Netherworld by speaking to Death.



2. Complete the "Frozen Lake Faerie" quest to gain entry to Frosthhold Fortress.



3. Climb through the various levels of the fortress to reach the Statue Room.



4. Defeat Frielei and her pet, Drake, to win the Obsidian Sword, then leave the fortress.



5. Defeat Spite to protect the sword.

Event Rank
0-22

Trigger
Revive a casualty in the Netherworld by speaking with Death.

Recruits
Red Mage, Frielei

Start Point
The Netherworld, Ligu Isle

Maps
Shiverland (page 192), Slope to Frozen Lake (page 192), Frosthhold Fortress (page 193)

Items
Obsidian Sword, jewels

Winning Objective
Escape fortress with Obsidian Sword; defeat Spite to keep it safe.

Failing Condition
Lose to Spite or agree to hand over Obsidian Sword.

QUEST STRATEGY

Upon reaching the Netherworld and speaking with Death, you have the option to revive previous casualties. Then Death mentions a powerful weapon found within a place called Frosthhold Fortress, which triggers this quest.



Opening Shiverland

You may need to recruit Sif temporarily to unlock this location. She's usually in the pub in Altours or Crystal City.



Time to Prepare

Before heading out for Frozen Lake a second time, stop in town to prepare your party and change proficiencies. Some things to consider are high levels in Find Traps, Disarm Traps, and Pick Locks. Although there are some chests with decent goodies inside the castle, most of them are trapped, locked, or both.

Proficiencies		
Active proficiencies		Bonus Rate
Find Traps	100%	+4
Disarm Traps	100%	+4
Pick Locks	100%	+4
Find Traps	100%	+4
Disarm Traps	100%	+4
Pick Locks	100%	+4
Find Traps	100%	+4
Disarm Traps	100%	+4
Pick Locks	100%	+4
Find Traps	100%	+4
Disarm Traps	100%	+4
Pick Locks	100%	+4
Find Traps	100%	+4
Disarm Traps	100%	+4
Pick Locks	100%	+4

You may want to remove a character from your lineup, as there is an opportunity to recruit two characters during this quest. Note, however, that there are advantages and disadvantages for recruiting both. For example, to get one of the characters, you must fight through an entire fortress with one less party member. However, this is the only way to recruit one of the game's unique characters.

Accessing the Fortress

In Shiverland, take the center of three exits along the south of the zone to the slope. This, in turn, leads directly to Frozen Lake. Frosthhold Fortress is on the opposite side of the lake, but it's currently locked tight. (To open the fortress, refer to the "Frozen Lake Faerie" quest and complete it.)

With everything in place, return to Frozen Lake and cross again, sliding from circle to circle on the ice on your way to the other side. Now run straight through the opposite exit and into the fortress. There is a figure just inside the entrance. This is the first recruitable character, the Red Mage.

To Recruit or Not to Recruit...

It is *strongly* suggested that you leave the Red Mage where he is, at least for this quest. Although he possesses dark magic, he cannot use any of your equipment aside from rings and neckwear. More to the point, having the Red Mage in the party is a bad thing later on in this quest.



To reach the stairs leading down, turn left and run west down the hallway to the next small intersection. Turn north here and follow the hall to a set of stairs. There are more stairs on the map further to the west, but they are blocked at the bottom.



With this castle half-buried on the lake, you start on the top floor and descend. Proceed downward from the top floor to level 3F, then make a right and go west at the intersection. The floor dips into a slippery slope just down the hall. Take note of the dangling icicles overhead; these things are hazardous to your party's health if they fall and hit them. To avoid them, it's best to just keep moving.



At the bottom of the slope, continue along the only path down another icicle-strewn slope, and around another turn to the next set of stairs leading down.

The Search Continues

To move onward, go east through the door from the candle puzzle, and north at the intersection to reach a stairway leading up. This takes you back up to a different section of the top floor. There are no offshoot paths to take here, so follow the twisting hallway to reach a new set of stairs that lead down to yet another section of the third floor.



At the bottom of these stairs, step into the niche to the west to open an unlocked chest. This chest should contain the map to **Frosthold Fortress**. Now proceed east to run along another of the hallways with slopes and icicles and a set of stairs leading down at the end.



A New Candle Puzzle

Back on a new section of level 2F, there's another candle puzzle, but with a catch. Two of the candles are locked away behind the cell doors, one hidden out of sight. Luckily, both candles are set to red, so turn the three remaining candles within reach to match them.



The Candle Puzzles

On the second floor, you find the first of two candle puzzles to solve. There are five candles set in a pattern with different colored flames. These candles may burn green, blue, or red, and turning all of them the same color causes various barred doors on the level to unlock. Of course, this also releases some monsters in the area.



When all five candles are red, the two nearest doors slide open, granting access to the remaining two. Again, turn all five candles at the same time to the remaining two colors to unlock every door, then continue through the newly-opened doors to reap any rewards.

Back on the Path

When you're ready, go west from the room with the candles, and north to the stairs leading down to the first floor. On this level, there are offshoot rooms and hallways. To go directly to your destination, proceed west to a

small room with a four-way intersection, and take the south passageway. Continue past a room to the east, then follow the corridor as it twists slightly and intersects with a new hall. Head west and turn north at the next opportunity. Finally, take that north path into the Statue Room.



The Statue Room

Inside this room stands a frozen statue. Examine it to see that it is a tableau of a woman, a monster, and a sword that seems strangely alive compared to the rest. Suddenly, the party hears the voice of the Red Mage. He explains that the sword is actually the Fatestone of Evil, the Obsidian Sword.



As the Red Mage finishes his explanation, the voice of Frielei cuts in. Frielei, the Fatestone's guardian, defies anyone who wants to take the evil talisman.

Frielei

HP 4400 LP 10 Stance Attack

Drake

HP 4424 LP 1 Stance Defense

The Drake is much like the Aqua Drake monster you've fought earlier in the game, but a bit stronger and with more HP. It uses the Spit Cannon attack for the most part, causing damage against one party member. His other attacks, such as Chow Down, are similar to the Cannon attack in terms of damage inflicted.



Frielei isn't much of a threat for most of the fight. She tends to use her great sword for simple attacks (like Sunder), making the Drake the greater threat. Things change, however, when she uses her aerology spells. Spells like Blood Curdle do notably more damage, but it shouldn't drop a well-leveled character who is at full health.

The boss's big attack is a Snowstorm spell, which causes lots of damage to each party member. It will likely knock down each party member to low HP. If the boss uses the spell again quickly, it will mean trouble for your party. Heal at least one or two characters with Healing Water or other strong healing abilities to max HP.

Use area attacks, including line attacks (like Arm of Light) as the Drake stands behind the woman, lining them up nicely. Focus powerful strikes against the Drake first, since it is generally easier to take down. If you have a lot of INT-reducing attacks (like Id Break), you may want to attack Frielei first using these attacks to lower her spell offense.



After the fight, the party receives the Fatestone: the **Obsidian Sword**, along with a large number of jewels.

Another Recruit?

If you have space in your party, you can recruit Frielei. If your party is full, however, she says she must visit her sister, Flammar. If you want to use this character, recruit her and keep her in your party. **REMEMBER:** You cannot recruit her later and once she leaves your party, she's gone for good!



While getting the Obsidian Sword seems like it should complete the quest, you're not done just yet. It's time to proceed back through Frosthold Fortress. The back passage is still not open, which forces the party to take the long way around. If you recruited Frielei, get into a few random battles to unlock some of her techniques.

Once on the top floor of the castle, leave through the main doorway to start the real fun. You may have already faced Saruin's Minions trying to get their hands on the various Fatestones—and the Obsidian Sword is no different. Spite appears at this point, determined to take the sword back.



Spite

HP 8000 LP 10 Stance Spell Caster

Chances are high that by now, you've faced off against at least one of the Minions of Saruin, so this fight shouldn't be unfamiliar. Spite uses spells like Shadow Blade, Hellfire and Blades of Wind. Each spell lacks the power on their own to bring down a party member, but the Minion can act three times in a round and may even combo.



Unlike other Minions, Spite may use the Drain Energy spell. This has the unfortunate effect of healing his health slightly while he inflicts damage. The effect is amplified, though, if it's part of a combo.

A key to winning this fight is preparation. Use equipment that reduces—or even nullifies—damage from the boss's various spells. The Self-Immolation spell is also useful as a shield, especially against Hellfire. Flame of Life isn't a huge help in this battle, although it's capable of helping over a period of time when no other options are available.

Concentrate on strong attacks like Blitz, Zapper, and other high-BP techniques. Aside from this, the usual INT-reducing techniques (such as Id Break) are effective against mage types. If you have some techniques that you know combo well together, then use them. If not, use techniques of different speeds to try to break up Spite's attacks and prevent him from getting a combo or two of his own. Simply defeat Spite to overcome the last obstacle. The quest is now complete and the Obsidian Sword is yours.



QUEST

53

Frozen Lake Faerie

Outline of Events



1. Revive a casualty by speaking with Death in the Netherworld.



2. Travel through Shiverland and the Slope to Frozen Lake, crossing it to the opposite side.



3. Speak to the Faerie on the far shore of the lake, agreeing to her request.



4. Travel through Kaklim Desert to the Desert Ruins, through the levels beneath the ruins and Nisa Cavern, and into Merhold.



5. Throw the Faerie's lock of hair into the lake.

Event Rank	Trigger	Recruits	Start Point
22	Revive a casualty in the Netherworld, then speak to Frozen Lake Faerie in Valhalla.	None	The Netherworld, Ligu Isle
Maps	Items	Winning Objective	Failing Condition
Shiverland (page 192), Frozen Lake (page 192), Kaklim Desert (page 178), Desert Ruins (page 178)	Jewels	Throw a lock of the Faerie's hair into the lake at Merhold.	None

QUEST STRATEGY

This quest begins in Death's Room in the Netherworld. Here you must choose to resurrect a casualty in return for one of your main character's LP. This act, in turn, unlocks the quest "Frosthold Fortress."

Companion Quest

This quest must be completed in order to access the Frosthold Fortress. It is also a good companion to "Missing Taralians," as it eventually leads to the same location.

Visit Shiverland in Valhalla. If you don't have access to this area, temporarily recruit Sif to unlock it. Look for her in the Crystal City pub or the one in Altours. Once in Shiverland, go to the south part of the area, where three exits are clustered almost together. Choose the center exit to access the slope. Follow this slope along its narrow path for a short distance to find Frozen Lake.

While examining the lake, note that the circular patches are slightly lighter in color than their surroundings, in regular rows and columns. To navigate the lake you must slide between these circles. Step off one edge of a circle to slide at high speed to the closest circle in that direction, diagonals included. Make your way across the lake, circle by circle, until you reach the narrow path at the opposite shore.



Once you're back on dry land, an apparition appears. A faerie appears from thin air and asks you to perform a task for her. She needs someone to throw a lock of hair into the lake hidden deep beneath the Kaklim Desert. Agree to help her out to trigger the "Frozen Lake Faerie" quest. At this time, however, Frosthold Fortress is sealed tight until you complete the quest, so hike back to civilization and travel to the Dry Lands.



The Kaklim Desert

If you don't have access to the Kaklim Desert, speak to one of the NPCs on the road that runs between the exits of Uso. The journey is the same that you must make for the quest "Missing Taralians," so refer to that quest and follow its instructions down to Merholm.

Once you reach the village of Merholm far beneath the desert, run through the town to reach a bridge over a narrow part of the underground lake. Upon reaching the middle of the bridge, press the \otimes button when the prompt appears. This makes your character throw the lock of hair into the lake, earning the Faerie's gratitude and a large number of jewels.



It's Not Over!

If you want, continue across the bridge and enter the Temple of Nisa at Merholm's far side. Pray to the goddess, and take the **Topaz** as instructed. On the way out, speak to Jephthimith inside Nisa Cavern B1.

Tell him you have been instructed to defeat Saruin, and he will hand over the **Sword of Earth** for you to use. You can even speak to the tribesmen blocking the various side paths to force them to move, seeing what spoils lie beyond them.



Make the long trip back up through the cavern and Desert Ruins, through the Kaklim Desert to the world map. Return to Shiverland and take the slope exit, at which point you get to see Frosthold Fortress lose its coating of ice, allowing you access to its interior.



QUEST

54

Auldburg

Outline of Events



1. Hear the tale of the Giants of Auldburg from the Minstrel.



4. Use the turning statues to unlock doors within the castle.



2. Speak to a child in Uso to locate and unlock Auldburg.



5. Navigate through the old well to Ettinham.



3. Defeat the various Castle Guardians in Auldburg to gain access to the statues.



6. Speak with a giant in Ettinham to unlock the "Face Saruin" quest.



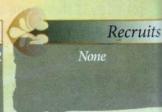
Event Rank

20-22



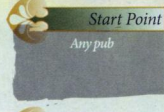
Trigger

Speak with Minstrel after ER 20 with no special standing with Elore or dark gods. If he tells story of "Giants and Auldburg" this quest becomes available.



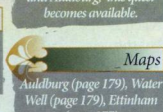
Recruits

None



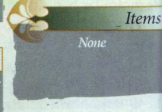
Start Point

Any pub



Maps

Auldburg (page 179), Water Well (page 179), Ettinham (page 177)



Items

None



Winning Objective

Speak with the elder in Ettinham about Saruin.



Failing Condition

None

QUEST STRATEGY

Now it's time for the final challenge. There are three pre-end game missions allotted based upon your characters' relationships with the gods; this is one of them. Players who have a high standing with Elore receive the "Trials of Elore" quest, while those who are closer to one of the dark gods receive "The Netherworld" quest. And those who don't meet either requirement receive the "Giants and Auldburg" quest.

The quest begins when a Volunteer Brigade member in a town mentions "Final Secrets" and states that the Minstrel is looking for you. So find a pub and speak to the wandering musician. When he mentions his fear of Saruin, choose to reassure him. He then mentions the tale of the giants and the city of Auldburg. Speak to him again to learn that the mountains in the tale were found near Uso.



Travel to Uso and speak to a boy on the road between the two exits from town to unlock the route to Auldburg. (The town is available in the Dry Lands area.) Choose Auldburg from the world map to make the party appear outside the main gate of a large, desolate-looking building.



There is a puzzle to solve just inside the first room. There are two dragon-head statues inside the room (one on each side) with a locked door on the opposite wall. Approach a statue and examine it to turn it clockwise. To unlock the door, you must turn each statue to face its twin. When the two statues face inward the door opens.



There are two more locked doors on the level. To unlock them, you must proceed to the higher floors and fight three Castle Guardian monsters. When defeated, these creatures drop a statue down to the first floor. It takes two of these statues to unlock the path to Etinham; acquiring a third enables the party to unlock a door that leads to a treasure.

To unlock every door, go to the east, then south through the next room's exit, and turn back west. This leads to a set of stairs leading to the second floor. On the second floor, head directly west and then north to find the first boss.



Castle Guardian #1

HP 12,155 LP 9 Stance Attack



Every Castle Guardian fight is tough. Each foe brings along one or more tough allies, such as Barbarians or Goblin Knights. Eliminate the allies first, as quickly as possible. The Castle Guardian hits with a lot of power, so it's important to dispose of all other threats immediately. Use multi-target attacks and spells for the first part of the fight to deplete a bit of health from the boss and the allies at the same time.



The Castle Guardian likes to use an ability called Ravage, which deals a decent amount of damage once per round. The Castle Guardians each possess a different secondary attack. This version uses Bomb Toss, which inflicts a large amount of damage (although less than Ravage) against one character.

Don't forget to focus on healing throughout the battle. Don't let any characters drop to 0 HP, as it's important to conserve LP for upcoming fights.

Defensive spells and the regeneration ability of Flame of Life are useful in this fight. Also, try to pull off combo or two to cause more damage. The enemy has high but not enormous HP, so if you really hit him hard for a few rounds he should drop before he can do too much damage to your party.



As noted previously, the boss drops a statue to the first floor after the fight. To collect any other goodies, continue past to the third floor before returning to the first floor. Back on Auldbray 1F, go to the room with the four-way intersection and go west. At the end of the path, turn north and take the stairs to the second floor. Now head straight and follow the path east and south to reach the next Castle Guardian.



Castle Guardian #2

HP 12,155 LP 9 Stance Attack

This boss uses Snowstorm, an aerology spell that unloads heavy damage to each party member. Of all the Castle Guardians' special abilities, this is perhaps the most powerful.

Use any spell or aerology defense beforehand, then make good use of Flame of Life if it's available. This enables you to regenerate the damage caused to some characters while you focus healing on others, leaving other party members free to inflict damage to the boss. In general, follow the same tactics used in the first Castle Guardian fight to win the fight. That's two statues down, one more to go! Climb up to the third floor to face the Castle Guardian on the highest level.



Castle Guardian #3

HP 12,155 LP 9 Stance Attack

The last guardian has multiple abilities that it uses along with the normal Ravage. Stone Throw is much like the Bomb Toss. Blood Curdle, an aerology spell, deals a small amount of damage multiple times to one character. Equip your party with the proper armor to help minimize the damage incurred by these spells.



Low Sweep, on the other hand, strikes all party members on one horizontal row in combat and can stun. That said, spread out the entire party over multiple rows, using The Wheel formation (if possible). If Low Sweep is used during this set-up, then perhaps only one or two characters will take damage per round.

Lastly, this Castle Guardian goes into a sort of "frenzy" toward the end of battle, unleashing additional Stone Throw attacks. Although this situation is quite dangerous, it signals that the end of the fight is near.



After the last statue drops, return to the first floor. There should be a statue in the center, the west, and the east. Turn the central statue and the one to the west to face each other to open the center doorway leading north. This leads to the King's Chambers and a treasure chest with 5000 gold.



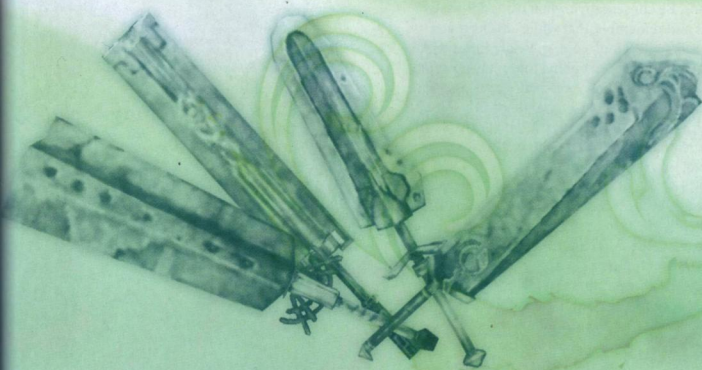
To finish this mission, turn the center and eastern statues to face each other to unlock the northeastern door. This, in turn, leads to an old well, the exit to a new area. Examine the well to drop into the "Water Well." This short, monster-filled tunnel leads to an intersection. Take the eastern path to reach Ettinham.



The giants' domain of Ettinham is a city with the usual services (shops, inns, mentors) that make it quite welcome at this juncture, but they must be unlocked first. Climb the slope and go to the west to find a doorway leading into a watchtower. A cut-scene shows a conversation with one of the ettins taking place on the roof of the tower. This elder remembers the stories from long ago. After a brief discussion, the giant decides to offer the town's services. He also mentions Saruin's location, which unlocks "Face Saruin," and reveals a shortcut that leads back to civilization more quickly than returning through Auldury.



Avail yourself of any services you need here, as these shops offer some things that simply aren't available anywhere else. After doing so, leave through one of the town's exits to start the next mission.



QUEST

55

Trials of Elore

Outline of Events



1. Talk to the Minstrel in any pub and tell him "It ain't gonna happen" when he speaks of the end of the world. This prompts him to tell the story "Heroes and Gods at War," if you meet the requirements.



2. Go to the Steppes of Galessa and visit the Sun's Altar off the west exit. Climb the steps to the altar to open the pathway to the Trials of Elore.



3. Defeat the 12 bosses and head to the Altar of Trials.



4. Speak to Elore. This conversation reveals Saruin's location and opens the final quest, "Face Saruin."

Event Rank

20-22

Trigger

Must meet the following requirements: favor in Elore must be 200 points or above; favor in Death, Saruin, and Schirach must be below 200 points. Also, must not have activated the Note for the quest "Face Saruin." If this is the case, you'll hear the story "Heroes of Gods at War" when speaking with Minstrel after reaching ER 20.

Recruits

None

Start Point

Steppes of Galessa, Dry Lands

Maps

Steppes of Galessa (page 178); Trials of Elore (page 179)

Winning Objective

Defeat all 12 bosses, then speak to Elore at Altar of Trials.

Failing Condition

Cannot take part if Quest #57, "Face Saruin," is in the game Notes.

Items

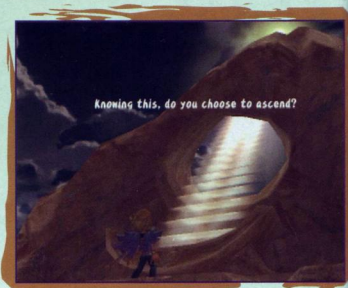
Main Gaudie, Ere's Bow, Metis' Manjer

QUEST STRATEGY

As the name implies, this quest is little more than a sequence of boss battles. Think of it as a chance to flex your muscles and practice your techniques before taking on Saruin in the final. However, 12 boss battles are bound to leave your characters drained of LP and DP, so it is a good idea to enter the "Trials of Elore" prepared for multiple battles.

Save your specially tempered weapons for three of the tougher battles (Grendel, Irminsul, and Amul Amut) and bring extras of your party's standard weapons. Be conservative when using LP-based attacks and remember that while attacks that require lots of BP look cool, there are times when less powerful attacks combine into high-powered combos better. Healing is also important, so make sure each party member with some sort of healing spell. Also, make sure one or two of them has a spell like Holy Water, which cleanses nasty status effects.

One last note: the Trials of Elore are located off the Steppes of Galessa in the Dry Lands. To find the entrance, use the west exit from the Steppes and climb the steps of the ziggurat. At the top of the ruins, something amazing occurs: a stair comprised of sunlight appears connecting the ruined temple to a far-away place. Once you climb the steps and enter the trials location, you cannot leave so save your progress beforehand. It's also a good idea to Quicksave in between each boss battle here—just in case!



Ogre Champion

HP 7355 LP 7 Stance Attack



The trials start off with a bang against the Ogre Champion. This big guy looks fierce, but actually he has the fewest HP of all the bosses in this trial. He averages about two attacks per round, but beware when he combos his Stormbringer attack. Heal the wounded each round and try to pull as many combos as possible. Since the Ogre Champion is the weakest of all these bosses, avoid using the party's best weapons and don't use any DP- or LP-consuming attacks, if possible.



Frozen Corpse

HP 9333 LP 4 Stance Attack



The second boss is the Frozen Corpse. This representative of the undead is a bit tougher, but isn't nearly as difficult as some to come. His best attacks are the spells Blades of Wind, Blood Curdle and Snowstorm. Quickly heal any character inflicted with paralysis caused by Blood Curdle so that more than one party member doesn't become affected by it.



Grendel

HP 9353 LP 7 Stance Attack



This is the last battle of the first area. Grendel is the stronger, fiercer version of the standard monster, Clawbug or Clawbug Queen. The attacks are largely the same (Cross Scissors, Great Rampage and Acid Spray), but Grendel is much stronger.

Cross Scissors and Great Rampage are the attacks to fear the most. Grendel unleashes multiple attacks per round, allowing for a combo to Cross Scissors—a most fearsome thing to see! This dual clamp of the claws can kill a character outright.

Grendel's multi-target Great Rampage causes damage to the entire group, and it is sometimes followed by a couple of Cross Scissors attacks. To make matters worse, Grendel's defense is quite high and this foe is very capable with a shield. In general, it's better to try to put together combo attacks rather than trying to hit Grendel with each character's strongest attacks.



Zaratan

HP 13,118 LP 9 Stance Defense

The first boss in this is the great Earth Tortoise, Zaratan. This behemoth has a lot of HP and decent defenses. It does, however, lack a truly devastating attack. Its favorite attack is Rock Cannon, which it can use twice in one battle round. It's capable of inflicting 250 HP of damage, but a proper approach to healing should prevent it from becoming too much of a problem.

Watch out for a combination of several rounds of Rock Cannon and one Apply Weight attack against a character who is left unhealed. Apply Weight causes about 250 HP of damage to every party member, so there is a good chance one of them will not make it out of this fight.



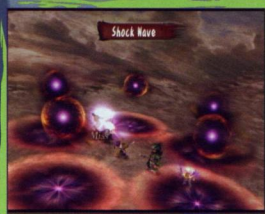
Irmínsul

HP 15,575 LP 7 Stance Spell Caster

Irmínsul is the stronger, more powerful version of the standard Spirit or Giant Tree. This boss may unload an Energy Bolt followed by a Shockwave, perhaps killing a party member or wounding the others. If this occurs, heal during the next round before starting on the offensive. This is when synthesized spells like Overdrive and Hasten Time really make a mark, as they create a free round to do whatever is needed without the boss interfering.



The key to this battle is patience. It takes a while to beat Irmínsul into the ground. Healing your party should be a priority, then focus on using powerful combination attacks. Plan to spend some time and a bit of DP and LP to defeat Irmínsul.



Juscony

HP 12,435 LP 7 Stance

Attack

HP 7000 LP 1 Stance

Attack

Juscony is a giant armored fish, the boss version of the standard Petrified Fish. Its basic attacks are Chomp, Pressure Drill, and Hydraulic Barrage. This battle plays out similarly to the one against Irminsul, so be prepared!

The second boss is the standard Dinosaur. You should remember this monster from the plains on Ligau Isle. If you haven't fought one until now, simply know that they are easier to defeat compared to the bosses you've already faced!



Destroyer

HP 10,000 LP 4 Stance Defense

The Destroyer protects the teleporter to the next area, the path to the next boss, and the prized Main Gauche. Destroyer is the big brother to the standard Rockmelter foe. It uses the same basic attacks of Petribeast Strike, Cryogenic Gas, and Pillar of Flame. It also has access to the spells Hellfire and Self-Immolation.

The Destroyer focuses a lot of its attention on keeping itself healthy instead of inflicting damage. About every 2-3 rounds, it casts Self-Immolation to protect itself from attacks. When this occurs, heal your party members or pile on the attacks.



Amul Amut

HP 14,569 LP 9 Stance Spell Caster

Amul Amut seems different from the other bosses. Perhaps it's because she is a giant spirit cat, or maybe it's the fact that she insists on casting Starlight on herself every two or three rounds. Regardless, defeating this boss requires patience, time, and a couple of characters with the ability to heal HP and cure status effects.

Amul Amut's desire to protect itself is ultimately the creature's downfall. Use the synthesized magic Shield Breaker to break Starlight, or you can bypass the shield with a combo attack. Also, the boss's need for protection means it won't attack on certain rounds, so take this opportunity to heal or mount an attack.



Look for illusion summonings at the start of the fight, focusing on a single party member. As the battle progresses, Amul Amut pulls out multi-target spells culminating in several rounds of the sleep-inducing Hypnotism. Holy Water is a must for this battle.

Wyrmfounder

HP 12,674 LP 7 Stance Attack

The final section of the Trials ends with a flourish! Three monsters remain: two dragons and a demon.

The Wyrmfounder has three main attacks: Bite, Gliding Spikes, and Tempest. Of the three, only Tempest inflicts damage against the whole party, so it shouldn't be difficult to keep the party healthy. Wyrmfounder isn't overly interested in its own defense; it should be a bit easier to hit it with combos or just regular attacks.



Arastle

HP 11,574 LP 4 Stance Attack

Arastle has nothing new to offer in this fight that you haven't already seen from other demon creatures. He uses single target attacks like Strike of Corruption and Gravity Swing. Although he usually does only one attack per round, watch out for Gravity Swing! When he uses it, he gets the ability to attack twice in that round. Fortunately, he usually targets two different party members instead of piling the hurt on a single character.



Gold Dragon

HP 18,000 LP 9 Stance Attack

The final boss in the Trials of Elore is the Gold Dragon. If you finished the quest "The Mine Assaulted," this boss should look familiar. This Gold Dragon is a bit stronger but its spells and attacks are essentially the same. Expect a nasty breath attack during the first round, followed by a couple of Crunch attacks every round after that.

The Gold Dragon rarely seems to target the same person twice in a row, so remember to heal any wounds from a previous round. It's possible to subvert the boss's breath attack by using Overtime, or simply let it hit and heal or revive during the next round.



Altar of Trials

Finally, it's time to meet Elore. After a discussion about favor, destiny and his own failings, the lord of the gods prepares to send everyone on their way with information about Saruin's current hideout (beneath Isthmus Keep). If you've collected all of the items in the Trials area, say yes to make Elore teleport the party back to the entrance on the Steppes of Galessa. Now it's time to prepare for the final mission: "Face Saruin!"



QUEST

56

The Netherworld

Outline of Events



1. Listen to the Minstrel's tale when prompted by the Volunteer Brigade. You must be strongly allied to evil.

4. Ask about and learn Saruin's location.



2. Go to the core of Mt. Tomae to enter the Netherworld.

5. Make any further bargains with Death. (Optional)



3. Travel from Archeron through the Netherworld to reach Death.

6. Defeat the evil god in combat. (Optional)



Event Rank
20-22

Trigger
Meet the following requirements: favor in Elore must be below 200; favor in Death, Saruin and/or Schirach must be above 200; must not have activated the Note for the quest "Face Saruin." Then when you speak with the Minstrel after reaching ER 20, you hear the story "A Tale of Death."

Recruits
None

Start Point
Mt. Tomae, Ligau Isle

Items
Sword of Death, Hauberk of Death

Winning Objective
Find out Saruin's location from Death.

Maps
Mt. Tomae (page 205)
The Netherworld (page 206)

Failing Condition
Before completing Step 4, if you leave the Netherworld by defeating Death.

QUEST STRATEGY

One of the most difficult parts of this quest is simply triggering it. To hear this tale from the Minstrel, you must have 200 favor points or more toward Saruin, Death, and/or Schirach. One of the easiest ways to do this is to attack and defeat Galahad during the quest "The Ice Sword" to obtain that artifact. This really swings you toward evil. Additionally, all small choices in other quests add up. You may also increase your favor with Saruin by four points when you perform "The Pillar" vortex in battle. However, killing Galahad is usually the key to unlocking this particular end-game quest.



If you aren't quite evil enough when you speak to the Minstrel and end up with another of the end-game quests, don't despair. You can still increase your favor in the evil gods by other means, such as using the right vortex in combat, and speaking with the Minstrel again when you think you're ready. Just don't complete another of the end-game quests in the meantime, or you'll shut out the opportunity to unlock this one.



Why This Quest

There are good reasons to get this quest. You must have access to the Netherworld area and revive a comrade to trigger the quests "Frostholt Fortress" and "Frozen Lake Faerie." Plus, you must speak with Death in his domain as part of the requirements to unlock Darque as a playable character in a subsequent playthrough.

As the only other option for unlocking this location lies in another blatantly evil act—slaying Pyrixis—unlocking this quest is often the best recourse for those who want to see everything the game has to offer.

After hearing the bard's tale, activate the Jump proficiency before leaving town. The Netherworld is said to lie underneath Mt. Tomae, so that means speaking to Pyrixis. (If you've returned to Jeltion during the latter half of the game, you've probably completed the "Monster of Mt. Tomae" quest, which provides easy access to the volcano's core. If not, return to that city and do it now.)

A well-informed Pyrixis greets the party at the core of Mt. Tomae. He agrees to let everyone past, and opens the door behind him. By stepping through the door, the group finds itself on the banks of the Archeron, the river you traverse to reach the depths of the Netherworld.



The Difficult Path

Things will get a lot tougher if you accidentally—or even purposely—trigger Pyrixis to appear in Pyrixis's place due to your actions in the "Plant Ecology" quest. If this occurs, your only options are 1.) to defeat the very tough Pyrixis, 2.) reduce your evil favor rating to trigger another of the end-game quests, or 3.) use a previous save before you triggered the evil beast lord.



Sure, I'm ready.
Ah, there's more I must do in life.

Climb into the boat and cross into the Netherworld. From this point on, your travel is fairly straightforward—no monsters dwell within the area to impede your progress. Run past some lost souls through the halls, ignoring the violet lights that appear. When you reach a square platform, you climb onto it automatically and it begins to descend.

While the platform is moving downward, move to its north edge and Jump to the next platform. The previous platform vanishes and another rises to the east; jump to it and the next one that appears to the south. At this point, platforms continue to appear in a square shape until you complete the circuit three times, at which point the platform lowers to its destination.



Down at the bottom there are dead souls in the rooms to the east and west. Speak to them, if you wish, to learn more of the area's flavor. The true destination lies to the north, through another hall with eerie lights and into the Gate of the Dead. Run north and go through the doors as they swing open, then follow the hall as it turns west, continuing to follow outdoors and into the next area—the domain of Death himself.



Death!

Upon entering this area, you have a series of choices. Go ahead and choose "Where is Saruin" to find out his location and trigger the final quest. With that out of the way, you can ask for a powerful weapon or armor. Choosing the weapon or armor causes Death to take the life of a party member in exchange. In return, you receive the **Sword of Death** and/or the **Hauberk of Death**. You can revive the character again by bargaining with Death, but this comes at a price.



More Quests!

If a playable character has died at one point in the game, you can revive the character here. Doing so has the added benefit of unlocking two more quests: "Frostholt Fortress" and "Frozen Lake Faerie." One candidate for resurrection is Galahad, who you most likely defeated while getting "The Netherworld." Remember that reviving a character costs the main character 1LP *permanently*!



Note that you can also choose to attack the god. If you do not attack Death, the quest does not get marked as complete in your Notes. But since the true goal was to get Saruin's location, this is still *optional*. This is a very tough fight, so make sure you're well-prepared.

Death

HP 46,000 LP 13 Stance Trick

Death's attacks are immensely strong and most have the added effect of taking away LP even before a character is KO'd. Self-Immolation, defensive spells, and Flame of Life during the early rounds help, but this is one tough fight.



Flash of Death is one of Death's powerful single-target attacks. It can cause over 500 points of damage. It also does an additional LP of damage, due to the effects of the attack. Soul Harvest damages one combat row; it doesn't take away any LP automatically, but it may inflict more damage to the row than Flash of Death can do to one character.

With Rain of Death, Death summons forth his dark powers to damage every party member. This is also an LP-draining attack. Even worse is Open the Gate, which causes approximately 400-600 HP of damage to each party member plus it removes an extra LP. This attack can wipe out an entire party at once.



Death has the spell *Animate Dead*. This causes a slain character to rise up at full health, under the control of Death. At this point, they act much as if they were confused, attacking allies. Note that this cannot be broken by any status-removing spell or item. The only way to be rid of it is to allow the character to die again and then heal the character before Death can re-animate them.

The Moonstone is a vital part of this fight. This Fatestone protects against necromancy, which in turn protects against some—but not all—of Death's attacks, including *Animate Dead*. If a character dies with the Moonstone equipped, consider leaving them down for the count at least as long as they have LP to spare. This may cause the boss to waste rounds attempting to cast *Animate Dead* on a corpse that he cannot bring under his control. This is dangerous though, if the character is low on LP, as the wrong attack may force them out of your party permanently.

Also remember to defend to regain BP and protect your character a bit at the same time. Every character should have either healing magic or healing items equipped—or both.



Don't worry if Death wins the fight. Luckily, your game will not end if this occurs.

QUEST

57

Face Saruin

Outline of Events



1



4

1. Complete one of three end-game quests to find Saruin's location.

4. Defeat any necessary Minions on level four to unblock the path.



2



5

2. Navigate Isthmus and the Cavern to reach Quietus.

5. Defeat both forms of Saruin.



3



6

3. Go through the four levels of Quietus, with an optional sub-boss fight per level.

6. Save your game data for additional playthroughs of the game.



HOW TO PLAY
DRAWING PERSONAE
QUEST 57
Face Saruin
MAPS
WEAPONS
ARMOR & ITEMS
CLASSES, TECHNIQUES
SPELLS & PROPENSITIES
RESTAURANT

Event Rank	Trigger	Recruits
20-22	Finish one of the three end-game quests received from the Minstrel.	None
Start Point	Maps	Items
Dry Lands: Rosalia or The Netherworld; Death's Room or Trials of Elore; Altar of Trials	Isthmus (page 182); Isthmus Cavern (page 183); Quietus (page 185)	None
Winning Objective	Failing Condition	
Defeat Saruin	None	

QUEST STRATEGY

After completing one of the three prerequisite tasks, you have one goal: to find and face Saruin. Prepare for this mission very carefully, because the final boss is extremely difficult. You should have strong spells, and the best armor possible. Make sure you have both Flame of Life on at least one character, and Water Healing on several, with healing items in reserve. If you have the spell Revive, even better.

Spell synthesis for some of the very high-level spells is a definite plus. It's also wise to complete a few of the higher-end missions even after reaching Event Rank 20 to increase your party's strength. This also helps you get stronger items, such as the four weapons that summon the elemental lords into battle. Various Fatestones are very handy here as they provide protection against certain magical types, especially the Moonstone.

When you're ready, head to the Isthmus in the south of Rosalia, then go to Isthmus Cavern in the northeastern part of the field. Enter the cavern and follow the only path available to reach the lower part of the cavern, where a red glow is visible in the wall. As you approach it, a cut-scene shows that just as your party enters Saruin's domain, armies of monsters are on the march across Mardias.



Quietus

Now you are in the domain known as Quietus. This strangely organic area is home to various monsters, but they do not charge at your party to attack. Instead, they patrol as if they are blind and deaf. To fight these foes, you must actively run up against them. Follow the only available path to where you see a strange pad on the floor; this takes the party to level B2. But before hopping onto the pad, there's a choice to make.



There are four levels of Quietus. On each of the first three levels, a Minion guards an item. Spite is on level B1 with a **Talent Blaster**, and Strife awaits on B2 guarding a **Warrior's Elixir**. Scorn is on level B3 along with a **Mummy's Elixir**. To reach the item, you must defeat the Minion guarding it and win your way through. See the following tip for more details about these fights.

Fighting the Minions

You can fight or avoid all three Minions, but there's a catch: upon reaching level four, any Minions you defeated show up again. This means that if you fought all three on your way down, then you must fight all three at the same time down on level four.

Unless you really want a challenge, it's probably wise to avoid this fight. If you want to fight just one Minion, try the one on level three. The **Mummy's Elixir** is a more useful prize than the others, as it restores a character's LP one time.



Step onto the teleport pad to activate the warp to level B2. To fight the Minion here, run around the warp pad and turn right, then run forward toward the figure in red standing down the passageway.



The Minion uses Hellfire and Blades of Wind three times per round, but at this stage your party should be strong enough to outlast the effects. Self-Immolation is especially useful as it blocks Hellfire on that character for a time. The different minions have slightly differing abilities, as some can use additional spells, but the fights are for the most part the same.

You should use plenty of healing so that no characters get KO'd or lose any LP. You'll need all the strength possible when it's time for the last battle. After the fight, head through the door behind the creature to reveal a chest before heading back to the teleport pad, then head down to level B2.

B2

On the second level, turn east and follow that path as it turns north, then east again. At the end of this path, take the west turn from the north intersection and locate another teleport pad. Just beyond the pad is Strife. You can climb onto the pad to go directly to B3 without triggering a battle, or you can fight the creature. The prize this time is to the left, north from Strife's location with the door hidden slightly from view.



B3

Once on level B3 go east, turn north, go east again and follow the path as it curves north. At the next fork, go east to find the next teleport pad, or west for the battle with Scorn. This particular Minion may cast Shadow Bolt or Enhance Spells along with the normal pyrology and aerology attacks. Once he's out of the way, the door is just past him, holding the precious **Mummy's Elixir**. Proceed east from the previous intersection to reach the teleport pad.



B4

Now on your way to level B4, a cut-scene shows the countries of Mardias scrambling to figure out how to repel the monstrous invaders. Afterward, run slightly forward to reach a raised platform, where one of two things may occur.



First, one of the Minions you've fought on the way down may appear. The second thing that may take place occurs on a second or subsequent playthrough. What happens is you can either investigate the platform or move on to determine what is different. If you choose to investigate, you are warped to a room called the Fatestone Chamber. Here you can inspect 10 different niches against the far wall and insert any Fatestone into its own particular niche. This has the effect of making Saruin stronger during the final battle, and is for the purpose of making the challenge tougher. For specific changes, refer to the following chart.



# OF FATESTONES	CHANGES TO SARUIN'S STATS	ATTACKS/ROUND	EFFECT(S) OF MIND'S SHADOW ATTACK
0	--	1	All Stats -10
1	HP +1%; All Stats +1	1	All Stats -10
2	HP +2%; All Stats +2	1	All Stats -10
3	HP +3%; All Stats +3	1	All Stats -10
4	HP +4%; All Stats +4	1	All Stats -10
5	HP +5%; All Stats +5	1	All Stats -10
6	HP +20%; All Stats +10	1-2	Also inflicts Poison, Sleep
7	HP +40%; All Stats +15	1-2	Also inflicts Poison, Sleep, Curse, Nightmare, Phobia
8	HP +60%; All Stats +20	1-3	Also inflicts Poison, Sleep, Curse, Nightmare, Phobia
9	HP +80%; All Stats +25	1-3	Also inflicts Poison, Sleep, Curse, Nightmare, Phobia
10	HP=90,000 (per form); All Stats +30	1-4	Also inflicts Poison, Sleep, Curse, Nightmare, Phobia

After warping back out of the chamber, make adjustments to your party and put as few people as possible on one row and equip the strongest healing items available, as well as a First-aid Kit. Putting one character in the front row, two in the middle, and two in the back formation for "The Wheel" vortex is a good strategy. Continue past the platform and through a doorway to trigger the next cut-scene.



Saruin (First Form)

HP 40,000 LP 31 Stance Attack

The fight against Saruin takes place against two forms, each with its own distinctive style. In each form, it's nearly impossible to predict which moves he's going to use most, so keep your characters as protected and healthy as possible. Along with any attack abilities, Saruin's first form has the ability to deflect attacks, which he does quite often. Because of this, use your strongest available attacks but don't rely too much on any one of them getting through.



The boss likes to use the Sword of Saruin ability, a powerful attack against one character. If your party is too weak, this attack may kill a member outright. If you're on a second or subsequent playthrough and have the Obsidian Sword up in the Fatestone Chamber, Saruin may use Obsidian Slash instead of this attack, which deals even greater damage.

Immortality is another deadly attack that Saruin uses from time to time. This one also targets one character for lots of damage. For magic, Saruin may use the various first-tier attack spells but at a high level of skill, including Pulverize, Water Blast, Ice or Fire Illusion and so on.



Empty Glimmer isn't as powerful as the others, especially if your party is arranged properly as this one strikes one row of characters for a great deal of damage. If you have no more than two characters on any row, it will hit only one or two characters. Great Empty Glimmer is even more destructive, as it strikes every character regardless of position.



The last ability that Saruin uses in this form is the most dangerous. Animate Dead restores one of your KO'd characters to health, but under his control. Not even Holy Water can remove this effect; but if the character dies, you can heal them to restore their freedom.

Early in the battle remember to revive your fallen characters immediately, using your fastest healers to prevent them from succumbing to Animate Dead.



Try to spend the first rounds ensuring that everyone has Flame of Life, and recast it as soon as it wears off. This can lower your burden of healing in this first round and is even more important in the second. Likewise, make sure your pyrology casters use Self-Immolation at some time during this fight to prevent more powerful attacks in the second round. Spells that can negate attacks (such as Phantom Knight) are very useful against abilities like Immortality. Make certain that at least one or two hydrology users have Revive cast on them, if that spell is available. If you have some of the special weapons that summon an elemental lord (like Avi or Pyrix), use them now.

Aside from healing and defense, have at least one character concentrate on heavy attacks. Combinations are good, but with Saruin's high deflect ratio, chances are you won't inflict a lot of damage. Once you knock Saruin's health down far enough, the action pauses, ending the first part of the fight, while spell effects and the like continue on to the next battle.



Saruin (Second Form)

HP 40,000 LP 31 **Stance** **Attack**



With the first form out of the way, the evil god transforms from his relatively human form into a more alien shape, a human torso with strange appendages on a large orb-like body. The pillars he summons behind him lower all the damage and healing effects of Saruin as well as your entire party. As each pillar falls, this effect weakens. Whenever Saruin is struck, 1 or 2 of the 19 pillars is destroyed, regardless of the strength of the attack. Therefore, use attacks that consume little or no BP until only a few of the pillars remain. When Saruin replaces the pillars, reduce your BP consumption.



The second form uses the attack spells and Animate Dead in the same fashion as the first form, but otherwise its abilities are different and more deadly. Part of the danger is that only one of the new abilities used by Saruin is a single-target attack, and it's a deadly one. Deus Ex Machina does enough damage to instantly KO its target and, unlike Immortality, can take two LP from the victim.



Bird of Flame does heavy pyrology damage to the entire party, although it can be blocked by Self-Immolation. Mind's Shadow causes small but increasing damage, and strikes the entire party seven times. It also lowers your characters' abilities, depending on how many Fatestones you have sacrificed to the god.



Crack does less damage to the party, but it can stun when it connects. Maelstrom does no damage to your characters, but wipes out various magical shields. Lastly, Rain of Blades does damage to the party three times for a large amount.



Flame of Life is even more important now, as your party's healing ability is diminished. Self-Immolation can prevent the damage upon its caster from Bird of Flame. Or summon Pyrix, who is immune to fire. Come prepared with a stronger synthesized version of Healing Water to augment your healing faculties. And consider Revive an essential tool for survival.

This time around, it's more important to emphasize healing spells, doubling them up as necessary. At the same time, make sure to unload with powerful strikes against Saruin.

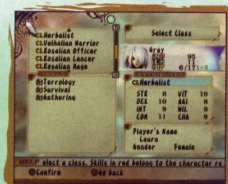


When Saruin's health reaches zero, the boss makes one last strike with Rain of Blades. At this point, sit back and enjoy the cut-scenes.



As one final note, make certain you sit through the credits and wait for the next cut-scenes. Here you have the option to save your game. This is especially important as some specific quests and characters require that you meet certain requirements in one playthrough before unlocking them in the next.

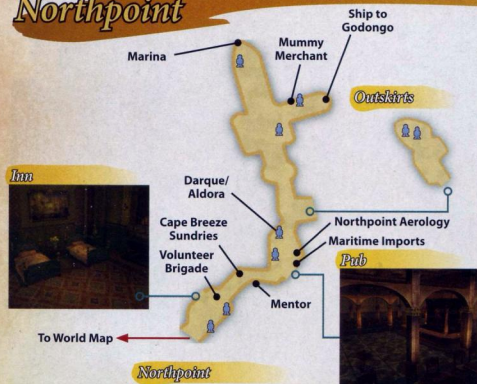
As an added bonus, when you start a new character you can choose to start as any one of the classes you unlocked for the character the first time around. Once you get into the game itself, you can advance single skills at a mentor rather than having to advance an entire class at a time.



Maps

Dry Lands

Northpoint



CAPE BREEZE SUNDRIES

ITEM	LEVEL	COST
Headband	Lv 1	100G
Seiler's Bandana	Lv 1	160G
Fur Vest	Lv 1	90G
Leather Gloves	Lv 1	30G
Fang Amulet	Lv 1	500G
Balm	Lv 1	200G
Aerodyne	Lv 14	2400G

Cape Breeze Sundries business ratio is 120 with the Crystal Cartel, 80 with the Draconian Merchants, and 100 with Maritime Imports.

NORTHPOINT AEROLOGY

SPELL	TYPE	COST
Blades of Wind	Aerology	200G
Strengthen Pull	Aerology	200G
Blood Curdle	Aerology	700G
Summon Elemental	Aerology	1000G

NORTHPOINT MENTOR

PROFICIENCY	TYPE	COST
Find Ore	Search	50G
Find Treasure	Search	50G
Mine	Gathering	100G
Excavate	Gathering	100G
Lurk	Covert	200G
Move Silently	Covert	200G

TRAINING

CLASS	SKILLS
Pirate	Foil, Hand Axe, Hydrology
Hunter	Scimitar, Hand Axe, Bow, Terrology, Search
Herbalist	Terrology, Survival, Gathering
Pioneer	Hand Axe, Club, Gathering
Ascetic	Martial Arts, Staff, Terrology
Trader	Survival, Strategy, Trading

The Northpoint Mentor can remove your class, or change it to Pirate, Herbalist, Pioneer, Ascetic, Trader, or Hunter if you meet the requirements.

MARITIME IMPORTS

ITEM	LEVEL	COST
Bastard Sword	Lv 1	900G
Crescent Blade	Lv 1	720G
Standard Blade +1	Lv 6	1120G
Monk's Spire	Lv 1	1170G
Hunting Bow	Lv 1	180G
Bird Helm	Lv 1	900G
Long Boots	Lv 1	432G

This store's business ratio is 300 with Maritime Imports.

INN

ROOMS	COST/PERSON	SERVICES
Rest in the lobby	0G	Restores proficiency uses.
Standard room	5G	Restores LP
Superior room	15G	Repairs equipped weapons (except tempered and special weapons)
Deluxe room	30G	Adds 10 to First-aid Kit, Repairs all weapons (except tempered and special weapons)

Prices are per person in the party. More expensive rooms include all the services of cheaper ones.

Uso



CRYSTAL CARTEL

ITEM	LEVEL	COST
Falchion	Lv 1	1996G
Falchion +1	Lv 9	2455G
Broad Axe	Lv 1	1365G
Military Fork	Lv 5	6930G
Monk's Spire	Lv 1	1365G
Pike	Lv 1	2887G

WILDERNESS GENERAL STORE

ITEM	LEVEL	COST
Single Sword	Lv 1	95G
Hand Axe	Lv 1	76G
Quality Balm	Lv 1	760G
Vermilion	Lv 5	465
Beast Fang	Lv 4	620

The Wilderness General Store's business ratio is 50 with the Crystal Cartel, 140 with the Draconian Merchants and 110 with Maritime Imports.

USO DEMONOLGY

SPELL	TYPE	COST
Energy Bolt	Demonology	200G
Weapon Blessing	Demonology	400G
Armor Blessing	Demonology	400G
Enhance Spells	Demonology	400G
Shock Wave	Demonology	2400G
Mind Blast	Demonology	3200G

WILDERNESS MENTOR

PROFICIENCY	TYPE	COST
Find Treasure	Search	50G
Excavate	Gathering	100G
Pick Locks	Strategy	150G
Disarm Traps	Strategy	150G
Climb	Survival	100G
Jump	Survival	100G

TRAINING

CLASS	SKILLS
Hunter	Scimitar, Hand Axe, Bow, Terrology, Search
Herbalist	Terrology, Survival, Gathering
Pioneer	Hand Axe, Club, Gathering
Ascetic	Martial Arts, Staff, Terrology
Swordsmen	Long Sword, Foil, Two-handed Sword
Trader	Survival, Strategy, Trading

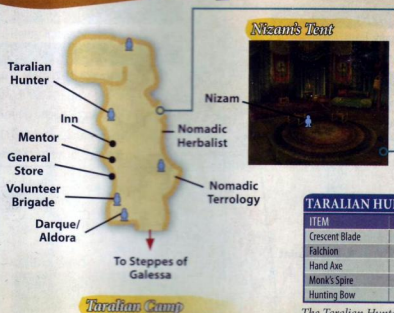
The Wilderness Mentor can remove your class, or change it to Herbalist, Pioneer, Ascetic, Swordsman, Trader, or Hunter if you meet the requirements.

INN

ROOMS	COST	SERVICES
Rest in the lobby	0G	Restores proficiency uses.
Standard room	5G	Restores LP
Superior room	15G	Repairs equipped weapons (except tempered and special weapons)

Prices are per person in the party. More expensive rooms include all the services of cheaper ones.

Taralian Camp



NOMADIC HERBALIST

ITEM	LEVEL	COST
Balm	Lv 1	190G
Quality Balm	Lv 1	760G
Panacea	Lv 4	950G
Alcibi's Pail	Lv 1	380G

For concocting new medicines, your Clout is the same at all Apothecaries. For purchasing, the business ratio is 140 with the Crystal Cartel, 100 with Draconian Merchants, and 60 with Maritime Imports.

NOMAD'S TERROLOGY

SPELL	TYPE	COST
Pulverize	Terrology	200G
Camouflage	Terrology	300G
Earthen Grasp	Terrology	500G

TARALIAN MENTOR

PROFICIENCY	TYPE	COST
Find Herbs	Search	50G
Find Traps	Search	50G
Harvest	Gathering	100G
Vigilance	Survival	300G
Trade	Trading	300G

TRAINING

CLASS	SKILLS
Hunter	Scimitar, Hand Axe, Bow, Terrology, Search
Herbalist	Terrology, Survival, Gathering
Entertainer	Martial Arts, Long Sword, Covert
Craftsman	Short Sword, Cosmology, Strategy

The Taralian Mentor can remove your class, or change it to Herbalist, Entertainer, Craftsman, or Hunter if you meet the requirements.

TARALIAN HUNTERS

ITEM	LEVEL	COST
Crescent Blade	Lv 1	760G
Falchion	Lv 1	1805G
Hand Axe	Lv 1	76G
Monk's Spine	Lv 1	1235G
Hunting Bow	Lv 1	190G

The Taralian Hunters has a business ratio of 120 with the Crystal Cartel, 30 with Draconian Merchants, and 150 with Maritime Imports.

GENERAL STORE

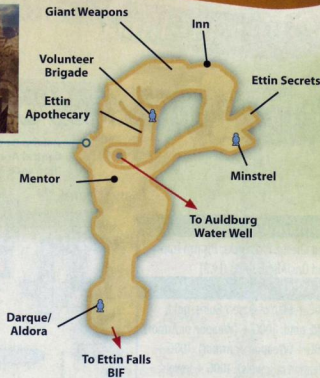
ITEM	LEVEL	COST
Fur Vest	Lv 1	85G
Leather Jerkin	Lv 1	570G
Wing Amulet	Lv 1	475G
Reinforced Wing	Lv 10	2340G

INN

ROOMS	COST/PERSON	SERVICES
Rest in the lobby	0G	Restores proficiency uses.
Standard room	5G	Restores LP
Superior room	15G	Repairs equipped weapons (except tempered and special weapons)

Prices are per person in the party. More expensive rooms include all the services of cheaper ones.

Ettingham



GIANT WEAPONS

ITEM	LEVEL	COST
Ice Sword +1	Lv 30	30,000G
Elemental Staff	Lv 0	5200G
Sterling Shield	Lv 0	4500G
Hand of Marda	Lv 0	4900G
Ignigarde	Lv 0	30,000G
Raincloud Amulet	Lv 0	30,000G
Cyclone Shoes	Lv 0	30,000G

Giant Weapons has a business ratio of 120 with the Crystal Cartel, 80 with the Draconian Merchants, and 100 with Maritime Imports.

ETTIN APOTHECARY

ITEM	LEVEL	COST
Quality Balm	Lv 1	800G
Ultra Balm	Lv 9	2400G
Bitter Medicine	Lv 10	1200G
Miracle Drug	Lv 10	2000G
Talent Blaster	Lv 8	1200G
Warrior's Elor	Lv 7	1200G

For concocting new medicines, your Clout is the same at all Apothecaries. For purchasing, the business ratio is 90 with the Crystal Cartel, 120 with Draconian Merchants, and 90 with Maritime Imports.

ETTIN SECRETS

SPELL	TYPE	COST
Bird of Fire	Pyrology	1800G
Revive	Pyrology	3200G
Fold Time	Hydrology	1800G
Freeze Time	Hydrology	3200G
Snowstorm	Aerology	3600G
Thunder	Terrology	1800G
Agony	Terrology	3200G
Mark of Awakening	Bewitchery	3800G
Starburn	Cosmology	2400G
Cosmic Tide	Cosmology	3200G
Phantom Warrior	Illusion	3800G
Wind Blast	Demonology	3200G

To see all of the spell choices you must choose between Pyrology and Hydrology, Aerology, Terrology, and Bewitchery, or Cosmology, Illusions, or Demonology when first speaking with the shopkeeper.

LEGENDARY TITLE

CLASS	SKILLS
Red Mage	Pyrology, Aerology, Demonology, Sorcery, Necromancy
Assassin	Short Sword, Illusion, Sorcery, Covert, Trading
Draconite	Great Sword, Two-handed Sword, Katana, Pyrology, Illusion, Bewitchery

Legendary Title can remove your class, or change it to Warrior, Templar, Master, Shaman, Cleric, Rogue, Sorcerer, Bard, or Fortuneteller if you meet the requirements.

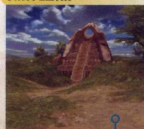
INN

ROOMS	COST/PERSON	SERVICES
Rest in the lobby	0G	Restores proficiency uses.
Standard room	5G	Restores LP
Superior room	15G	Repairs equipped weapons (except tempered and special weapons)
Deluxe room	30G	Adds 10 to First-aid Kit, Repairs all weapons (except tempered and special weapons)

Prices are per person in the party. More expensive rooms include all the services of cheaper ones.

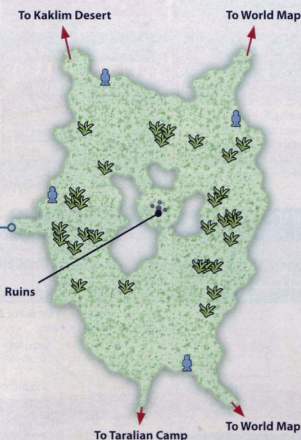
Steppes of Galessa

Starts After



PROFICIENCIES

Find Herbs; Harvest;
Find Treasure; Excavate



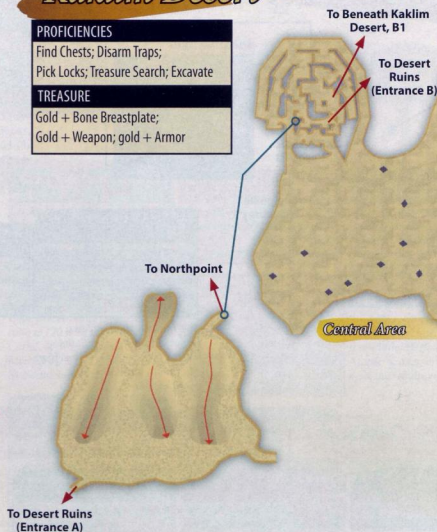
Kaklim Desert

PROFICIENCIES

Find Chests; Disarm Traps;
Pick Locks; Treasure Search; Excavate

TREASURE

Gold + Bone Breastplate;
Gold + Weapon; gold + Armor



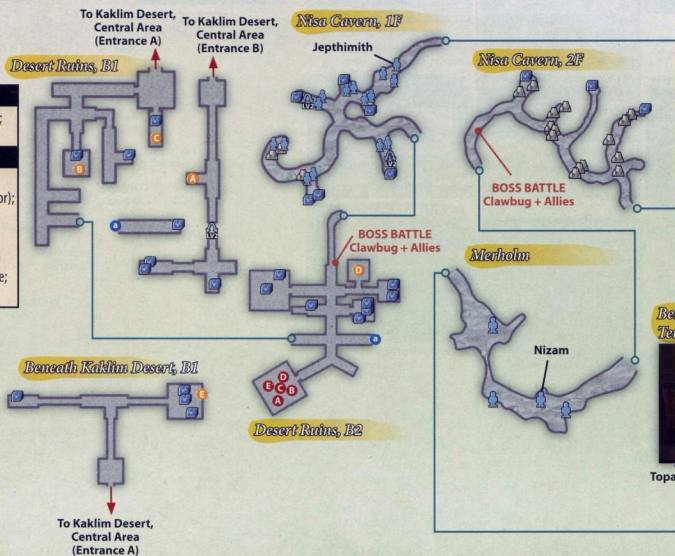
Desert Ruins/Nisa Cavern

PROFICIENCIES

Find Chests; Pick Locks; Disarm Traps;
Find Ore; Mine; Jump (Lv.2)

TREASURE

100G + Map of Desert Ruins; gold;
gold; gold; 100G + (Weapon or Armor);
100G + (Weapon or Armor); 100G +
(Weapon or jewels); 100G + jewels;
100G + jewels; 100G + jewels; 100G
+ jewels; 100G + jewels; Sage's Robe;
Bone Breastplate



Beneath Kaklim Desert,
Temple of Nisa



Topaz

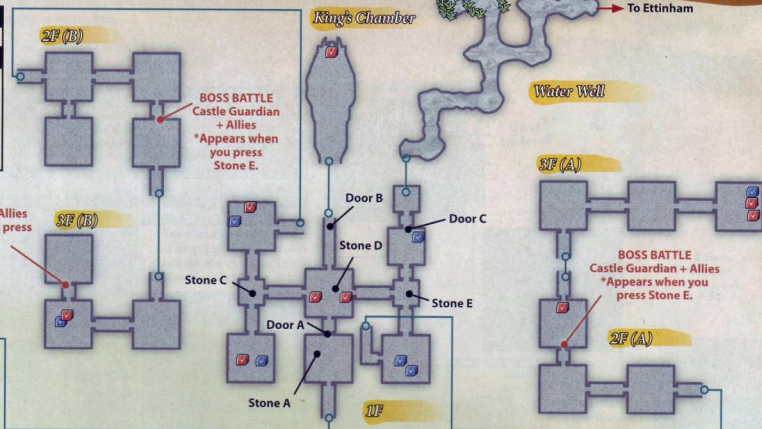
Auldburg

PROFICIENCIES
Find Herbs; Harvest
TREASURE
Map of Auldburg Castle; 100G; 100G; 500G; 300G + (Armor or jewels); 5000G + Armor; Donkey Bone; Cyril's Bracers; Ultra Balm; Weapon or jewels; Weapon or jewels; Armor or jewels

Main Gate



To World Map

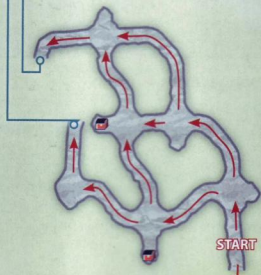
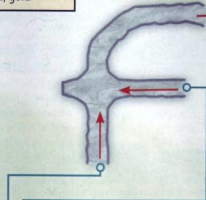


Ettin Falls

PROFICIENCIES
None
TREASURE
Gold; gold

Ettin Falls 12F

To World Map

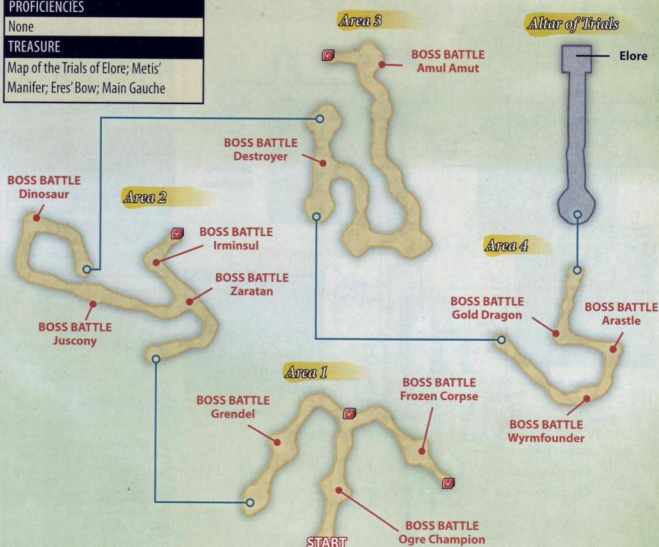


Ettin Falls 10F

To Ettinham

Trials of Elore

PROFICIENCIES
None
TREASURE
Map of the Trials of Elore; Metis' Manifer; Eres' Bow; Main Gauche



Rosalia

Crystal City

Temple of Nisa

Terra Terology

Great Hall

Neidhart

Temple of Mira

Crystal Palace

Galahad

Back Way

Palace Plaza

Crystal Cartel

Pub

Capitol Finery

Royal Melee

Lake Fashions

Regal Accessories

Crystal Pharmacy

Darque/Aldora

To World Map

Inn 2

Inn 1

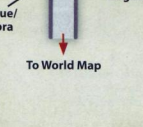
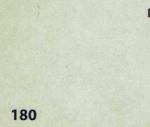
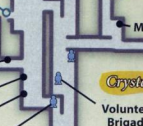
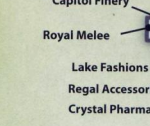
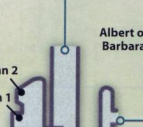
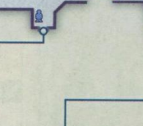
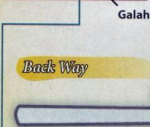
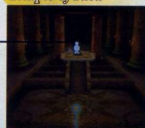
Albert or Barbara

Mentor

Minstrel

Volunteer Brigade

Crystal City



CAPITAL FINERY

ITEM	LEVEL	COST
Dress Sword	Lv 1	200G
Cyclone Club	Lv 1	3900G
Silver Hammer	Lv 24	12,000G
Great Shield	Lv 1	250G
Parade Helm	Lv 1	240G
Steel Gauntlets	Lv 1	380G
Metal Greaves	Lv 1	900G

Capital Finery has a business ratio of 120 with the Crystal Cartel and Draconian Merchants, and 60 with Maritime Imports.

LAKE FASHIONS

ITEM	LEVEL	COST
Enamel Bicorn Hat	Lv 1	2100G
Shirt	Lv 1	30G
Cloth Armor	Lv 1	200G
Sages Robe	Lv 1	1400G
Socks	Lv 1	10G
Leather Boots	Lv 1	90G
Guardian's Ring	Lv 5	5000G

Lake Fashions has a business ratio of 80 with the Crystal Cartel, 70 with Draconian Merchants, and 50 with Maritime Imports.

HEROES BEWITCHERY (TEMPLE OF MIRA)

SPELL	TYPE	COST
Way of Defense	Bewitchery	720G
Way of Spirit	Bewitchery	720G
Way of Strength	Bewitchery	720G
Wave of Life	Bewitchery	1440G
Way of Focus	Bewitchery	1440G
Mark of Awakening	Bewitchery	4500G

TERRA TEROLOGY (TEMPLE OF NISA)

SPELL	TYPE	COST
Pulverize	Terology	240G
Camouflage	Terology	360G
Earthen Grasp	Terology	600G
Summon Elemental	Terology	1200G
Tremor	Terology	2160G
Aegis	Terology	3840G

KINGDOM MENTOR

PROFICIENCY	TYPE	COST
Find Ore	Search	50G
Find Herbs	Search	50G
Mine	Gathering	100G
Harvest	Gathering	100G
Climb	Survival	100G
Jump	Survival	100G
Trade	Trading	300G

ROYAL MELEE

STYLE	COST
Attack Style	40G
Shield Style	60G
Trick Style	100G
Dual Style	80G
Assault Style	100G
Defense Style	120G
Multi Style	140G

CRYSTAL CARTEL

ITEM	LEVEL	COST
Back Sword	Lv 1	1522G
Rosalia Saber	Lv 1	2940G
Gothic Sword	Lv 1	1155G
Battle Axe	Lv 1	3465G
Spear	Lv 1	3780G
Reinforced Bow	Lv 1	3675G
Rosalia Shield	Lv 9	2497G
Tower Shield	Lv 1	3727G
Rigid Leather	Lv 1	3360G
Yambrakes	Lv 1	1155G
Vernie Rapier	Lv 9	4500G
Vernie Sword	Lv 12	2880G
Vernie Bow	Lv 15	6200G
Vernie Shield	Lv 12	2682G
Chain Mail	Lv 1	3780G
Field Plate	Lv 12	12,600G
Vernie Mail	Lv 12	7585G
Vernie Armor	Lv 21	23,125G
Vernie Helm	Lv 12	2775G
Vernie Gloves	Lv 9	2960G
Vernie Shoes	Lv 6	2390G

To see the full range of products, you must choose to look at "this," "that," and "over there" when speaking to the shopkeeper. The shop has a business ratio of 300 with the Crystal Cartel.

REGAL ACCESSORIES

ITEM	LEVEL	COST
Silver Bracers	Lv 1	500G
Gyn's Bracers	Lv 4	5000G
Silver Snake	Lv 8	10,000G
Silver Chain	Lv 1	500G
Glamorous Ring	Lv 1	500G
Ring of Protection	Lv 1	1000G
Bejeweled Ring	Lv 10	10,000G

Regal Accessories has a business ratio of 220 with the Crystal Cartel, 50 with Draconian Merchants, and 30 with Maritime Imports.

INN 1

ROOMS	COST	SERVICES
Rest in the lobby	0G	Restores proficiency uses.
Standard room	5G	Repairs equipped weapons (except tempered and special weapons)
Superior room	15G	Repairs all weapons (except tempered and special weapons)

Prices are per person in the party. More expensive rooms include all the services of cheaper ones.

INN 2

ROOMS	COST	SERVICES
Rest in the lobby	0G	Restores proficiency uses.
Luxury room	80G	Restores LP. Adds 20 to First-aid Kit. Repairs all weapons (except tempered and special weapons).
Suite	300G	Adds 30 to First-aid Kit.

Prices are per person in the party. More expensive rooms include all the services of cheaper ones.

CRYSTAL PHARMACY

ITEM	LEVEL	COST
Quality Balm	Lv 1	800G
Ultra Balm	Lv 9	2400G
Talent Blaster	Lv 8	1200G
Talent Booster	Lv 6	800G
Stamina Drink	Lv 1	400G
Warrior's Elixir	Lv 7	1200G

For concocting new medicines, your Clout is the same as all apothecaries. For purchasing, the business ratio is 110 with the Crystal Cartel, 140 with Draconian Merchants, and 50 with Maritime Imports.

TRAINING

CLASS	SKILLS
Rosalian Officer	Long Sword, Club, Lance, Shield, Bewitchery
Rosalian Officer	Short Sword, Pole Arm, Bow, Bewitchery, Search
Rosalian Mage	Club, Staff, Hydrology, Demomology, Bewitchery
Frontier Guard	Foil, Long Sword, Shield
Swordsman	Long Sword, Foil, Two-handed Sword
Trader	Survival, Strategy, Trading
Craftsman	Short Sword, Cosmology, Strategy

The Kingdom Mentor can remove your class, or change it to Frontier Guard, Swordsman, Trader, Craftsman, Rosalian Officer, Rosalian Lancer, Rosalian Mage, or Cleric if you meet the requirements.

Altours

NEW ROAD WEAPONS

ITEM	LEVEL	COST
Broad Axe	Lv 1	1300G
Battle Axe	Lv 1	3300G
Reinforced Bow	Lv 1	3500G
Rondache	Lv 1	950G
Tower Shield	Lv 1	3550G
Chain Mail	Lv 1	3600G
Silver Fleuret	Lv 18	5000G
Wallson Sword	Lv 1	360G
Back Sword	Lv 1	1450G
Bastard Sword	Lv 1	1000G
Rosalian Saber	Lv 1	2800G
Mace	Lv 1	900G
Warhammer	Lv 1	1600G
Warhammer +1	Lv 7	2400G
(or)		
Ice Sword	N/A	20,000G

New Road Weapons has a business ratio of 140 with the Crystal Cartel, 120 with Draconian Merchants, and 40 with Maritime Imports. To see all the weapons you must speak with both people behind the counter. The Ice Sword may eventually be sold out due to a quest, at which point the Warhammer +1 becomes available in its place.

MOUNTAIN PASS GOODS

ITEM	LEVEL	COST
Light Helm	Lv 1	100G
Parade Helm	Lv 1	240G
Leather Jerkin	Lv 1	600G
Studded Gloves	Lv 1	80G
Long Boots	Lv 1	480G
Balm	Lv 1	200G
Marasite	Lv 15	1320G

Mountain Pass Goods has a business ratio of 70 each with the Crystal Cartel, 160 with the Draconian Merchants, and 70 with Maritime Imports.

GUARDIAN MENTOR

PROFICIENCY	TYPE	COST
Find Chests	Search	50G
Find Traps	Search	50G
Pick Locks	Strategy	150G
Vigilance	Survival	300G

INN

ROOMS	COST/PERSON	SERVICES
Rest in the lobby	0G	Restores proficiency uses.
Standard room	5G	Restores LP
Superior room	15G	Repairs equipped weapons (except tempered and special weapons)
Deluxe room	30G	Adds To to First-aid Kit, Repairs all weapons (except tempered and special weapons)

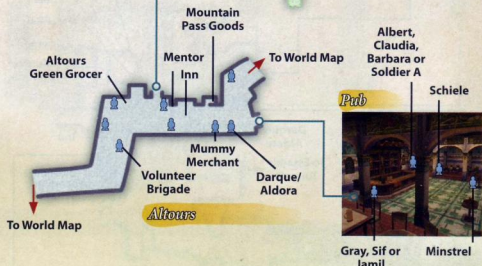
Prices are per person in the party. More expensive rooms include all the services of cheaper ones.

TRAINING

CLASS	SKILLS
Rosalian Lancer	Short Sword, Pole Arm, Bow, Bewitchery, Search
Rosalian Mage	Club, Staff, Hydrology, Demonology, Bewitchery
Frontier Guard	Foil, Long Sword, Shield
Swordsmen	Long Sword, Foil, Two-handed Sword
Trader	Survival, Strategy, Trading

The Guardian Mentor can remove your class, or change it to Frontier Guard, Swordsman, Trader, Rosalian Lancer, or Rosalian Mage if you meet the requirements.

New Road Weapons



ISLE OF EVIL MAGIKA

ITEM	LEVEL	COST
Novice's Staff	Lv 1	400G
Holy Staff	Lv 1	800G
Mage's Robe	Lv 1	480G
Sage's Robe	Lv 1	1400G
Glamorous Ring	Lv 1	500G

Isle of Evil Magika has business ratio of 130 with the Crystal Cartel, 40 with Draconian Merchants, and 130 with Maritime Imports.

CRYSTAL CARTEL

ITEM	LEVEL	COST
Single Sword	Lv 1	105G
Wallson Sword	Lv 1	378G
Back Sword	Lv 1	1522G
Beam Sword	Lv 1	3465G
Schiavona	Lv 9	9450G
Rosalian Saber	Lv 1	2940G
Mace	Lv 1	945G
Spear	Lv 1	3780G
Quarterstaff	Lv 1	2520G
Steel Gauntlets	Lv 1	399G
Parade Helm	Lv 1	252G
Rigid Leather	Lv 1	3360G

To see the full range of products, you must speak to both shopkeepers behind the counter. The shop has a business ratio of 300 with the Crystal Cartel.

YEOVILLE GENERAL STORE

ITEM	LEVEL	COST
Fleuret	Lv 1	50G
Leather Gloves	Lv 1	30G
Leather Boots	Lv 1	90G
Wing Amulet	Lv 1	500G
Quality Balm	Lv 1	800G
Drachenbrand	Lv 7	7500G

Yeoville General Store has a business ratio of 30 with the Crystal Cartel, 120 with Draconian Merchants, and 150 with Maritime Imports.

YEOVILLE MENTOR

PROFICIENCY	TYPE	COST
Find Chests	Search	50G
Pick Locks	Strategy	150G
Disarm Traps	Strategy	150G
Lure	Covert	200G
Move Silently	Covert	200G
Ambush	Covert	400G

INN

ROOMS	COST	SERVICES
Rest in the lobby	0G	Restores proficiency uses.
Standard room	5G	Restores LP
Superior room	15G	Repairs equipped weapons (except tempered and special weapons)
Deluxe room	30G	Adds To to First-aid Kit, Repairs all weapons (except tempered and special weapons)

Prices are per person in the party. More expensive rooms include all the services of cheaper ones.

TRAINING

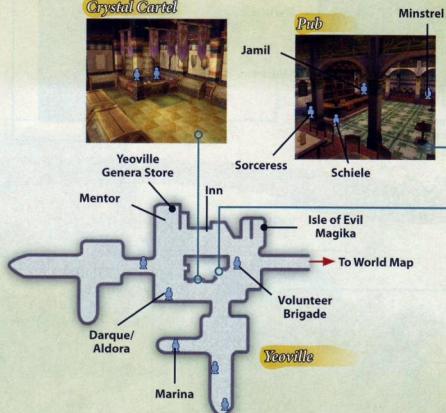
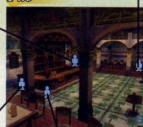
CLASS	SKILLS
Rosalian Officer	Long Sword, Club, Lance, Shield, Bewitchery
Rosalian Lancer	Short Sword, Pole Arm, Bow, Bewitchery, Search
Frontier Guard	Foil, Long Sword, Shield
Entertainer	Marital Arts, Long Sword, Covert
Trader	Survival, Strategy, Trading

The Yeoville Mentor can remove your class, or change it to Frontier Guard, Entertainer, Trader, Craftsman, Rosalian Officer, Rosalian Lancer, or Shaman if you meet the requirements.

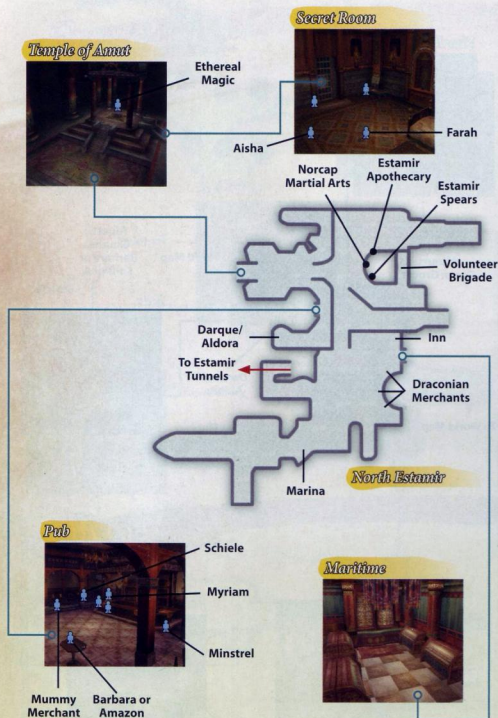
Crystal Cartel



Pub



North Estamir



DRACONIAN MERCHANTS

ITEM	LEVEL	COST
Cladius	Lv 1	1790G
Single Sword	Lv 1	110G
Spear	Lv 1	3960G
Military Fork	Lv 6	7260G
Gara! Sword	Lv 12	7030G
Gara! Spear	Lv 15	8610G
Rondache	Lv 1	1045G
Great Shield	Lv 1	275G
Gara! Shield	Lv 15	7695G
Chain Mail	Lv 1	3960G
Ring of Protection	Lv 1	1100G
Battle Bow	Lv 6	8580G
Parade Helm	Lv 1	264G
Studded Gloves	Lv 1	88G
Metal Greaves	Lv 1	990G
Leg Mail	Lv 1	3190G
Gara! Helm	Lv 15	7790G
Gara! Gloves	Lv 6	3040G
Gara! Shoes	Lv 9	2660G

This shop has a business ratio of 300 with Draconian Merchants. To view all of the items, talk to all three people behind the long curved counter.

ESTAMIR SPEARS

ITEM	LEVEL	COST
Harpoon	Lv 1	1000G
Spear	Lv 1	3600G
Military Fork +1	Lv 14	9900G
Har!bed +1	Lv 17	12,900G
Rondache	Lv 1	950G
Light Helm	Lv 1	100G
Rigid Leather	Lv 1	3200G

Estamir Spears has a business ratio of 220 with the Crystal Cartel, 50 with Draconian Merchants, and 30 with Maritime Imports.

ESTAMIR APOTHECARY

ITEM	LEVEL	COST
Quality Balm	Lv 1	800G
Ultra Balm	Lv 9	2400G
Talent Booster	Lv 8	800G
Stamina Drink	Lv 1	400G
Alacrity Pill	Lv 1	400G
Berserker's Brew	Lv 5	800G

For concocting new medicines, your Clout is the same as all Apothecaries. For purchasing, the business ratio is 120 with the Crystal Cartel and Draconian Merchants, and 60 with Maritime Imports.

MARITIME IMPORTS

ITEM	LEVEL	COST
Bastard Sword	Lv 1	900G
Bastard Sword +1	Lv 9	1480G
Rigid Leather	Lv 1	2880G
Vernie Rapier	Lv 8	4125G
Vernie Sword	Lv 12	2640G
Vernie Shield	Lv 12	2465G
Vernie Armor	Lv 21	21,250G

This shop has a business ratio of 300 with Maritime Imports. There is also a Maritime Imports blacksmith in the same building.

ETHEREAL MAGIC (TEMPLE OF AMUT)

SPELL	TYPE	COST
Break Illusions	Illusion	600G
Hypnotism	Illusion	2180G
Phantom Warrior	Illusion	456G
Way of Spirit	Bewitchery	728G
Wave of Life	Bewitchery	1440G
Way of Focus	Bewitchery	1440G

TRAINING

CLASS	SKILLS
Rosalian Officer	Long Sword, Club, Lance, Shield, Bewitchery
Rosalian Mage	Club, Staff, Hydrology, Demonology, Bewitchery
Frontier Guard	Foil, Long Sword, Shield
Estamirian Rebel	Martial Arts, Scimitar, Katana, Illusion, Search
Swordsmen	Long Sword, Foil, Two-handed Sword
Craftsman	Short Sword, Cosmology, Strategy

The Capital Mentor can remove your class, or change it to Frontier Guard, Swordsman, Craftsman, Rosalian Officer, Rosalian Mage, Estamirian Rebel, or Templar if you meet the requirements.

CAPITAL MENTOR

PROFICIENCY	TYPE	COST
Find Herbs	Search	50G
Find Traps	Search	30G
Harvest	Gathering	100G
Climb	Survival	100G
Jump	Survival	100G
Ambush	Covert	400G
Trade	Trading	300G

NORCAP MARTIAL ARTS

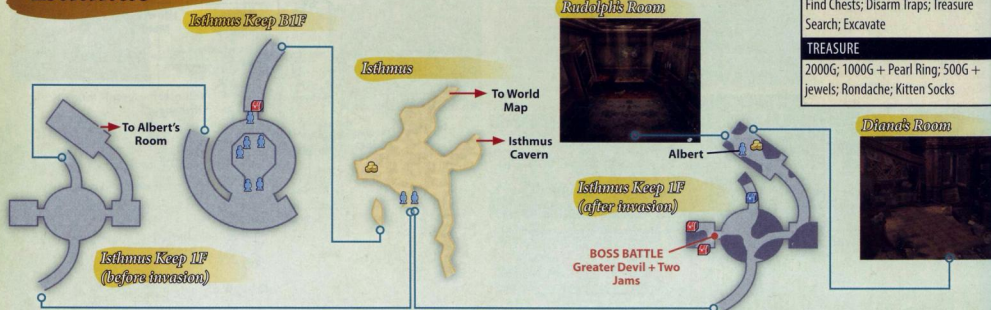
STYLE	COST
Attack Style	???
Shield Style	60G
Trick Style	100G
Dual Style	80G
Assault Style	100G
Defense Style	120G

INN

ROOMS	COST	SERVICES
Rest in the lobby	0G	Restores proficiency uses.
Superior room	15G	Restores LP, Repairs equipped weapons (except tempered and special weapons)
Deluxe room	30G	Adds 10 to First-aid Kit, Repairs all weapons (except tempered and special weapons)
Luxury room	80G	Adds 20 to First-aid Kit, Repairs all weapons (except tempered and special weapons.)

Prices are per person in the party. More expensive rooms include all the services of cheaper ones.

Isthmus



PROFICIENCIES

Find Chests; Disarm Traps; Treasure Search; Excavate

TREASURE

2000G; 1000G + Pearl Ring; 500G + jewels; Rondache; Kitten Socks

Isthmus Cavern

PROFICIENCIES
Find Chests
TREASURE
Map of Isthmus Cavern; 100G + jewels

To Quietus
*In Quest #57

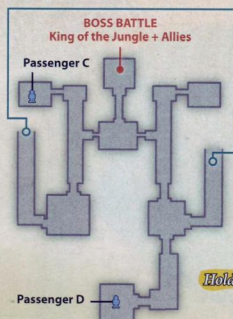
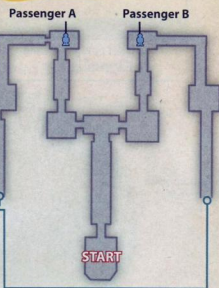
BOSS BATTLE
Demon Scout

To Isthmus

PROFICIENCIES
None
TREASURE
None

Merchant Ship

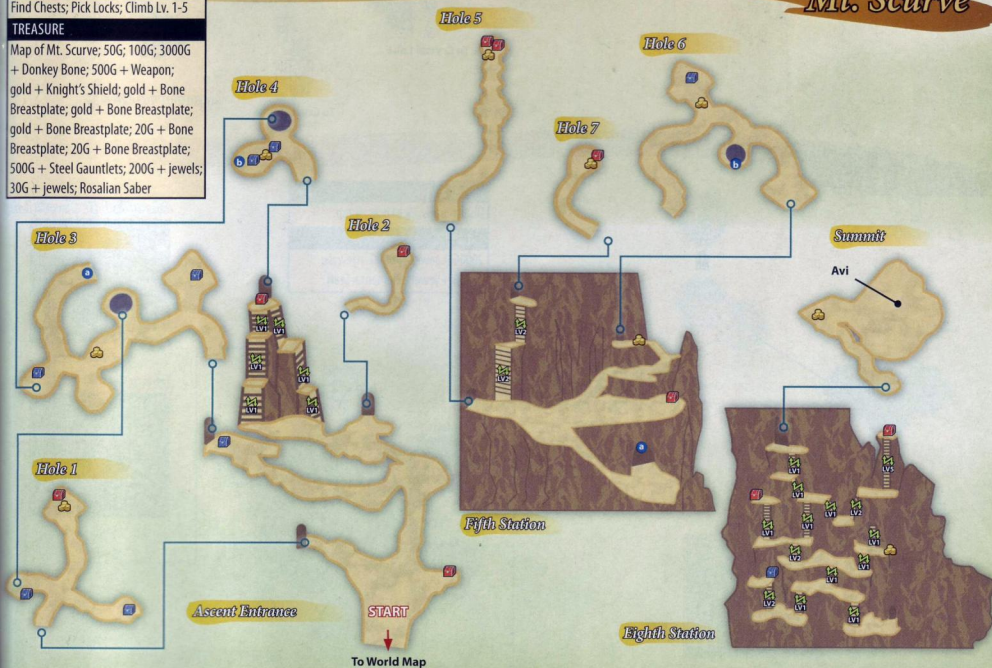
Passenger Deck



Hold

PROFICIENCIES
Find Chests; Pick Locks; Climb Lv. 1-5
TREASURE
Map of Mt. Scurve; 50G; 100G; 3000G + Donkey Bone; 500G + Weapon; gold + Knight's Shield; gold + Bone Breastplate; gold + Bone Breastplate; gold + Bone Breastplate; 20G + Bone Breastplate; 20G + Bone Breastplate; 500G + Steel Gauntlets; 200G + jewels; 30G + jewels; Rosalian Saber

Mt. Scurve



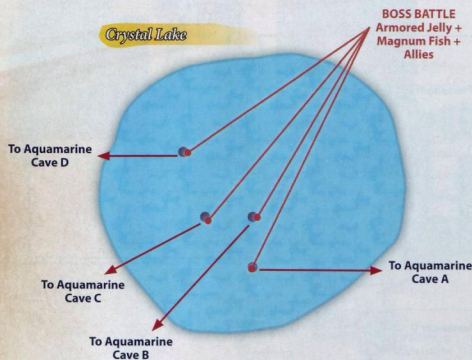
Crystal Lake

PROFICIENCIES

None

TREASURE

None



Aquamarine Cave

Aquamarine Cave A



Aquamarine Cave B



Aquamarine Cave C



To Crystal Lake

To Crystal Lake

Aquamarine Cave D

Aquamarine Cave E



PROFICIENCIES

Find Chests; Disarm Traps;
Treasure Search; Excavate; Find
Ore; Mine; Jump Lv. 1-2

TREASURE

Map of Aquamarine Cave; gold;
300G; 300G; gold + Weapon;
gold + Stone Axe; 100G + jewels;
500G + jewels; Armor

Isle of Evil

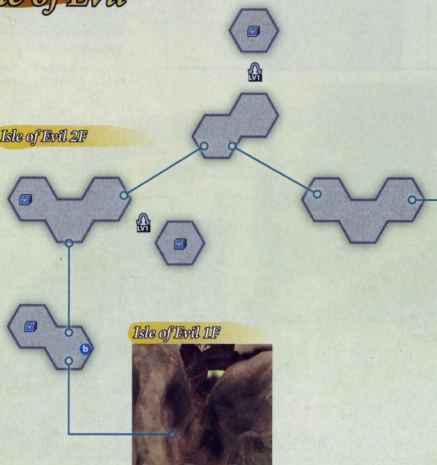
PROFICIENCIES

Disarm Traps; Pick Locks; Jump

TREASURE

2000G + jewels; 2000G + jewels;
2000G + jewels; Elemental Staff

Isle of Evil 2F



Isle of Evil 4F (Evil's Lab)

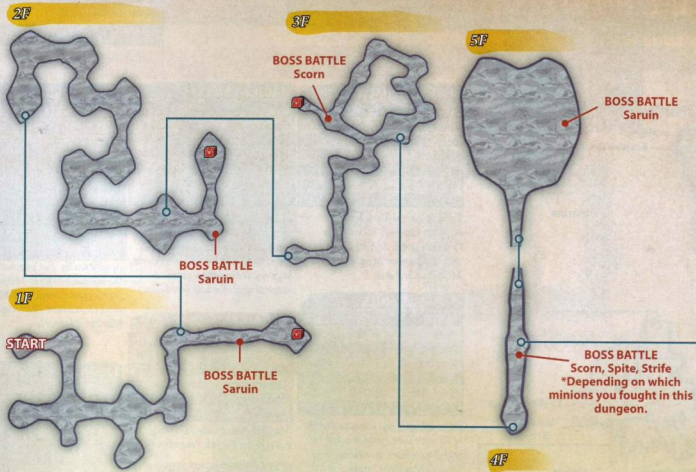


Isle of Evil 4F



Isle of Evil 5F

Quietus



PROFICIENCIES

None

TREASURE

Talent Blaster; Warrior's Elixir;
Mummy's Elixir

Pilestone Chamber



Bafal Empire

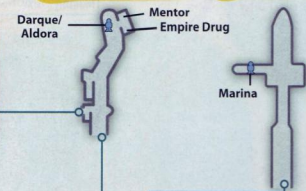
Melvir

Residence

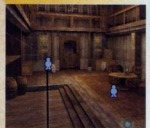


Residential District

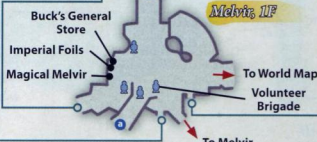
Port of Melvir



Police Station



Bafal Fighter



Melvir, IF

To World Map

Volunteer Brigade

To Melvir Sewers



Im, IF

Temple of Yucomb

Yucomb's Hydrology



Temple of Elore

Elore's Magic



Pub



Claudia Gray

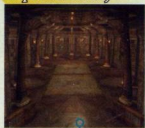
Minstrel

To Melvir Sewers

To Elizabeth Palace

Melvir, 2F

Imperial Library



BUCK'S GENERAL STORE

ITEM	LEVEL	COST
Cloth Armor	Lv 1	200G
Leather Gloves	Lv 1	30G
Long Boots	Lv 1	480G
Ring of Protection	Lv 1	1000G
Bijeweled Ring	Lv 10	10,000G
Balm	Lv 1	200G

Buck's General Store has a business ratio of 120 with the Crystal Cartel, and 90 each with Draconian Merchants and Maritime Imports.

IMPERIAL FOILS

ITEM	LEVEL	COST
Fleuret	Lv 1	52G
Dress Sword	Lv 1	315G
Dress Sword +1	Lv 5	465G
Rapier	Lv 1	2100G
Silver Fleuret	Lv 18	5125
Studded Gloves	Lv 1	84G

Imperial Foils has a business ratio of 70 with the Crystal Cartel, 140 with Draconian Merchants, and 90 with Maritime Imports.

WARD'S GENERAL STORE (MELVIR 2F)

ITEM	LEVEL	COST
Cutlass	Lv 1	472G
Light Helm	Lv 1	105G
Short	Lv 1	31G
Sparks	Lv 1	10G
Glamorous Ring	Lv 1	525G
Guardian's Ring	Lv 5	530G

Ward's General Store has a business ratio of 40 with the Crystal Cartel, 70 with Draconian Merchants, and 190 with Maritime Imports.

DRACONIAN MERCHANTS (MELVIR 2F)

ITEM	LEVEL	COST
Hanger	Lv 1	2410G
Gothic Axe	Lv 1	660G
Throwing Axe	Lv 3	5390G
Rondache	Lv 1	1045G
Gargal Shield	Lv 15	7695G
Fashionable Helm	Lv 1	3960G
Rigid Leather	Lv 1	3520G
Field Plate	Lv 12	13,200G
Gargal Mail	Lv 12	7790G
Gargal Armor	Lv 18	23,750G
Gargal Helm	Lv 15	7790G
Gargal Gloves	Lv 6	3040G
Gargal Shoes	Lv 9	2660G

To see the full range of products, you must choose to look at "this one" and "that one" when speaking to the shopkeeper. The shop has a business ratio of 300 with the Draconian Merchants.

MAGICAL MELVIR

ITEM	LEVEL	COST
Novice's Staff	Lv 1	420G
Holy Staff	Lv 1	840G
Enamel Bicorn Hat	Lv 1	2205G
Mage's Robe	Lv 1	594G
Battle Mage Armor	Lv 6	6930G
Cyrl's Bracers	Lv 4	5250G

Magical Melvir has a business ratio of 130 with the Crystal Cartel, 110 with Draconian Merchants, and 60 with Maritime Imports. It also offers some magical spells for sale (see below).

MAGICAL MELVIR

SPELL	TYPE	COST
Fire Illusion	Illusion	300G
Ice Illusion	Illusion	300G
Lightning Illusion	Illusion	300G
Break Illusions	Illusion	500G
Illusion	Illusion	1800G

Magical Melvir also has some equipment for sale (see above).

ELORE'S MAGIC (TEMPLE OF ELORE, MELVIR 2F)

SPELL	TYPE	COST
Sunray	Cosmology	240G
Moonbeam	Cosmology	960G
Starlight	Cosmology	1440G
Blind to Earth	Cosmology	1920G
Starbeam	Cosmology	2880G
Cosmic Tide	Cosmology	3840G

YUCOMB'S HYDROLOGY (TEMPLE OF YUCOMB, MELVIR 2F)

SPELL	TYPE	COST
Healing Water	Hydrology	240G
Water Blast	Hydrology	360G
Summer Hydrology	Hydrology	600G
Elemental	Hydrology	1200G
Fold Time	Hydrology	2160G
Freeze Time	Hydrology	3840G

INN

ROOMS	COST	SERVICES
Rest in the lobby	0G	Restores proficiency uses.
Standard room	5G	Restores LP.
Superior room	15G	Repairs equipped weapons (except tempered and special weapons)
Deluxe room	30G	Adds 10 to First-aid Kit, Repairs all weapons (except tempered and special weapons)

Prices are per person in the party. More expensive rooms include all the services of cheaper ones.

INN 2 (MELVIR 2F)

ROOMS	COST	SERVICES
Rest in the lobby	0G	Restores proficiency uses.
Luxury room	80G	Restores LP, Adds 20 to First-aid Kit, Repairs all weapons (except tempered and special weapons.)
Suite	300G	Adds 30 to First-aid Kit

Prices are per person in the party. More expensive rooms include all the services of cheaper ones.

EMPIRE DRUG (RESIDENTIAL DISTRICT)

ITEM	LEVEL	COST
Balm	Lv 1	210G
Quality Balm	Lv 1	840G
Miracle Drug	Lv 13	2100G
Berserker's Drug	Lv 5	840G
Bitter Medicine	Lv 11	1260G
Stamina Drink	Lv 1	420G

For concocting new medicines, your Clout is the same as all Apothecaries. For purchasing, the business ratio is 140 with the Crystal Cartel, and 80 each with Draconian Merchants, and Maritime Imports.

TRAINING

CLASS	SKILLS
Imperial Marine	Short Sword, Scimitar, Hand Axe, Aestology, Survival
Imperial Knight	Foil, Great Sword, Two-handed Axe, Shield, Cosmology
Scholar	Hydrology, Aerology, Illusion, Cosmology, Trading
Ranger	Bow, Terology, Search
Trader	Survival, Strategy, Trading
Craftsman	Short Sword, Cosmology, Strategy

The Empire Mentor can remove your class, or change it to Ranger, Trader, Craftsman, Imperial Marine, Imperial Knight, Imperial Scholar, and Bard if you meet the requirements.

EMPIRE MENTOR (RESIDENTIAL DISTRICT)

PROFICIENCY	TYPE	COST
Find Ore	Search	50G
Find Herbs	Search	50G
Find Traps	Search	50G
Mine	Gathering	100G
Harvest	Gathering	100G
Luck	Covet	200G
Trade	Trading	300G

PROFICIENCIES
Disarm Traps
TREASURE
Rapier; Antique Dagger; Throwing Axe; Ogre's Eye; Quarterstaff; Pike

Patrick's House



Patrick's Courtyard



To Melvir Sewers

Throne Room



BOSS BATTLE
Great Sky Dragon

Guard



1F

1B1F

Neville's Quarters



Neville

2F

To Melvir, 2F

PROFICIENCIES
Find Chests; Pick Locks
TREASURE
Map of Melvir Sewers; 100G + jewels; 300G + Gothic Axe; gold + Golden Blade; Gothic Axe; Hunting Bow; Rigid Leather; Sailor's Bandana

Beneath the Temple of Elora



Sarvin's Underground



Pirate's Hideout



To Melvir, 2F

To Patrick's Courtyard

Melvir Sewers

To Melvir, 1F

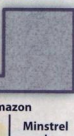
Melvir Sewers

Loban

Residence



Duke's Dungeon



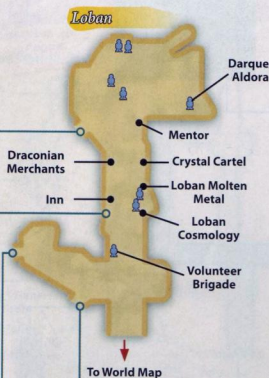
Amazon



Pub



Monk's House



Imperial Jeweler



CRYSTAL CARTEL

ITEM	LEVEL	COST
Buckler	Lv 1	126G
Rosalkan Shield	Lv 9	2497G
Fashionable Helm	Lv 1	3780G
Chain Mail	Lv 1	3780G
Vernie Mail	Lv 12	7585G
Steel Gauntlets	Lv 1	399G
Metal Graves	Lv 1	945G
Florent	Lv 1	52G
Curless	Lv 1	472G
Hand Axe	Lv 1	84G
Gothic Axe	Lv 1	630G
Throwing Axe	Lv 6	5154G
Spear +1	Lv 9	5580G

To view all of the products, you must speak to both salesmen behind the counter. The shop has a business ratio of 300 with the Crystal Cartel.

DRACONIAN MERCHANTS

ITEM	LEVEL	COST
Fleuret	Lv 1	55G
Curless	Lv 1	495G
Hand Axe	Lv 1	88G
Gothic Axe	Lv 1	660G
Gothic Axe +1	Lv 12	960G
Throwing Axe	Lv 3	5390G
Spear	Lv 1	3960G
Buckler	Lv 1	132G
Bufalanin Targe	Lv 6	703G
Fashionable Helm	Lv 1	3960G
Chain Mail	Lv 1	3960G
Garal Mail	Lv 12	7780G
Steel Gauntlets	Lv 1	418G
Metal Graves	Lv 1	990G

To view all of the products you must speak to both salesmen behind the counter. The shop has a business ratio of 300 with the Draconian Merchants.

IMPERIAL JEWELERS

ITEM	LEVEL	COST
Wing Amulet	Lv 1	500G
Silver Chain	Lv 1	500G
Guardian's Ring	Lv 5	5000G
Bijeweled Ring	Lv 10	10,000G
Cyrl's Bracers	Lv 4	5000G
Silver Snake	Lv 8	10,000G

Imperial Jewelers has a business ratio of 70 with the Crystal Cartel, 120 with the Draconian Merchants, and 110 with Maritime Imports.

LOBAN COSMOLOGY

SPELL	TYPE	COST
Sunray	Cosmology	200G
Moonbeam	Cosmology	800G
Starlight	Cosmology	1200G
Bind to Earth	Cosmology	1600G

LOBAN MENTOR

PROFICIENCY	TYPE	COST
Find Traps	Search	50G
Vigilance	Survival	300G
Climb	Survival	100G
Jump	Survival	100G
Move Silently	Covert	200G

INN

ROOMS	COST	SERVICES
Rest in the lobby	0G	Restores proficiency uses.
Standard room	5G	Restores LP
Superior room	15G	Repairs equipped weapons (except tempered and special weapons)
Deluxe room	30G	Adds 10 to First Aid Kit, Repairs all weapons (except tempered and special weapons)

Prices are per person in the party. More expensive rooms include all the services of cheaper ones.

TRAINING

CLASS	SKILLS
Imperial Knight	Foil, Great Sword, Two-handed Axe, Shield, Cosmology
Imperial Scholar	Hydrology, Aerology, Illusion, Cosmology, Reading
Ranger	Bow, Territory, Search
Swordsmen	Long Sword, Foil, Two-handed Sword
Craftsman	Short Sword, Cosmology, Strategy

The Loban Mentor can remove your class, or change it to Ranger, Swordsman, Craftsman, Imperial Knight or Imperial Scholar if you meet the requirements.

Loban Dungeons



PROFICIENCIES

None

TREASURE

Map of Loban Dungeons; 100G; 200G; 300G + Armor

Bruelle

PORT EMPORIUM

ITEM	LEVEL	COST
Town Sword	Lv 0	3300G
Leather Jerkin	Lv 0	600G
Quarterstaff	Lv 0	2400G
Studded Gloves	Lv 0	80G
Balm	Lv 0	200G

Port Emporium has a business ratio of 120 with the Crystal Cartel, 70 with Draconian Merchants and 110 with Maritime Imports.

DRACONIAN MERCHANTS

ITEM	LEVEL	COST
Great Shield	Lv 0	275G
Fashionable Helm	Lv 0	390G
Conqueror Gloves	Lv 0	3300G
Gaia Sword	Lv 12	7030G
Gaia Spear	Lv 15	8610G
Gaia Steel Axe	Lv 12	7030G

This shop has a business ratio of 300 with Draconian Merchants. It also functions as a Blacksmith.

BRUELLE WEAPONRY

ITEM	LEVEL	COST
Zweihander	Lv 0	200G
Gothic Sword	Lv 0	1100G
Great Axe	Lv 8	9500G
Battle Mage Armor	Lv 6	6600G
Leg Mail	Lv 0	2900G

Bruelle Weaponry has a business ratio of 40 with the Crystal Cartel, 110 with the Draconian Merchants and 150 with Maritime Imports.

IMPERIAL SHORT SWORD

ITEM	LEVEL	COST
Cutlass	Lv 0	450G
Glaadius	Lv 0	1600G
Hanger	Lv 0	3100G
Buckler	Lv 0	120G
Targe	Lv 0	320G
Rondache	Lv 0	950G

Imperial Short Sword has a business ratio of 60 with the Crystal Cartel, 110 with the Draconian Merchants and 130 with Maritime Imports.

BRUELLE MENTOR

PROFICIENCY	TYPE	COST
Find Ore	Search	50G
Find Herbs	Search	50G
Mine	Gathering	+100G
Harvest	Gathering	100G
Lark	Covert	200G
Amibush	Covert	400G

INN

ROOMS	COST	SERVICES
Rest in the lobby	0G	Restores proficiency uses.
Standard room	5G	Restores LP
Superior room	15G	Repairs equipped weapons (except tempered and special weapons)
Deluxe room	30G	Adds 10 to First-aid Kit, Repairs all weapons (except tempered and special weapons)

Prices are per person in the party. More expensive rooms include all the services of cheaper ones.

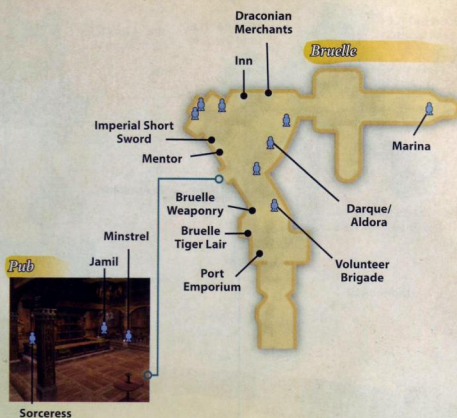
TRAINING

CLASS	SKILLS
Imperial Marine	Short Sword, Scimitar, Hand Axe, Aerology, Survival
Imperial Knight	Foil, Great Sword, Two-handed Axe, Shield, Cosmology
Blacksmith	Club, Pyrology, Gathering
Swordsmen	Long Sword, Foil, Two-handed Sword
Entertainer	Martial Arts, Long Sword, Covert

The Bruelle Mentor can remove your class, or change it to Imperial Marine, Imperial Knight; Blacksmith, Swordsman, or Entertainer if you meet the requirements.

BRUELLE TIGER LAIR

STYLE	COST
Attack Style	40G
Shield Style	60G
Trick Style	100G
Defense Style	120G



Aurefont

AUREFONT GENERAL STORE

ITEM	LEVEL	COST
Headband	Lv 1	95G
Balm	Lv 1	190G
Blancature	Lv 3	465G
Vermillion	Lv 5	465G
Bismuth	Lv 7	465G

Aurefont General Store has a business ratio of 140 with the Crystal Cartel, 120 with the Draconian Merchants, and 40 with Maritime Imports.

DRACONIAN MERCHANTS

ITEM	LEVEL	COST
Fleuret	Lv 1	55G
Fleuret +1	Lv 3	80G
Targe	Lv 1	352G
Leather Boots	Lv 1	99G

This shop has a business ratio of 300 with the Draconian Merchants.

SILVER MINE

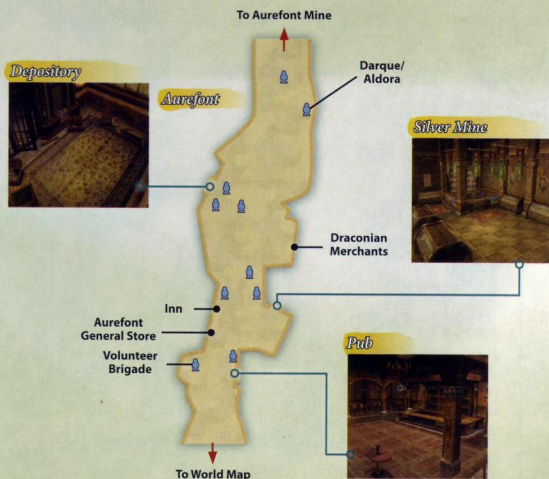
ITEM	LEVEL	COST
Silver Bracers	Lv 1	475G
Silver Chain	Lv 1	475G
Steel Thread	Lv 12	2340
Marasite	Lv 15	1290

The Silver Mine has a business ratio of 80 with the Crystal Cartel, 170 with the Draconian Merchants, and 50 with Maritime Imports.

INN

ROOMS	COST	SERVICES
Rest in the lobby	0G	Restores proficiency uses.
Standard room	5G	Restores LP
Superior room	15G	Repairs equipped weapons (except tempered and special weapons)

Prices are per person in the party. More expensive rooms include all the services of cheaper ones.



Aurefont Mine

B1

BOSS BATTLE
Undead Monsters

BOSS BATTLE
Gold Dragon

BOSS BATTLE
Plant Monsters

BOSS BATTLE
Beastmen Monsters

To Aurefont

BOSS BATTLE
Bird Monsters

BOSS BATTLE
Demon Monsters

BOSS BATTLE
Aquatic
Monsters

B3-B

B2-C

BOSS BATTLE
Beast Monsters

B2

BOSS BATTLE
Unknown
Monsters

B3-A

BOSS BATTLE
Insect Monsters

PROFICIENCIES

Find Ore; Mine

TREASURE

Map of Aurefont Mine

Mazewood

Mazewood C (Night)

Mazewood D (Night)

Noctulience
Grass
Corpse's
Pendant

Mazewood B (Night)

START

Mazewood A (Night)

To World Map

Base of Tree

Mazewood D (Day)

Mazewood C (Day)

Euler's Nest

Mazewood B (Day)

Euler

START

Mazewood A (Day)

To World Map

PROFICIENCIES

Find Herbs; Harvest

TREASURE

100G + jewels; Wood Spirit

Bayre Plateau

PROFICIENCIES

Find Chests; Find Ore; Mine; Find Treasure; Excavate; Climb Lv. 2-4

TREASURE

Map of Bayre Plateau; 100G + (Weapon or jewels); 100G + (Weapon or jewels); 300G + jewels; Weapon; Armor



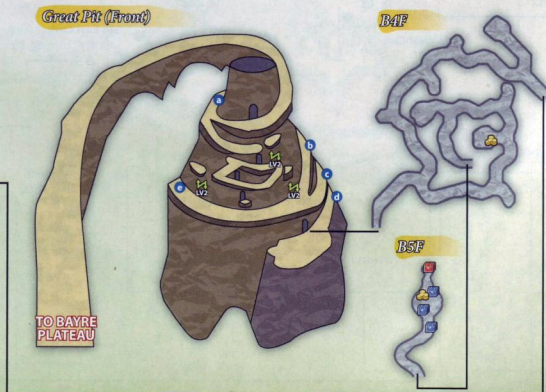
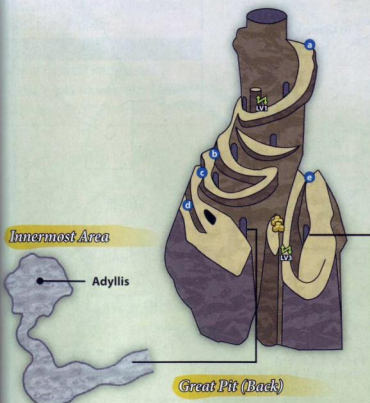
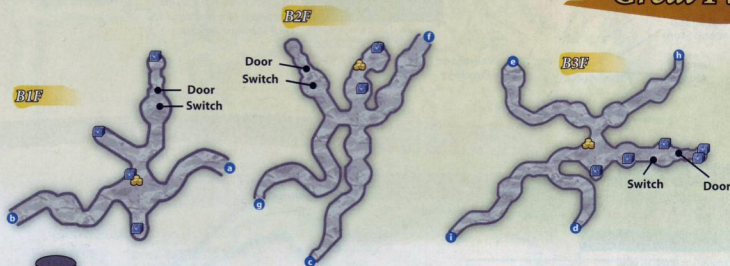
PROFICIENCIES

Find Chests; Pick Locks; Find Treasure; Excavate; Climb Lv. 1-3

TREASURE

Map of the Great Pit; gold; gold; gold; gold; 150G; 300G; 500G; 2000G; 100G + Weapon; 100G + (Weapon or jewels); 100G + Armor; 100G + Armor or jewels; 100G + jewels; 1000G + jewels; Composite Bow; Stone Brigandine; Weapon; Armor; Earth Spirit

Great Pit



Valhalland

Gato's Village

Pub



Gato's Village

To Shiverland

Valhalland Outfitters

Volunteer Brigade

Valhalland Blacksmith

Inn

Valhalland General Store

Darque/Aldora

VALHALLAND BLACKSMITH

ITEM	LEVEL	COST
Zweihander	Lv 1	1906
Broad Axe	Lv 1	12356
Battle Axe	Lv 1	31356
Great Axe	Lv 8	90256
Rigid Leather	Lv 1	38406

Valhalland Blacksmith has a business ratio of 130 with the Crystal Cartel, 50 with the Draconian Merchants, and 120 with Maritime Imports. This store is also a Blacksmith.

Gato's House



VALHALLAND GENERAL STORE

ITEM	LEVEL	COST
Hunting Bow	Lv 1	1906
Pole	Lv 1	1526
Fang Amulet	Lv 1	4756
Balm	Lv 1	1906

Valhalland General Store has a business ratio of 80 with the Crystal Cartel, 80 with the Draconian Merchants, and 140 with Maritime Imports.

VALHALLAND OUTFITTERS

ITEM	LEVEL	COST
Cap	Lv 1	576
Fur Vest	Lv 1	856
Leather Gloves	Lv 1	286
Socks	Lv 1	96
Leather Boots	Lv 1	856
Long Boots	Lv 1	4566

Valhalland Outfitters has a business ratio of 30 with the Crystal Cartel, 120 with the Draconian Merchants and 150 with Maritime Imports.

VALHALLAND PYROLOGY

SPELL	TYPE	COST
Heilfire	Pyrology	2006
Flame of Life	Pyrology	3006
Self-Immolation	Pyrology	5006
Summon Elemental	Pyrology	7006

TRAINING

CLASS	SKILLS
Hunter	Scimitar, Hand Axe, Bow, Territory, Search
Valhallan Warrior	Two-handed Sword, Hand Axe, Survival
Pioneer	Hand Axe, Club, Gathering
Swordsmen	Long Sword, Foil, Two-handed Sword
Entertainer	Martial Arts, Long Sword, Covert

The Shiverland Mentor can remove your class, or change it to Valhallan Warrior, Pioneer, Swordsman, Entertainer or Hunter; if you meet the requirements.

SHIVERLAND MENTOR

PROFICIENCY	TYPE	COST
Find Chests	Search	506
Find Treasure	Search	506
Find Traps	Search	506
Excavate	Gathering	1006
Pick Locks	Strategy	1506
Disarm Traps	Strategy	1506

INN

ROOMS	COST/PERSON	SERVICES
Rest in the lobby	06	Restores proficiency uses.
Standard room	56	Restores LP.
Superior room	156	Repairs equipped weapons (except tempered and special weapons)

Prices are per person in the party. More expensive rooms include all the services of cheaper ones.

PROFICIENCIES

Find Chests; Find Herbs; Harvest; Find Treasure; Excavate

TREASURE

Gold + (Weapon + jewels); gold + (Weapon + jewels); 100G + jewels; Long Boots; Armor

Shiverland

To Shipwreck

To Gato's Village

Slope A

Frozen Lake

To Frosthold Fortress

To West Cave

To East Cave

Slope B

South Cave

Slope C

To World Map

To South Cave (Versions 1-3)

South Slope

West Cave

PROFICIENCIES
Find Chests; Find Treasure; Excavate; Jump Lv. 1-2
TREASURE
Map of West Cave; 300G + Weapon; 100G + (Weapon or Armor); 500G + Gothic Armor; 100G + jewels; jewels

West Cave, B1-A

To Shiverland

PROFICIENCIES
None
TREASURE
None

B2

Teleporter Point

East Cave

East Cave

To Shiverland

BOSS BATTLE
Walking Corpse
and Allies

PROFICIENCIES
Find Chests; Disarm Traps; Jump Lv. 1-3
TREASURE
Map of South Cave; 300G + jewels (v.1); Wing Amulet (v.1); 500G + Weapon (v.2); 1600G + Quarterstaff (v.2); gold + Bone Breastplate (v.2); Quality Balm (v.2); 2500G + (Weapons or jewels) (v.3); 100G + Mantra Scarf (v.3); Lei

Shiverland, Stage D

BOSS BATTLE
Mummy + Two Ghosts

BOSS BATTLE
Frisberg + Two
Stray Peggies
+ Two Astorian
Birds

BOSS BATTLE
Peggy Baron
+ Peggy Baroness
+ Two Valhallan
Peggies + Allies

BOSS BATTLE
Peggy Chief +
Five Valhallan
Peggies

BOSS BATTLE
Five Snow Spirits

BOSS BATTLE
Mountain Man +
Four War Beasts

Stage 1

BOSS BATTLE
Peggy Chief + Two
Valhallan Peggies

Stage 2

To Shiverland

To Shiverland

Stage 3

To Shiverland

Frosthold Fortress

PROFICIENCIES
Find Chests; Pick Locks; Disarm Traps; Find Chests; Excavate
TREASURE
Map of Frosthold Fortress; gold + Weapon; gold + jewels; Ogre's Cleaver; Chain Mail; Ring of Protection

Statue Room

BOSS BATTLE
Frielei + Drake

1F

Back Way

Red Mage

Top Floor

To Frozen Lake

Top Floor (1B)

8F East Floor

2F East

3F West

2F West

Candle
Puzzle

Candle
Puzzle

Knights Dominion

Mirsaburg

Pub



Schiele

Sorceress

Burly Blacksmith



To Mirsaburg Castle

Mirsaburg

Marina

Darque/Aldora

Mirsa's Magic

Back Door to Mirsaburg Castle

Inn

Mentor

Mirsa Sales

Crystal Cartel

Volunteer Brigade

To World Map

MIRSA SALES

ITEM	LEVEL	COST
Dress Sword	Lv 1	300G
Rapier	Lv 1	2000G
Schizavona	Lv 9	9000G
Light Helm	Lv 1	100G
Bird Helm	Lv 1	1000G
Vambraces	Lv 1	1100G
Quality Balm	Lv 1	800G

Mirsa Sales has a business ratio of 110 with the Crystal Cartel, 70 with the Draconian Merchants, and 120 with the Maritime Imports.

BURLY BLACKSMITH

ITEM	LEVEL	COST
Mace	Lv 1	900G
Warhammer	Lv 1	1600G
Cyclone Club	Lv 1	3900G
Silver Hammer	Lv 24	12,000G
Zweihander	Lv 1	200G
Gothic Sword	Lv 1	1100G
Morglay	Lv 7	7800G

This shop has a business ratio of 140 with the Crystal Cartel, 60 with the Draconian Merchants, and 100 with the Maritime Imports. It also acts as a Blacksmith.

MIRSA'S MAGIC

SPELL	TYPE	COST
Weapon Blessing	Demonology	400G
Armor Blessing	Demonology	400G
Way of Defense	Bewitchery	600G
Way of Strength	Bewitchery	600G
Wave of Life	Bewitchery	1200G
Way of Peace	Bewitchery	1200G

CRYSTAL CARTEL

ITEM	LEVEL	COST
Bastard Sword	Lv 1	1050G
Gothic Axe	Lv 1	630G
Halberd	Lv 9	9030
Knights' Shield	Lv 1	1312G
Conqueror Gloves	Lv 1	3150G
Leg Mail	Lv 1	3048G
Field Plate	Lv 12	12,600G

This shop has a business ratio of 300 with the Crystal Cartel.

INN

ROOMS	COST	SERVICES
Rest in the lobby	0G	Restores proficiency uses.
Superior room	15G	Restores LP. Repairs equipped weapons (except tempered and special weapons)
Deluxe room	30G	Adds 10 to First-aid Kit. Repairs all weapons (except tempered and special weapons)
Luxury room	80G	Adds 20 to First-aid Kit. Repairs all weapons (except tempered and special weapons.)

Prices are per person in the party. More expensive rooms include all the services of cheaper ones.

TRAINING

CLASS	SKILLS
Castle Knight	Long Sword, Great Sword, Pole Arm, Shield
Wizard	Staff, Pyrology, Aesthology, Demonology, Cosmology
Swordsmen	Long Sword, Foil, Two-handed Sword
Trader	Survival, Strategy, Trading
Craftsman	Short Sword, Cosmology, Strategy

MIRSABURG MENTOR

PROFICIENCY	TYPE	COST
Find Traps	Search	50G
Vigilance	Survival	300G
Jump	Survival	100G
Move Silently	Covert	200G
Ambush	Covert	400G
Trade	Trading	300G

Mirsaburg Castle

Dungeon

Raphael

Theodore's Chambers



Theodore Flammar

Great Hall

Hallway

Secret Passage

To Mirsaburg

START

Dominion Knight

Armory A

To Mirsaburg

1F

Armory B

Armory C

1F Hallway

PROFICIENCIES

Pick Locks

TREASURE

Pike; Spear; Reinforced Bow

2F

Eugenstadt

DOMINION SPEARS

ITEM	LEVEL	COST
Quarterstaff	Lv 1	2400G
Monk's Spire	Lv 1	1300G
Pike	Lv 1	2759G
Halberd	Lv 8	8600G
Longbow	Lv 1	980G
Light Helm	Lv 1	100G
Balm	Lv 1	200G

Dominion Spears has a business ratio of 120 with the Crystal Cartel, 110 with the Draconian Merchants, and 70 with Maritime Imports.

DRACONIAN MERCHANTS

ITEM	LEVEL	COST
Dress Sword	Lv 1	330G
Town Sword	Lv 1	3630G
Schiavona	Lv 9	9900G
Gothic Axe	Lv 1	660G
Warhammer	Lv 1	1760G
Zweihänder	Lv 1	200G
Morglay	Lv 6	8580G
Great Shield	Lv 1	275G
Scion's Shield	Lv 3	570G
Knight's Shield	Lv 1	1375G
Tower Shield	Lv 1	3905G
Bird Helm	Lv 1	1100G
Chain Mail	Lv 1	3960G
Vambraces	Lv 1	1210G

This shop has a business ratio of 300 with the Draconian Merchants.

CASTLE ILLUSIONS

SPELL	TYPE	COST
Fire Illusion	Illusions	300G
Ice Illusion	Illusions	300G
Lightning Illusion	Illusions	300G
Break Illusions	Illusions	500G

DOMINION MENTOR

PROFICIENCY	TYPE	COST
Find Ore	Search	50G
Mine	Gathering	100G
Vigilance	Survival	300G
Climb	Survival	100G
Lurk	Covert	200G

TRAINING

CLASS	SKILLS
Castle Knight	Long Sword, Great Sword, Two-handed Sword, Pole Arm, Shield
Blacksmith	Club, Pyrotechnology, Gathering
Swordsman	Long Sword, Foil, Two-handed Sword
Trader	Survival, Strategy, Trading
Craftsman	Short Sword, Cosmology, Strategy

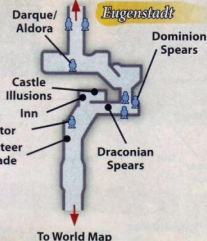
The Dominion Mentor can remove your class, or change it to Blacksmith, Swordsman, Trader, Craftsman, or Castle Knight if you meet the requirements.

INN

ROOMS	COST/PERSON	SERVICES
Rest in the lobby	0G	Restores proficiency uses.
Standard room	5G	Restores LP.
Superior room	15G	Repairs equipped weapons (except tempered and special weapons)
Deluxe room	30G	Adds 10 to First-aid Kit, Repairs all weapons (except tempered and special weapons)

Prices are per person in the party. More expensive rooms include all the services of cheaper ones.

To Eugenstadt
Castle

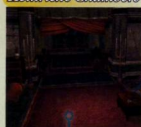


Raphael's Chambers



Constance

Heinrich's Chambers



Bl-B

Great Hall

Raphael

Heinrich

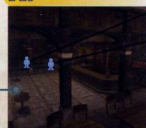
Bl-B

IF

Bl-A

Weiserheim

Pub



Minstrel

Schiele

To Tower of Flammar

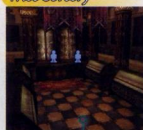
Volunteer Brigade

Mentor

Volunteer Brigade

To World Map

Wise Sorcery



WISE SORCERY

ITEM	LEVEL	COST
Novices Staff	Lv 1	400G
Holy Staff	Lv 1	800G
Elemental Staff	Lv 9	3200G
Sage's Robe	Lv 1	1400G
Glamorous Ring	Lv 1	500G
Cyril's Bracers	Lv 4	5000G
Silver Snake	Lv 8	10,000G

Wise Sorcery has a business ratio of 130 with the Crystal Cartel, 120 with the Draconian Merchants, and 50 with Maritime Imports.

WISE HERBALIST

ITEM	LEVEL	COST
Balm	Lv 1	200G
Quality Balm	Lv 1	800G
Ultra Balm	Lv 9	2400G
Painacea	Lv 4	1000G
Berserker's Brew	Lv 5	800G

This shop has a business ratio of 70 with the Crystal Cartel, 90 with the Draconian Merchants, and 140 with Maritime Imports. It also acts as a Blacksmith.

WISE WIZARDRY

SPELL	TYPE	COST
Healing Water	Hydrology	200G
Water Blast	Hydrology	300G
Holy Water	Hydrology	500G
Summon Elemental	Hydrology	1000G
Blades of Wind	Aerology	200G
Strengthen Pull	Aerology	300G
Blood Curdle	Aerology	700G
Summon Elemental	Aerology	1000G
Missile Shield	Aerology	1200G
Pulverize	Terrology	200G
Camouflage	Terrology	300G
Earthen Grasp	Terrology	500G
Summon Elemental	Terrology	1000G

MAGIC MENTOR

PROFICIENCY	TYPE	COST
Find Chests	Search	50G
Find Herbs	Search	50G
Harvest	Gathering	100G
Climb	Survival	100G
Trade	Trading	300G

FLAMMAR'S PYROLOGY

(SEE FLAMMAR IN THE TOWER OF FLAMMAR)

SPELL	TYPE	COST
Hellfire	Pyrology	200G
Flame of Life	Pyrology	300G
Self-Immolation	Pyrology	500G
Summon Elemental	Pyrology	1000G
Bird of Fire	Pyrology	1800G
Revive	Pyrology	3200G

TRAINING

CLASS	SKILLS
Herbalist	Terrology, Survival, Gathering
Wizard	Staff, Pyrology, Aerology, Demonology, Cosmology
Trader	Survival, Strategy, Trading
Craftsman	Short Sword, Cosmology, Strategy

The Magic Mentor can remove your class, or change it to Herbalist, Trader, Craftsman, Wizard, Red Mage or Sorcerer if you meet the requirements.

INN

ROOMS	COST	SERVICES
Rest in the lobby	0G	Restores proficiency uses.
Standard room	5G	Restores LP.
Superior room	15G	Repairs equipped weapons (except tempered and special weapons)
Deluxe room	30G	Adds 10 to First-aid Kit, Repairs all weapons (except tempered and special weapons)

Prices are per person in the party. More expensive rooms include all the services of cheaper ones.

1F-A



Top of the Tower



Flammar's Pyrology

2F-A



1F-B

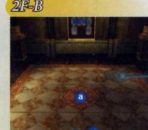


1F



To Weiserheim

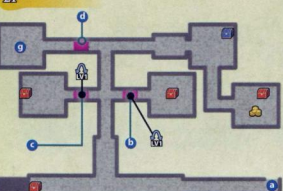
2F-B



Abandoned Keep

*Red blocks indicate crumbly floor tiles

2F



1F



To World Map

Theodore and Raphael

1F



BOSS BATTLE
Cyclops + Wind, Fire, Earth and Water Crystallites

BOSS BATTLE
Lizard Scout + Two Lizardmen + Two Ptyrx

PROFICIENCIES

Find Chests; Disarm Traps; Find Treasure; Excavate; Jump Lv. 1

TREASURE

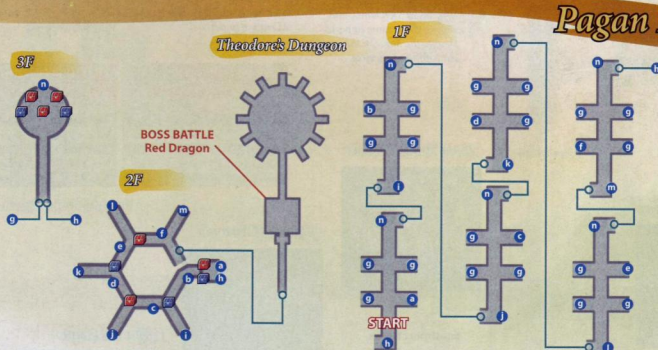
Map of Abandoned Keep; gold + (Weapon or Armor); 100G + Weapon; 200G + Weapon; 500G + (Weapon or jewels); 100G + jewels; 500G + jewels; Gothic Sword; Knight's Shield; Silver Mask; Steel Gauntlets; Weapon; Weapon or jewel; Weapon or jewels; Armor

Kidnappers' Cave

PROFICIENCIES
Find Treasure; Excavate
TREASURE
Map of Kidnappers' Cave; Evil Eye Talisman

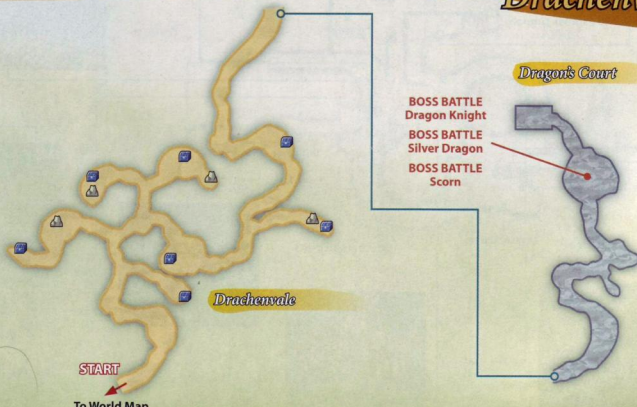


PROFICIENCIES
Find Chests; Disarm Traps; Pick Locks
TREASURE
Map of Pagan Ruins; 666G; 3000G; gold; gold; 100G + Armor; 100G + Weapon; Phantom Sword; Raksha Sword; Weapon or jewels; Weapon or jewels



Pagan Ruins

PROFICIENCIES
Find Chests; Find Ore; Mine
TREASURE
600G + jewels; gold



Drachenvale

KJARAHT

South Estamir

CRYSTAL CARTEL

ITEM	LEVEL	COST
Harpoon	Lv 1	1050G
Hunting Bow	Lv 1	210G
Vernie Bow	Lv 12	6200G
Kjar Bow	Lv 15	20,99G
Leather Jerkin	Lv 1	630G
Leather Gloves	Lv 1	316
Leather Boots	Lv 1	94G

This shop has a business ratio of 300 with the Crystal Cartel.

KJARAHT BLACKSMITH

ITEM	LEVEL	COST
Gladius	Lv 1	1600G
Single Sword	Lv 1	100G
Crescent Blade	Lv 1	800G
Falchion	Lv 1	1900G
Drachenbrand	Lv 7	7500G
Buckler	Lv 1	120G
Great Shield	Lv 1	250G

Kjaraht Blacksmith has a business ratio of 80 with the Crystal Cartel, 70 with the Draconian Merchants, and 150 with Maritime Imports. Despite the name, it has no blacksmithing services.

IMPORTED BLADES

ITEM	LEVEL	COST
Samurai Sword	Lv 1	1500G
Katana	Lv 1	3100G
Steelgag	Lv 8	4900G
Steelsong	Lv 10	5425G
Fang Amulet	Lv 1	500G
Wing Amulet	Lv 1	500G
Balm	Lv 1	200G

Imported Blades has a business ratio of 20 with the Crystal Cartel, 50 with the Draconian Merchants, and 230 with Maritime Imports.

SOUTHERN MAGIC

ITEM	LEVEL	COST
Novice's Staff	Lv 1	400G
Enamel Bicorn Hat	Lv 1	2100G
Magel's Robe	Lv 1	480G
Sage's Robe	Lv 1	1400G
Battle Mage's Armor	Lv 6	6600G
Gym's Bracers	Lv 4	5000G
Glamorous Ring	Lv 1	1000G

Southern Magic has a business ratio of 30 with the Crystal Cartel, 170 with the Draconian Merchants, and 100 with Maritime Imports.

SOUTHERN ACCENTS

ITEM	LEVEL	COST
Headband	Lv 1	100G
Cap	Lv 1	80G
Shirt	Lv 1	30G
Cloth Armor	Lv 1	200G
Shell Armor	Lv 14	6120G
Studded Gloves	Lv 1	80G
Ring of Protection	Lv 1	1000G

Southern Accents has a business ratio of 90 with the Crystal Cartel, 100 with the Draconian Merchants, and 110 with Maritime Imports.

KJARAHT MENTOR

PROFICIENCY	TYPE	COST
Find Chests	Search	50G
Find Herbs	Search	50G
Harvest	Gathering	100G
Pick Locks	Strategy	150G
Disarm Traps	Strategy	150G
Lark	Covert	200G

SOUTHPORT MAGIC

SPELL	TYPE	COST
Helifire	Pyrology	200G
Flame of Life	Pyrology	300G
Self-Immolation	Pyrology	500G
Healing Water	Hydrology	200G
Water Blast	Hydrology	300G
Holy Water	Hydrology	500G

SEASIDE AEROLGY (TEMPLE OF YUCOMB)

SPELL	TYPE	COST
Blades of Wind	Aerology	249G
Strengthen Pull	Aerology	360G
Blood Curdle	Aerology	840G
Summon Elemental	Aerology	1200G
Missile Shield	Aerology	1440G
Snowstorm	Aerology	4320G

Slave Trader's Elms



Temple of Yucomb



Kjaraht Mentor



TRAINING

CLASS	SKILLS
Ranger	Bow, Terrology, Search
Herbalist	Terrology, Survival, Gathering
Kjar	Lance, Bow, Hydrology, Demnology, Covert
Sentinel	Marital Arts, Long Sword, Covert
Entertainer	Short Sword, Cosmology, Strategy
Craftsman	

The Kjaraht Mentor can remove your class, or change it to Ranger, Herbalist, Entertainer, Craftsman, Kjar Sentinel, or Fortuneteller if you meet the requirements.

INN

ROOMS	COST	SERVICES
Rest in the lobby	0G	Restores proficiency uses.
Standard room	5G	Restores LP.
Superior room	15G	Repairs equipped weapons.
Deluxe room	30G	Adds 10 to First-aid Kit, Repairs all weapons (except tempered and special weapons)

Prices are per person in the party. More expensive rooms include all the services of cheaper ones.

Kjaraht Metalworks



South Estamir

Kjaraht Blacksmith

Southern Magic

Crystal Cartel

Southern Accents

Parah's House



Pub



Inn



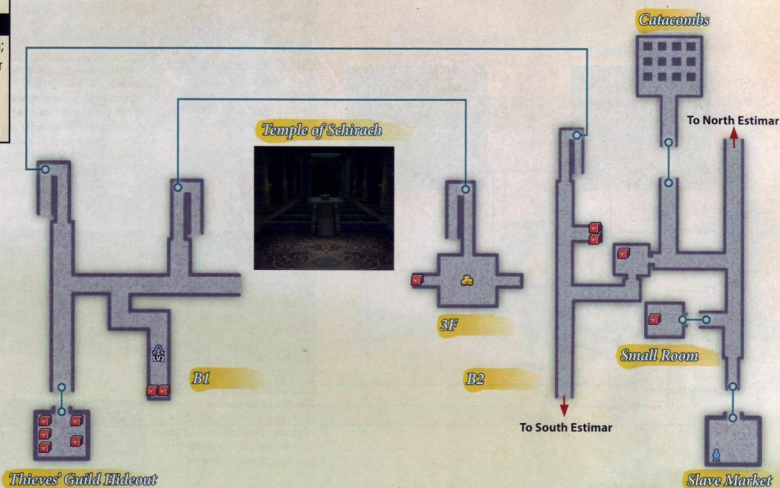
Estamir Tunnels

PROFICIENCIES

Find Chests; Pick Locks; Disarm Traps;
Find Treasure; Excavate; Jump Lv. 2

TREASURE

Map of Estamir Tunnels; 1000G; 3000G;
500G + Weapon; 100G + jewels; Silver
Fleuret; Studded Gloves; Flameproof
Gloves; Rubber Souls; Bitter Medicine;
Berserker's Brew; Talent Booster



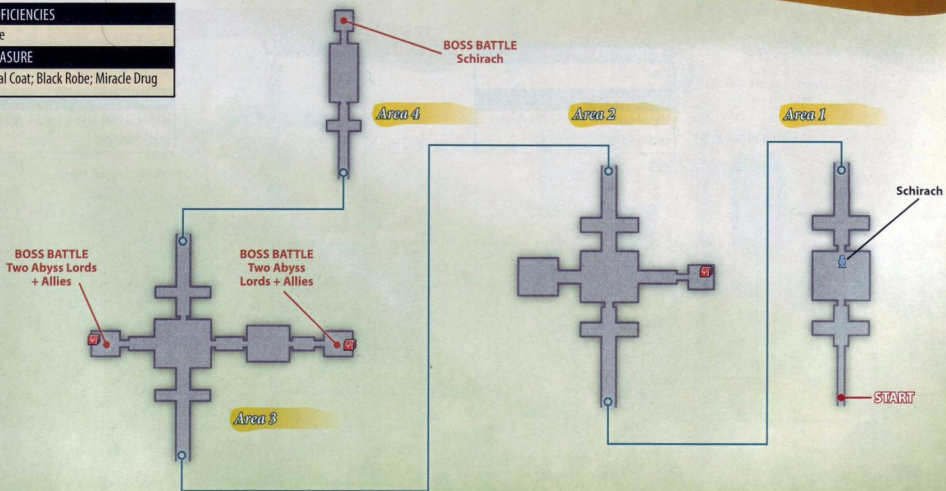
Shadow Palace

PROFICIENCIES

None

TREASURE

Astral Coat; Black Robe; Miracle Drug



Tarmitta

Tarmittan Accents



Pub



TARMITTAN ACCENTS

ITEM	LEVEL	COST
Silver Bracers	Lv 0	500G
Silver Snake	Lv 8	10,000G
Fang Amulet	Lv 0	500G
Wing Amulet	Lv 0	500G
Silver Chain	Lv 0	500G
Ring of Protection	Lv 0	1000G
Guardian's Ring	Lv 5	5000G

Tarmittan Accents has 40 standing with the Crystal Cartel, 160 with the Draconian Merchants, and 100 with Maritime Imports.

LAKE MALAR APOTHECARY

ITEM	LEVEL	COST
Balm	Lv 0	200G
Quality Balm	Lv 0	800G
Ultra Balm	Lv 9	2400G
Alacrity Pill	Lv 0	400G
Talent Booster	Lv 6	800G

You can also create medicines here. The Lake Malar Apothecary has standing with all Apothecaries for creating medicines. For purchasing, it has 120 standing with the Crystal Cartel, 110 with Draconian Merchants, and 70 with Maritime Imports.

TARMITTAN ARCHERS

ITEM	LEVEL	COST
Headband	Lv 0	100G
Bird Helm	Lv 0	1000G
Rigid Leather	Lv 0	3200G
Studded Gloves	Lv 0	80G
Long Boots	Lv 0	480G
Hunting Bow	Lv 0	200G
Longbow	Lv 0	980G
Reinforced Bow	Lv 0	3500G
Battle Bow	Lv 7	7800G
Kjar Bow	Lv 17	19,999G

Tarmittan Archers has 160 standing with the Crystal Cartel, 100 with the Draconian Merchants, and 40 with Maritime Imports. To see all of the inventory, speak with both people behind the counter.

TRAINING

CLASS	SKILLS
Ranger	Bow, Territory, Search
Herbalist	Territory, Survival, Gathering
Kjar Sentinel	Lance, Bow, Hydrology, Demonology, Covert
Entertainer	Marital Arts, Long Sword, Covert
Craftsman	Short Sword, Cosmology, Strategy

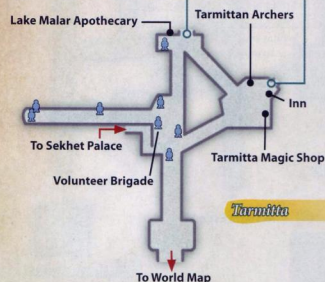
The Malar Mentor can remove your class, or change it to Ranger, Herbalist, Entertainer, Craftsman, Kjar Sentinel, or Fortuneteller if you meet the requirements.

MALAR MENTOR

PROFICIENCY	TYPE	COST
Find Chests	Search	50G
Find Metals	Search	50G
Harvest	Gathering	100G
Pick Locks	Strategy	150G
Disarm Traps	Strategy	150G
Lurk	Covert	200G

TARMITTA MAGIC SHOP

SPELL	TYPE	COST
Healing Water	Hydrology	200G
Water Blast	Hydrology	300G
Holy Water	Hydrology	500G
Summon Elemental	Hydrology	1000G
Energy Bolt	Demonology	200G
Enhance Spells	Demonology	400G
Shock Wave	Demonology	2400G



INN

ROOMS	COST	SERVICES
Rest in the lobby	0G	Restores proficiency uses.
Superior room	15G	Restores LP, Repairs equipped weapons (except tempered and special weapons)
Deluxe room	30G	Adds 10 to First-aid kit, Repairs all weapons (except tempered and special weapons)
Luxury room	80G	Adds 20 to First-aid kit, Repairs all weapons (except tempered and special weapons.)

Prices are per person in the party. More expensive rooms include all the services of cheaper ones.

Sekhet Palace

PROFICIENCIES

None

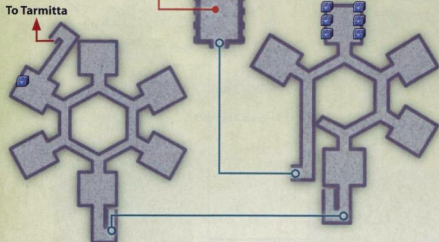
TREASURE

Map of Sekhet Palace; 500G + jewels; gold; gold; gold

Innermost Area

BOSS BATTLE

Tuman's Double



Lake Malar

PROFICIENCIES

None

TREASURE

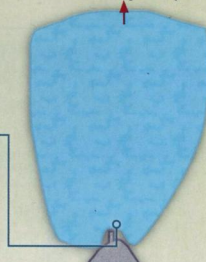
Map of Sekhet Palace; 500G + jewels; gold; gold; gold

To Water Dragon Temple

Shoreline



To World Map



Lake Malar

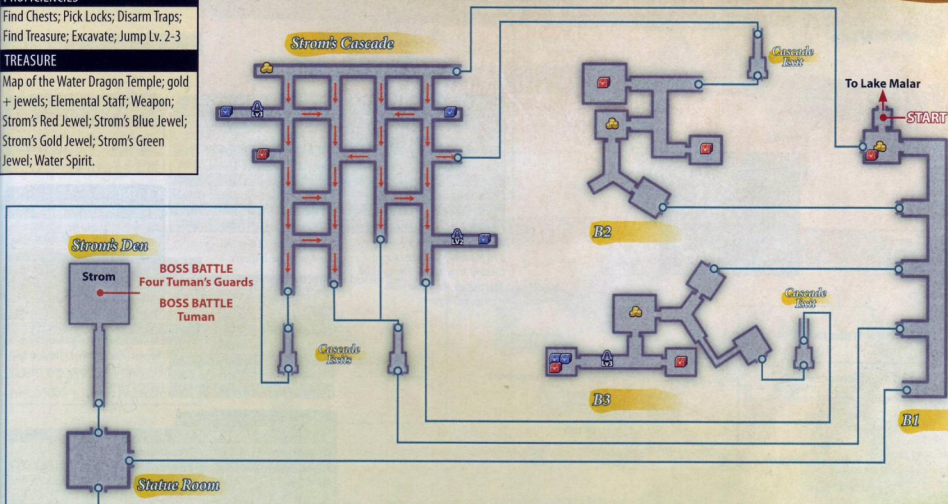
Water Dragon Temple

PROFICIENCIES

Find Chests; Pick Locks; Disarm Traps;
Find Treasure; Excavate; Jump Lv. 2-3

TREASURE

Map of the Water Dragon Temple; gold + jewels; Elemental Staff; Weapon;
Strom's Red Jewel; Strom's Blue Jewel;
Strom's Gold Jewel; Strom's Green Jewel; Water Spirit.



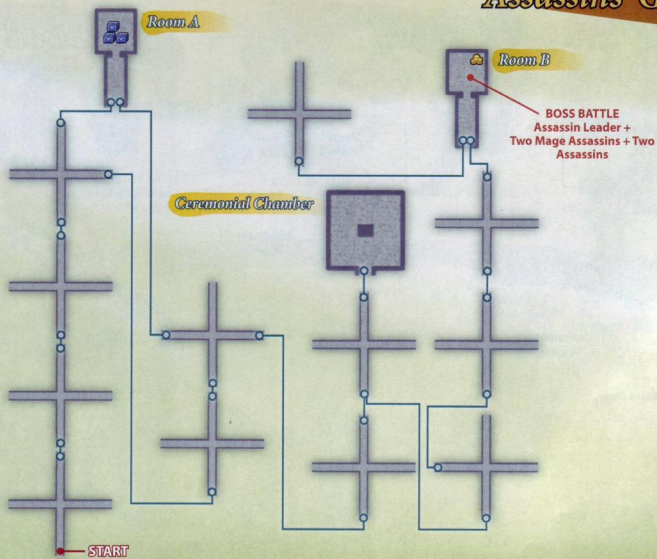
Assassins' Guild

PROFICIENCIES

Disarm Traps; Find Treasure; Excavate

TREASURE

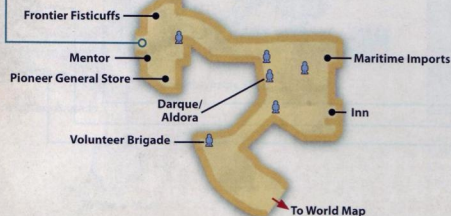
500G; 1000G; 1000G; 1000G; 300G + jewels; Silent Graves; Evil Eye Talisman



FRONTIER

Weston

Pub



PIONEER GENERAL STORE

ITEM	LEVEL	COST
Coffin	Lv 0	427G
Hand Axe	Lv 0	76G
Cap	Lv 0	57G
Shirt	Lv 0	28G
Wing Amulet	Lv 0	475G
Vermilion	Lv 5	465G
Dinosaur Skin	Lv 21	9400G

Pioneer General Store has 110 standing with the Crystal Cartel, 30 with the Draconian Merchants, and 160 with Maritime Imports.

MARITIME IMPORTS

ITEM	LEVEL	COST
Single Sword	Lv 0	90G
Wallakin Sword	Lv 0	324G
Steelcap	Lv 6	4620G
Steelsong	Lv 9	5115G
Alligator Vest	Lv 0	1980G
Balm	Lv 0	180G
Tortoise Shell	Lv 12	2280G

This shop has 300 standing with the Maritime Imports.

FRONTIER FISTICUFFS

ITEM	LEVEL	COST
Attack Style	40G	
Shield Style	60G	
Trick Style	100G	

TRAINING

CLASS	SKILLS
Martial Artist	Martial Arts, Scimitar, Katana, Staff, Pole Arm, Bow
Pioneer	Hand Axe, Club, Gathering
Ascetic	Martial Arts, Staff, Terrology
Entertainer	Martial Arts, Long Sword, Covert
Trader	Survival, Strategy, Trading

The Pioneer Mentor can remove your class, or change it to Pioneer, Ascetic, Entertainer, Trader, or Martial Artist if you meet the requirements.

PIONEER MENTOR

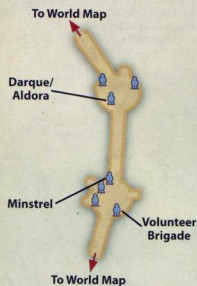
PROFICIENCY	TYPE	COST
Find Ore	Search	50G
Find Treasure	Search	50G
Mine	Gathering	100G
Excavate	Gathering	100G
Vigilance	Survival	300G
Trade	Trading	300G

INN

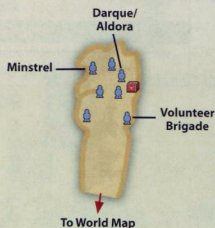
ROOMS	COST/PERSON	SERVICES
Rest in the lobby	0G	Restores proficiency uses.
Standard room	5G	Restores LP
Superior room	15G	Repairs equipped weapons (except tempered and special weapons)

Prices are per person in the party. More expensive rooms include all the services of cheaper ones.

Yassi



Saoki



New Road

To Weston



PROFICIENCIES

Find Chests; Find Herbs; Harvest; Find Treasure; Excavate

TREASURE

Gold + Map of the New Road

Yassi Cavern

PROFICIENCIES

Find Chests; Find Treasure; Excavate

TREASURE

Map of Yassi Cavern; 100G + (Weapon or jewels); 100G + Studded Gloves; 100G + Bone Amulet; 100G + jewels; 500G + jewels



PROFICIENCIES

Find Chests; Disarm Traps; Find Ore; Mine; Climb Lv. 2-3; Jump Lv. 2-3

TREASURE

Map of Saoki Cavern; 700G + Weapon; 200G + Armor; 200G + Armor; 200G + jewels; 500G + jewels; Protector

To World Map

BOSS BATTLE
Three ButterfliesBOSS BATTLE
Five Greater
Zombies

Saoki Cavern



PROFICIENCIES

Find Chests; Disarm Traps; Find Treasure; Excavate

TREASURE

Map of Vampire's Den; 10G; 100G + (Armor or jewels); 30G + Bone Breastplate; 50G + Bone Breastplate; 300G + Bone Breastplate; 40G + jewels; Chiral Clogs
Map of Vampire's Den; 10G; 100G + (Armor or jewels); 30G + Bone Breastplate; 50G + Bone Breastplate; 300G + Bone Breastplate; 40G + jewels; Chiral Clogs

BOSS BATTLE
Vampire's Minion (B) + Two
Vampire's Minions (A)BOSS BATTLE
Vampire's Minion (A) +
Vampire's Minion (B)BOSS BATTLE
Vampire's Minion (B) + Two
Vampire's Minions (A)

Vampire's Den

Innermost Area

BOSS BATTLE
VampireBOSS BATTLE
Werewolf

PROFICIENCIES:

Climb, Jump Lv.1

TREASURE

Map of the Jewel Beast's Lair; 3000G + jewels; Bejeweled Ring

BOSS BATTLE
Lamia + Four
Zombie Dragons
+ AlliesBOSS BATTLE
Lamia + Four
Zombie Dragon
+ AlliesBOSS BATTLE
Four Petrified Beasts
+ Two Cockatrices

Vault of Pillars

START

To World Map

Pile of Pillars

Pinnacle of Pillars

Jewel Beast's Lair

To World Map

Innermost Area

BOSS BATTLE
Jewel Beast

Ligau Isle

Jelton

Pub



MARITIME IMPORTS

ITEM	LEVEL	COST
Samurai Sword +1	Lv 6	2100G
Katana +1	Lv 12	4340G
Fur Vest	Lv 1	81G
Cloth Armor	Lv 1	180G
Alligator Vest	Lv 1	1980G
Wing Amulet	Lv 1	450G
Balm	Lv 1	180G

This shop has a business ratio of 300 with Maritime Imports.

LIGAU SWORD STORE

ITEM	LEVEL	COST
Samurai Sword	Lv 1	1425G
Katana	Lv 1	2948G
Mace	Lv 1	855G
Pike	Lv 1	2612G
Longbow	Lv 1	931G
Headband	Lv 1	95G
Blancazure	Lv 3	465G

The Ligau Sword Store has a business ratio of 100 with the Crystal Cartel, 75 with the Draconian Merchants, and 125 with Maritime Imports.

TRAINING

CLASS	SKILLS
Pirate	Foil, Hand Axe, Hydrology
Thief	Foil, Strategy, Search
Martial	Martial Arts, Scimitar
Artist	Katana, Staff, Pole Arm, Bow
Blacksmith	Club, Pyrology, Gathering
Ascetic	Martial Arts, Staff, Terrology

The Ligau Mentor can remove your class, or change it to Pirate, Thief, Blacksmith, Ascetic, Martial Artist, or Master if you meet the requirements.

JELTON MAGIC SHOP

SPELL	TYPE	COST
Hellfire	Pyrology	200G
Flame of Life	Pyrology	300G
Self-Immolation	Pyrology	500G
Summon Elemental	Pyrology	1000G
Energy Bolt	Demomology	200G
Weapon Blessing	Demomology	400G
Armor Blessing	Demomology	400G

JELTON SELF-DEFENSE

STYLE	COST
Attack Style	40G
Trick Style	100G
Assault Style	100G

LIGAU MENTOR

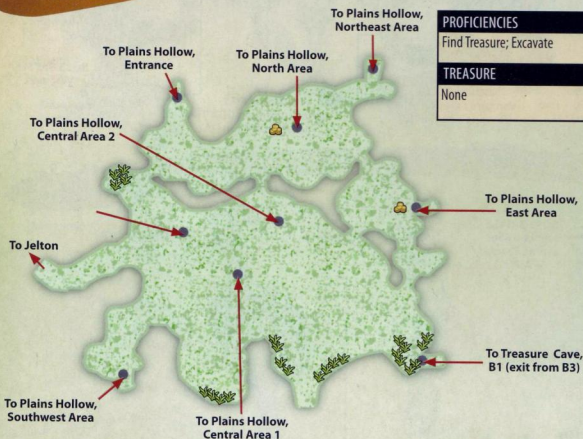
PROFICIENCY	TYPE	COST
Find Treasure	Search	50G
Excavate	Gathering	100G
Climb	Survival	100G
Jump	Survival	100G
Move Silently	Covert	200G
Armbrush	Covert	400G

INN

ROOMS	COST	EFFECT
Rest in the lobby	0G	Restores proficiency uses.
Standard room	5G	Restores LP
Superior room	15G	Repairs equipped weapons (except tempered and special weapons)
Deluxe room	30G	Adds 10 to First-aid Kit. Repairs all weapons (except tempered and special weapons)

Prices are per person in the party. More expensive rooms include all the services of cheaper ones.

Plains



PROFICIENCIES

Find Treasure; Excavate

TREASURE

None

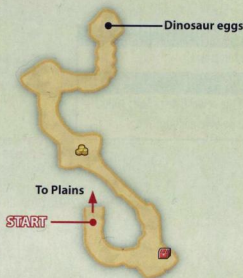
Dinosaur Nest

PROFICIENCIES

Find Treasure; Excavate

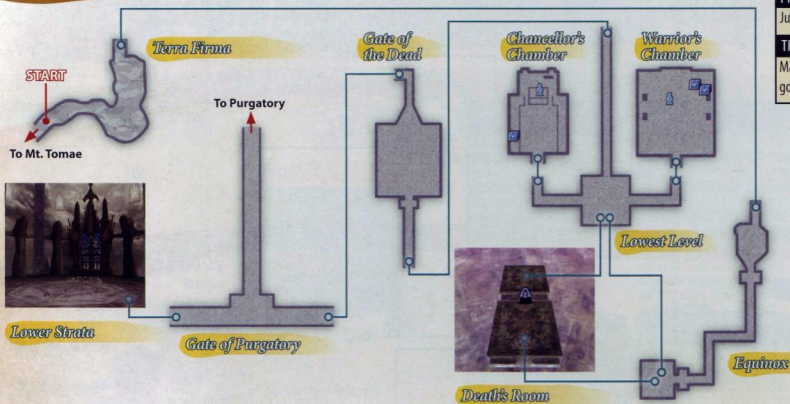
TREASURE

Map of Dinosaur Nest





The Netherworld



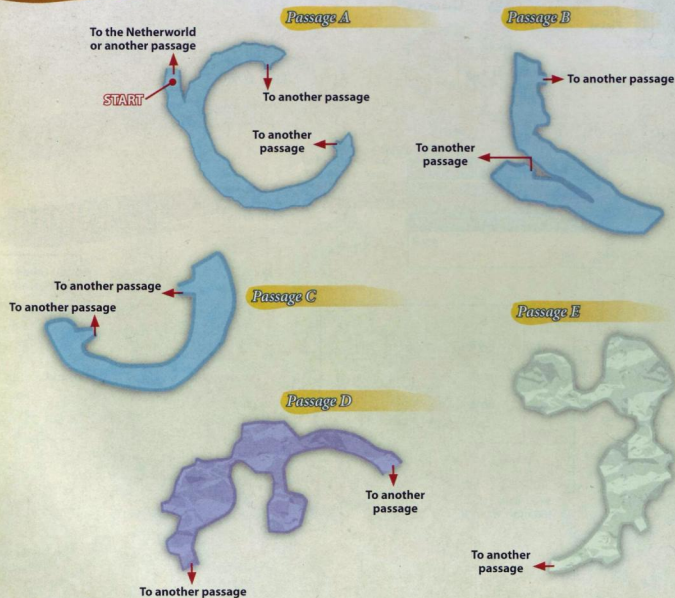
PROFICIENCIES

Jump Lv. 0

TREASURE

Map of the Netherworld; gold; gold; gold

Purgatory



PROFICIENCIES

None

TREASURE

None

Walon Isle

Oapu

WALON WEAPONS

ITEM	LEVEL	COST
Harpoon	Lv 1	950G
Garal Steel Axe	Lv 12	6460G
Buckler	Lv 1	114G
Targe	Lv 1	384G
Leather Jerkin	Lv 1	570G
Alligator Vest	Lv 1	2990G

Walon Weapons has a business ratio of 40 with the Crystal Cartel, 180 with Draconian Merchants, and 80 with Maritime Imports.

OAPU GENERAL STORE

ITEM	LEVEL	COST
Shirt	Lv 1	28G
Socks	Lv 1	9G
Leather Boots	Lv 1	85G
Fang Amulet	Lv 1	475G
Balm	Lv 1	190G
Blancazure	Lv 3	465G

Oapu General Store has a business ratio of 70 with the Crystal Cartel, 100 with the Draconian Merchants, and 130 with the Maritime Imports.

Walon Weapons



WALON BRAWLERS

STYLE	COST
Attack Style	40G
Shield Style	60G
Dual Style	80G

INN

ROOMS	COST	SERVICES
Rest in the lobby	0G	Restores proficiency uses.
Standard room	5G	Restores LP
Superior room	15G	Repairs equipped weapons (except tempered and special weapons)
Deluxe room	30G	Adds 10 to First-aid Kit, Repairs all weapons (except tempered and special weapons)

Prices are per person in the party. More expensive rooms include all the services of cheaper ones.

TRAINING

CLASS	SKILLS
Pirate	Foil, Hand Axe, Hydrology
Geckling Knight	Martial Arts, Two-handed Axe, Lance
Pioneer	Hand Axe, Club, Gathering
Ascetic	Martial arts, Staff, Terrology
Trader	Survival, Strategy, Trading
Craftsman	Short Sword, Cosmology, Strategy

The Godongo Mentor can remove your class, or change it to Pirate, Geckling Knight, Pioneer, Ascetic, Trader or Craftsman if you meet the requirements.

GODONGO

GENERAL STORE

ITEM	LEVEL	COST
Buckler	Lv 1	114G
Sailor's Bandana	Lv 1	152G
Pelt	Lv 1	152G
Beast Fang	Lv 4	620G
Bismuth	Lv 7	465G
True Crystal	Lv 17	1290G

The Godongo General Store has a business ratio of 100 with the Crystal Cartel, 90 with Draconian Merchants, and 110 with Maritime Imports.

MARITIME IMPORTS

ITEM	LEVEL	COST
Falconion	Lv 1	1710G
Harpoon	Lv 1	960G
Harpoon +1	Lv 6	1400G
Longbow +1	Lv 9	1372G
Vernie Shoes	Lv 6	2380G
Vernie Gloves	Lv 9	2720G
Vernie Helm	Lv 12	2550G

This store has a business ratio of 300 with Maritime Imports.

GODONGO ILLUSION

SPELL	TYPE	COST
Fire Illusion	Illusion	300G
Ice Illusion	Illusion	300G
Lightning Illusion	Illusion	300G
Hypnotism	Illusion	1800G
Sunray	Cosmology	200G
Moonbeam	Cosmology	800G

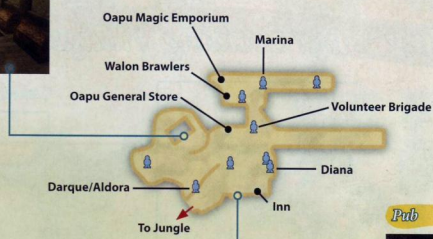
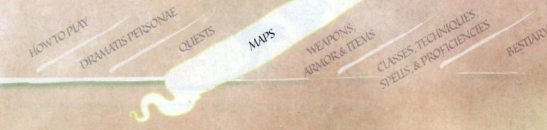
GODONGO MENTOR

PROFICIENCY	TYPE	COST
Find Ore	Search	50G
Find Treasure	Search	50G
Mine	Gathering	100G
Excavate	Gathering	100G
Move Silently	Covert	200G
Ambush	Covert	400G

INN

ROOMS	COST/PERSON	SERVICES
Rest in the lobby	0G	Restores proficiency uses.
Standard room	5G	Restores LP
Superior room	15G	Repairs equipped weapons (except tempered and special weapons)

Prices are per person in the party. More expensive rooms include all the services of cheaper ones.

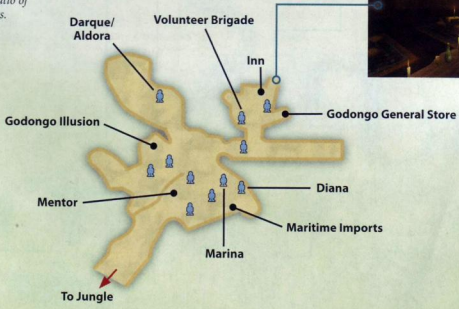


Pub

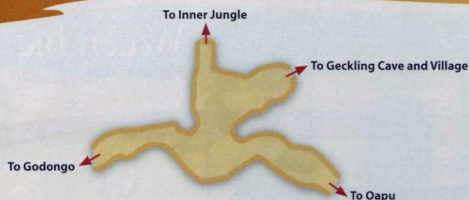


Godongo

Pub



Jungle



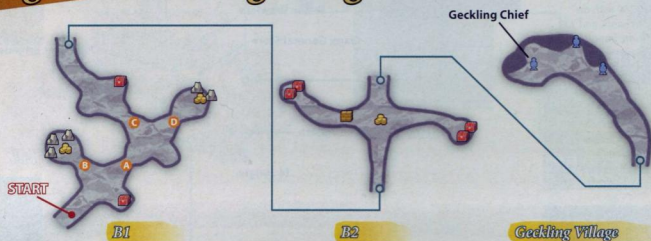
PROFICIENCIES

None

TREASURE

None

Geckling Cave/Geckling Village



PROFICIENCIES

Find Chests; Pick Locks; Disarm Traps; Find Ore; Mine; Find Chests; Excavate; Find Traps Lv. 1

TREASURE

Map of Geckling Cave; 100G + jewels; 500G + jewels; Leather Jerkin; Great Shield; Weapon or Armor

Inner Jungle



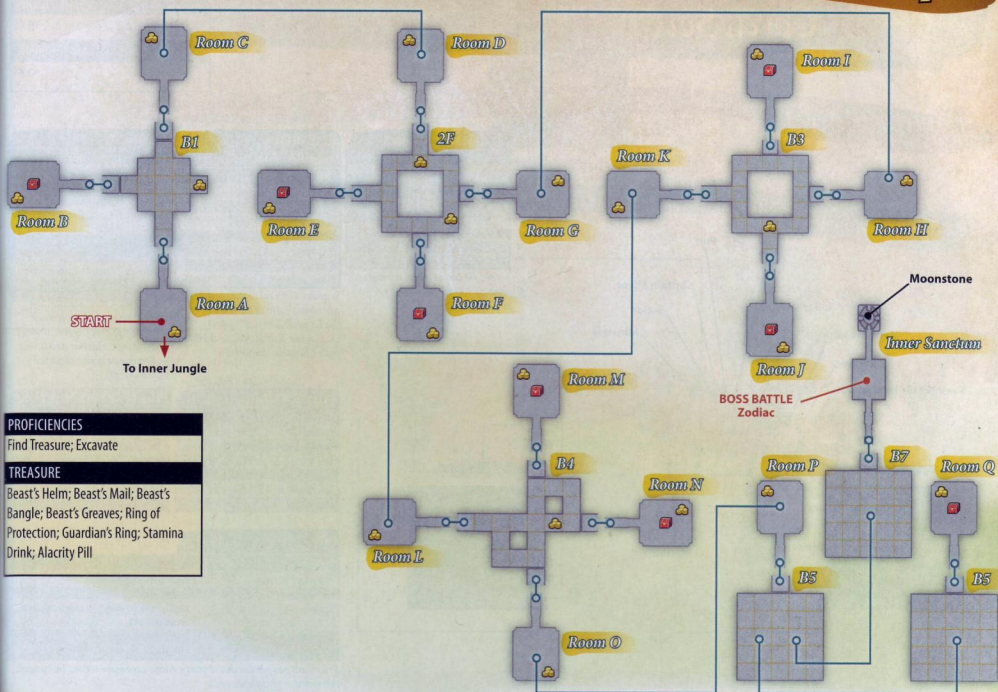
PROFICIENCIES

Find Chests; Find Herbs; Harvest; Find Treasure; Excavate

TREASURE

Map of Inner Jungle; 200G + Weapon; 200G + Armor; 300G + Weapon; 1000G + (Weapon or Armor); 500G + jewels; gold + jewels; Weapon; Weapon; Armor

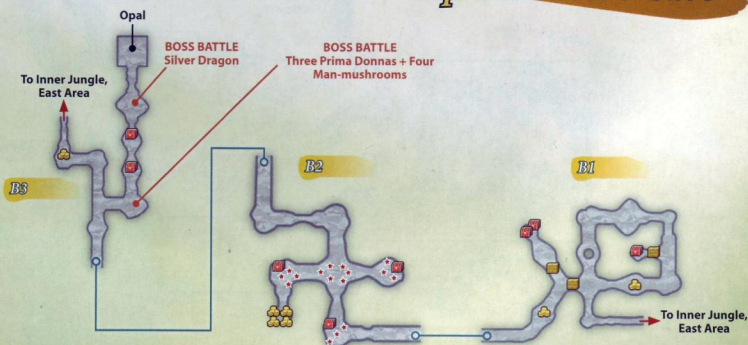
Twinmoon Temple



Captain Silver's Cave

PROFICIENCIES
Find Chests; Find Traps; Disarm Traps;
Find Treasure; Excavate

TREASURE
Map of Silver's Cave; 500G; 600G; 700G;
800G; 900G; 1000G; gold; 1000G +
Weapon; 3000G + Silver Hammer;
1000G + Protector; 1500G + Stone
Clogs; 2000G + jewels; 100G + jewels;
100G + jewels; Raw Ore Ring; Raw Ore
Ring; Candy Ring; Animal Coin





Coral Sea

Pirate Coast



MARITIME IMPORTS

ITEM	LEVEL	COST
Rapier	Lv 1	1800G
Cutlass	Lv 1	405G
Crescent Blade	Lv 1	720G
Hand Axe	Lv 1	72G
Throwing Axe	Lv 6	4110G
Longbow	Lv 1	882G
Cloth Armor	Lv 1	180G

Maritime Imports has a business ratio of 300 with Maritime Imports.

SEAFARER GENERAL GOODS

ITEM	LEVEL	COST
Targe	Lv 1	304G
Sailor's Bandana	Lv 1	152G
Leather Jerkin	Lv 1	570G
Leather Gloves	Lv 1	28G
Fang Amulet	Lv 1	475G
Balm	Lv 1	190G
Reinforced Wing	Lv 10	2340G

Seafarer General Goods has a business ratio of 50 with the Crystal Cartel, 90 with the Draconian Merchants, and 160 with Maritime Imports.

TRAINING

CLASS	SKILLS
Pirate	Foil, Hand Axe, Hydrology
Thief	Foil, Strategy, Search
Martial Artist	Martial Arts; Scimitar, Katana; Staff; Pole Arm; Bow
Swordsman	Long Sword; Foil; Two-handed Sword
Entertainer	Martial Arts; Long Sword; Covert

The Pirate Coast Mentor can remove your class, or change it to Pirate, Thief, Swordsman, Entertainer, Martial Artist, or Draconite if you meet the requirements.

SAILOR'S MAGIC

SPELL	TYPE	COST
Healing Water	Hydrology	200G
Water Blast	Hydrology	300G
Holy Water	Hydrology	500G
Blades of Wind	Aerology	200G
Strengthen Pull	Aerology	300G
Blood Curse	Aerology	700G

PIRATE COAST MENTOR

PROFICIENCY	TYPE	COST
Find Chests	Search	50G
Find Treasure	Search	50G
Escalate	Gathering	100G
Pick Locks	Gathering	150G
Disarm Traps	Covert	150G
Jump	Covert	100G

Pirates' Hideout

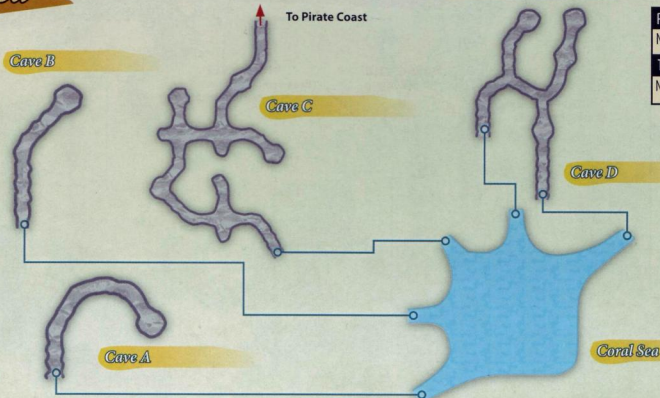


INN

ROOMS	COST/PERSON	EFFECT
Rest in the lobby	0G	Restores proficiency uses.
Standard room	5G	Restores LP
Superior room	15G	Repairs equipped weapons (except tempered and special weapons)
Deluxe room	30G	Adds 10 to first-aid kit. Repairs all weapons (except tempered and special weapons)

Prices are per person in the party. More expensive rooms include all the services of cheaper ones.

Coral Sea



PROFICIENCIES

None

TREASURE

None

Mask Isle

PROFICIENCIES

None

TREASURE

None

Mask Isle, Beach



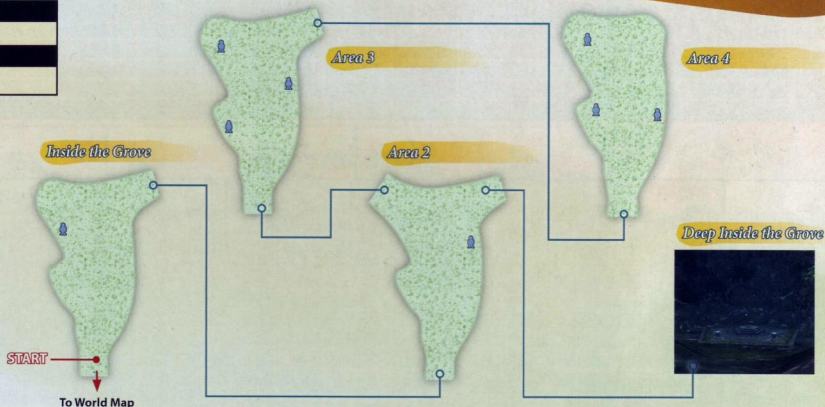
Faerie's Grove

PROFICIENCIES

None

TREASURE

None



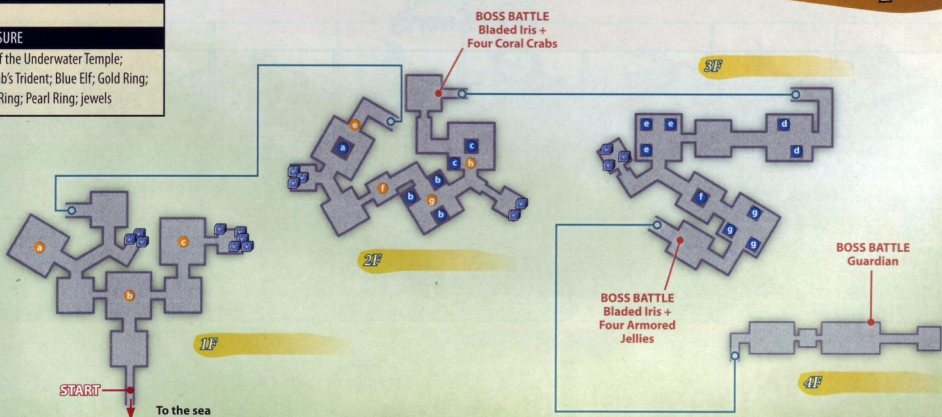
Underwater Temple

PROFICIENCIES

None


TREASURE

Map of the Underwater Temple;
Yucomb's Trident; Blue Elf; Gold Ring;
Silver Ring; Pearl Ring; jewels











Weapons









Folts

NUMBER	NAME	POWER	DP MOD.	DP	WEIGHT	AVG. COST	OBTAIN	NOTES
1		6	0	30	2	50	Shops, Chests, Characters	-
2		12	0	30	2	300	Shops, Characters	-
3		21	0	30	2	2000	Shops, Chests, Characters	-
4		17	0	30	2	2500	Shops, Chests, Quest #10	Can use Hunter's Fury technique.
5		18	0	30	4	-	Chests	CHA -1
6		15	0	LP	2	-	Chests, Monsters	Channels pyrology spells
7		39	0	30	3	-	Chests, Quest #22	-
8		36	0	LP	6	-	Quest #38	Channels terrology spells

Short Swords

NUMBER	NAME	POWER	DP MOD.	DP	WEIGHT	AVG. COST	OBTAIN	NOTES
1		13	0	30	2	450	Shops, Chests, Monsters	-
2		16	0	30	1	-	Chests, Characters	-
3		20	0	30	2	1600	Shops, Monsters	-
4		25	0	30	2	3100	Shops	-
5		27	0	30	1	-	Chests, Monsters	AGI +1
6		18	0	30	1	-	Diana's Sword	CHA +5; +20 resistance to status ailments.
7		37	0	30	2	-	Monsters; find Treasure proficiency	+10 resistance to fire, cold, and electricity.
8		27	0	LP	7	-	Quest #34	Can use Flow of Water technique; channels hydrology spells. INT +5.

Long Swords

NUMBER	NAME	POWER	DP MOD.	DP	WEIGHT	AVG. COST	OBTAIN	NOTES
1		9	0	30	4	100	Shops, Chests, Characters	-
2		12	0	30	4	360	Shops	-
3		19	0	30	4	1450	Shops, Characters	-
4		26	0	30	4	3300	Shops	-
5		18	0	30	6	-	The Minstrel's sword	Can use Feste d'Arme technique.
6		34	0	30	4	9000	Shops, Chests	-
7		39	0	30	4	-	Find Treasure proficiency	-
8		45	0	LP	8	-	Chests	Can use Left Fork and Victor's Blade techniques.

Great Swords

NUMBER	NAME	POWER	DP MOD.	DP	WEIGHT	AVG. COST	OBTAIN	NOTES
1	Bastard Sword	17	0	30	5	1000	Shops, Chests, Characters	-
2	Rosalian Saber	24	0	30	5	2800	Shops, Chests, Characters	-
3	Ogre's Cleaver	21	0	30	8	-	Chests, Monsters	STR +3
4	Raksha Sword	29	0	30	8	-	Chests, Monsters	STR +3
5	Blue Saber	35	0	30	5	-	Find Treasure proficiency	Resistance to Status Ailments +20
6	Obsidian Sword	50	0	LP	20	-	Quest #52	Can switch between Attack, Defense and Trick modes. All stats +1; +20 resistance to Blunt, Slash, and Aerial attacks; nullifies bewitchery magic.

Scimitars

NUMBER	NAME	POWER	DP MOD.	DP	WEIGHT	AVG. COST	OBTAIN	NOTES
1	Crescent Blade	15	0	30	4	800	Shops, Chests, Trade map proficiency	-
2	Falchion	21	0	30	4	1900	Shops	-
3	Phantom Sword	13	0	30	8	-	Chests	Can cast Fire Illusion and Ice Illusion; channels illusions magic; STR +1
4	Drachenbrand	33	0	30	5	7500	Shops, Chests	-
5	Darque's Sword	44	0	30	5	-	Quest #50	-
6	Red Peacock	40	0	30	1	-	Find Treasure proficiency	DEX +3; AGI +3; CHA +3

Hand Axes

NUMBER	NAME	POWER	DP MOD.	DP	WEIGHT	AVG. COST	OBTAIN	NOTES
1	Hand Axe	10	0	30	5	80	Shops, Chests, Characters, Monsters	-
2	Gothic Axe	17	0	30	6	600	Shops, Chests, Characters	-
3	Throwing Axe	31	0	30	5	4900	Shops, Chests, Monsters	-
4	Stone Axe	22	0	30	12	-	Chests	-
5	Lady Hawk	30	0	30	2	-	Find Treasure proficiency	-
6	Bilgis	33	0	LP	4	-	Monsters	Can use Fury of Bel'kwinith technique; COM +6
7	Epic Hero	36	0	LP	11	-	Monsters	Can use Gate technique; WIL +6
8	Cosmo Egg	47	0	LP	11	-	Monsters	Can use Xenophobic Blast technique; VIT +6

Clubs



NUMBER	NAME	POWER	DP MOD.	DP	WEIGHT	AVG. COST	OBTAIN	NOTES
1	Mace	16	0	30	3	900	Shops, Chest, Monsters	-
2	Warhammer	20	0	30	3	1600	Shops, Chests	-
3	Cyclone Club	27	0	30	3	3900	Shops	-
4	Silver Hammer	19	0	30	3	6000	Shops, Chests	Can use Hunter's Fury technique.
5	Donkey Bone	32	0	30	4	-	Chests, Trade Map proficiency	STR +5; INT -5; WIL -5
6	Amber Jack	38	0	30	5	-	Find Treasure proficiency.	-

Two-Handed Swords



NUMBER	NAME	POWER	DP MOD.	DP	WEIGHT	AVG. COST	OBTAIN	NOTES
1	Zweihander	10	0	30	8	200	Shops, Chest, Characters	-
2	Gothic Sword	18	0	30	8	1100	Shops, Chests	-
3	Morglay	34	0	30	8	7800	Shops	-
4	Claymore	43	0	30	8	-	Chests	-
5	Flamberge	20	0	LP	14	-	Find Treasure proficiency	Channels pyrology spells; INT -20; Cold Resistance +20
6	Ice Sword	35	0	LP	15	20000	Shops, Quest #33	Can cast Snowstorm; nullifies the reflection effects of Self-Immolation; channels aerology spells; INT -20, Fire Resistance +20
7	Sword of Death	42	0	LP	13	-	Quest #56	VIT -20, COM -20; -20 resistance to status ailments

Katanas



NUMBER	NAME	POWER	DP MOD.	DP	WEIGHT	AVG. COST	OBTAIN	NOTES
1	Rusty Falcata	5	0	30	9	-	Quest #7	Becomes Falcata after tempering during Quest #7.
2	Falcata	24	0	30	9	-	Quest #7	Turns into Demonbrand at end of Quest #7.
3	Demonbrand	55	0	30	9	-	Quest #7	STR +10
4	Samurai Sword	17	0	30	7	1500	Shops, Chests	-
5	Katana	23	0	30	7	3100	Shops	-
6	Ogre's Eye	28	0	30	7	-	Chests	-
7	Crane Princess	37	0	30	6	-	Chests	-
8	Shooting Star	45	0	30	7	-	DEX +3, AGI +3; +30 resistance to status ailments	-

Two-Handed Axes

NUMBER	NAME	POWER	DP MOD.	DP	WEIGHT	AVG. COST	OBTAIN	NOTES
1	Broad Axe	19	0	30	10	1300	Shops, Chests, Monsters	-
2	Battle Axe	26	0	30	10	3300	Shops	-
3	Great Axe	36	0	30	10	9500	Shops	-
4	Vorpall Axe	40	0	30	10	-	Chests, Find Treasure proficiency	-
5	Axe of Kings	30	0	LP	14	-	Quest #37	Can use Flicker of Flame to summon Pyrix; channels pyrology spells; STR +5
6	Destroyer	49	0	LP	16	-	Monsters	Can use Malefic Eclipse technique. STR +6
7	Chaosbringer	42	0	LP	16	-	Monsters	Can use Haunted Louse technique; INT +6

Staves

NUMBER	NAME	POWER	DP MOD.	DP	WEIGHT	AVG. COST	OBTAIN	NOTES
1	Novice's Sword	6	0	30	6	400	Shops, Chests, Characters	INT +1
2	Holy Staff	12	0	30	6	800	Shops, Chests, Characters	WIL +1
3	Quarterstaff	24	0	30	5	2400	Shops and Chests	-
4	Elemental Staff	18	0	30	6	9200	Shops, Chests, Monsters, Trade map proficiency	INT +1, WIL +1, Fire Resistance +10, Cold Resistance +10, Electricity Resistance +10, Energy Resistance +10
5	Evil's Staff	10	0	LP	10	-	Quest #20	Channels demonology spells; INT +3, WIL +3
6	Eternity Staff	16	0	LP	15	-	Find Treasure proficiency	Channels demonology spells; WIL +5
7	Serpent Staff	28	0	LP	12	-	Quest #35	Can use Warmth of Earth technique to summon Adyllis; channels terrology spells; COM +5
8	Magel's Staff	20	0	LP	4	-	Chests	Channels illusions spells; INT +5, WIL +5

Pole Arms

NUMBER	NAME	POWER	DP MOD.	DP	WEIGHT	AVG. COST	OBTAIN	NOTES
1	Monk's Spire	18	0	30	7	1300	Shops, Chests	-
2	Pike	24	0	30	7	2750	Shops, Chests	-
3	Halberd	35	0	30	7	8600	Shops, Quest #42	-
4	Black Spear	28	0	30	7	-	Neidhart's weapon	-
5	Khellendros	38	0	LP	15	-	Monsters, Find Treasure proficiency	Channels aerology spells; INT -10, WIL -10, COM -10, Electricity Resistance +50
6	Yucomb's Trident	40	0	LP	18	-	Chests	Can use Divine Lightning technique; channels hydrology spells.



Lances



NUMBER	NAME	POWER	DP MOD.	DP	WEIGHT	AVG. COST	OBTAIN	NOTES
1	Harpoon	17	0	30	5	1000	Shops, Chests, Monsters, Characters	-
2	Spear	26	0	30	6	3600	Shops, Chests	-
3	Military Fork	32	0	30	7	6600	Shops, Monsters	-
4	Scorpion	37	0	30	7	-	Chests, Monsters	-
5	Malystrix	40	0	LP	15	-	Monsters, Find Treasure map proficiency	Channels pyrology spells; INT -10, WIL -10, COM -10, Fire Resistance +50
6	Feather Spear	35	0	LP	12	-	Quest 36	Can use Gust of Wind technique to summon Avi; channels aerology spells; AGI +5

Bows



NUMBER	NAME	POWER	DP MOD.	DP	WEIGHT	AVG. COST	OBTAIN	NOTES
1	Hunting Bow	10	0	30	7	200	Shops, Chests, Monsters, Characters, Trade map proficiency	-
2	Longbow	19	0	30	9	980	Shops, Chests, Monsters, Quest #6	-
3	Composite Bow	24	0	30	13	-	Chests, Monsters, Trade map proficiency	-
4	Reinforced Bow	28	0	30	9	3500	Shops, Chests	-
5	Battle Bow	34	0	30	9	7800	Shops	-
6	Kjar Bow	44	0	30	11	19999	Shops	-
7	Wisteria	49	0	30	12	-	Monsters, Quest #27, Trade and Find Treasure map proficiencies	-
8	Eres' Bow	43	0	LP	4	-	Chest	Can use Dream Shot technique.

Enhanced Weapons

NAME	TYPE	HOW TO OBTAIN	NOTES
Beowulf	Short Sword	Created by Blacksmithing	AGI +1
Chicken Knife	Short Sword	Monster	Power 13; DP Mod. -1
Cor Scorpil	Lance	Created by Blacksmithing	-
Crowbar	Pole Arm	Monster	Power 14; DP Mod. -2
Darkblade	Great Sword	Created by Blacksmithing	Cosmology Resistance
Darkflame	Two-handed Sword	Created by Blacksmithing	Channels pyrology spells; INT -20; bewitchery Resistance
Darkrod	Foil	Created by Blacksmithing	Cosmology Resistance
Darkrung	Staff	Created by Blacksmithing	Cosmology Resistance
Devilmark	Katana	Created by Blacksmithing	Shock Resistance
Executioner	Two-handed Axe	Created by Blacksmithing	Poison Resistance
Falconwind	Hand Axe	Created by Blacksmithing	-
Flimsy Bow	Bow	Monster	Power 8; DP Mod. -2
Galar Kayakith	Pole Arm	Created by Blacksmithing	-
Gara! Hammer	Club	Created by Blacksmithing	-
Gara! Hatchet	Hand Axe	Created by Blacksmithing	-
Gara! Shaft	Pole Arm	Created by Blacksmithing	-
Gara! Spear	Lance	Shop	Power 33; DP Mod. +2; DP 20
Gara! Steel Axe	Two-handed Axe	Shop	Power 31; DP Mod. +2; DP 20
Gara! Sword	Long Sword	Shop	Power 31; DP Mod. +2; DP 20
Ghostbrand	Scimitar	Created by Blacksmithing	Channels illusions spells; VIT +1; able to cast Fire Illusion and Ice Illusion spells.
Grimblade	Great Sword	Created by Blacksmithing	Bewitchery Resistance
Grimflame	Two-handed Sword	Created by Blacksmithing	Channels pyrology spells; INT -20; cosmology Resistance
Grimrod	Foil	Created by Blacksmithing	Bewitchery Resistance
Grimrung	Staff	Created by Blacksmithing	Bewitchery Resistance
Harmonious Fleuret	Foil	Created by Blacksmithing	Able to use Hunter's Fury technique.
Harmonious Hammer	Club	Created by Blacksmithing	Sound wave resistance
Junk Sword	Long Sword	Monster	Power 7; DP Mod. -2
Kjar Arbalest	Bow	Created by Blacksmithing	-
Nether Khellendros	Pole Arm	Created by Blacksmithing	Channels aerology spells; INT, WIL, and COM -10
Nether Malystrix	Lance	Created by Blacksmithing	Channels pyrology spells; INT, WIL, and COM -10; Poison or cosmology Resistance
Noble Crane	Katana	Created by Blacksmithing	Shock Resistance
Sadalmelik	Scimitar	Created by Blacksmithing	-
Steelgad	Short Sword	Shop	Power 24; DP Mod. +1; DP 40
Steelrend	Long Sword	Created by Blacksmithing	-
Steelsong	Scimitar	Shop	Power 25; DP Mod. +1; DP 40
Tungsten Crescent	Hand Axe	Created by Blacksmithing	-
Vernie Bow	Bow	Shop	Power 33; DP Mod. +1; DP 20
Vernie Katana	Katana	Created by Blacksmithing	-
Vernie Rapier	Foil	Shop	Power 27; DP Mod. +1; DP 20
Vernie Sabre	Great Sword	Created by Blacksmithing	-
Vernie Sword	Two-handed Sword	Shop	Power 23; DP Mod. +1; DP 20
War Staff	Staff	Created by Blacksmithing	-
Worthless Club	Club	Monster	Power 12; DP Mod. -2
Wymbrand	Short Sword	Created by Blacksmithing	Snare Resistance

Armor

Shields

NAME	BLOCKING	WEIGHT	BLUNT RESIST	SLASH RESIST	AERIAL RESIST	FIRE RESIST	COLD RESIST	ELECTRICITY RESIST	ENERGY RESIST	STATUS ALLMENT RESIST	COST
BUCKLER	15	3	X	X	-	-	-	-	-	-	120
TARGE	20	3	X	X	-	-	-	-	-	-	320
RONDACHE	25	4	X	X	-	-	-	-	-	-	950
STERLING SHIELD	30	4	X	X	-	-	-	-	-	-	4500
GREAT SHIELD	10	8	X	X	X	-	-	-	-	-	250
KNIGHT'S SHIELD	14	8	X	X	X	-	-	-	-	-	1250
TOWER SHIELD	22	9	X	X	X	-	-	-	-	-	3550
HAND OF MADA	27	8	X	X	X	-	-	-	-	-	4900
TEMPLAR'S SHIELD	24	8	X	X	X	-	-	-	-	-	-
EARTHEN GUARD	20	3	X	X	X	-	-	X	-	-	-
MIRROR SHIELD	20	6	X	X	X	X	X	X	X	-	-
DRAGONSCALE SHIELD	25	9	X	X	X	X	X	X	-	-	-

Helm

NAME	PHY DEF	MAG DEF	WEIGHT	COST
Aquamarine	1	1	0	-
Bird Helm	9	9	5	1000
Cap	2	2	1	60
Emerald	1	1	0	-
Enamel Bicorn Hat	5	5	1	2100
Eule's Hat	4	4	1	-
Fashionable Helm	14	14	4	3600
Gaal Helm	21	12	6	4100
Headband	1	1	0	100
Ignigarde	3	3	1	30000
Light Helm	3	3	4	100
Mystic Stone Mask	13	13	10	-
Opal	1	1	0	-
Parade Helm	5	5	5	240
Sailor's Bandana	2	2	1	160
Silver Mask	7	7	5	-
Vernie Helm	7	13	6	1500

Chest Pieces

NAME	PHY DEF	MAG DEF	WEIGHT	COST
A'la Melvirana	40	40	25	-
Alligator Vest	20	20	6	2200
Astral Coat	20	20	1	-
Battle Mage Armor	25	25	12	6600
Black Robe	16	16	6	-
Black Stone Mail	34	34	28	-
Bone Breastplate	13	13	4	-
Chain Mail	29	29	16	3600
Cloth Armor	9	9	4	200
Devil Hide	9	9	2	-
Dragonscale Coat	30	30	24	-
Field Plate	36	36	24	12000
Firebeast Hide	9	9	2	-
Fur Vest	7	7	3	90
Gothic Armor	18	18	10	-
Hauberk of Death	42	42	13	-
Hydraskin Vest	27	27	12	-
Leather Jerkin	13	13	5	600
Live Silk	18	18	8	-
Mage's Robe	8	8	3	480
Mirsa's Armor	32	32	18	-
Pelt	8	8	4	160
Protector	15	15	4	-
Rigid Leather	24	24	8	3200
Sage's Robe	10	10	3	1400
Shirt	8	8	4	30
Stone Brigandine	24	24	12	-

Gloves

NAME	PHY DEF	MAG DEF	WEIGHT	COST
Conqueror Gloves	13	13	5	3000
Cyril's Bracers	1	1	1	5000
Flameproof Gloves	1	1	2	-
Leather Gloves	3	3	2	30
Ogre Gauntlets	1	1	1	-
Raincloud Armlet	1	1	1	30000
Silver Bracers	2	2	1	500
Silver Snake	5	5	1	10000
Skull Mantis	1	1	1	-
Steel Gauntlets	6	6	4	380
Studded Gloves	4	4	2	80
Vambraces	9	9	5	1100



Leg Pieces

NAME	PHY DEF	MAG DEF	WEIGHT	COST
Cyclone Shoes	6	6	0	30000
Greaves of Titus	10	10	8	
Kitten Socks	2	2	1	
Leather Boots	4	4	2	90
Leg Mail	14	14	6	2900
Leg Warmers	2	2	1	
Long Boots	7	7	2	480
Metal Greaves	10	10	5	900
Rubber Soles	3	3	1	
Silent Greaves	1	1	1	
Socks	2	2	2	10
Stone Clogs	13	13	20	

Necklaces

NAME	PHY DEF	MAG DEF	WEIGHT	COST
Amethyst	1	1	0	-
Bone Amulet	1	1	0	-
Fang Amulet	1	1	0	500
Fishhook	1	1	0	-
Lei	1	1	0	-
Peggy Heart	1	1	0	-
Silver Chain	2	2	0	500
Topaz	1	1	0	-
Wing Amulet	1	1	0	500

Rings

NAME	PHY DEF	MAG DEF	WEIGHT	COST
Bejeweled Ring	1	1	0	10000
Black Diamond	1	1	0	-
Coral Ring	1	1	0	-
Diamond	1	1	0	-
Dragon's Eye	3	3	0	-
Dragon's Eye (fixed)	9	9	0	-
Evil Eye Talisman	1	1	0	-
Glamorous Ring	1	1	0	500
Guardian's Ring	10	10	0	5000
Ring of Protection	5	5	0	1000
Ruby	1	1	0	-
Strom's Ring	1	1	0	-

Items

This section contains a comprehensive listing of all the items in the game, including in-depth descriptions of the overall use and effectiveness.

Other Items

NAME	USE
Ancient Text	Used in Quest #21 to find the Twinmoon Temple. Purchase it from a Geckling in the Geckling Village or get it from Hawke.
Chalice	Used in Quest #39 to defeat the Vampire more easily. Found in St. Agnes of Amut's tomb in the Catacombs of Estamir Tunnels.
Constance's Key	Used in Quest #48 to infiltrate Mirsabung Castle. Get this from Constance in Eugenstadt.
Dinosaur Egg	Sell this egg for money! While in your possession, the dinosaurs on the plains on Ligau Isle will charge you if you get too close.
Dungeon Map	You can find these inside chests in most dungeons.
Earth Spirit	Used in Quest #26.
Fire Spirit	Used in Quest #26.
First-aid Kit	Each main character starts with one of these. Equip in a weapon slot to provide healing for your party. You can stock and restock these items in inns or Apothecaries.
Geckling's Map	A map used to find Silver's Cave in Quest #41
Gold Spirit	Used in Quest #26.
Mummy	A mummy obtained by defeating the King of the Jungle at the end of Quest #25. Turn it in to an Apothecary to turn into potions or sell it for gold!
Noctiluence Grass	Found in Mazewood in Quest #19.
Stolen Goods	Goods stolen from the Aurefont Depository in Quest #12.
Strom's Blue Jewel	Orb used to open the doors to Strom's chamber in the Water Dragon Temple.
Strom's Gold Jewel	Orb used to open the doors to Strom's chamber in the Water Dragon Temple.
Strom's Green Jewel	Orb used to open the doors to Strom's chamber in the Water Dragon Temple.
Strom's Red Jewel	Orb used to open the doors to Strom's chamber in the Water Dragon Temple.
Treasure Map	Found in battles and other locations. Used in conjunction with the Find Treasure map proficiency to locate treasures in the dungeon listed on the map.
Water Spirit	Used in Quest #26.
Wood Spirit	Used in Quest #26.

Herbs and Potions

NAME	EFFECT
Alacrity Pill	Increases the user's AGI for a short period of time.
Altours 56	Similar to the Alacrity Pill, it raises the user's AGI for a short period of time.
Altours 64	Similar to Berserker's Brew, it raises the user's ATK, turning him/her into a Berserker when used during battle. The user cannot cast spells while the potion is active.
Altours 75	Similar to Stamina Drink, this raises the user's VIT for a short while.
Azure Herb	Used in making potions. Acts similarly to a Blue Herb and recovers about 50 HP.
Balm	Restores up to 100 HP to the user.
Berserker's Brew	Turns the user into a Berserker when used during battle. The user cannot cast spells while the potion is active.
Bitter Medicine	Restores up to 800 HP to the user, but poisons him/her.
Blue Herb	Recovers up to 50 HP. Used at the Apothecary to create other potions.
Crimson Herb	Similar to the Red Herb; it cures Paralysis.
Fruit	Cures up to 100 HP and dispels Darkness.
Fruit of Luck	Cures up to 50 HP and helps dispel enemy agro for a short period of time.
Fruit of Riches	Cures up to 800 HP and dispels Darkness.
Golden Herb	Cures Poison. An Herb used at the Apothecary to create other potions.
Green Herb	An Herb used at the Apothecary to create other potions.
Honey Syrup	Restores up to 100 HP and dispels all status ailments.
Indigo Herb	Recovers up to 50 HP. An Herb used at the Apothecary to create other potions.
Jade Herb	An Herb used at the Apothecary to create other potions.
Miracle Drug	Restores up to 100 HP and cures all status ailments.
Mummy Tonic	Recovers up to 50 HP and restores LP.
Mummy's Elixir	Recovers up to 900 HP and restores LP.
Panacea	Recovers 100 HP and cures all status ailments.
Quality Balm	Restores up to 400 HP.
Quality Fruit	Heals up to 400 HP and cures Darkness.
Red Herb	Cures Paralysis. Used at the Apothecary to create other potions.
Scarlet Herb	Cures Paralysis. Used at the Apothecary to create other potions.
Stamina Drink	Raises the user's VIT for a short period of time.
Talent Blaster	Restores BP to max quantity.
Talent Booster	Restores BP to max, but causes Unconsciousness.
Tawny Herb	Cures Poison. An Herb used at the Apothecary to create other potions.
Ultra Balm	Restores up to 800 HP.
Verdant Herb	An Herb used at the Apothecary to create other potions.
Warrior's Elixir	For a short period of time it raises the user's abilities like a Warrior.
Yellow Herb	Cures Poison. An Herb used at the Apothecary to create other potions.

Blacksmithing

Harmonious Materials

Weapon	1ST	NAME	2ND	NAME	3RD	NAME	4TH	NAME	5TH	NAME	6TH	NAME
Rusty Falcata	Bronze	Falcata (may then evolve to a Falcata +1 after name change)										
Falcata	Rosalian Steel	Falcata +2	Southern Iron	Falcata +3	Marcasite	Falcata +4	Steel Thread	Falcata +5	Meteoric Iron	Falcata +6	Mullock(7)*	Falcata +7**

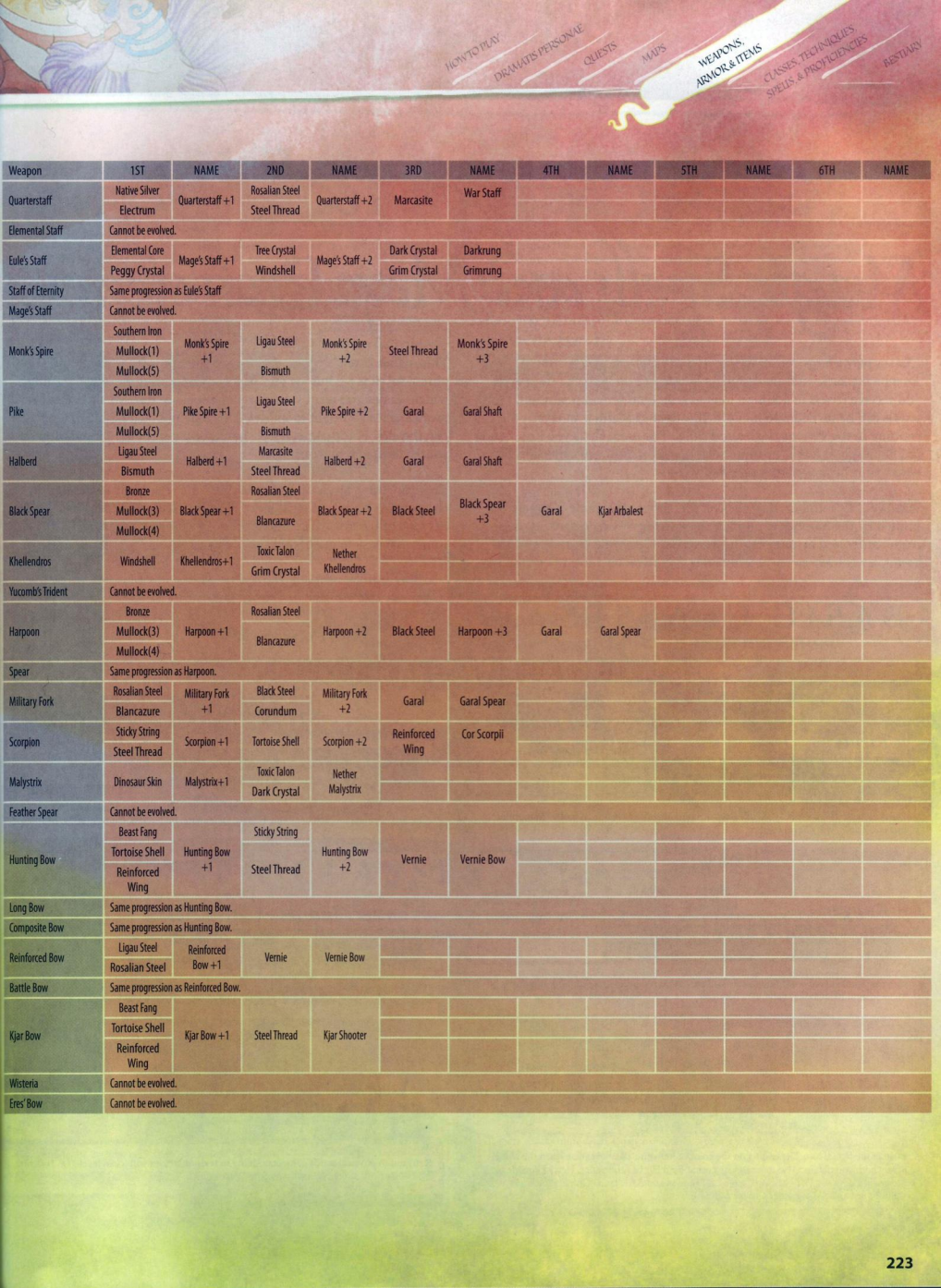
*There are multiple types of Mullock indistinguishable by name. This evolution takes only one of these types; must check the material at a smithy to find the correct harmonious material.

**After a special event battle, the Falcata +7 becomes the Demonbrand, a katana that cannot be tempered but can be restored at an inn.

Fleuret	Rosalian Steel	Fleuret +1	Marcasite	Fleuret +2	Vernie	Vernie Rapier																
	Ligau Steel																					
	Black Steel																					
	Steel Thread		Meteoric Iron																			
Dress Sword	Pure Gold	Dress Sword+1	Corundum	Dress Sword+2																		
	Electrum																					
Rapier	Rosalian Steel	Rapier +1	Marcasite	Rapier +2	Vernie	Vernie Rapier																
	Ligau Steel																					
	Black Steel																					
	Steel Thread		Meteoric Iron																			
Silver Fleuret	Vermillion Electrum	Silver Fleuret +1	Native Silver	Silver Fleuret +2	Ghost Silver	Harmonious Fleuret																
Golden Blade	Pure Gold Electrum	Golden Blade +1	Corundum	Golden Blade +2																		
Blazing Sword	Elemental Core	Blazing Sword +1	Tree Crystal	Blazing Sword +2	Grim Crystal	Darkrod																
	Peggy Crystal		Windshell		Grim Crystal	Grimrod																
Espada Ropera	Rosalian Steel	Espada Ropera +1	Marcasite	Espada Ropera +2	Vernie	Vernie Rapier																
	Ligau Steel																					
	Black Steel																					
	Steel Thread		Meteoric Iron																			
Sword of Earth	Cannot be evolved.																					
Cutlass	Southern Iron	Cutlass +1	Native Silver	Cutlass +2	Marcasite	Cutlass +3																
	Mullock(1)		Electrum		Steel Thread	Steelgad																
Antique Dagger	Pure Gold	Antique Dagger +1	Corundum	Antique Dagger +2																		
	Electrum																					
Gladius	Southern Iron Mullock(1)	Gladius +1	Native Silver Electrum	Gladius +2	Marcasite Steel Thread	Gladius +3 Steelgad																
Hanger	Southern Iron Mullock(1)	Hanger +1	Marcasite	Hanger +2		Mullock(5)																
			Steel Thread		Steelgad																	
Werewolf	Southern Iron Mullock(1)	Werewolf +1	Beast Fang	Werewolf +2	Beowulf																	
	Mullock(1)		Tortoise Shell																			
	Mullock(5)		Reinforced Wing																			

Weapon	1ST	NAME	2ND	NAME	3RD	NAME	4TH	NAME	5TH	NAME	6TH	NAME	
Queen of Swords	Cannot be evolved.												
Dragonscale Blade	Beast Fang	Dragonscale Blade +1	Elemental Core	Dragonscale Blade +2									
	Tortoise Shell		Tree Crystal										
	Reinforced Wing		Windshell	Wyrmbbrand									
Serpentbrand	Cannot be evolved.												
Single Sword	Rosalian Steel	Single Sword w+1	Marcasite	Single Sword +2	Garal	Garal Sword							
	Ligau Steel												
	Black Steel		Meteoric Iron										
	Steel Thread												
Walloon Sword	Same progression as Single Sword.												
Back Sword	Same progression as Single Sword.												
Town Sword	Same progression as Single Sword.												
Minstrel's Sword	Cannot be evolved.												
Schlavona	Rosalian Steel	Schlavona +1	Marcasite	Schlavona +2	Garal	Garal Sword							
	Ligau Steel												
	Black Steel		Meteoric Iron										
	Steel Thread												
Farangi	Southern Iron	Farangi +1	Corundum	Farangi +2									
	Mullock(1)												
	Mullock(5)												
	Bismuth												
	Chunk of Copper		Steel Thread	Steelrend									
Main Gauche	Cannot be evolved.												
Bastard Sword	Vermillion	Bastard Sword +1	Marcasite	Bastard Sword +2	Vernie	Vernie Saber							
	Southern Iron		Black Steel										
Rosalian Saber	Same progression as Bastard Sword.												
Ogre's Cleaver	Cannot be evolved.												
Raksha Sword	Cannot be evolved.												
Blue Saber	Elemental Core	Blue Saber +1	Native Silver Electrum	Blue Saber +2	Tree Crystal	Blue Saber +3	Dark Crystal	Darkblade					
	Deadstone												
Obsidian Sword	Cannot be evolved.												
Crescent Blade	Southern Iron	Crescent Blade +1	Bismuth	Crescent Blade +2	Corundum	Crescent Blade +3							
	Mullock(1)		Chunk of Copper										
	Mullock(5)						Steel Thread	Steelsong					
Falchion	Same progression as Crescent Blade.												
Phantombrand	Beast Fang	Phantombrand +1	Elemental Core	Phantombrand +2									
	Tortoise Shell		Tree Crystal										
	Reinforced Wing		Windshell	Ghostbrand									
Drachenbrand	Southern Iron	Drachenbrand +1	Corundum	Drachenbrand +2									
	Mullock(1)												
	Mullock(5)		Steel Thread	Steelsong									
Darque's Sword	Southern Iron	Darque's Sword +1	Bismuth	Darque's Sword +2	Corundum	Darque's Sword +3							
	Mullock(1)		Chunk of Copper										
	Mullock(5)												
Red Peacock	Cannot be evolved.												
Hand Axe	Bronze	Hand Axe +1	Southern Iron	Hand Axe +2	Garal	Garal Hatchet							
Gothic Axe	Same progression as Hand Axe.												
Throwing Axe	Ligau Steel	Throwing Axe +1	Reinforced Wing	Throwing Axe +2	Aerodyne								
	Marcasite												
	Steel Thread		Windshell										

Weapon	1ST	NAME	2ND	NAME	3RD	NAME	4TH	NAME	5TH	NAME	6TH	NAME			
Stone Axe	Mullock(1)	Stone Axe +1	Mullock(4)	Stone Axe +2	Mullock(6)	Stone Axe +3	Corundum	Tungsten Axe							
	Mullock(2)				Mullock(5)										
	Mullock(3)														
Lady Hawk	Ligau Steel	Lade Hawk +1	Reinforced Wing	Lady Hawk +2	Aerodyne	Falconwind									
	Marcasite														
	Steel Thread		Windshell												
Bilqis	Cannot be evolved.														
Epic Hero	Cannot be evolved.														
Cosmo Egg	Cannot be evolved.														
Mace	Bronze	Mace +1	Southern Iron	Mace +2	Garal	Garal Hammer									
	Blancazure		Marcasite												
Warhammer	Same progression as Mace.														
Cyclone Club	Same progression as Mace.														
Silver Hammer	Vermillion	Silver Hammer +1	Native Silver	Silver Hammer +2	Ghost Silver	Harmonious Hammer									
	Electrum														
Donkey Bone	Deadstone	Donkey Bone +1	Reinforced Wing	Donkey Bone +2	Stonfish Scales	Donkey Bone +3	Toxic Talon	Donkey Bone +4	Chunk of Copper	Donkey Bone +5					
	Peggy Crystal														
Amber Jack	Cannot be evolved.														
Zweihander	Southern Iron	Zweihander +1	Black Steel	Zweihander +2	Vernie	Vernie Sword									
	Marcasite		Mullock(6)												
	Meteorite Iron		Mullock(7)												
Gothic Sword	Same progression as Zweihander														
Morglay	Same progression as Zweihander														
Claymore	Same progression as Zweihander														
Flamberge	Elemental Core	Flamberge +1	Vermillion	Flamberge +2	Dark Crystal	Grimflame									
	Peggy Crystal				Grim Crystal	Darkflame									
Ice Sword	Cannot be evolved.														
Sword of Death	Cannot be evolved.														
Samurai Sword	Southern Iron	Samurai Sword +1	Black Steel	Samurai Sword +2	Vernie	Vernie Katana									
	Marcasite		Mullock(6)												
	Meteorite Iron		Mullock(7)												
Katana	Same progression as Samurai Sword.														
Ogre's Eye	Ligau Steel	Ogre's Eye +1	Black Steel	Ogre's Eye +2	Deadstone	Ogre's Eye +3	Meteorite Iron	Devilmark							
	Southern Iron														
Crane Princess	Ligau Steel	Crane Princess +1	Marcasite	Crane Princess +2	Tree Crystal	Crane Princess +3	Meteorite Iron	Noble Crane							
	Southern Iron														
Shooting Star	Cannot be evolved.														
Gekkabijin	Cannot be evolved.														
Broad Axe	Ligau Steel	Broad Axe +1	Marcasite	Broad Axe +2	Garal	Garal Axe									
	Southern Iron		Steel Thread												
Battle Axe	Same progression as Broad Axe.														
Great Axe	Same progression as Broad Axe.														
Vorpal Axe	Beast Fang	Vorpal Axe +1	Dinosaur Skin	Vorpal Axe +2	Toxic Talon	Executioner									
	Deadstone		Stonfish Scales												
	Peggy Crystal														
Axe of Kings	Cannot be evolved.														
Destroyer	Cannot be evolved.														
Chaosbringer	Cannot be evolved.														
Mage's Staff	Elemental Core	Mage's Staff +1	Tree Crystal	Mage's Staff +2	Dark Crystal	Darkrune									
	Peggy Crystal		Windshell		Grim Crystal	Grimrune									
Holy Staff	Same progression as Mage's Staff.														



Weapon	1ST	NAME	2ND	NAME	3RD	NAME	4TH	NAME	5TH	NAME	6TH	NAME
Quarterstaff	Native Silver Electrum	Quarterstaff +1	Rosalian Steel Steel Thread	Quarterstaff +2	Marcasite	War Staff						
Elemental Staff	Cannot be evolved.											
Eule's Staff	Elemental Core Peggy Crystal	Mage's Staff +1	Tree Crystal Windshell	Mage's Staff +2	Dark Crystal Grim Crystal	Darkrune Grimrune						
Staff of Eternity	Same progression as Eule's Staff											
Mage's Staff	Cannot be evolved.											
Monk's Spire	Southern Iron Mullock(1) Mullock(5)	Monk's Spire +1	Ligau Steel	Monk's Spire +2	Steel Thread	Monk's Spire +3						
	Bismuth											
	Pike	Southern Iron Mullock(1) Mullock(5)	Pike Spire +1	Ligau Steel	Pike Spire +2	Garal	Garal Shaft					
Bismuth												
Halberd		Ligau Steel Bismuth Bronze	Halberd +1	Marcasite Steel Thread Rosalian Steel	Halberd +2	Garal	Garal Shaft					
	Black Spear	Mullock(3) Mullock(4)	Black Spear +1	Blancazure	Black Spear +2	Black Steel	Black Spear +3	Garal	Kjar Arbalest			
Khellendros		Windshell	Khellendros+1	Toxic Talon Grim Crystal	Nether Khellendros							
Yucumb's Trident	Cannot be evolved.											
Harpoon	Bronze Mullock(3) Mullock(4)	Harpoon +1	Rosalian Steel	Harpoon +2	Black Steel	Harpoon +3	Garal	Garal Spear				
	Blancazure											
	Spear	Same progression as Harpoon.										
Military Fork	Rosalian Steel Blancazure	Military Fork +1	Black Steel Corundum	Military Fork +2	Garal	Garal Spear						
Scorpion	Sticky String Steel Thread	Scorpion +1	Tortoise Shell	Scorpion +2	Reinforced Wing	Cor Scorpil						
Malystrix	Dinosaur Skin	Malystrix+1	Toxic Talon Dark Crystal	Nether Malystrix								
Feather Spear	Cannot be evolved.											
Hunting Bow	Beast Fang Tortoise Shell Reinforced Wing	Hunting Bow +1	Sticky String	Hunting Bow +2	Vernie	Vernie Bow						
	Steel Thread											
	Long Bow	Same progression as Hunting Bow.										
Composite Bow	Same progression as Hunting Bow.											
Reinforced Bow	Ligau Steel Rosalian Steel	Reinforced Bow +1	Vernie	Vernie Bow								
Battle Bow	Same progression as Reinforced Bow.											
Kjar Bow	Beast Fang Tortoise Shell Reinforced Wing	Kjar Bow +1	Steel Thread	Kjar Shooter								
	Wisteria	Cannot be evolved.										
Eres' Bow	Cannot be evolved.											

Classes, Weapon Techniques, Magic Spells and Map Proficiencies

Classes play a large role in the management of your characters in *Romancing SaGa*. As you complete quests and do various other tasks, you receive jewels in addition to gold and items as compensation. These jewels can be turned into mentors throughout Mardias in return for training in the various classes and skills. The more skills you know and the higher their level, the more weapon techniques you can learn, the better your proficiencies work, and so on.

However, the number of jewels you can earn in the game is largely limited by the number of quests you complete. (You do earn jewels from battles and by using proficiencies especially well, but they don't add up as quickly as the amounts that are earned at the end of a quest.)

This makes jewels a rather precious entity, not to be wasted by frivolous purchases. It is a good idea to sit down and determine ahead of time which classes you want your party members to train in and which proficiencies you want to master. This may not be possible in your first playthrough of the game, but it should be a part of the preparation for your subsequent playthrough!

There are three levels of classes in the game. The basic level requires a character to have Lv. 1 mastery of the three skills that comprise the class. Because of the low requirements in both level and number of skills, it is somewhat easy to qualify for these classes.

BASIC CLASSES

Breakdown of the Basic Classes

Pirate

Max HP			Max BP			CLASSES	
+20			0			Foil, Hand Axe, Hydrology	
STR	-2	VIT	-2	DEX	+1	AGI	0
INT	-2	WIL	-5	COM	-4	CHA	-2

SPECIAL EFFECTS
Quick to take action. Raises AGI stat determining the order of action in battle. Amount of increase grows with Class Level.

Vathallan Warrior

Max HP			Max BP			CLASSES	
+30			0			Hand Axe, Two-handed Sword, Survival	
STR	-1	VIT	+1	DEX	-3	AGI	-4
INT	-2	WIL	-5	COM	-2	CHA	-2

SPECIAL EFFECTS
Recover quickly from Willpower status ailments. Chance that status ailment will be canceled depends on class level (Lv. 1=20%; Lv. 2=40%; Lv. 3=60%; Lv. 4=80%; Lv. 5=100%).

Ranger

Max HP			Max BP			CLASSES	
0			+1			Bow, Terrology, Search	
STR	-2	VIT	-4	DEX	-1	AGI	-1
INT	-1	WIL	-2	COM	-1	CHA	-1

SPECIAL EFFECTS
Can sometimes avoid consuming BP. The amount lowered is determined randomly from The equation $[0 - (\text{Class Level} + \text{BP Cost}) + 4]$.

Frontier Guard

Max HP			Max BP			CLASSES	
+15			+2			Foil, Long Sword, Shield	
STR	-2	VIT	-2	DEX	-3	AGI	-2
INT	-4	WIL	-1	COM	-1	CHA	-2

SPECIAL EFFECTS
Helps keep party from being surprised by enemy. Chance of defending yourself increases with class level (Lv. 1=20%; Lv. 2=40%; Lv. 3=60%; Lv. 4=80%; Lv. 5=100%).

Herbalist

Max HP			Max BP			CLASSES	
+5			+1			Terrology, Gathering, Survival	
STR	-3	VIT	-1	DEX	-1	AGI	-3
INT	-2	WIL	-2	COM	0	CHA	-2

SPECIAL EFFECTS
Wise in medicinal lore. Depending on the color of herb and class level, you learn the name of any herb you obtain. Also increases success at Find Herbs proficiency. Herbal knowledge increases as follows: Lv. 1=Green Herbs; Lv. 2=Green and Blue; Lv. 3=Green, Blue, and Yellow; Lv. 4 and 5=Green, Blue, Yellow, and Red.

Ascetic

Max HP			Max BP			CLASSES	
+5			+1			Staff, Martial Arts, Terrology	
STR	-3	VIT	-1	DEX	-3	AGI	-2
INT	-2	WIL	+1	COM	-1	CHA	-3

SPECIAL EFFECTS
Resistant to physical status ailments. Ability to resist increases with class level. (Lv. 1=0.92%; Lv. 2=0.84%; Lv. 3=0.76%; Lv. 4=0.68%; Lv. 5=0.6%).

Blacksmith

Max HP

Max BP

CLASSES

Club, Pyrology, Gathering

STR	-1	VIT	+1	DEX	-2	AGI	-3
INT	-2	WIL	-1	COM	-3	CHA	-4

SPECIAL EFFECTS

Resistant to Willpower status ailments. Chance of resisting effects increases with class level (Lv. 1=0.92x; Lv. 2=0.84x; Lv. 3=0.76x; Lv. 4=0.68x; Lv. 5=0.6x).

Pioneer

Max HP

Max BP

CLASSES

Hand Axe, Club, Gathering

STR	-3	VIT	-1	DEX	-3	AGI	-2
INT	-2	WIL	+1	COM	-1	CHA	-3

SPECIAL EFFECTS

Recover quickly from Willpower status ailments. Chance that status ailment will be canceled depends on class level (Lv. 1=20%; Lv. 2=40%; Lv. 3=60%; Lv. 4=80%; Lv. 5=100%).

Craftsman

Max HP

Max BP

CLASSES

Short Sword, Cosmology, Strategy

STR	-3	VIT	-2	DEX	+2	AGI	-3
INT	-2	WIL	-2	COM	-1	CHA	-2

SPECIAL EFFECTS

Sometimes prevent items from consuming DP/LP. The chance of this happening increases with class level and the BP/LP cost.

Swordsman

Max HP

Max BP

CLASSES

Foil, Long Sword, Two-handed Sword

STR	0	VIT	+2	DEX	+2	AGI	-2
INT	-3	WIL	-1	COM	-3	CHA	-2

SPECIAL EFFECTS

Deal greater damage in Attack mode. Basic percentage of damage increases with class level (Lv. 1=+0.1; Lv. 2=+0.15; Lv. 3=+0.2; Lv. 4=+0.25; Lv. 5=+0.3).

Entertainer

Max HP

Max BP

CLASSES

Long Sword, Martial Arts, Covert

STR	-3	VIT	-1	DEX	-3	AGI	-1
INT	-3	WIL	-4	COM	-1	CHA	0

SPECIAL EFFECTS

Lowers the chance of enemies performing combos. Reduction increases with class level (Lv. 1=0.5x; Lv. 2=0.4x; Lv. 3=0.3x; Lv. 4=0.2x; Lv. 5=0.1x).

Thief

Max HP

Max BP

CLASSES

Foil, Search, Strategy

STR	-4	VIT	-4	DEX	+3	AGI	0
INT	-2	WIL	-4	COM	-4	CHA	0

SPECIAL EFFECTS

Spots treasure chests more easily. Increases success rate of the Find Chests and Find Treasure proficiencies. Effect increases with class level.

Geckling Knight

Max HP

Max BP

CLASSES

Two-handed Axe, Lance, Martial Arts

STR	0	VIT	-1	DEX	-3	AGI	-3
INT	-4	WIL	-4	COM	+1	CHA	-3

SPECIAL EFFECTS

Can execute counterattacks more often. Chance of this occurring increases with class rank (Lv. 1=1.1x; Lv. 2=1.2x; Lv. 3=1.3x; Lv. 4=1.4x; Lv. 5=1.5x).

Trader

Max HP

Max BP

CLASSES

Strategy, Survival, Trading

STR	-2	VIT	-2	DEX	-3	AGI	-3
INT	-2	WIL	-2	COM	0	CHA	-1

SPECIAL EFFECTS

Increases the chance that enemy icon will trade with you (if Trade proficiency is active). Amount increases with class level (Lv. 1=10%; Lv. 2=15%; Lv. 3=20%; Lv. 4=25%; Lv. 5=30%).

*Require Lv. 1 in all required skills to access.

ADVANCED CLASSES

The Advanced Classes are a bit more interesting in scope and more expensive to qualify for. These classes require Lv. 2 mastery in five to six required skills. When choosing to upgrade party members to an intermediate class, choose ones that correspond to and compliment the skills he or she has already learned.

Breakdown of the Advanced Classes

Assassin

Max HP

Max BP

CLASSES

Short Sword, Illusions, Sorcery, Covert, Trading

STR	-4	VIT	-4	DEX	0	AGI	0
INT	-1	WIL	-3	COM	-6	CHA	-3

SPECIAL EFFECTS

Often gain first strike at start of combat. Chance of this happening increases with class level (Lv. 1=none; Lv. 2=20%; Lv. 3=30%; Lv. 4=40%; Lv. 5=50%).

Castle Knight

Max HP

Max BP

CLASSES

Long Sword, Great Sword, Two-handed Sword, Pole Arm, Shield

STR	-1	VIT	-2	DEX	-4	AGI	-4
INT	-4	WIL	-2	COM	-3	CHA	-3

SPECIAL EFFECTS

Deflect attacks more often. Chance of deflection increases with class level (Lv. 1=none; Lv. 2=1.2x; Lv. 3=1.3x; Lv. 4=1.4x; Lv. 5=1.5x).



Draconite

Max HP		Max BP		CLASSES	
STR	-3	VIT	-3	DEX	-3
INT	-2	WIL	-3	COM	-3
AGI	-3	CHA	-2		

Great Sword, Two-handed Sword, Katana, Pyrology, Illusions, Bewitchery

SPECIAL EFFECTS

Excel in fighting in any mode. Basic percentage of damage in all three modes increases with class level (Lv. 1=none; Lv. 2=+0.2; Lv. 3 and 4 =+0.25; Lv. 5=+0.3). Speed of attack is halved in Attack and Defense mode, but increases with class level in Trick mode. Chance of Deflect or Counter drops to zero in Attack and Trick mode, but remains the same as in other classes in Defense mode.

Estamirian Rebel

Max HP		Max BP		CLASSES	
STR	-3	VIT	-4	DEX	-2
INT	-2	WIL	-5	COM	-5
AGI	+1	CHA	0		

Scimitar, Katana, Martial Arts, Illusions, Search

SPECIAL EFFECTS

Excel at inflicting status ailments. Chance of success when using an attack/spell with corresponding status ailment changes with class level (Lv. 1=none; Lv. 2=0.85x; Lv. 3=0.8x; Lv. 4=0.75x; Lv. 5=0.7x).

Hunter

Max HP		Max BP		CLASSES	
STR	-3	VIT	-3	DEX	-2
INT	-6	WIL	-3	COM	-1
AGI	-1	CHA	-3		

Scimitar, Hand Axe, Bow, Terrology, Search

SPECIAL EFFECTS

Possess superior aim with the bow. Decreases chance that projectile-type attacks will fail. Amount of decrease corresponds with class level (Lv. 1=none; Lv. 2=0.8x; Lv. 3=0.7; Lv. 4=0.6; Lv. 5=0.5).

Imperial Knight

Max HP		Max BP		CLASSES	
STR	-1	VIT	-2	DEX	-2
INT	-4	WIL	-4	COM	-3
AGI	-3	CHA	-3		

Foil, Great Sword, Two-handed Axe, Shield, Cosmology

SPECIAL EFFECTS

Excel at performing combinations with previous attacker. Chance of this happening increases with class level.

Imperial Marine

Max HP		Max BP		CLASSES	
STR	-1	VIT	-1	DEX	-2
INT	-4	WIL	-3	COM	-4
AGI	-3	CHA	-3		

Short Sword, Scimitar, Hand Axe, Aerology, Survival

SPECIAL EFFECTS

Excel at performing combinations with next attacker. Chance of this occurring grows with class level.

Imperial Scholar

Max HP		Max BP		CLASSES	
STR	-4	VIT	-4	DEX	-4
INT	0	WIL	0	COM	-1
AGI	-5	CHA	-2		

Hydrology, Aerology, Illusions, Cosmology, Trading

SPECIAL EFFECTS

Members of this class create new spells by merging one spell with another (i.e., two spell synthesis). Skill does not change with increases in class level.

Kjar Sentinel

Max HP		Max BP		CLASSES	
STR	-3	VIT	-3	DEX	-4
INT	-3	WIL	-1	COM	-3
AGI	-2	CHA	-3		

Lance, Bow, Hydrology, Demonology, Covert

SPECIAL EFFECTS

Deals greater damage with bows. Increase in power changes depending on class level (Lv. 1=none; Lv. 2=1.1x; Lv. 3=1.15x; Lv. 4=1.2x; Lv. 5=1.25x).

Martial Artist

Max HP		Max BP		CLASSES	
STR	-2	VIT	-3	DEX	-6
INT	-4	WIL	-2	COM	-3
AGI	+2	CHA	-3		

Scimitar, Katana, Staff, Pole Arm, Bow, Martial Arts

SPECIAL EFFECTS

Class members execute surges, reverses, and surge-reverses more often. Effect increases with class level.

Red Mage

Max HP		Max BP		CLASSES	
STR	-3	VIT	-3	DEX	-3
INT	+1	WIL	-1	COM	-8
AGI	-2	CHA	-3		

Pyrology, Aerology, Demonology, Sorcery, Necromancy

SPECIAL EFFECTS

Cast spells of sorcery and necromancy more effectively and with greater power. Effect increases with class level (Lv. 1=none; Lv. 2=1.2x; Lv. 3=1.3x; Lv. 4=1.4x; Lv. 5=1.5x).

Rosalian Lancer

Max HP		Max BP		CLASSES	
STR	-2	VIT	-2	DEX	-2
INT	-4	WIL	-2	COM	-3
AGI	-2	CHA	-4		

Short Sword, Pole Arm, Bow, Bewitchery, Search

SPECIAL EFFECTS

Act quickly when fighting in Trick mode. Raises AGI stat determining the order of action in battle. Amount of increase grows with Class Level.

Rosalian Mage

Max HP		Max BP		CLASSES	
STR	-3	VIT	-5	DEX	-3
INT	0	WIL	-1	COM	-2
AGI	-4	CHA	-2		

Club, Staff, Hydrology, Demonology, Bewitchery

SPECIAL EFFECTS

Members of this class create new spells by merging together up to three spells (i.e., three spell synthesis). Skill does not change with increases in class level.

Rosalian Officer

Max HP		Max BP		CLASSES	
STR	-1	VIT	-1	DEX	-3
INT	-3	WIL	-2	COM	-3
AGI	-5	CHA	-4		

Long Sword, Club, Lance, Shield, Bewitchery

SPECIAL EFFECTS

Character's defense strength increases when fighting in defense mode. Increase depends on class level (Lv. 1=1.16x; Lv. 2=1.2-1.8x; Lv. 3=1.3-1.9x; Lv. 4=1.4-2x; Lv. 5=1.5-2.1x).

Wizard

Max HP		Max BP		CLASSES	
STR	-4	VIT	-5	DEX	-4
INT	+1	WIL	-1	COM	-2
AGI	-4	CHA	-2		

Staff, Pyrology, Aerology, Demonology, Cosmology

SPECIAL EFFECTS

Cast spells more effectively and with greater power. Effect increases with class level (Lv. 1=none; Lv. 2=1.06x; Lv. 3=1.09x; Lv. 4=1.12x; Lv. 5=1.15x).

*Require Lv. 2 in all required skills to access.

LEGENDARY CLASSES

The legendary classes are the most difficult and expensive to acquire. They require Lv. 3 mastery of seven skills. Unlike the basic and advanced classes, you cannot train for these in bulk anywhere in Mardias. Instead, you must train in the individual skills and find a mentor who will allow you to change into the desired class. Legendary classes provide a nice reduction to the DP/LP costs of your favorite attacks and spells.

Breakdown of the Legendary Classes

Bard

Max HP

Max BP

CLASSES

Foil, Long Sword, Bow,
Demonology, Cosmology,
Search, Trading

STR	-3	VIT	-3	DEX	-3	AGI	-2
INT	-3	WIL	-3	COM	-1	CHA	0

SPECIAL EFFECTS

Lowers the DP/LP cost of spells and weapon techniques by 2 points. This effect does not increase with class level.

Shaman

Max HP

Max BP

CLASSES

Long Sword, Scimitar,
Hand Axe, Shield,
Pyrology, Aerology,
Demonology

STR	-2	VIT	-2	DEX	-2	AGI	-3
INT	-1	WIL	-3	COM	-3	CHA	-2

SPECIAL EFFECTS

Lowers the DP/LP cost of spells and weapon techniques by 2 points. Effect does not increase with class level.

Cleric

Max HP

Max BP

CLASSES

Club, Staff, Martial Arts,
Hydrology, Terrology,
Cosmology, Gathering

STR	-3	VIT	-3	DEX	-3	AGI	-3
INT	-3	WIL	0	COM	0	CHA	-3

SPECIAL EFFECTS

Lowers the DP/LP cost of spells and weapon techniques by 2 points. Effect does not increase with class level.

Sorcerer

Max HP

Max BP

CLASSES

Staff, Pyrology, Hydrology,
Aerology, Terrology,
Illusions, Demonology

STR	-3	VIT	-3	DEX	-3	AGI	-3
INT	+1	WIL	-2	COM	-2	CHA	-3

SPECIAL EFFECTS

Lowers the DP/LP cost of spells and weapon techniques by 2 points. Effect does not increase with class level.

Fortuneteller

Max HP

Max BP

CLASSES

Club, Hydrology,
Aerology, Illusions,
Bewitchery, Search,
Gathering

STR	-3	VIT	-3	DEX	-3	AGI	-2
INT	0	WIL	-2	COM	-2	CHA	-3

SPECIAL EFFECTS

Lowers the DP/LP cost of spells and weapon techniques by 2 points. Effect does not increase with class level.

Templar

Max HP

Max BP

CLASSES

Long Sword, Two-handed
Sword, Lance, Cosmology,
Bewitchery, Search,
Survival

STR	-1	VIT	-1	DEX	-3	AGI	-3
INT	-3	WIL	-2	COM	-3	CHA	-2

SPECIAL EFFECTS

Lowers the DP/LP cost of spells and weapon techniques by 2 points. Effect does not increase with class level.

Master

Max HP

Max BP

CLASSES

Scimitar, Club, Katana,
Pole Arm, Martial Arts,
Bewitchery, Covert

STR	-3	VIT	-2	DEX	-3	AGI	-1
INT	-3	WIL	-2	COM	-2	CHA	-3

SPECIAL EFFECTS

Lowers the DP/LP cost of spells and weapon techniques by 2 points. Effect does not increase with class level.

Warrior

Max HP

Max BP

CLASSES

Great Sword, Hand Axe,
Two-handed Sword, Two-
handed Axe, Lance Shield,
Survival

STR	0	VIT	-2	DEX	-2	AGI	-3
INT	-3	WIL	-3	COM	-3	CHA	-2

SPECIAL EFFECTS

Lowers the DP/LP cost of spells and weapon techniques by 2 points. Effect does not increase with class level.

Rogue

Max HP

Max BP

CLASSES

Foil, Short Sword,
Scimitar, Bow, Strategy,
Covert, Trading

STR	-3	VIT	-3	DEX	+2	AGI	-2
INT	-3	WIL	-3	COM	-3	CHA	-3

SPECIAL EFFECTS

Lowers the DP/LP cost of spells and weapon techniques by 2 points. Effect does not increase with class level.

TRAINING FOR CLASSES

Of course, it helps to know where to go in Mardias to train for a specific class. The following tables provide that information. At the start of your first playthrough, you can only buy skills in bulk in class sets. But, once your first character purchases a set of skills at Lv. 3, the shop's inventory changes and you can purchase single skills a la carte, too—something that will make your life much easier!

In addition, any characters you start from a completed save slot in which this momentous event occurred, start the game with the ability to buy their skills in sets or individually. Keep in mind when using these tables that certain mentors have the ability to change your class to one of the legendary classes once you meet the level and skill requirements.

Class Training and Changing Locations

	Northpoint	Uso	Taralian Camp	Ettingham	Crystal City	Alours	Yerville	North Estamir	Melvir	Loban	Bruelle	Gato's Village	Mirsaburg	Egensstadt	Weierheim	South Estamir	Tarmitta	Weston	Jellon	Pirate Coast	Godongo
Imperial Marine								x	x												
Imperial Knight								x	x	x											
Imperial Scholar								x	x												
Ranger								x	x								x				
Hunter	x	x	x									x									
Herbalist	x	x	x												x		x				
Valhallan Warrior												x									
Castle Knight												x	x	x							
Wizard												x		x							
Rosalian Officer				x		x	x														
Rosalian Lancer				x	x	x															
Rosalian Mage				x	x		x														
Frontier Guard				x	x	x	x														
Gekking Knight																					x
Thief																x			x	x	
Estamirian Rebel							x									x					
Kjar Sentinel																x	x				
Martial Artist										x			x					x	x	x	
Blacksmith											x								x		
Pioneer	x	x																x		x	
Ascetic	x	x																x	x		x
Red Mage				t											c						
Swordsman		x		x	x		x	x	x	x	x	x	x							x	
Entertainer			x			x				x	x					x	x	x		x	
Trader	x	x		x	x	x	x					x	x	x	x		x				x
Craftsman			x		x		x	x	x			x	x	x		x					x
Assassin				t												c					
Draconite				t																	c
Warrior				c								c									
Templar				c			c														
Master				c															c		
Shaman				c		c															
Cleric				c	c																
Rogue				c												c					
Sorcerer				c											c						
Bard				c				c													
Fortuneteller				c														c			

*In the preceding table, "x" marks locations where you can learn and change into a specific class. A "t" indicates a location where only training in a specific class is offered, while "c" indicates a location where you can only change to that class.

Training Locations of Individual Skills

		Northpoint	Uso	Taralan Camp	Ettingham	Crystal City	Altours	Yeville	North Estamir	Melvir	Loban	Bruele	Gato's Village	Mirsaburg	Eugenstadt	Weiserheim	South Estamir	Tarmitta	Weston	Jelton	Pirate Coast	Godongo
Weapon Skills	Foil	x	x					x	x	x	x	x	x	x	x	x	x				x	x
	Short Sword				x	x	x	x	x	x	x	x		x	x	x		x				x
	Long Sword		x	x		x	x	x	x	x	x	x	x	x	x	x	x	x				
	Great Sword				x					x	x	x		x	x							
	Scimitar	x	x	x					x	x	x	x					x		x	x	x	
	Hand Axe	x	x	x						x		x	x							x	x	x
	Club	x	x			x	x	x	x			x	x		x				x	x		x
	Two handed Sword		x		x	x	x		x		x	x	x	x	x							x
	Katana				x				x								x		x	x	x	
	Two handed Axe									x	x	x										x
	Staff	x	x			x	x		x					x	x				x	x	x	x
	Pole Arm					x	x	x						x	x				x	x	x	
	Lance					x		x	x									x	x			x
	Bow	x	x	x		x	x	x		x	x		x					x	x	x	x	x
	Martial Arts	x	x	x				x	x			x	x				x	x	x	x	x	x
	Shield					x	x	x	x	x	x			x	x							
Magic Skills	Pyrology				x							x		x	x	x				x		
	Hydrology	x				x	x		x	x	x						x	x		x	x	x
	Aerology				x					x	x	x		x		x						
	Terrology	x	x	x								x	x					x	x	x	x	x
	Illusions					x			x	x	x						x					
	Demonology					x	x	x						x		x	x	x				
	Cosmology				x		x		x	x	x	x		x	x	x		x				x
	Sorcery					x																
	Bewitchery					x	x	x	x	x												
	Necromancy					x																
Map Skills	Search	x	x	x		x	x	x	x	x	x		x				x	x		x	x	
	Gathering	x	x	x								x	x		x	x		x	x	x	x	x
	Strategy	x	x	x		x	x	x	x	x				x	x	x	x	x	x	x	x	x
	Survival	x	x	x		x	x	x			x	x	x	x	x	x	x	x	x			x
	Covert			x	x			x				x	x					x	x	x		x
	Trading	x	x		x	x	x	x		x	x			x	x	x	x	x				x
Proficiency	Find Chests							x	x				x				x					x
	Find Ore	x				x				x	x			x		x		x				x
	Find Herbs			x	x				x	x	x					x		x				
	Find Treasure	x	x										x							x	x	x
	Find Traps			x			x		x	x	x		x	x								
	Mine	x				x				x	x				x				x			x
	Harvest			x	x				x	x	x					x		x				
	Excavate	x	x										x						x	x	x	x
	Pick Locks		x				x	x					x				x	x				x
	Disarm		x					x					x					x	x			x
	Traps																					
	Vigilance			x			x				x			x	x		x		x			
	Climb		x			x			x	x						x	x				x	
	Jump		x			x			x	x				x							x	x
	Lurk	x						x	x		x				x		x	x				
	Move	x						x			x						x				x	x
	Silently																					
	Ambush							x	x			x		x			x				x	x
	Trade			x		x			x	x				x		x			x			



WEAPON TECHNIQUES

As your characters improve their weapon skills, they will learn new techniques that can make or break a battle. The following tables list all of the different weapon techniques by weapon type. This chapter also contains the surge, reverse or surge-reverse (S-R) versions of applicable techniques.

To make things simpler, we've tried to stay away from abbreviations and other things that may make this difficult to read. Weapon techniques are displayed in the order in which you would find them on the battle menu. Surges, reverses and surge-reverses are listed under the weapon technique they are associated with.

Target	<i>1E = 1 Enemy</i> <i>AE = All Enemies</i> <i>Self = Self</i> <i>1A = One Ally</i> <i>AA = All Allies</i> <i>ALL = All Allies and Enemies</i> <i>E Belt = Attack travels in a straight line past the targeted enemy.</i> <i>E Cone = Attack affects enemies directly surrounding the target.</i> <i>E Cone = Attack travels in a cone shape, affecting characters behind the target.</i>	LEGEND
Growth	Measures the rate of growth in the technique's power from A+ (the best) to F (the worst).	
Deflect, Shield, Magic Shield	Measures the attack's ability to penetrate the enemy's defenses. The scale goes from * (good chance) to *** (poor chance).	
Type and Attribute	Type refers to the type of attack (C = Contact; M = Movement; P = Projectile). Attribute refers to the nature of a particular attack (B = Blunt; S = Slash; A = Aerial; E = Energy; F = Fire; C = Cold; T = Electrical).	

Martial Arts

Rank	Mode	Name	BP	DP/LP	Target	Power	# of Blows	Growth	Deflect	Shield	Magic Shield	Type	Attribute	Status Effects, etc.
1	-	Punch	0	0	1E	1	1	F	**	**	**	C	B	-
2	Attack	One-Two-Three	6	1	1E	15	3	D	**	**	**	C	B	-
2	Attack	Knife Hand Strike	7	1	1E	8	1	B	**	**	**	C	S, B	-
-	Reverse	Whirlwind Knife Hand	-	-	E Circle	20	1	B	***	**	**	M, C	S, B	-
3	Attack	Rocket Spear	8	1	1E	15	1	B	**	**	**	M, C	B	-
-	Surge	Swift Thrust	-	-	1E	20	1	B	***	***	**	M, C	B	-
-	Reverse	Great Jackhammer	-	-	1E	100	2	A	***	***	**	C	B	Stun; this reverse is unlocked once you learn Jackhammer.
3	Attack	Suplex	9	1	1E	20	1	B	***	***	**	C	B	Stun
4	Attack	Thunder Kick	10	1	1E	30	1	A	*	*	**	C	B, E	-
4	Attack	Jackhammer	11	1	1E	50	1	A	***	***	**	C	B	Stun
5	Attack	Raksha	15	3	1E	130	1	A	*	**	**	C	B	Instant Death
2	Defense	Disrupt Air	6	1	1E	5	1	E	***	***	***	C	B	Stun
3	Defense	Second Wind	10	1	Self	20	1	E	***	***	***	C	-	HP Recovery
-	Reverse	Focus Palm	-	-	AE	40	1	C	***	***	***	C	E	HP Drain
3	Defense	Flash Flood	9	1	1E	45	3	B	*	*	**	C	B	-
4	Defense	Submission	8	1	1E	44	1	B	***	***	***	C	B	Increased STR
-	Reverse	Critical Hit	-	-	1E	88	1	B	***	***	***	C	B	Increased STR
4	Defense	Shimmer Strike	11	1	1E	55	1	B	***	***	**	C	B	Increased INT
5	Defense	Nine Marks	20	2	1E	225	9	A	*	*	**	C	B	-
2	Trick	Round Kick	6	1	1E	15	1	D	*	**	**	C	B	-
2	Trick	Square Throw	7	1	1E	5	1	D	***	***	**	C	B	Stun, Decreased STR
3	Trick	Drunken Strike	7	1	1E	11	1	B	*	**	**	M, C	B	-
-	Surge	Surging Drunken Strike	-	-	1E	22	1	B	***	***	**	M, C	B	-
3	Trick	Blast Magic	9	1	1E	50	1	B	***	***	**	M, C	B	-
-	Surge	Surging Blast Magic	-	-	1E	60	1	B	***	***	**	M, C	B	-
4	Trick	Triangle Kick	10	2	1E	30	1	A	***	***	**	C	B	-
4	Trick	Silent Assassin	13	1	1E	60	3	B	*	**	**	C	B	Instant Death
5	Trick	Triple Dragon	16	2	1E	120	3	A	***	***	**	C	B	-

Foil

Rank	Mode	Name	BP	DP/LP	Target	Power	# of Blows	Growth	Deflect	Shield	Magic Shield	Type	Attribute	Status Effects, etc.
1	-	Thrust	0	1	1E	1	1	F	***	***	**	C	S	-
2	Attack	Sonic Slash	4	1	1E	4	1	D	*	*	**	C	S	-
-	Reverse	Sonic Cross	-	-	1E	16	2	D	***	***	**	C	S	-
2	Attack	Impact Slash	5	4	1E	10	2	D	**	**	**	M, C	S, B	Stun
-	Surge	Surging Impact Slash	-	-	1E	20	2	D	***	***	**	M, C	S, B	Stun
2	Attack	Cutting Lunge	7	1	1E	7	1	B	**	*	**	M, C	S	-
-	Surge	Perforate	-	-	1E	14	1	B	***	***	**	M, C	S	-
-	Reverse	Cross Cutting Lunge	-	-	1E	42	1	B	*	*	**	M, C	S	-
-	S-R	Lightning Speed	-	-	1E	56	1	A	***	***	**	M, C	S	-
3	Attack	Hawke	9	1	1E	10	1	B	*	*	**	C	S, B	Especially good against insects.
4	Attack	Blitz	11	3	1E	16	1	B	***	*	**	C	S, T	-
4	Attack	Triple Star	14	2	1E	60	3	B	**	**	**	P	A	-
5	Attack	Southern Cross	15	8	1E	60	1	A	**	**	**	P	A	Especially good against undead.
2	Defense	Spin Thrust	4	1	1E	3	1	B	*	*	**	C	A	-
2	Defense	Feint	7	1	1E	-	1	-	***	***	**	C	-	Stun
3	Defense	Sword Ballet	9	6	AE	10	1	D	***	**	**	M, C	S	-
-	Surge	Floating Juggernaut	-	-	AE	20	1	D	***	***	**	M, C	S	-
4	Defense	Resonance Edge	7	8	1E	60	1	B	**	**	**	C	S, B	-
4	Defense	Shimmering Slash	12	2	1E	25	1	B	***	***	**	P	S	-
5	Defense	Screwdriver	16	6	1E	55	1	A	**	**	**	C	A	Especially for women
2	Trick	Paralyzing Thrust	4	1	1E	2	1	E	**	*	**	C	A	Decreased DEX
2	Trick	Artful Slash	5	1	1E	5	1	B	***	***	**	C	S	-
-	Reverse	Mistwalker	-	-	1E	20	1	B	***	***	**	C	S	-
3	Trick	Golden Note	7	4	1E	45	3	B	*	*	**	C	S	-
3	Trick	Roundabout	10	1	1E	10	1	B	*	*	**	M, C	S	-
-	Surge	Surging Roll	-	-	1E	25	1	B	***	***	**	M, C	S	-
4	Trick	Mega Thrust	10	6	1E	75	5	B	*	*	**	C	A	-
5	Trick	Eulogy	16	4	1E	48	2	A	*	**	**	C	S	Instant Death
5	Trick	Kaleidoscope	18	2	1E	120	8	B	*	*	**	C	S, B	-

Short Sword

Rank	Mode	Name	BP	DP/LP	Target	Power	# of Blows	Growth	Deflect	Shield	Magic Shield	Type	Attribute	Status Effects, etc.
1	-	Thrust	0	1	1E	1	1	F	***	***	**	C	S	-
2	Attack	Sonic Slash	4	1	1E	4	1	D	*	*	**	C	S	-
-	Reverse	Sonic Cross	-	-	1E	16	2	D	***	***	**	C	S	-
2	Attack	Impact Slash	5	4	1E	10	2	D	***	**	**	M, C	S, B	Stun
-	Surge	Surging Impact Slash	-	-	1E	20	2	D	***	***	**	M, C	S, B	Stun
2	Attack	Cutting Lunge	7	1	1E	7	1	B	**	*	**	M, C	S	-
-	Surge	Perforate	-	-	1E	14	1	B	***	***	**	M, C	S	-
-	Reverse	Cross Cutting Lunge	-	-	1E	42	1	B	*	*	**	M, C	S	-
-	S-R	Lightning Speed	-	-	1E	56	1	A	***	***	**	M, C	S	-
3	Attack	Hawke	9	1	1E	10	1	B	*	*	**	C	S, B	Especially good against insects.
3	Attack	Double Slash	6	4	1E	24	2	B	**	**	**	C	S, B	-
4	Attack	Blitz	11	3	1E	16	1	B	***	*	**	C	S, T	-
4	Attack	Triple Star	14	2	1E	60	3	B	**	**	**	P	A	-
2	Defense	Knee Split	4	1	1E	3	1	E	**	**	**	C	S	Stun
3	Defense	Sword Ballet	9	6	AE	10	1	D	***	**	**	M, C	S	-
-	Surge	Floating Sword Ballet	-	-	AE	20	1	D	***	***	**	M, C	S	-
4	Defense	Resonance Edge	7	8	1E	60	1	B	**	**	**	C	S, B	-
4	Defense	Blood Rage	10	4	1E	60	4	B	**	**	**	C	S	-
4	Defense	Shimmering Slash	12	2	1E	25	1	B	***	***	**	P	S	-
5	Defense	Insight	18	2	1E	40	1	A	*	*	**	C	S	Decreased WIL
2	Trick	Artful Slash	5	1	1E	5	1	B	***	***	**	C	S	-
-	Reverse	Mistwalker	-	-	1E	20	1	B	***	***	**	C	S	-
2	Trick	Time Lapse	5	2	1E	9	1	B	*	*	**	C	S, B	-
3	Trick	Golden Note	7	4	1E	45	3	B	*	*	**	C	S	-
3	Trick	Roundabout	10	1	1E	10	1	B	*	*	**	M, C	S	-
-	Surge	Surging Roll	-	-	1E	25	1	B	***	***	**	M, C	S	-
4	Trick	Mega Thrust	10	6	1E	75	5	B	*	*	**	C	A	-
5	Trick	Eulogy	16	4	1E	48	2	A	*	**	**	C	S	Instant Death
5	Trick	Kaleidoscope	18	2	1E	120	8	B	*	*	**	C	S, B	-

Long Sword

Rank	Mode	Name	BP	DP/LP	Target	Power	# of Blows	Growth	Deflect	Shield	Magic Shield	Type	Attribute	Status Effects, etc.
1	-	Hew	0	1	1E	2	1	F	**	**	**	C	S	-
2	Attack	Sonic Slash	4	4	1E	4	1	D	*	*	**	C	S	-
-	Reverse	Sonic Cross	-	-	1E	16	2	D	***	***	**	C	S	-
2	Attack	Double Vertical	4	2	1E	10	2	D	**	**	**	C	S	-
2	Attack	Impact Slash	5	4	1E	10	2	D	**	**	**	M, C	S, B	Stun
-	Surge	Surging Impact Slash	-	-	1E	20	2	D	***	***	**	M, C	S, B	Stun
2	Attack	Cutting Lunge	7	1	1E	7	1	B	**	*	**	M, C	S	-
-	Surge	Perforate	-	-	1E	14	1	B	***	***	**	M, C	S	-
-	Reverse	Cross Cutting Lunge	-	-	1E	42	1	B	*	*	**	M, C	S	-
-	S-R	Lightning Speed	-	-	1E	56	1	A	***	***	**	M, C	S	-
3	Attack	Double Slash	6	4	1E	24	2	B	**	**	**	C	S, B	-
5	Attack	Doppelgangers	17	8	1E	150	3	B	*	*	**	C	S	-
2	Defense	Knee Split	4	1	1E	3	1	E	**	**	**	C	S	Stun
3	Defense	Cross Cut	7	3	1E	24	2	D	**	*	**	C	S	Especially good against undead.
4	Defense	Resonance Edge	7	8	1E	60	1	B	**	**	**	C	S, B	-
4	Defense	Blood Rage	10	4	1E	60	4	B	**	**	**	C	S	-
4	Defense	Shimmering Slash	12	2	1E	25	1	B	***	***	**	P	S	-
5	Defense	Still Blade	13	8	1E	75	1	A	***	***	**	C	S	-
5	Defense	Insight	18	2	1E	40	1	A	*	*	**	C	S	Decreased WIL.
2	Trick	Artful Slash	5	1	1E	5	1	B	***	***	**	C	S	-
-	Reverse	Mistwalker	-	-	1E	20	1	B	***	***	**	C	S	-
2	Trick	Time Lapse	5	2	1E	9	1	B	*	*	**	C	S, B	-
2	Trick	Running Slash	7	1	1E	4	1	B	**	**	**	M, C	S	-
-	Surge	No Rhythm	-	-	1E	9	1	B	***	***	**	M, C	S	-
3	Trick	Jackal Blade	8	1	1E	15	1	B	***	*	**	M, C	S	Especially good against beasts.
-	Surge	Surging Jackal Blade	-	-	1E	25	1	B	***	***	**	M, C	S	Especially good against beasts.
4	Trick	Mega Thrust	10	6	1E	75	5	B	*	*	**	C	A	-
4	Trick	Switch Back	13	2	1E	20	1	B	**	*	**	M, C	S, B	-
-	Surge	Flashback	-	-	1E	60	1	B	***	**	**	M, C	S, B	-

Great Sword

Rank	Mode	Name	BP	DP/LP	Target	Power	# of Blows	Growth	Deflect	Shield	Magic Shield	Type	Attribute	Status Effects, etc.
1	-	Hew	0	1	1E	2	1	F	**	**	**	C	S	-
2	Attack	Double Vertical	4	2	1E	10	2	D	**	**	**	C	S	-
2	Attack	Smash	5	4	1E	20	1	D	**	**	**	C	S, B	-
3	Attack	Cross Break	7	4	1E	30	2	D	**	**	**	C	S, B	-
-	Reverse	Grand Cross	-	-	1E	80	2	D	**	*	**	C	S, B	Especially good against undead.
4	Attack	Vertical Smash	8	6	1E	15	1	B	**	**	**	C	B	-
-	Reverse	Heaven and Earth	-	-	1E	50	2	B	**	*	**	C	S, B	Stun
4	Attack	Charging Slash	11	2	1E	15	1	B	**	**	**	M, C	S, B	-
-	Surge	Surging Slash	-	-	1E	25	1	B	***	***	**	M, C	S, B	-
4	Attack	Arm of Light	15	3	E Belt	50	2	B	*	**	**	C	A	-
5	Attack	Upper Smash	12	8	1E	150	2	B	**	**	**	C	S, B	-
2	Defense	Blunt Strike	4	3	1E	-	1	-	**	**	**	C	B	Paralysis
2	Defense	Good Timing	6	1	1E	3	1	D	**	**	**	C	B	-
3	Defense	Cross Cut	7	3	1E	24	2	D	**	*	**	C	S	Especially good against undead.
4	Defense	Resonance Edge	7	8	1E	60	1	B	**	**	**	C	S, B	-
5	Defense	Still Blade	13	8	1E	75	1	A	***	***	**	C	S	-
5	Defense	Wheel Swing	11	8	AE	75	3	B	***	**	**	M, C	S	-
-	Surge	Floating Juggernaut	-	-	AE	150	3	B	***	***	**	M, C	S	-
2	Trick	Running Slash	7	1	1E	4	1	B	**	**	**	M, C	S	-
-	Surge	No Rhythm	-	-	1E	9	1	B	***	***	**	M, C	S	-
2	Trick	Swing Down	5	4	1E	20	2	D	**	**	**	C	S, B	-
-	Reverse	Z-Slash	-	-	1E	60	3	D	**	*	**	C	S, B	-
3	Trick	Dragon's Tail	9	2	1E	16	2	B	**	**	**	M, C	S	-
-	Surge	Surging Dragon's Tail	-	-	1E	32	2	B	***	***	**	M, C	S	-
4	Trick	Spinning Strike	8	6	1E	15	1	B	**	**	**	M, C	S, B	-
-	Surge	Surging Spin Strike	-	-	1E	30	1	B	***	***	**	M, C	S, B	-
4	Trick	Switch Back	13	2	1E	20	1	B	**	*	**	M, C	S, B	-
-	Surge	Flashback	-	-	1E	60	1	B	***	**	**	M, C	S, B	-
5	Trick	V-Impact	16	4	1E	99	3	B	*	**	**	C	S	-

Scimitar

Rank	Mode	Name	BP	DP/LP	Target	Power	# of Blows	Growth	Deflect	Shield	Magic Shield	Type	Attribute	Status Effects, etc.
1	-	Hew	0	1	1E	2	1	F	**	**	**	C	S	-
2	Attack	Crescent Slash	4	3	1E	10	-	B	*	**	**	C	S, B	-
2	Attack	Impact Slash	5	4	1E	10	2	D	**	**	**	M, C	S, B	Stun
-	Surge	Surging Impact Slash	-	-	1E	20	2	D	***	***	**	M, C	S, B	Stun
2	Attack	Cutting Lunge	7	1	1E	7	1	B	***	*	**	M, C	S	-
-	Surge	Perforate	-	-	1E	14	1	B	***	***	**	M, C	S	-
-	Reverse	Cross Cutting Lunge	-	-	1E	42	1	B	*	*	**	M, C	S	-
-	S-R	Lightning Speed	-	-	1E	56	1	A	***	***	**	M, C	S	-
3	Attack	Hawke	9	1	1E	10	1	B	*	*	**	C	S, B	Especially good against insects.
3	Attack	Double Slash	6	4	1E	24	2	B	**	**	**	C	S, B	-
3	Attack	Rolling Slash	8	6	AE	20	-	D	***	**	**	C	S, B	-
-	Reverse	Echo Blade	-	-	AE	40	-	D	***	*	**	C	S, B	-
5	Attack	Doppelgangers	17	8	1E	150	3	B	*	*	**	C	S	-
2	Defense	Knee Split	4	1	1E	3	1	E	**	**	**	C	S	Stun
3	Defense	Demilune	6	3	1E	15	-	B	*	**	**	P	S	-
-	Reverse	Demilune Echo	-	-	1E	40	-	B	**	*	**	P	S, B	-
3	Defense	Maim	7	2	1E	8	-	D	*	*	**	M, C	S, B	Decreased AGI
-	Surge	Surging Maim	-	-	1E	13	-	D	***	***	**	M, C	S, B	Decreased AGI
4	Defense	Blood Rage	10	4	1E	60	4	B	***	**	**	C	S	-
5	Defense	Insight	18	2	1E	40	1	A	*	*	**	C	S	Decreased WIL
2	Trick	Artful Slash	5	1	1E	5	1	B	***	***	**	C	S	-
-	Reverse	Mistwalker	-	-	1E	20	1	B	***	***	**	C	S	-
2	Trick	Time Lapse	5	2	1E	9	1	B	*	*	**	C	S, B	-
3	Trick	Jackal Blade	8	1	1E	15	1	B	***	*	**	M, C	S	Especially good against beasts.
-	Surge	Surging Jackal Blade	-	-	1E	25	1	B	***	***	**	M, C	S	Especially good against beasts.
4	Trick	Spinning Strike	8	6	1E	15	1	B	**	**	**	M, C	S, B	-
-	Surge	Surging Spin Strike	-	-	1E	30	1	B	***	***	**	M, C	S, B	-
5	Trick	Deadly Spin	15	6	1E	150	-	D	**	*	**	C	S, B	-
5	Trick	Kaleidoscope	18	2	1E	120	8	B	*	*	**	C	S, B	-

Hand Axe

Rank	Mode	Name	BP	DP/LP	Target	Power	# of Blows	Growth	Deflect	Shield	Magic Shield	Type	Attribute	Status Effects, etc.
1	-	Hew	0	1	1E	2	1	F	**	**	**	C	S	-
2	Attack	Crescent Slash	4	3	1E	10	1	B	*	**	**	C	S, B	-
2	Attack	Cut Timber	5	1	1E	6	1	D	**	**	**	C	S, B	Especially good against insects.
3	Attack	Hawke	9	1	1E	10	1	B	*	*	**	C	S, B	Especially good against insects.
3	Attack	Rolling Slash	8	6	AE	20	2	D	***	*	**	C	S, B	-
-	Reverse	Echo Blade	-	-	AE	40	3	D	***	*	**	C	S, B	-
4	Attack	Flyby	7	6	1E	40	2	B	**	*	**	P	S, B	-
-	Reverse	Skydrive	-	-	1E	120	2	A	*	*	**	P	S, B	-
5	Attack	Nutcracker	12	8	1E	75	3	B	**	***	**	C	S, B	Decreased DEF, good against turtles.
5	Attack	Reverse Delta	15	6	1E	105	1	B	*	*	**	C	S, B	-
-	Reverse	Shiva Triangle	-	-	1E	175	1	A	***	***	**	C	S, B	-
2	Defense	Bonecrusher	7	2	1E	4	1	D	**	**	**	C	B	Decreased STR, good against skeletons.
3	Defense	Throw Axe	5	3	1E	20	1	B	*	*	**	P	S, B	-
-	Reverse	Yo-yo	-	-	1E	90	3	B	*	*	**	P	S, B	-
3	Defense	Maim	7	2	1E	8	1	D	*	*	**	M, C	S, B	Decreased AGI
-	Surge	Surging Maim	-	-	1E	13	1	D	***	***	**	M, C	S, B	Decreased AGI
3	Defense	Wheel Strike	5	6	1E	30	3	B	**	**	**	C	S, B	-
4	Defense	Dimensional Break	9	6	1E	25	1	D	***	**	**	C	-	Instant Death
4	Defense	Night Crossing	9	6	1E	45	3	B	**	**	**	M, C	S, B	-
-	Surge	Surging Yaksa Run	-	-	1E	90	3	B	***	***	**	M, C	S, B	-
2	Trick	Time Lapse	5	2	1E	9	1	B	*	*	**	C	S, B	-
4	Trick	Spinning Strike	8	6	1E	15	1	B	**	**	**	M, C	S, B	-
-	Surge	Surging Spin Strike	-	-	1E	30	1	B	***	***	**	M, C	S, B	-
4	Trick	Switch Back	13	2	1E	20	1	B	**	*	**	M, C	S, B	-
-	Surge	Flashback	-	-	1E	60	1	B	***	***	**	M, C	S, B	-
5	Trick	Deadly Spin	15	6	1E	150	1	D	**	*	**	C	S, B	-



Club

Rank	Mode	Name	BP	DP/LP	Target	Power	# of Blows	Growth	Deflect	Shield	Magic Shield	Type	Attribute	Status Effects, etc.
1	-	Crush	0	1	1E	2	1	F	**	**	**	C	B	-
2	Attack	Smash	5	4	1E	20	1	D	**	**	**	C	S, B	-
3	Attack	Crushing Hit	6	4	1E	30	1	B	**	**	**	C	B	-
3	Attack	Cruncher	9	1	1E	10	1	B	**	**	**	M, C	B	Decrease VIT
-	Surge	Surging Body Blow	-	-	1E	20	1	B	***	***	**	M, C	B	Decrease VIT
4	Attack	Rock Splitter	8	6	1E	50	4	D	**	**	**	C	B	Especially good against rocks.
4	Attack	Vertical Smash	8	6	1E	15	1	B	**	**	**	C	B	-
-	Reverse	Heaven and Earth	-	-	1E	50	2	B	**	*	**	C	S, B	Stun
4	Attack	Charging Slash	11	2	1E	15	1	B	**	**	**	M, C	S, B	-
-	Surge	Surging Slash	-	-	1E	25	1	B	***	***	**	M, C	S, B	-
5	Attack	Nutcracker	12	8	1E	75	3	B	**	***	**	C	B	Decreased DEF, good against turtles.
2	Defense	Knee Split	4	1	1E	3	1	E	**	**	**	C	S	Stun
2	Defense	Bonecrusher	7	2	1E	4	1	D	**	**	**	C	B	Decreased STR, good against skeletons.
3	Defense	Wheel Strike	5	6	1E	30	3	B	**	**	**	C	S, B	-
3	Defense	Earth Dragon	8	6	AE	25	1	D	***	**	**	C	B	Snare
3	Defense	Aqua Luna	15	3	1E	120	1	B	***	***	**	C	S, B	Life Attack
3	Defense	Gond Slam	14	8	AE	50	3	B	***	**	**	C	B	Snare
2	Defense	Gong Ringer	4	3	1E	10	1	D	**	***	**	C	E	Shock
-	Reverse	Multiple Gongs	-	-	1E	30	1	D	**	***	**	C	B	Shock
3	Defense	Bending Beat	5	3	1E	30	1	D	*	**	**	M, C	B	-
-	Surge	Surging Beat	-	-	1E	45	1	D	***	***	**	M, C	B	-
3	Defense	Hyper Hammer	9	2	1E	14	1	B	**	*	**	M, C	B	-
-	Surge	Silent Hammer	-	-	1E	24	1	B	***	***	**	M, C	B	-
4	Trick	Spinning Strike	8	6	1E	15	1	B	**	**	**	M, C	S, B	-
-	Surge	Surging Spin Strike	-	-	1E	30	1	B	***	***	**	M, C	S, B	-
4	Trick	Switch Back	13	2	1E	20	1	B	**	*	**	M, C	S, B	-
-	Surge	Flashback	-	-	1E	60	1	B	***	***	**	M, C	S, B	-
3	Trick	Axel Spin	13	3	1E	26	1	B	*	*	**	M, C	S, B	-
-	Surge	Silent Turn	-	-	1E	52	1	B	***	***	**	M, C	S, B	-

Two-Handed Sword

Rank	Mode	Name	BP	DP/LP	Target	Power	# of Blows	Growth	Deflect	Shield	Magic Shield	Type	Attribute	Status Effects, etc.
1	-	Sunder	0	1	1E	2	1	F	**	**	**	C	S	-
2	Attack	Double Vertical	4	2	1E	10	2	D	**	**	**	C	S	-
2	Attack	Smash	5	4	1E	20	1	D	**	**	**	C	S, B	-
3	Attack	Cross Break	7	4	1E	30	2	D	**	**	**	C	S, B	-
-	Reverse	Grand Cross	-	-	1E	80	2	D	**	*	**	C	S, B	Especially good against undead.
4	Attack	Secret Three-Step	9	6	1E	60	3	D	***	***	**	M, C	S, B	Life Attack, good against aquatics.
-	Surge	Surging Slice	-	-	1E	100	3	D	***	***	**	M, C	S, B	Life Attack
4	Attack	Charging Slash	11	2	1E	15	1	B	**	**	**	M, C	S, B	-
-	Surge	Surging Slash	-	-	1E	25	1	B	***	***	**	M, C	S, B	-
5	Attack	Vandalize	12	8	1E	111	1	A	**	**	**	C	S, B	-
5	Attack	Upper Smash	12	8	1E	150	2	B	**	**	**	C	S, B	-
2	Defense	Blunt Strike	4	3	1E	-	1	-	**	**	**	C	B	Paralysis
2	Defense	Good Timing	6	1	1E	3	1	D	**	**	**	C	B	-
2	Defense	Bonecrusher	7	2	1E	4	1	D	**	**	**	C	B	Decreased STR, good against skeletons.
3	Defense	Cross Cut	7	3	1E	24	2	D	**	*	**	C	S	Especially good against undead.
4	Defense	Leaf Shaker	10	2	1E	15	1	B	*	*	**	C	S	-
5	Defense	Wheel Swing	11	8	AE	75	3	B	***	**	**	M, C	S	-
-	Surge	Floating Juggernaut	-	-	AE	150	3	B	***	***	**	M, C	S	-
2	Trick	Running Slash	7	1	1E	4	1	B	**	**	**	M, C	S	-
-	Surge	No Rhythm	-	-	1E	9	1	B	***	***	**	M, C	S	-
2	Trick	Swing Down	5	4	1E	20	2	D	**	**	**	C	S, B	-
-	Reverse	Z-Slash	-	-	1E	60	3	D	**	*	**	C	S, B	-
3	Trick	Dragon's Tail	9	2	1E	16	2	B	**	**	**	M, C	S	-
-	Surge	Surging Dragon's Tail	-	-	1E	32	2	B	***	***	**	M, C	S	-
4	Trick	Switch Back	13	2	1E	20	1	B	**	*	**	M, C	S, B	-
-	Surge	Flashback	-	-	1E	60	1	B	***	***	**	M, C	S, B	-
3	Trick	Axel Spin	13	3	1E	26	1	B	*	*	**	M, C	S, B	-
-	Surge	Silent Turn	-	-	1E	52	1	B	***	***	**	M, C	S, B	-
5	Trick	V-Impact	16	4	1E	99	3	B	*	**	**	C	S	-

Katana

Rank	Mode	Name	BP	DP/LP	Target	Power	# of Blows	Growth	Deflect	Shield	Magic Shield	Type	Attribute	Status Effects, etc.
1	-	Sunder	0	1	1E	2	1	F	**	**	**	C	S	-
2	Attack	Double Vertical	4	2	1E	10	2	D	**	**	**	C	S	-
3	Attack	Aimed Thrust	10	2	1E	30	1	B	*	**	**	C	B	-
4	Attack	Secret Three-Step	9	6	1E	60	3	D	***	***	**	M, C	S, B	Life Attack, good against aquatics.
-	Surge	Surging Slice	-	-	1E	100	3	D	***	***	**	M, C	S, B	Life Attack
4	Attack	Vertical Smash	8	6	1E	15	1	B	**	**	**	C	B	-
-	Reverse	Heaven and Earth	-	-	1E	50	2	B	**	*	**	C	S, B	Stun
4	Attack	Charging Slash	11	2	1E	15	1	B	**	**	**	M, C	S, B	-
-	Surge	Surging Slash	-	-	1E	25	1	B	***	***	**	M, C	S, B	-
4	Attack	Gust Blade	13	2	1E	40	1	B	**	*	**	M, C	S	Decreased AGI
-	Surge	Surging Headwind	-	-	1E	60	1	B	***	***	**	M, C	S	Decreased AGI
4	Attack	Arm of Light	15	3	E Belt	50	2	B	*	**	**	C	A	-
2	Defense	Blunt Strike	4	3	1E	-	1	-	**	**	**	C	B	Paralysis
2	Defense	Good Timing	6	1	1E	3	1	D	**	**	**	C	B	-
2	Defense	Bonecrusher	7	2	1E	4	1	D	**	**	**	C	B	Decreased STR, good against skeletons.
3	Defense	Cross Cut	7	3	1E	24	2	D	**	*	**	C	S	Especially good against undead.
4	Defense	Leaf Shaker	10	2	1E	15	1	B	*	*	**	C	S	-
5	Defense	Wheel Swing	11	8	AE	75	3	B	***	**	**	M, C	S	-
-	Surge	Floating Juggernaut	-	-	AE	150	3	B	***	***	**	M, C	S	-
5	Defense	Insight	18	2	1E	40	1	A	*	*	**	C	S	Decreased WIL
2	Trick	Artful Slash	5	1	1E	5	1	B	***	***	**	C	S	-
-	Reverse	Mistwalker	-	-	1E	20	1	B	***	***	**	C	S	-
2	Trick	Running Slash	7	1	1E	4	1	B	**	**	**	M, C	S	-
-	Surge	No Rhythm	-	-	1E	9	1	B	***	***	**	M, C	S	-
3	Trick	Dragon's Tail	9	2	1E	16	2	B	**	**	**	M, C	S	-
-	Surge	Surging Dragon's Tail	-	-	1E	32	2	B	***	***	**	M, C	S	-
4	Trick	Switch Back	13	2	1E	20	1	B	**	*	**	M, C	S, B	-
-	Surge	Flashback	-	-	1E	60	1	B	***	***	**	M, C	S, B	-
5	Trick	Lunar Blade	16	4	1E	20	1	A	**	**	**	M, C	S	-
-	Surge	Surging Lunar Blade	-	-	1E	88	2	A	***	***	**	M, C	S	-
-	Reverse	Lunar Eclipse	-	-	1E	132	2	A	***	*	**	M, C	S	-
-	S-R	Scattered Petals	-	-	1E	231	3	A+	***	***	**	M, C	S	-

Two-Handed Axe

Rank	Mode	Name	BP	DP/LP	Target	Power	# of Blows	Growth	Deflect	Shield	Magic Shield	Type	Attribute	Status Effects, etc.
1	-	Slash	0	1	1E	2	1	F	**	**	**	C	S, B	-
2	Attack	Cut Timber	5	1	1E	6	1	D	**	**	**	C	S, B	Especially good against insects
2	Attack	Smash	5	4	1E	20	1	D	**	**	**	C	S, B	-
3	Attack	Crushing Hit	6	4	1E	30	1	B	**	**	**	C	B	-
3	Attack	Cross Break	7	4	1E	30	2	D	**	**	**	C	S, B	-
-	Reverse	Grand Cross	-	-	1E	80	2	D	**	*	**	C	S, B	Especially good against undead.
3	Attack	Rolling Slash	8	6	AE	20	2	D	***	**	**	C	S, B	-
-	Reverse	Echo Blade	-	-	AE	40	3	D	***	*	**	C	S, B	-
4	Attack	Four Seasons	11	4	1E	100	4	B	**	**	**	C	S, B	-
5	Attack	Upper Smash	12	8	1E	150	2	B	**	**	**	C	S, B	-
3	Defense	Maim	7	2	1E	8	1	D	*	*	**	M, C	S, B	Decreased AGI
-	Surge	Surging Maim	-	-	1E	13	1	D	***	***	**	M, C	S, B	Decreased AGI
3	Defense	Earth Dragon	8	6	AE	25	1	D	***	**	**	C	B	Snare
4	Defense	Dimensional Break	9	6	1E	25	1	D	***	**	**	C	-	Instant Death
3	Defense	Grand Slam	14	8	AE	50	3	B	***	**	**	C	B	Snare
2	Trick	Swing Down	5	4	1E	20	2	D	**	**	**	C	S, B	-
-	Reverse	Z-Slash	-	-	1E	60	3	D	**	*	**	C	S, B	-
3	Defense	Hyper Hammer	9	2	1E	14	1	B	**	*	**	M, C	B	-
-	Surge	Silent Hammer	-	-	1E	24	1	B	***	***	**	M, C	B	-
4	Trick	Spinning Strike	8	6	1E	15	1	B	**	**	**	M, C	S, B	-
-	Surge	Surging Spin Strike	-	-	1E	30	1	B	***	***	**	M, C	S, B	-
4	Trick	Switch Back	13	2	1E	20	1	B	**	*	**	M, C	S, B	-
-	Surge	Flashback	-	-	1E	60	1	B	***	***	**	M, C	S, B	-
3	Trick	Axel Spin	13	3	1E	26	1	B	*	*	**	M, C	S, B	-
-	Surge	Silent Turn	-	-	1E	52	1	B	***	***	**	M, C	S, B	-
5	Trick	Deadly Spin	15	6	1E	150	1	D	**	*	**	C	S, B	-
5	Trick	V-Impact	16	4	1E	99	3	B	*	**	**	C	S	-



Staff

Rank	Mode	Name	BP	DP/LP	Target	Power	# of Blows	Growth	Deflect	Shield	Magic Shield	Type	Attribute	Status Effects, etc.
1	-	Crush	0	1	1E	2	1	F	**	**	**	C	B	-
3	Attack	Crushing Hit	6	4	1E	30	1	B	**	**	**	C	B	-
3	Attack	Cruncher	9	1	1E	10	1	B	**	**	**	M, C	B	Decrease VIT
-	Surge	Surging Body Blow	-	-	1E	20	1	B	***	***	**	M, C	B	Decrease VIT
4	Attack	Vertical Smash	8	6	1E	15	1	B	**	**	**	C	B	-
-	Reverse	Heaven and Earth	-	-	1E	50	2	B	**	*	**	C	S, B	Stun
4	Attack	Blitz	11	3	1E	16	1	B	***	*	**	C	S, T	-
2	Defense	Spin Thrust	4	1	1E	3	1	B	*	*	**	C	A	-
2	Defense	Knee Split	4	1	1E	3	1	E	**	**	**	C	S	Stun
2	Defense	Good Timing	6	1	1E	3	1	D	**	**	**	C	B	-
2	Defense	Bonecrusher	7	2	1E	4	1	D	**	**	**	C	B	Decreased STR, good against skeletons.
3	Defense	Reaper	8	6	E	22	1	D	**	**	**	C	B	Stun
Circle														
4	Defense	Leaf Shaker	10	2	1E	15	1	B	*	*	**	C	S	-
3	Defense	Aqua Luna	15	3	1E	120	1	B	***	***	**	C	S, B	Life Attack
2	Defense	Gong Ringer	4	3	1E	10	1	D	**	***	**	C	E	Shock
-	Reverse	Multiple Gongs	-	-	1E	30	1	D	**	***	**	C	B	Shock
2	Trick	Time Lapse	5	2	1E	9	1	B	*	*	**	C	S, B	-
2	Trick	Running Slash	7	1	1E	4	1	B	**	**	**	M, C	S	-
-	Surge	No Rhythm	-	-	1E	9	1	B	***	***	**	M, C	S	-
3	Defense	Bending Beat	5	3	1E	30	1	D	*	**	**	M, C	B	-
-	Surge	Surging Beat	-	-	1E	45	1	D	***	***	**	M, C	B	-
3	Trick	Dragon's Tail	9	2	1E	16	2	B	**	**	**	M, C	S	-
-	Surge	Surging Dragon's Tail	-	-	1E	32	2	B	***	***	**	M, C	S	-
5	Trick	Discord	16	6	1E	120	4	B	*	**	**	M, C	S, B	-
-	Surge	Surging Oscillation	-	-	1E	200	4	B	***	***	**	M, C	S, B	Decreased DEF
5	Trick	Time and Tide	20	2	1E	9	1	A+	*	**	**	C	B	Unconsciousness

Pole Arm

Rank	Mode	Name	BP	DP/LP	Target	Power	# of Blows	Growth	Deflect	Shield	Magic Shield	Type	Attribute	Status Effects, etc.
1	-	Pierce	0	1	1E	2	1	F	**	**	**	C	A	-
2	Attack	Double Stab	5	2	1E	8	2	D	**	**	**	C	A	-
-	Reverse	Triple Thrust	-	-	1E	27	3	D	*	*	**	C	A	-
3	Attack	Charge	9	1	1E	16	1	B	**	**	**	M, C	S, B	-
-	Surge	Cool Run	-	-	1E	26	1	B	***	***	**	M, C	S, B, C	-
3	Attack	Cruncher	9	1	1E	10	1	B	**	**	**	M, C	B	Decreased VIT
-	Surge	Surging Body Blow	-	-	1E	20	1	B	***	***	**	M, C	B	Decreased VIT
4	Attack	Twin Dragon	9	4	1E	60	2	B	**	**	**	P	A, F, C	-
4	Attack	Charging Slash	11	2	1E	15	1	B	***	***	**	M, C	S, B	-
-	Surge	Surging Slash	-	-	1E	25	1	B	**	*	**	M, C	S, B	-
5	Attack	Triumvirate	16	8	1E	99	3	B	**	**	**	M, C	B, A	-
-	Surge	Surging Triumvirate	-	-	1E	99	3	B	***	***	**	M, C	B, A	-
-	Reverse	Glorious Triumvirate	-	-	1E	132	4	B	**	**	**	M, C	B, A	-
-	S-R	Heavenly Weaver	-	-	1E	220	4	A	***	***	**	M, C	B, A	-
2	Defense	Grasshopper	3	2	1E	3	1	E	**	*	**	C	B	Stun
-	Surge	Tsunami Strike	-	-	1E	12	2	E	*	*	**	C	B, A	Stun
3	Defense	Reaper	8	6	E	22	1	D	**	**	**	C	B	Stun
Circle														
3	Defense	Ten Side Around	10	3	1E	40	1	D	**	**	**	C	B, A	-
4	Defense	Blood Rage	10	4	1E	60	4	B	**	**	**	C	S	-
4	Defense	Insentience	11	8	1E	99	1	B	*	**	**	C	A	-
4	Defense	Divine Lancer	15	1	1E	11	1	A	**	**	**	C	A	Decreased DEX
5	Defense	Aqua Luna	15	3	1E	120	1	B	***	***	**	C	B, A	Life Attack
3	Trick	Bending Beat	5	3	1E	30	1	D	*	**	**	M, C	B	-
-	Surge	Surging Beat	-	-	1E	45	1	D	***	***	**	M, C	B	-
3	Trick	Split Cranium	9	2	1E	10	1	D	*	**	**	C	E	Decreased INT
3	Trick	Hyper Hammer	9	2	1E	14	1	B	**	*	**	M, C	B	-
-	Surge	Silent Hammer	-	-	1E	24	1	B	***	***	**	M, C	B	-
4	Trick	Puncture	12	2	1E	31	1	B	*	**	**	C	A	-
4	Trick	Switch Back	13	2	1E	20	1	B	**	*	**	M, C	S, B	-
-	Surge	Flashback	-	-	1E	60	1	B	***	***	**	M, C	S, B	-
5	Trick	Discord	16	6	1E	120	4	B	*	**	**	M, C	B, A	-
-	Surge	Surging Oscillation	-	-	1E	200	4	B	***	***	**	M, C	B, A	Decreased DEF

Lance

Rank	Mode	Name	BP	DP/LP	Target	Power	# of Blows	Growth	Deflect	Shield	Magic Shield	Type	Attribute	Status Effects, etc.
1	-	Pierce	0	1	1E	2	1	F	*	**	**	C	A	-
2	Attack	Double Stab	5	2	1E	8	2	D	**	**	**	C	A	-
-	Reverse	Triple Thrust	-	-	1E	27	3	D	*	*	**	C	A	-
3	Attack	Drill Stab	6	6	1E	24	4	D	*	*	**	C	A	-
3	Attack	Charge	9	1	1E	16	1	B	**	**	**	M, C	S, B	-
-	Surge	Cool Run	-	-	1E	26	1	B	***	***	**	M, C	S, B, C	-
3	Attack	Aimed Thrust	10	2	1E	30	1	B	*	**	**	C	B	-
4	Attack	Twin Dragon	9	4	1E	60	2	B	**	**	**	P	A, E, C	-
4	Attack	Arm of Light	15	3	E Belt	50	2	B	*	**	**	C	A	-
5	Attack	Ultra Splitter	12	8	1E	80	1	B	**	***	**	C	S, B	Good against rocks.
-	Reverse	Rock Breaker Special	-	-	1E	150	1	B	*	***	**	C	S, B	Good against rocks.
2	Defense	Spin Thrust	4	1	1E	3	1	B	*	*	**	C	A	-
2	Defense	Grasshopper	3	2	1E	3	1	E	**	*	**	C	B	Stun
-	Surge	Tsunami Strike	-	-	1E	12	2	E	*	*	**	C	B, A	Stun
3	Defense	Aim	8	1	1E	5	1	B	***	***	**	C	A	-
3	Defense	Reaper	8	6	E Circle	22	1	D	**	**	**	C	B	Stun
3	Defense	Ten Side Around	10	3	1E	40	1	D	**	**	**	C	B, A	-
3	Defense	Divine Lancer	15	1	1E	11	1	A	**	**	**	C	A	Decreased DEX
5	Defense	Acupuncture	15	8	1E	36	6	E	*	**	**	C	A	Life Attack
2	Trick	Throw	4	1	1E	7	1	D	*	**	**	P	A	-
3	Trick	Split Cranium	9	2	1E	10	1	D	*	**	**	C	E	Decreased INT
4	Trick	Mega Thrust	10	6	1E	75	5	B	*	*	**	C	A	-
4	Trick	Puncture	12	2	1E	31	1	B	*	**	**	C	A	-
5	Trick	Stardust	18	3	1E	50	1	B	*	**	**	C	A	Paralysis
-	Surge	Swooping Dragon	-	-	1E	200	1	A	***	***	**	C	S, B	Paralysis

Bow

Rank	Mode	Name	BP	DP/LP	Target	Power	# of Blows	Growth	Deflect	Shield	Magic Shield	Type	Attribute	Status Effects, etc.
1	-	Quick Shot	0	1	1E	3	1	F	**	**	**	P	A	-
2	Attack	Splash Shot	5	3	1E	15	1	E	***	**	**	P	A, C	-
2	Attack	Power Shot	7	2	1E	6	1	D	*	**	**	P	A	-
3	Attack	Triple Shot	8	3	1E	21	3	B	*	*	**	P	A	-
4	Attack	Plasma Shot	10	4	1E	35	1	B	*	**	**	P	A, T	-
4	Attack	Instant Shot	13	1	1E	25	1	B	***	***	*	P	A	-
5	Attack	Zapper	11	8	1E	80	1	B	*	**	**	P	A, E	-
5	Attack	Multi Shots	15	6	1E	150	1	D	**	**	**	P	A	-
-	Reverse	Thousand Needles	-	-	1E	210	1	B	***	***	**	P	A	-
2	Defense	Aimed Shot	5	1	1E	5	1	D	*	*	**	P	A	-
3	Defense	Maiming Volley	6	6	AE	20	1	E	*	*	**	P	A	Snare
3	Defense	Sidewinder	9	3	1E	25	1	B	*	**	**	P	A	Good against frogs.
3	Defense	Flying Squirrel	10	1	1E	10	1	B	***	***	**	P	A	-
4	Defense	Sparrow Shot	11	3	1E	35	1	B	*	**	**	P	A	Good against insects.
5	Defense	Phoenix Arrow	12	8	1E	55	1	A	***	**	**	P	A	HP Drain
2	Trick	Shadow Weave	3	2	1E	-	1	-	***	***	***	P	A	Snare
2	Trick	Rapid Volley	7	4	AE	14	3	D	*	*	**	P	A	-
3	Trick	Id Break	9	2	1E	7	1	B	*	**	***	P	A, E	Decreased INT
3	Trick	Rain of Arrows	10	6	AE	30	1	B	*	*	**	P	A	-
4	Trick	Shadow Shot	13	4	1E	52	1	B	*	*	**	P	A, E	Instant Death
5	Trick	Millionaire	16	8	AE	105	1	D	***	***	***	P	A, F	-



MAGIC SPELLS

You must purchase magic spells in shops or in the appropriate temples. Refer to the following table to determine where to go to acquire the spells.

Magic Spell Locations

Magic School	Spell Name	Northpoint	Uso	Taralian Camp	Ettriham	Crystal City	North Estami	Melvir	Loban	Gato's Village	Mirasburg	Eugenstadt	Weiserheim	South Estami	Tarnita	Jetton	Pirate Coast	Opau	Godongo
Pyrology	Hellfire								x			f	x		x				
Pyrology	Flame of Life								x			f	x	x					
Pyrology	Self-Immolation								x			f	x		x				
Pyrology	Summon Elemental								x			f			x				
Pyrology	Bird of Fire				x							f							
Pyrology	Revive			x								f							
Hydrology	Healing Water						t					x	x	x		x			
Hydrology	Water Blast						t					x	x	x		x			
Hydrology	Holy Water						t					x	x	x		x			
Hydrology	Summon Elemental						t					x		x					
Hydrology	Fold Time			x			t												
Hydrology	Freeze Time			x			t												
Aerology	Blades of Wind	x										x	t			x			
Aerology	Strengthen Pull	x										x	t			x			
Aerology	Blood Curdle	x										x	t			x			
Aerology	Summon Elemental	x										x	t						
Aerology	Missile Shield											x	t						
Aerology	Snowstorm			x									t						
Terrology	Pulverize			x	t							x							
Terrology	Camouflage			x	t							x							
Terrology	Earthen Grasp			x	t							x							
Terrology	Summon Elemental					t						x							
Terrology	Tremor			x	t														
Terrology	Aegis			x	t														
Illusions	Fire Illusion							x				x							x
Illusions	Ice Illusion							x				x							x
Illusions	Lightning Illusion							x				x							x
Illusions	Break Illusions					t	x					x							
Illusions	Hypnotism						t	x											x
Illusions	Phantom Warrior			x		t													
Demonology	Energy Bolt		x												x	x		x	
Demonology	Weapon Blessing		x								x					x		x	
Demonology	Armor Blessing		x								x					x		x	
Demonology	Enhance Spells		x												x			x	
Demonology	Shock Wave		x													x			
Demonology	Mind Blast		x	x															
Cosmology	Sunray						t	x											x
Cosmology	Moonbeam						t	x											x
Cosmology	Starlight						t	x											
Cosmology	Bind to Earth						t	x											
Cosmology	Starbeam				x		t												
Cosmology	Cosmic Tide			x			t												
Bewitchery	Way of Defense				t					x								x	
Bewitchery	Way of Spirit				t	t												x	
Bewitchery	Way of Strength				t					x								x	
Bewitchery	Wave of Life				t	t				x									
Bewitchery	Way of Focus				t	t				x									
Bewitchery	Mark of Awakening			x	t														

In this table, the following abbreviations are used: "x" indicates that you can purchase this spell from a shop; "f" indicates that you can purchase this spell from Flammar in Weiserheim; and "t" indicates that you can learn it at the appropriate temple (cost of the spell is increased by 20%).

The following tables list all of the magic spells that can be purchased, created, and/or used in the game. The abbreviations used are identical to those used for the weapons techniques.



Weapon techniques are displayed in the order in which you would find them on the battle menu. Surges, reverses and surge-reverses are listed under the weapon technique they are associated with.

Target	1E = 1 Enemy AE = All Enemies Self = Self 1A = One Ally AA = All Allies ALL = All Allies and Enemies E Belt = Attack travels in a straight line past the targeted enemy. E Circle = Attack affects enemies directly surrounding the target. E Cone = Attack travels in a cone shape, affecting characters behind the target.	Reference Stat	Refers to the stat of the caster that is used to determine the strength and effectiveness of the spell.
Growth		Growth	Measures the rate of growth in the technique's power from A+ (the best) to F (the worst).
Attribute		Attribute	Attribute refers to the type or nature of attack (B = Blunt; S = Slash; A = Aerial; E = Energy; F = Fire; C = Cold; T = Electrical). Use these descriptions when planning vortex attacks and choosing equipment.

Pyrology

Rank	Name	BP	LP	Target	Power	# of Hits	Ref. Stat	Growth	Att.	Cost	Effect	Add. Eff.
1	Hellfire	5	0	1E	7	1	INT	B	Fire	200	Immolate your enemy in infernal flame.	-
2	Flame of Life	5	1	1A	-	-	INT	-	-	300	Gradually replenishes an ally's HP over 10 turns.	HP Recovery
3	Self-Immolation	9	1	Self	-	-	INT	-	-	500	Raises a magical shield that reflects damage and protects from fire.	Magic Shield Effect
4	Summon Elemental	12	3	Self	-	-	INT	-	-	100	Summons a Fire Elemental.	-
5	Bird of Fire	12	2	AE	100	1	INT	B	Fire	1800	Calls forth a mighty bird of flame to strike your enemies.	-
6	Revive	11	1	1A	-	-	INT	-	-	3200	Protects the character from death, resurrecting him/her automatically.	Magic Shield Effect
Syn	Song of Souls	13	1	AA	-	-	INT	-	-	-	Causes all allies' HP to recover in small amounts over 10 rounds of battle.	HP Recovery
Syn	Crimson Flare	21	2	1E	180	8	INT	B	Fire	-	A very destructive spell. Has the added effect of lowering INT for 3 rounds.	Decreased INT

Hydrology

Rank	Name	BP	LP	Target	Power	# of Hits	Ref. Stat	Growth	Att.	Cost	Effect	Add. Eff.
1	Healing Water	5	0	1A	2	-	COM	D	-	200	Restore a comrade's HP.	HP Recovery
2	Water Blast	8	1	1E	15	1-5 (based on INT)	INT	B	B, C	300	Pelt the enemy with magic fish.	-
3	Holy Water	8	1	1A	-	-	INT	-	-	500	Cleanse a comrade of all status ailments.	Erases Status Ailments
4	Summon Elemental	12	3	Self	-	-	INT	-	-	1000	Summons a Water Elemental	-
5	Fold Time	13	2	ALL	-	-	INT	-	-	1800	Alter the fabric of time to cause the turn to end.	Ends Round of Battle
6	Freeze Time	14	1	1A	-	-	INT	-	-	3200	Cause effects that change over time to continue for a while.	-
Syn	Overdrive	20	3	ALL	-	-	INT	-	-	-	Ends the current turn, giving a free one to the caster (the amount of attacks the caster can do in that turn depends on party size).	-
Syn	Hasten Time	30	4	ALL	-	-	INT	-	-	-	Ends the current turn, giving a free one to the entire party, allowing them to act without facing attack from the enemy.	-

Aerology

Rank	Name	BP	LP	Target	Power	# of Hits	Ref. Stat	Growth	Att.	Cost	Effect	Add. Eff.
1	Blades of Wind	5	0	1E	9	1-3 (based on INT)	INT	B	S	200	Slash at your enemy with a blade of wind.	-
2	Strengthen Pull	6	1	1A	-	-	INT	-	-	300	Increases a comrade's bow damage.	Increased Attack
3	Blood Curdle	8	1	1E	40	4	INT	B	C	700	Freezes an enemy's body fluid.	Unconsciousness
4	Summon Elemental	12	3	Self	-	-	INT	-	-	1000	Summons a Wind Elemental.	-
5	Missile Shield	9	1	AA	-	-	INT	-	-	1200	Raises a magical shield which prevents damage from projectile attacks. Lasts for a single turn.	Magic Shield Effect
6	Snowstorm	13	2	AE	80	1	INT	B	C	3600	Plaster your enemies with a fierce snowstorm.	-
Syn	Whiteout	15	4	AA	-	-	INT	-	-	-	Retreat from battle under the white veil of snow.	Flee from battle
Syn	Simulacrum	25	3	1A	-	-	INT	-	-	-	Summons a Snowman to fight in your stead.	-



Terrorlogy

Rank	Name	BP	LP	Target	Power	# of Hits	Ref. Stat	Growth	Att.	Cost	Effect	Add. Eff.
1	Pulverize	5	0	1E	10	1	INT	B	B	200	Pound your enemy with a huge boulder.	Good against rocks.
2	Camouflage	5	0	Self	-	-	INT	-	-	300	Hide yourself to avoid enemy attacks.	Resets enemy aggro
3	Earthen Grasp	7	1	AE	-	1	INT	-	-	500	Crush your enemies in an earthen embrace; sometimes prevents movement.	Snare
4	Summon Elemental	12	3	Self	-	-	INT	-	-	1000	Summons an Earth Elemental to fight in your stead.	-
5	Tremor	9	1	AE	10	1	INT	D	B	1800	Open a fissure to swallow your enemies.	Stun
6	Aegis	13	2	AA	-	-	INT	-	-	3200	Raise a powerful shield to protect a comrade.	Magic Shield Effect
Syn	Petra Delta	15	1	E Cone	60	1	INT	D	E	-	Unleash a cloud of petrifying gas.	Petrification
Syn	Wallbreaker	13	1	ALL	-	-	INT	-	-	-	Nullify all magic barriers for a short period of time.	Magic Shield Effect

Illusions

Rank	Name	BP	LP	Target	Power	# of Hits	Ref. Stat	Growth	Att.	Cost	Effect	Add. Eff.
1	Fire Illusion	6	0	1E	10	1	INT	B	F	300	An illusory beast unleashes a fire attack upon your enemy.	-
2	Ice Illusion	6	0	1E	10	1	INT	B	C	300	An illusory beast unleashes a cold attack upon your enemy.	-
3	Lightning Illusion	6	0	1E	10	1	INT	B	T	300	An illusory beast unleashes an electric attack upon your enemy.	-
4	Break Illusions	6	1	AA	-	-	INT	-	-	500	Awaken all allies from illusory sleep.	Dispells sleep
5	Hypnotism	9	1	E Circle	-	1	INT	-	-	1800	The illusory sheep unleashes a sleep attack against all enemies within the area of effect.	Sleep
6	Phantom Warrior	18	4	Self	-	-	INT	-	-	3800	Create an illusion of yourself to fight in your stead.	-
Syn	Phantom Shield	12	2	Self	-	-	INT	-	-	-	Create an illusion of yourself to block incoming attacks.	Magic Shield Effect
Syn	Veil of Fog	9	1	ALL	-	-	INT	-	-	-	Make combinations easier to achieve by enveloping the battlefield in mist.	Increases ability to form combos for a single turn.

Demonology

Rank	Name	BP	LP	Target	Power	# of Hits	Ref. Stat	Growth	Att.	Cost	Effect	Add. Eff.
1	Energy Bolt	5	0	1E	6	1	INT	B	E	200	Convert your magical powers into an arrow and launch it at the enemy; sometimes prevents casting.	Shock
2	Weapon Blessing	8	1	1A	-	-	COM	-	-	400	Imbue a comrade's current weapon with magical power.	Increased ATK
3	Armor Blessing	8	1	1A	-	-	COM	-	-	400	Enhance a comrade's defense with magic.	Increased DEF
4	Enhance Spells	8	1	1A	-	-	COM	-	-	400	Enhance a comrade's intellect with magic.	Increased INT
5	Shock Wave	10	1	AE	25	1	INT	D	E	2400	Unleash a powerful wave of force across all enemies; sometimes prevents casting.	Shock
6	Mind Blast	14	1	AE	50	1	INT	B	E	3200	Unleash a wave of psionic force across all enemies.	Decreased WIL
Syn	Anti-magic	10	0	1A	-	-	INT	-	-	-	Create a shield to protect yourself from magic attacks.	Magic Shield Effect
Syn	Shield Breaker	10	1	1E	-	-	INT	-	-	-	Sunder an enemy's magic shield.	Magic Shield Effect

Cosmology

Rank	Name	BP	LP	Target	Power	# of Hits	Ref. Stat	Growth	Att.	Cost	Effect	Add. Eff.
1	Sunray	6	0	1E	5	1-5 (based on INT)	INT	B	F, E	200	Cosmology's fundamental offensive spell.	Good against undead.
2	Moonbeam	8	1	1A	10	-	COM	D	E	800	Restore a comrade's HP and removes Willpower status ailments.	HP recovery, erasure of WIL-related status ailments.
3	Starlight	10	1	Self	-	-	INT	-	-	1200	Create up to five stars to revolve around you and absorb attacks.	Magic Shield Effect
4	Bind to Earth	8	1	1E	-	1	INT	-	E	1600	Strike your enemy with rays from the earth.	Paralysis
5	Starbeam	10	1	1E	20	1	INT	B	E	2400	Fire all of your stars into an enemy.	-
6	Cosmic Tide	10	1	AE	25	1	INT	B	E	3200	Convert all of your stars into a torrent and launch it at all enemies.	-
Syn	Galactic Rift	15	2	AE	250	1	INT	B	E	-	Bombard all enemies with a hail of cosmic rays.	-
Syn	Andromeda	20	2	ALL	-	-	INT	-	-	-	Cast to nullify all damage during the turn.	Magic Shield Effect

Sorcery

Rank	Name	BP	LP	Target	Power	# of Hits	Ref. Stat	Growth	Att.	Cost	Effect	Add. Eff.
1	Shadow Bolt	4	0	1E	8	-	INT	B	E	-	Fire an arrow that hunts the enemy from his shadow.	-
2	Black Cloud	4	1	AE	-	1	INT	-	-	-	Covers all enemies in a blanket of shadow.	Darkness
3	Dark Wash	4	1	1E	-	1	INT	-	-	-	Erase magical shields and enhancements from the target.	-
4	Abyss	13	1	1E	-	1	INT	-	-	-	Open a pit beneath the enemy that swallows his soul.	Instant Death

Bewitchery

Rank	Name	BP	LP	Target	Power	# of Hits	Ref. Stat	Growth	Att.	Cost	Effect	Add. Eff.
1	Way of Defense	4	0	Self	-	-	INT	-	-	600	Enhances your own Vitality	Increased VIT
2	Way of Spirit	4	0	Self	-	-	INT	-	-	600	Enhances your own Willpower.	Increased WIL
3	Way of Strength	4	0	Self	-	-	INT	-	-	600	Enhances your own Strength	Increased STR
4	Wave of Life	6	1	1E	30	1	WIL	B	E	1200	Focus your internal energy into a strike on your enemy.	Works well against undead.
5	Way of Focus	6	1	Self	20	-	COM	D	-	1200	Restore your own HP and cleanse status ailments.	HP Recovery
6	March of Awakening	18	1	Self	-	-	INT	-	-	3800	Temporarily enhance your fighting abilities.	Increased ATK
Syn	Spirit Barrier	16	1	AA	-	-	INT	-	-	-	Halves all damage inflicted upon your comrades during the turn.	Magical Shield Effect
Syn	Rain of Life	20	1/Ally	AA	20	-	COM	C	E	-	Restore all of your comrades' HP.	HP Recovery

Necromancy

Rank	Name	BP	LP	Target	Power	# of Hits	Ref. Stat	Growth	Att.	Cost	Effect	Add. Eff.
1	Wracking	4	0	1E	10	1	INT	D	E	-	Unleash horrible pain upon your enemy.	Stun
2	Withering	4	1	1E	-	1	INT	-	-	-	Decrease your enemy's strength.	Decreased STR
3	Whisper of Dread	9	1	1E	-	1	INT	-	-	-	Whisper words to foster wickedness.	Confusion
4	Drain Energy	9	1	1E	30	1	INT	D	E	-	Absorb HP from an enemy.	HP Drain

SPELL SYNTHESIS

The classes Rosalian Mage and Imperial Scholar enable the user to do something fantastic: synthesize spells! Spell Synthesis occurs when you combine two or three spells to increase their power or create an entirely new spell. Some of the game's most useful—and powerful!—spells are made this way.

To synthesize a spell, convert one of your party members into either an Imperial Scholar (2-spell synthesis) or a Rosalian Mage (3-spell synthesis). Rosalian Mages can create the most spells through spell

synthesis by combining two or three spells. Imperial Scholars can only synthesize two spells.

Go to the Spells screen and choose a spell to use as the base spell. Next, access the synthesis screen and scroll through your list of spells to choose the other spell(s) you want to use. The combinations are endless. The following table lists the cheapest spell combinations to create the special synthesized spells in the game.

Terrology

Class	Name	Base Spell	2-Spell Synthesis	3-Spell Synthesis	Associated Schools
Pyrology	Song of Souls	Flame of Life	Flame of Life + Self-Immolation	Flame of Life + Strengthen Pull + Energy Bolt	R, B
Pyrology	Crimson Flare	Hellfire or Bird of Fire	-	Hellfire + Sunray + Wave of Life	R, D, C
Hydrology	Overtime	Fold Time	-	Fold Time + Hellfire + Earthen Grasp	H, T, N
Hydrology	Hasten Time	Fold Time	Fold Time + Snowstorm	Fold Time + Blood Curdle + Ice Illusion	H, A, S
Aerology	Whiteout	Missile Shield or Snowstorm	-	Missile Shield + Summon Elemental (Wind) + Starbeam	A, C
Aerology	Simulacrum	Summon Elemental (Wind)	-	Summon Elemental (Wind) + Summon Elemental (Water) + Blades of Wind	A, H, I
Terrology	Petra Delta	Pulverize; Earthen Grasp or Tremor	Tremor + Enhance Spells	Pulverize + Hellfire + Armor Blessing	T, S
Terrology	Wallbreaker	Tremor	-	Tremor + Flame of Life + Way of Strength	T, B
Illusions	Phantom Shield	Phantom Warrior	-	Phantom Warrior + Fire Illusion + Sunray	I, P, C
Illusions	Veil of Fog	Hypnotism	-	Hypnotism + Holy Water + Lightning Illusion	I, H
Demonology	Anti-magic	Weapon Blessing; Armor Blessing; or Enhance Spells	Armor Blessing + Enhance Spells	Enhance Spells + Flame of Life + Pulverize	D, T, B
Demonology	Shield Breaker	Shock Wave or Mind Blast	-	Shock Wave + Hellfire + Self-Immolation	D, P
Cosmology	Galactic Rift	Sunray or Cosmic Tide	Cosmic Tide + Strengthen Pull	Cosmic Tide + Water Blast + Hellfire	C, A, D
Cosmology	Andromeda	Starlight; Starbeam; or Cosmic Tide	-	Starlight + Earthen Grasp + Break Illusions	C, T, I
Bewitchery	Spirit Barrier	Way of Defense or Mark of Awakening	-	Way of Defense + Flame of Life + Self-Immolation	B, R, T
Bewitchery	Rain of Life	Way of Spirit, Wave of Life, Way of Focus	Way of Focus + Holy Water	Way of Focus + Healing Water + Holy Water	B, H


Bestiary

Name	Enemy's name
HP	Maximum number of Hit Points
LP	Maximum number of Life Points
STR	The monster's strength, especially where physical and weapon attacks are concerned.
VIT	The monster's Vitality, which affects his resistance to attacks.
DEX	The monster's Dexterity, which affects any foil, bow or LP attacks.
AGI	The monster's Agility, which affects the monster's turn order in battle and ability to evade attack.
INT	The monster's Intellect, which determines the monster's magic attack damage.
WIL	The monster's Willpower, which determines its resistance to magic spells.
COM	The monster's Compassion, which determines how effective it is at healing and other magic-based recovery spells.
CHA	The monster's Charisma, which affects illusions and charms.
Spells	The classes of magic that the monster has access to.
Skills	The physical attacks that the monster knows.

Aquatics


Armored Jelly

HP	1335	LP	1
STR	39	INT	21
VIT	36	WIL	26
DEX	18	COM	24
AGI	26	CHA	19
Spells	None	Skills	Anchor, Jelly Swing




Bladed Iris

HP	2334	LP	1
STR	42	INT	19
VIT	33	WIL	21
DEX	21	COM	18
AGI	31	CHA	22
Spells	None	Skills	Gnaw, Blade of Light, Lay Egg




Coral Crab

HP	817	LP	1
STR	26	INT	9
VIT	22	WIL	16
DEX	11	COM	11
AGI	14	CHA	10
Spells	None	Skills	Crustacean Bash, Coral Skip, Bubble Breath




Death Croaker

HP	2124	LP	1
STR	52	INT	22
VIT	41	WIL	28
DEX	21	COM	25
AGI	32	CHA	21
Spells	None	Skills	Frog Kick, Sandwich, Swallow, Lysate




Deepfish

HP	16473	LP	8
STR	80	INT	41
VIT	76	WIL	52
DEX	29	COM	26
AGI	49	CHA	39
Spells	None	Skills	Tentacle, Low Sweep, Bombardment, Tidal Wave, Call Lightning




Ghost Ship

HP	6800	LP	8
STR	44	INT	28
VIT	35	WIL	29
DEX	23	COM	26
AGI	26	CHA	20
Spells	None	Skills	Tentacle, Low Sweep, Bombardment, Tidal Wave, Call Lightning




Giant Worm

HP	3163	LP	1
STR	44	INT	24
VIT	55	WIL	31
DEX	28	COM	26
AGI	37	CHA	23
Spells	None	Skills	Breath (Poison)




Gunfish

HP	615	LP	1
STR	15	INT	6
VIT	9	WIL	7
DEX	8	COM	5
AGI	10	CHA	7
Spells	None	Skills	Bite (3), Tailfin, Vertical Drop, Water Cannon, Corkscrew




Juscony

HP	12435	LP	7
STR	69	INT	25
VIT	42	WIL	37
DEX	28	COM	24
AGI	42	CHA	29
Spells	None	Skills	Chomp, Pressure Drill, Hydraulic Barrage




Magnum Fish

HP	996	LP	1
STR	31	INT	17
VIT	25	WIL	19
DEX	16	COM	12
AGI	23	CHA	13
Spells	None	Skills	Bite (3), Tailfin, Hydraulic Cannon, Vertical Drop




Mancroaker

HP	149	LP	1
STR	10	INT	3
VIT	6	WIL	5
DEX	3	COM	5
AGI	6	CHA	4
Spells	None	Skills	Frog Kick, Sandwich, Swallow, Lysate




Petrified Fish

HP	6853	LP	1
STR	73	INT	37
VIT	59	WIL	43
DEX	25	COM	27
AGI	48	CHA	29
Spells	None	Skills	Chomp, Pressure Drill, Hydraulic Barrage




Scalefish

HP	95	LP	1
STR	7	INT	2
VIT	4	WIL	3
DEX	2	COM	2
AGI	4	CHA	2
Spells	None	Skills	Bite (3), Tailfin



Sea Serpent

HP	368	LP	1
STR	18	INT	10
VIT	13	WIL	9
DEX	9	COM	8
AGI	9	CHA	8
Spells	None	Skills	Aqua Ball



Avians

Astorian Bird

STR	18	INT	12
VIT	11	WIL	16
DEX	18	COM	17
AGI	26	CHA	28

HP	348	LP	1
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None

Beak (1), Beak (2)



Basilisk

STR	47	INT	31
VIT	31	WIL	49
DEX	47	COM	48
AGI	69	CHA	66

HP	5584	LP	3
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Hydrology,

Terrology,

Necromancy

Poison Kick, Muscular Kick,
Tail Whip (1), Rampage,
Petrifying Beak

Cockatrice

STR	34	INT	21
VIT	21	WIL	33
DEX	31	COM	29
AGI	42	CHA	40

HP	1180	LP	1
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None

Muscular Kick, Tail Whip (1),
Rampage, Petrifying Beak

Cockerel

STR	12	INT	2
VIT	4	WIL	7
DEX	6	COM	6
AGI	12	CHA	8

HP	99	LP	1
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None

Kick, Tail Swipe (2),
Rampage

Frisberg

STR	21	INT	13
VIT	16	WIL	23
DEX	25	COM	20
AGI	33	CHA	27

HP	622	LP	1
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None

Concussion, Ice Needles



Great Sky Dragon

STR	41	INT	28
VIT	28	WIL	40
DEX	34	COM	36
AGI	49	CHA	32

HP	8984	LP	4
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None

Bite (2), Tempest, Gliding
Spikes

Infernal Condor

STR	27	INT	18
VIT	18	WIL	25
DEX	29	COM	24
AGI	38	CHA	36

HP	896	LP	1
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None

Infernal Slash, Infernal Dart,
Infernal Beak, Wing Throw

Junk Bird

STR	8	INT	2
VIT	4	WIL	6
DEX	11	COM	5
AGI	15	CHA	7

HP	77	LP	1
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None

Beak (1), Wing Dart



Peggy Baron

STR	38	INT	31
VIT	20	WIL	34
DEX	34	COM	38
AGI	46	CHA	43

HP	5846	LP	1
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Bewitchery

Claw, Takedown, Poison
Claw, Paralyzing Claw,
Death's Grip

Peggy Baroness

STR	29	INT	23
VIT	18	WIL	39
DEX	29	COM	61
AGI	48	CHA	49

HP	3291	LP	1
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Bewitchery

Claw, Warm Embrace,
Poison Claw

Peggy Chief

STR	11	INT	4
VIT	10	WIL	6
DEX	7	COM	9
AGI	6	CHA	15

HP	516	LP	1
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Bewitchery

Claw, Takedown, Poison
Claw

Peggy Striker

STR	45	INT	26
VIT	27	WIL	41
DEX	44	COM	36
AGI	53	CHA	55

HP	3342	LP	2
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Bewitchery

Claw, Takedown, Poison
Claw, Paralyzing Claw,
Death's Grip

Ripper

STR	3	INT	1
VIT	2	WIL	3
DEX	4	COM	2
AGI	9	CHA	6

HP	39	LP	1
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None

Beak (1), Wing Dart



Sea Kokar

STR	25	INT	16
VIT	12	WIL	24
DEX	21	COM	22
AGI	26	CHA	26

HP	981	LP	1
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None

Kick, Tail Swipe (2),
Rampage

Stray Peggy

STR	16	INT	6
VIT	7	WIL	12
DEX	9	COM	10
AGI	18	CHA	14

HP	284	LP	2
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None

Claw, Takedown



Valhallaan Peggy

STR	7	INT	3
VIT	4	WIL	2
DEX	6	COM	8
AGI	8	CHA	12

HP	108	LP	2
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Bewitchery

Axe Swing, Cracker



Winged Lizard

STR	40	INT	24
VIT	24	WIL	36
DEX	36	COM	34
AGI	49	CHA	46

HP	2774	LP	1
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None

Bite (2), Tempest, Gliding
Spikes

Wyrmfounder

STR	49	INT	33
VIT	36	WIL	46
DEX	43	COM	53
AGI	69	CHA	68

HP	12674	LP	7
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None

Bite (2), Tempest, Gliding
Spikes

Beasts

Amul Amut

HP		14569	LP		9
STR	32	INT	41	SPELLS	None
VIT	26	WIL	44	SKILLS	Illusions, Cosmology
DEX	22	COM	77		
AGI	88	CHA	99		



Elder Mamty

HP		389	LP		1
STR	20	INT	10	SPELLS	None
VIT	12	WIL	16	SKILLS	Tail Swing (1), Unlucky Hit
DEX	14	COM	15		
AGI	21	CHA	11		



Empuser

HP		1837	LP		1
STR	49	INT	25	SPELLS	None
VIT	30	WIL	36	SKILLS	Sorcery, Necromancy
DEX	35	COM	38		Tail Swing (1), Unlucky Hit
AGI	50	CHA	26		



Gelion

HP		5572	LP		3
STR	58	INT	31	SPELLS	None
VIT	46	WIL	44	SKILLS	Shredding Strike, Maul, Playfulness, Flame, Flame Bolt, Lightning, Lighting Bolt
DEX	42	COM	40		
AGI	55	CHA	28		



Hollimont

HP		9076	LP		4
STR	44	INT	22	SPELLS	None
VIT	24	WIL	38	SKILLS	Tail Swipe (1), Trample, Howl
DEX	27	COM	30		
AGI	31	CHA	22		



Karkrinoras

HP		2319	LP		1
STR	37	INT	30	SPELLS	Pyrology, Necromancy
VIT	25	WIL	36	SKILLS	Bite (1), Jugular, Bludgeon, Daze, Feral Pounce, Fangstorm
DEX	30	COM	38		
AGI	36	CHA	24		



Mamty

HP		78	LP		1
STR	4	INT	2	SPELLS	None
VIT	1	WIL	3	SKILLS	Tail Swing (1)
DEX	3	COM	7		
AGI	7	CHA	4		



Mountain Man

HP		995	LP		1
STR	28	INT	14	SPELLS	None
VIT	21	WIL	20	SKILLS	Hammer
DEX	23	COM	21		
AGI	27	CHA	15		



Chimera

HP		2218	LP		3
STR	34	INT	18	SPELLS	None
VIT	25	WIL	28	SKILLS	Shredding Strike, Maul, Playfulness, Frost, Frost Bolt
DEX	24	COM	24		
AGI	28	CHA	18		



Petrified Beast

HP		1550	LP		2
STR	27	INT	12	SPELLS	None
VIT	29	WIL	21	SKILLS	Scoop Throw, Tail Swipe (1), Trample, Howl
DEX	25	COM	18		
AGI	30	CHA	15		



Pureblood

HP		4734	LP		1
STR	43	INT	22	SPELLS	None
VIT	38	WIL	30	SKILLS	Scoop Throw, Crush, Rock Cannon
DEX	31	COM	34		
AGI	34	CHA	22		



Stone Beast

HP		7050	LP		2
STR	66	INT	62	SPELLS	None
VIT	48	WIL	49	SKILLS	Scoop Throw, Tail Swipe (1), Trample, Howl, Petrifying Gas
DEX	45	COM	44		
AGI	64	CHA	32		



Stray Wolf

HP		133	LP		1
STR	10	INT	3	SPELLS	None
VIT	5	WIL	4	SKILLS	Bite (1), Jugular, Bludgeon, Daze, Feral Pounce, Fangstorm
DEX	6	COM	6		
AGI	11	CHA	3		



War Beast

HP		463	LP		2
STR	16	INT	6	SPELLS	None
VIT	18	WIL	28	SKILLS	Scoop Throw, Tail Swipe (1), Trample, Howl
DEX	8	COM	2		
AGI	14	CHA	8		



Werewolf

HP		1639	LP		1
STR	34	INT	16	SPELLS	Pyrology, Necromancy
VIT	21	WIL	28	SKILLS	Bite (1), Jugular, Bludgeon, Daze, Feral Pounce, Fangstorm
DEX	23	COM	24		
AGI	31	CHA	17		



Zodiac

HP		8325	LP		13
STR	30	INT	20	SPELLS	None
VIT	18	WIL	34	SKILLS	Shredding Strike, Maul, Playfulness, Frost, Frost Bolt
DEX	24	COM	38		
AGI	33	CHA	26		



Beastmen

Barbarian

HP		1970	LP		3
STR	33	INT	29	SPELLS	Bewitchery
VIT	22	WIL	40	SKILLS	Savage Thrust, Wild Strikes, Barbaric Rage
DEX	42	COM	34		
AGI	38	CHA	32		



Castle Guardian

HP		12155	LP		9
STR	40	INT	39	SPELLS	Aerology
VIT	38	WIL	41	SKILLS	Stone Throw, Ravage, Low Sweep, Bomb Toss
DEX	47	COM	36		
AGI	48	CHA	27		



Goblin Digger

HP		96	LP		1
STR	11	INT	2	SPELLS	None
VIT	6	WIL	5	SKILLS	Thwack, Taunt, Stink Bomb, Fierce Headbutt
DEX	14	COM	10		
AGI	10	CHA	3		



Goblin Knight

HP		846	LP		1
STR	31	INT	27	SPELLS	None
VIT	18	WIL	35	SKILLS	Sword Strike, Taunt, Cracker, Fierce Headbutt
DEX	37	COM	25		
AGI	35	CHA	26		



Cyclops

HP 4348 LP 9			
STR	INT	31	
VIT	WIL	37	
DEX	COM	38	
AGI	CHA	34	
Aerology		Ravage, Low Sweep, Stone Throw, Bomb Toss	



Goblin

HP 59 LP 1			
STR	INT	3	
VIT	WIL	13	
DEX	COM	3	
AGI	CHA	6	
None		Thwack, Taunt, Stink Bomb, Fierce Headbutt	



Goblin Soldier

HP 294 LP 1			
STR	INT	12	
VIT	WIL	13	
DEX	COM	13	
AGI	CHA	14	
None		Sword Strike, Taunt, Stink Bomb, Fierce Headbutt	



Land of Flesh

HP 1200 LP 3			
STR	INT	19	
VIT	WIL	13	
DEX	COM	16	
AGI	CHA	8	
None		Savage Strike, Double Thrust, Barbaric Rage	



Morlock

HP 155 LP 3			
STR	INT	5	
VIT	WIL	8	
DEX	COM	11	
AGI	CHA	3	
Bewitchery		Savage Thrust, Double Thrust, Barbaric Rage	



Ogre

HP 1344 LP 4			
STR	INT	14	
VIT	WIL	28	
DEX	COM	21	
AGI	CHA	20	
None		Cleave, Headbutt, Grappling Smash, Venom Strike	



Ogre Champion

HP 7355 LP 7			
STR	INT	50	
VIT	WIL	66	
DEX	COM	48	
AGI	CHA	50	
Bewitchery		Stormbringer, Headbutt, Grappling Smash, Venom Strike, Napalm	



Goblin Mage

HP 388 LP 1			
STR	INT	16	
VIT	WIL	20	
DEX	COM	18	
AGI	CHA	17	
Terrology		Smash (2), Taunt, Stink Bomb	



Goblin Sage

HP 2628 LP 1			
STR	INT	47	
VIT	WIL	58	
DEX	COM	42	
AGI	CHA	44	
Terrology, Necromancy		Smash (1), Taunt, Cracker, Smash (2)	



Ogre Lord

HP 7355 LP 7			
STR	INT	52	
VIT	WIL	66	
DEX	COM	46	
AGI	CHA	51	
Bewitchery		Stormbringer, Headbutt, Grappling Smash, Venom Strike, Napalm	



Shield of Flesh

HP 800 LP 3			
STR	INT	15	
VIT	WIL	25	
DEX	COM	16	
AGI	CHA	8	
None		Savage Thrust, Double Thrust, Barbaric Rage	



Sword Demon

HP 16566 LP 5			
STR	INT	46	
VIT	WIL	56	
DEX	COM	42	
AGI	CHA	44	
None		Slash, Grappling Smash, Napalm	



Wall of Flesh

HP 1000 LP 3			
STR	INT	13	
VIT	WIL	29	
DEX	COM	16	
AGI	CHA	8	
None		Savage Thrust, Double Thrust, Barbaric Rage	



Demons

Abyss Lord

HP 6666 LP 4			
STR	INT	52	
VIT	WIL	33	
DEX	COM	2	
AGI	CHA	48	
Sorcery		Charring Swing, Strike of Corruption, Cannon of Degeneracy	



Arastrle

HP 11574 LP 4			
STR	INT	70	
VIT	WIL	38	
DEX	COM	20	
AGI	CHA	66	
Sorcery		Charring Swing, Strike of Corruption, Cannon of Degeneracy	



Demon Lord

HP 4287 LP 3			
STR	INT	69	
VIT	WIL	29	
DEX	COM	13	
AGI	CHA	71	
Necromancy		Piercing Claw, Triple Maul, Gaze, Manipulate Gravity	



Demon Scout

HP 888 LP 3			
STR	INT	11	
VIT	WIL	6	
DEX	COM	1	
AGI	CHA	13	
Sorcery, Necromancy		Rip (3), Grind, Infernal Swing, Guillotine	



Ifrit

HP 9574 LP 3			
STR	INT	64	
VIT	WIL	33	
DEX	COM	19	
AGI	CHA	77	
Pyrology		Charring Swing, Strike of Corruption, Cannon of Degeneracy	



Ifrit

HP 9574 LP 4			
STR	INT	62	
VIT	WIL	23	
DEX	COM	14	
AGI	CHA	66	
Pyrology		Charring Swing, Strike of Corruption, Cannon of Degeneracy	



Illusion Bug

HP 97 LP 1			
STR	INT	8	
VIT	WIL	3	
DEX	COM	1	
AGI	CHA	10	
Illusions		Evil Eye, Wing Snap	



Jam

HP 508 LP 1			
STR	INT	18	
VIT	WIL	8	
DEX	COM	7	
AGI	CHA	31	
Necromancy		Evil Eye, Wing Snap, Crane	



Gargoyle

STR	21	INT	10
VIT	11	WIL	9
DEX	19	COM	6
AGI	20	CHA	25

SPELLS
None

SKILLS
Claw, Rip (1)

**Greater Devil**

STR	49	INT	33
VIT	17	WIL	21
DEX	27	COM	1
AGI	37	CHA	37

SPELLS
Sorcery

SKILLS
Gravity Swing, Strike of Corruption, Cannon of Degeneracy

**Nut**

STR	42	INT	38
VIT	22	WIL	22
DEX	30	COM	18
AGI	43	CHA	41

SPELLS
Necromancy

SKILLS
Rip (3), Grind, Infernal Swing, Guillotine

**Lamia**

STR	46	INT	62
VIT	22	WIL	30
DEX	40	COM	64
AGI	48	CHA	66

SPELLS
Sorcery, Necromancy

SKILLS
Nightmare

**Magic Bug**

STR	6	INT	10
VIT	3	WIL	3
DEX	5	COM	1
AGI	8	CHA	6

SPELLS
Demonology

SKILLS
Evil Eye, Wing Snap

**Pea**

STR	15	INT	16
VIT	8	WIL	2
DEX	10	COM	1
AGI	14	CHA	13

SPELLS
Sorcery

SKILLS
Piercing Claw, Triple Maul, Gaze, Manipulate Gravity

**Insects****Butterfly**

STR	13	INT	10
VIT	9	WIL	3
DEX	9	COM	4
AGI	919	CHA	9

SPELLS
None

SKILLS
Pierce, Scale, Life Drain

**Clawbug**

STR	34	INT	21
VIT	36	WIL	8
DEX	35	COM	18
AGI	32	CHA	22

SPELLS
None

SKILLS
Cross Scissors, Great Rampage, Acid Spray

**Clawbug Queen**

STR	72	INT	45
VIT	75	WIL	30
DEX	68	COM	36
AGI	64	CHA	38

SPELLS
None

SKILLS
Cross Scissors, Great Rampage, Acid Spray

**Grendel**

STR	61	INT	37
VIT	61	WIL	22
DEX	54	COM	36
AGI	48	CHA	38

SPELLS
None

SKILLS
Cross Scissors, Great Rampage, Acid Spray

**Manslicer**

STR	22	INT	17
VIT	19	WIL	6
DEX	21	COM	11
AGI	18	CHA	10

SPELLS
None

SKILLS
Flexible Arm, Coil, Spit Fire, Horn of Death

**Rhino Crawler**

STR	56	INT	36
VIT	46	WIL	20
DEX	53	COM	23
AGI	50	CHA	29

SPELLS
None

SKILLS
Poison Gas, Blade Net, Horn of Death

**Rumblebug**

STR	7	INT	6
VIT	10	WIL	2
DEX	6	COM	1
AGI	11	CHA	1

SPELLS
None

SKILLS
Boulder Slam, Stun, Boulder Storm

**Rumedread**

STR	43	INT	38
VIT	30	WIL	16
DEX	46	COM	13
AGI	42	CHA	21

SPELLS
Demonology

SKILLS
Boulder Slam, Stun, Boulder Storm

**Skydancer**

STR	8	INT	2
VIT	3	WIL	1
DEX	6	COM	1
AGI	9	CHA	1

SPELLS
None

SKILLS
Pierce, Scale, Life Drain

**Spinner**

STR	5	INT	1
VIT	2	WIL	1
DEX	2	COM	2
AGI	3	CHA	3

SPELLS
None

SKILLS
Spin Web

**Stingbug**

STR	38	INT	28
VIT	31	WIL	11
DEX	45	COM	23
AGI	35	CHA	25

SPELLS
None

SKILLS
Coil, Spit Fire, Tail Throw, Scissors of Death

**Thwacker**

STR	29	INT	20
VIT	23	WIL	7
DEX	27	COM	15
AGI	25	CHA	13

SPELLS
None

SKILLS
Spin Web, Poison Gas, Impale



Plants

Ashura Vine

HP	3205	LP	7
STR	40	INT	66
VIT	54	WIL	52
DEX	24	COM	68
AGI	42	CHA	50
SPELLS	None	SKILLS	Thorns, Bowling Ball, Tornado Toss, Tornado Catch



Dehydrated Plant

HP	661	LP	1
STR	15	INT	26
VIT	21	WIL	22
DEX	10	COM	28
AGI	17	CHA	20
SPELLS	None	SKILLS	Thorns, Bowling Ball, Tornado Toss



Dinosaur Growth

HP	199	LP	1
STR	13	INT	9
VIT	13	WIL	13
DEX	6	COM	15
AGI	4	CHA	12
SPELLS	None	SKILLS	Thorns



Irmisul

HP	15575	LP	7
STR	44	INT	62
VIT	52	WIL	61
DEX	30	COM	74
AGI	26	CHA	61
SPELLS	Terrorology, Demonology, Cosmology, Bewitchery	SKILLS	Coconut Cannon, Tantrum



Mancater

HP	1639	LP	1
STR	28	INT	48
VIT	39	WIL	38
DEX	18	COM	46
AGI	31	CHA	43
SPELLS	None	SKILLS	Floral Extravaganza, Pollen, Inhale, Entangle



Man-mushroom

HP	303	LP	1
STR	10	INT	12
VIT	14	WIL	14
DEX	8	COM	18
AGI	8	CHA	15
SPELLS	None	SKILLS	Corrosive Gas



Netherworld Root

HP	2786	LP	1
STR	41	INT	64
VIT	48	WIL	54
DEX	28	COM	65
AGI	44	CHA	56
SPELLS	Sorcery	SKILLS	Corpse Moss



Flora Croaker

HP	730	LP	1
STR	21	INT	35
VIT	28	WIL	26
DEX	14	COM	35
AGI	18	CHA	28
SPELLS	None	SKILLS	Sandwich, Swallow, Lysate



Floral Mine

HP	1009	LP	1
STR	28	INT	44
VIT	35	WIL	35
DEX	16	COM	48
AGI	23	CHA	40
SPELLS	None	SKILLS	Spikes, Spores, Psychedelic Spores, Bomb



Giant Tree

HP	12575	LP	3
STR	48	INT	72
VIT	62	WIL	61
DEX	30	COM	74
AGI	51	CHA	58
SPELLS	Hydrology, Aerology, Cosmology	SKILLS	Coconut Cannon, Tantrum



Prima Donna

HP	193	LP	1
STR	4	INT	9
VIT	9	WIL	8
DEX	6	COM	9
AGI	7	CHA	10
SPELLS	None	SKILLS	Blossom, Pollen, Inhale, Entangle



Spirit Tree

HP	4734	LP	3
STR	33	INT	53
VIT	40	WIL	48
DEX	21	COM	52
AGI	34	CHA	49
SPELLS	Hydrology, Aerology, Cosmology	SKILLS	Coconut Cannon, Tantrum



Windcomer

HP	91	LP	1
STR	6	INT	5
VIT	7	WIL	5
DEX	2	COM	6
AGI	4	CHA	5
SPELLS	None	SKILLS	Whip, Dance (1), Seed Strike



Reptiles

Abysmal Marauder

HP	9016	LP	4
STR	69	INT	45
VIT	74	WIL	39
DEX	56	COM	51
AGI	56	CHA	58
SPELLS	None	SKILLS	Chow Down, Tail Swipe (2), Tail Swipe (3), Spit Cannon, Flash Flood



Alsak

HP	1084	LP	1
STR	38	INT	14
VIT	30	WIL	15
DEX	32	COM	10
AGI	38	CHA	25
SPELLS	None	SKILLS	Pounce, Menace, Electrocute



Aqua Drake

HP	1876	LP	4
STR	29	INT	16
VIT	31	WIL	13
DEX	25	COM	20
AGI	29	CHA	38
SPELLS	None	SKILLS	Chow Down, Tail Swipe (2), Tail Swipe (3), Spit Cannon, Flash Flood



Land Serpent

HP	744	LP	1
STR	20	INT	8
VIT	12	WIL	7
DEX	18	COM	11
AGI	18	CHA	12
SPELLS	None	SKILLS	Breath (Poison)



Lizard Scout

HP	584	LP	1
STR	21	INT	10
VIT	23	WIL	13
DEX	22	COM	16
AGI	21	CHA	18
SPELLS	None	SKILLS	Hunt, Lick, Tail Swing (2), Triple Shot



Lizardman

HP	176	LP	1
STR	11	INT	3
VIT	7	WIL	4
DEX	13	COM	5
AGI	11	CHA	6
SPELLS	None	SKILLS	Hunt, Lick, Tail Swing (2)



Dinosaur				HP	7000	LP	1		
STR	36	INT	12	SPELLS		SKILLS			
VIT	44	WIL	16	None		Scoop Throw, Tail Swipe (1), Trample			
DEX	23	COM	18						
AGI	27	CHA	22						

Drake				HP	4424	LP	1		
STR	29	INT	16	SPELLS		SKILLS			
VIT	31	WIL	13	None		Chow Down, Tail Swipe (2), Tail Swipe (3), Spit Cannon, Flash Flood			
DEX	25	COM	20						
AGI	22	CHA	38						

Elite Scout				HP	1877	LP	1		
STR	42	INT	24	SPELLS		SKILLS			
VIT	43	WIL	16	None		Hunt, Lick, Tail Swing (2), Triple Shot, Boomerang, Tail Bash			
DEX	46	COM	34						
AGI	40	CHA	32						

Guardian				HP	12000	LP	10		
STR	52	INT	61	SPELLS		SKILLS			
VIT	86	WIL	72	Bewitchery		Scoop Throw, Apply Weight, Rock Cannon			
DEX	37	COM	88						
AGI	29	CHA	43						

Turtle Dragon				HP	7018	LP	9		
STR	51	INT	20	SPELLS		SKILLS			
VIT	71	WIL	24	Bewitchery		Scoop Throw, Rock Cannon, Apply Weight			
DEX	41	COM	43						
AGI	35	CHA	40						

Lizardman Collector				HP	153	LP	1		
STR	12	INT	1	SPELLS		SKILLS			
VIT	9	WIL	3	None		Hunt, Lick, Tail Swing (2)			
DEX	15	COM	5						
AGI	12	CHA	6						

Lizardman Lord				HP	3544	LP	1		
STR	59	INT	37	SPELLS		SKILLS			
VIT	56	WIL	34	Hydrology		Harpoon Strike, Barbaric Strike, Reptilian Rampage			
DEX	58	COM	46						
AGI	49	CHA	49						

Pit Vampire				HP	44	LP	1		
STR	7	INT	1	SPELLS		SKILLS			
VIT	1	WIL	1	None		Pounce			
DEX	4	COM	1						
AGI	9	CHA	2						

Ptyrix				HP	389	LP	1		
STR	15	INT	4	SPELLS		SKILLS			
VIT	11	WIL	5	None		Stone Head, Tail Swipe (2), Rampage			
DEX	15	COM	9						
AGI	14	CHA	10						

Zaratan				HP	13118	LP	9		
STR	74	INT	20	SPELLS		SKILLS			
VIT	71	WIL	24	Bewitchery		Scoop Throw, Apply Weight, Rock Cannon			
DEX	41	COM	43						
AGI	39	CHA	40						

Undead

Animated Corpse				HP	666	LP	1		
STR	23	INT	12	SPELLS		SKILLS			
VIT	12	WIL	6	None		Steel Claw, Drain Power, Double Strike			
DEX	14	COM	6						
AGI	10	CHA	6						

Estamirian Ghost				HP	1121	LP	1		
STR	32	INT	21	SPELLS		SKILLS			
VIT	28	WIL	6	Sorcery, Necromancy		Slap, Infernal Claw, Haunt, Spiritwack			
DEX	21	COM	9						
AGI	18	CHA	8						

Estamirian Shade				HP	1492	LP	1		
STR	49	INT	26	SPELLS		SKILLS			
VIT	32	WIL	7	None		Blade of Vengeance, Drain Life, Dance (2)			
DEX	28	COM	6						
AGI	24	CHA	4						

Frozen Corpse				HP	9333	LP	4		
STR	50	INT	45	SPELLS		SKILLS			
VIT	50	WIL	45	Aerology		Stone Throw, Ravage, Bomb Toss, Low Sweep			
DEX	40	COM	40						
AGI	40	CHA	40						

Ghost				HP	228	LP	1		
STR	20	INT	18	SPELLS		SKILLS			
VIT	18	WIL	9	Necromancy		Slap, Infernal Claw, Haunt, Spiritwack			
DEX	14	COM	1						
AGI	12	CHA	3						

Ghoul				HP	1072	LP	1		
STR	43	INT	28	SPELLS		SKILLS			
VIT	35	WIL	21	None		Double Strike, Ghoulish Swipe, Rip (2), Drain Power, Corrosive Gas, Kiss of Death			
DEX	26	COM	8						
AGI	18	CHA	8						

Mummy				HP	891	LP	1		
STR	36	INT	22	SPELLS		SKILLS			
VIT	30	WIL	14	None		Bandage, Song of Souls			
DEX	22	COM	7						
AGI	16	CHA	7						

Revenant Swordsman				HP	3744	LP	1		
STR	74	INT	44	SPELLS		SKILLS			
VIT	55	WIL	33	None		Rabbit Punch, Uppercut, Dance (2)			
DEX	48	COM	13						
AGI	51	CHA	13						

Soulgetter				HP	30000	LP	9		
STR	44	INT	31	SPELLS		SKILLS			
VIT	27	WIL	33	Sorcery, Necromancy		Slap, Infernal Claw, Haunt, Spiritwack			
DEX	29	COM	13						
AGI	39	CHA	24						

Spectre				HP	4908	LP	1		
STR	68	INT	52	SPELLS		SKILLS			
VIT	64	WIL	37	Sorcery, Necromancy		Slap, Infernal Claw, Haunt, Spiritwack			
DEX	46	COM	13						
AGI	48	CHA	13						

Walking Corpse				HP	296	LP	1		
STR	17	INT	6	SPELLS		SKILLS			
VIT	12	WIL	4	None		Rabbit Punch, Uppercut, Dance (2)			
DEX	9	COM	1						
AGI	7	CHA	2						

Wight				HP	2555	LP	1		
STR	60	INT	36	SPELLS		SKILLS			
VIT	49	WIL	27	None		Blade of Vengeance, Drain Life, Dance (2)			
DEX	43	COM	12						
AGI	41	CHA	12						

Greater Zombie

HP	162	LP	1
STR	14	INT	3
VIT	6	WIL	2
DEX	3	COM	1
AGI	4	CHA	1
SPILLS	None	SKILLS	Steel Claw, Drain Power

**Infernal Warrior**

HP	3544	LP	1
STR	43	INT	28
VIT	35	WIL	8
DEX	26	COM	8
AGI	26	CHA	8
SPILLS	None	SKILLS	Rabbit Punch, Uppercut, Dance (2)

**King of the Jungle**

HP	3989	LP	1
STR	38	INT	27
VIT	30	WIL	22
DEX	24	COM	9
AGI	21	CHA	9
SPILLS	None	SKILLS	Bandage, Song of Souls

**Zombie**

HP	111	LP	1
STR	10	INT	3
VIT	4	WIL	1
DEX	3	COM	1
AGI	3	CHA	1
SPILLS	None	SKILLS	Steel Claw, Drain Power

**Zombie Dragon**

HP	3952	LP	4
STR	53	INT	29
VIT	26	WIL	23
DEX	33	COM	10
AGI	35	CHA	10
SPILLS	None	SKILLS	Scoop Throw, Tail Swipe (1), Trample, Corrosive Gas

**Unknown****Destroyer**

HP	10000	LP	4
STR	45	INT	30
VIT	25	WIL	25
DEX	35	COM	25
AGI	30	CHA	30
SPILLS	Pyrology	SKILLS	Petribeast Strike, High-pressure Gas, Pillar of Flame

**Earth Crystallite**

HP	350	LP	1
STR	28	INT	28
VIT	40	WIL	20
DEX	6	COM	7
AGI	22	CHA	7
SPILLS	Terrology	SKILLS	Earth Slam

**Fire Crystallite**

HP	850	LP	1
STR	45	INT	32
VIT	56	WIL	35
DEX	10	COM	10
AGI	28	CHA	10
SPILLS	Pyrology	SKILLS	Flame Dance

**Frost Beast**

HP	6279	LP	3
STR	35	INT	33
VIT	50	WIL	36
DEX	15	COM	13
AGI	30	CHA	15
SPILLS	Hydrology, Aerology	SKILLS	Petribeast Strike, Cryogenic Gas, Silver Rain

**Lord of Fire**

HP	2415	LP	1
STR	31	INT	24
VIT	37	WIL	24
DEX	12	COM	13
AGI	24	CHA	16
SPILLS	None	SKILLS	Petribeast Strike, High-pressure Gas, Pillar of Flame

**Lord of Flame**

HP	1665	LP	1
STR	36	INT	18
VIT	32	WIL	21
DEX	18	COM	18
AGI	22	CHA	20
SPILLS	None	SKILLS	Petribeast Strike, High-pressure Gas, Pillar of Flame

**Rockmelter**

HP	393	LP	3
STR	16	INT	15
VIT	25	WIL	10
DEX	2	COM	4
AGI	10	CHA	4
SPILLS	None	SKILLS	Petribeast Strike

**Slime**

HP	42	LP	4
STR	3	INT	6
VIT	10	WIL	1
DEX	1	COM	1
AGI	3	CHA	1
SPILLS	None	SKILLS	Slimy Touch, Goop, Gas

**Slime**

HP	64	LP	4
STR	6	INT	10
VIT	12	WIL	1
DEX	1	COM	1
AGI	4	CHA	1
SPILLS	None	SKILLS	Slimy Touch, Goop, Gas

**Slime**

HP	868	LP	4
STR	35	INT	40
VIT	60	WIL	36
DEX	12	COM	1
AGI	32	CHA	1
SPILLS	Hydrology, Terrology, Demonology	SKILLS	Slimy Touch, Goop, Gas

**Slime**

HP	4801	LP	4
STR	48	INT	64
VIT	80	WIL	48
DEX	15	COM	1
AGI	38	CHA	1
SPILLS	Hydrology, Terrology, Demonology	SKILLS	Slimy Touch, Goop, Gas

**Snow Beast**

HP	5179	LP	3
STR	54	INT	45
VIT	75	WIL	42
DEX	13	COM	14
AGI	36	CHA	14
SPILLS	Hydrology, Aerology	SKILLS	Petribeast Strike, Cryogenic Gas, Silver Rain

**Snow Spirit**

HP	282	LP	1
STR	18	INT	16
VIT	36	WIL	12
DEX	8	COM	45
AGI	22	CHA	52
SPILLS	Hydrology, Aerology	SKILLS	None

**Snow Spirit**

HP	1739	LP	1
STR	40	INT	25
VIT	50	WIL	30
DEX	10	COM	45
AGI	26	CHA	52
SPILLS	Hydrology, Aerology	SKILLS	None

**Water Crystallite**


HP	650	LP	1
STR	30	INT	30
VIT	50	WIL	42
DEX	8	COM	8
AGI	26	CHA	8
SPILLS	Hydrology	SKILLS	Water Strike


**Wind Crystallite**


HP	250	LP	1
STR	20	INT	26
VIT	30	WIL	15
DEX	19	COM	5
AGI	24	CHA	5
SPILLS	Aerology	SKILLS	Wind Fangs





Special


Assassin				HP	600	LP	1	
STR	28	INT	22	SPELLS		SKILLS		
VIT	24	WIL	27	None		Short sword techniques		
DEX	33	COM	1					
AGI	30	CHA	22					


Assassin				HP	2000	LP	10	
STR	20	INT	20	SPELLS		SKILLS		
VIT	20	WIL	20	None		Claw, Rip (1)		
DEX	20	COM	20					
AGI	20	CHA	20					


Bodyguard				HP	250	LP	10	
STR	12	INT	10	SPELLS		SKILLS		
VIT	9	WIL	12	None		Lance techniques		
DEX	10	COM	8					
AGI	6	CHA	10					


Butcher				HP	9999	LP	10	
STR	38	INT	18	SPELLS		SKILLS		
VIT	41	WIL	13	Bewitchery		Two-handed axe techniques		
DEX	27	COM	3					
AGI	34	CHA	7					


Butcher's Bodyguard				HP	550	LP	10	
STR	25	INT	16	SPELLS		SKILLS		
VIT	17	WIL	19	None		Short sword techniques		
DEX	31	COM	5					
AGI	18	CHA	4					


Dowd				HP	400	LP	1	
STR	18	INT	13	SPELLS		SKILLS		
VIT	12	WIL	11	None		Short sword techniques		
DEX	28	COM	26					
AGI	26	CHA	24					

Dragon Knight				HP	400	LP	5	
STR	17	INT	15	SPELLS		SKILLS		
VIT	13	WIL	16	None		Sword Strike, Wing Bash, Thunder Bolt, Ice Blast, Fireball, Electrocutation, Blade of Freezing, Crimson Slash		
DEX	14	COM	14					
AGI	5	CHA	10					


Ewei				HP	4200	LP	10	
STR	14	INT	19	SPELLS		SKILLS		
VIT	12	WIL	36	Hydrology, Terrology, Demonology		None		
DEX	29	COM	11					
AGI	28	CHA	21					


Frielei				HP	4400	LP	10	
STR	27	INT	30	SPELLS		SKILLS		
VIT	26	WIL	28	Aerology		Great sword techniques		
DEX	28	COM	26					
AGI	30	CHA	30					


Galahad				HP	750	LP	18	
STR	9	INT	7	SPELLS		SKILLS		
VIT	7	WIL	6	Aerology		Great sword techniques		
DEX	7	COM	9					
AGI	18	CHA	6					


Guard of Loban				HP	350	LP	10	
STR	27	INT	16	SPELLS		SKILLS		
VIT	23	WIL	16	None		Long sword techniques		
DEX	20	COM	18					
AGI	22	CHA	17					


Assassin				HP	300	LP	10	
STR	14	INT	13	SPELLS		SKILLS		
VIT	10	WIL	8	None		Short sword techniques		
DEX	19	COM	3					
AGI	15	CHA	8					


Assassin Leader				HP	6000	LP	10	
STR	20	INT	20	SPELLS		SKILLS		
VIT	20	WIL	20	Illusions, Sorcery		None		
DEX	20	COM	20					
AGI	20	CHA	20					


Loban Soldier				HP	120	LP	10	
STR	6	INT	3	SPELLS		SKILLS		
VIT	4	WIL	3	None		Long sword techniques		
DEX	4	COM	2					
AGI	3	CHA	3					


Mage Assassin				HP	1500	LP	10	
STR	20	INT	20	SPELLS		SKILLS		
VIT	20	WIL	20	None		Bandage, Song of Souls		
DEX	20	COM	20					
AGI	20	CHA	20					


Marine				HP	140	LP	10	
STR	12	INT	2	SPELLS		SKILLS		
VIT	4	WIL	3	None		Long sword techniques		
DEX	7	COM	2					
AGI	6	CHA	4					


Merchant Marine				HP	85	LP	10	
STR	4	INT	2	SPELLS		SKILLS		
VIT	3	WIL	1	None		Short sword techniques		
DEX	6	COM	4					
AGI	7	CHA	2					

Palace Guard				HP	450	LP	10	
STR	18	INT	10	SPELLS		SKILLS		
VIT	22	WIL	10	None		Lance techniques		
DEX	16	COM	12					
AGI	14	CHA	10					

Pirate				HP	100	LP	10	
STR	6	INT	3	SPELLS		SKILLS		
VIT	5	WIL	2	None		Short sword techniques		
DEX	11	COM	4					
AGI	10	CHA	5					

Priest of Saruin				HP	480	LP	10	
STR	14	INT	14	SPELLS		SKILLS		
VIT	9	WIL	16	Necromancy		None		
DEX	13	COM	4					
AGI	19	CHA	18					

Priest of Saruin				HP	4800	LP	10	
STR	24	INT	39	SPELLS		SKILLS		
VIT	18	WIL	48	Sorcery, Necromancy		None		
DEX	20	COM	6					
AGI	24	CHA	9					

Red Mage				HP	6933	LP	10	
STR	28	INT	51	SPELLS		SKILLS		
VIT	32	WIL	32	Pyrology, Aerology, Sorcery		None		
DEX	34	COM	1					
AGI	43	CHA	39					

Kidnapper

HP				120	LP	10
SPELLS				SKILLS		
STR	10	INT	2	None	Scimitar techniques	
VIT	5	WIL	1			
DEX	4	COM	1			
AGI	14	CHA	8			

**Kidnapper**

HP				220	LP	8
SPELLS				SKILLS		
STR	16	INT	10	None	Scimitar techniques	
VIT	18	WIL	8			
DEX	12	COM	6			
AGI	14	CHA	13			

**Kjar Soldier**

HP				180	LP	10
SPELLS				SKILLS		
STR	23	INT	12	None	Lance techniques	
VIT	22	WIL	16			
DEX	17	COM	11			
AGI	13	CHA	11			

**Slave Trader**

HP				100	LP	10
SPELLS				SKILLS		
STR	6	INT	6	None	Scimitar techniques	
VIT	12	WIL	1			
DEX	8	COM	1			
AGI	4	CHA	11			

**Temple Soldier**

HP				250	LP	10
SPELLS				SKILLS		
STR	14	INT	8	None	Long sword techniques	
VIT	15	WIL	8			
DEX	9	COM	9			
AGI	10	CHA	10			

**Tuman**

HP				4450	LP	10
SPELLS				SKILLS		
STR	20	INT	24	Hydrology, Illusions	None	
VIT	18	WIL	16			
DEX	28	COM	12			
AGI	26	CHA	20			

**Tuman's Double**

HP				2250	LP	1
SPELLS				SKILLS		
STR	20	INT	21	Sorcery, Necromancy	Wing Snap, Evil Eye, Crane	
VIT	22	WIL	16			
DEX	18	COM	9			
AGI	24	CHA	16			

**Tuman's Guards**

HP				500	LP	10
SPELLS				SKILLS		
STR	25	INT	16	None	Martial arts techniques	
VIT	24	WIL	18			
DEX	20	COM	20			
AGI	29	CHA	14			

**Vampire**

HP				80	LP	4
SPELLS				SKILLS		
STR	12	INT	6	None	Drain Power	
VIT	10	WIL	3			
DEX	8	COM	1			
AGI	9	CHA	4			

**Robber**

HP				270	LP	10
SPELLS				SKILLS		
STR	14	INT	9	None	Long sword techniques	
VIT	11	WIL	11			
DEX	19	COM	5			
AGI	17	CHA	13			

**Ruffian**

HP				80	LP	1
SPELLS				SKILLS		
STR	11	INT	4	None	Scimitar techniques	
VIT	16	WIL	2			
DEX	9	COM	6			
AGI	10	CHA	8			

**Saruin Cultist**

HP				120	LP	10
SPELLS				SKILLS		
STR	6	INT	6	Necromancy	None	
VIT	6	WIL	6			
DEX	6	COM	6			
AGI	6	CHA	6			

**Vampire's Minion**

HP				850	LP	4
SPELLS				SKILLS		
STR	24	INT	28	None	Drain Power	
VIT	18	WIL	19			
DEX	16	COM	21			
AGI	22	CHA	13			

**Vampire's Minion**

HP				750	LP	4
SPELLS				SKILLS		
STR	28	INT	23	None	Drain Power	
VIT	23	WIL	17			
DEX	18	COM	18			
AGI	24	CHA	11			

**Vampire's Minion**

HP				850	LP	4
SPELLS				SKILLS		
STR	24	INT	28	None	Drain Power	
VIT	18	WIL	19			
DEX	16	COM	21			
AGI	22	CHA	13			

**Wuhan**

HP				300	LP	10
SPELLS				SKILLS		
STR	10	INT	6	Hydrology	Lance techniques	
VIT	13	WIL	3			
DEX	8	COM	17			
AGI	11	CHA	15			

**Wuhan's Guard**

HP				280	LP	10
SPELLS				SKILLS		
STR	12	INT	7	None	Short sword techniques	
VIT	13	WIL	12			
DEX	15	COM	9			
AGI	11	CHA	5			

**Wuhan's Guard**

HP				80	LP	10
SPELLS				SKILLS		
STR	7	INT	2	None	None	
VIT	9	WIL	9			
DEX	6	COM	7			
AGI	4	CHA	6			



Bosses

Adyllis

HP				14000	LP	10
SPELLS				SKILLS		
STR	24	INT	26	None	Bite (3), Sonic Blade, Triple Breath	
VIT	42	WIL	34			
DEX	22	COM	54			
AGI	31	CHA	36			

**Adyllis Head**

HP				4000	LP	4
SPELLS				SKILLS		
STR	30	INT	30	None	Breath (Fire)	
VIT	30	WIL	30			
DEX	30	COM	30			
AGI	30	CHA	30			

**Gold Dragon (1)**


HP				7500	LP	9
SPELLS				SKILLS		
STR	40	INT	35	Hydrology, Aerology, Demonology, Bewitchery	Crunch, Roar, Tail Whip (2), Quake, Breath of Flame, Breath of Frost, Breath of Lightning	
VIT	30	WIL	40			
DEX	30	COM	50			
AGI	30	CHA	60			

**Gold Dragon (2)**


HP				18000	LP	9
SPELLS				SKILLS		
STR	50	INT	50	Hydrology, Aerology, Demonology, Bewitchery	Crunch, Roar, Tail Whip (2), Quake, Breath of Flame, Breath of Frost, Breath of Lightning	
VIT	55	WIL	50			
DEX	40	COM	60			
AGI	40	CHA	70			




Avi

STR	31	INT	33	HP	16000	LP	10		
VIT	26	WIL	38	SPELLS	None	SKILLS	Wing Flap, Beak (1), Petrifying Beak, Liver Peck, Force of Nature, Sonic Wave, Shriek		
DEX	35	COM	43						
AGI	67	CHA	51						


Death

STR	66	INT	66	HP	46000	LP	13		
VIT	66	WIL	66	SPELLS	Necromancy	SKILLS	Soul Harvest, Flash of Death, Open the Gate		
DEX	44	COM	44						
AGI	44	CHA	80						


Gigavi

STR	49	INT	29	HP	32000	LP	10		
VIT	21	WIL	36	SPELLS	None	SKILLS	Wing Flap, Beak (1), Petrifying Beak, Liver Peck, Force of Nature, Sonic Wave, Shriek		
DEX	29	COM	38						
AGI	59	CHA	43						


Pyrix

STR	54	INT	26	HP	17000	LP	10		
VIT	31	WIL	35	SPELLS	Pyrology	SKILLS	Flame Whip, Pyro Blast, Fracturing Blast, Infernal Chariot		
DEX	29	COM	38						
AGI	39	CHA	45						


Pyrocans

STR	63	INT	48	HP	34000	LP	10		
VIT	43	WIL	29	SPELLS	Pyrology	SKILLS	Flame Whip, Pyro Blast, Fracturing Blast, Infernal Chariot		
DEX	39	COM	38						
AGI	51	CHA	27						


Red Dragon

STR	55	INT	35	HP	14000	LP	9		
VIT	35	WIL	30	SPELLS	Pyrology, Demonology	SKILLS	Crunch, Roar, Tail Whip (2), Quake, Breath of Flame		
DEX	40	COM	30						
AGI	35	CHA	50						

Saruin (1st Form)

STR	60	INT	69	HP	40000	LP	31		
VIT	60	WIL	60	SPELLS	Pyrology, Hydrology, Aerology, Terrology, Illusions, Necromancy, Demonology	SKILLS	Sword of Saruin, Obsidian Slash, Empty Glimmer, Great Empty Glimmer, Immortality		
DEX	60	COM	1						
AGI	50	CHA	88						


Saruin (2nd Form)

STR	60	INT	69	HP	40000	LP	31		
VIT	60	WIL	60	SPELLS	Pyrology, Hydrology, Aerology, Terrology, Illusions, Necromancy, Demonology, Sorcery	SKILLS	Deus Ex Machina, Rain of Blades, Mind's Shadow		
DEX	60	COM	1						
AGI	50	CHA	88						


Schirach

STR	39	INT	99	HP	42000	LP	9		
VIT	61	WIL	61	SPELLS	Hydrology, Aerology, Illusions, Sorcery	SKILLS	Dark Temptation, Hymn of the Night Wind, Black Book		
DEX	57	COM	44						
AGI	51	CHA	99						


Scorn

STR	16	INT	33	HP	7000	LP	10		
VIT	25	WIL	43	SPELLS	None	SKILLS	Pyrology, Aerology, Illusions, Sorcery		
DEX	20	COM	1						
AGI	29	CHA	4						


Jewel Beast

STR	60	INT	64	HP	30000	LP	10		
VIT	60	WIL	62	SPELLS	Pyrology, Hydrology, Aerology, Demonology, Cosmology, Sorcery	SKILLS	Fling, Multiplex Eye, Crush, Jewel Blaster		
DEX	48	COM	66						
AGI	46	CHA	66						


Kyllis

STR	29	INT	21	HP	28000	LP	10		
VIT	48	WIL	21	SPELLS	None	SKILLS	Bite (3), Sonic Blade, Triple Breath		
DEX	13	COM	1						
AGI	37	CHA	22						


Kyllis Head

STR	30	INT	30	HP	6000	LP	4		
VIT	30	WIL	30	SPELLS	None	SKILLS	Breath (Fire)		
DEX	30	COM	30						
AGI	30	CHA	30						


Silver Dragon

STR	50	INT	40	HP	8000	LP	9		
VIT	35	WIL	40	SPELLS	Hydrology, Aerology	SKILLS	Crunch, Roar, Tail Whip (2), Quake, Breath of Frost, Breath of Lightning		
DEX	45	COM	55						
AGI	35	CHA	60						


Slask

STR	44	INT	39	HP	18000	LP	10		
VIT	32	WIL	43	SPELLS	None	SKILLS	Aqua Smash, Solid Formation, Tidal Smash, Watery Descent, Liquid Cannon, Light Wave		
DEX	34	COM	48						
AGI	36	CHA	44						


Spile

STR	16	INT	36	HP	8000	LP	10		
VIT	23	WIL	28	SPELLS	Pyrology, Aerology, Sorcery, Necromancy	SKILLS	None		
DEX	19	COM	1						
AGI	26	CHA	4						

Strife

STR	16	INT	41	HP	9000	LP	10		
VIT	27	WIL	22	SPELLS	Pyrology, Aerology, Sorcery	SKILLS	None		
DEX	18	COM	1						
AGI	32	CHA	4						

Strom

STR	44	INT	39	HP	18000	LP	10		
VIT	32	WIL	43	SPELLS	None	SKILLS	Aqua Smash, Solid Formation, Tidal Smash, Watery Descent, Liquid Cannon, Light Wave		
DEX	34	COM	48						
AGI	36	CHA	44						

Vampire

STR	37	INT	31	HP	7400	LP	4		
VIT	32	WIL	27	SPELLS	Pyrology, Terrology, Illusions, Necromancy	SKILLS	Enslave Minion, Nightmare		
DEX	26	COM	1						
AGI	20	CHA	51						

Monster Attacks

Name	Attack STR	# of Hits	Acc	Range	Status Effects, etc	Name	Attack STR	# of Hits	Acc	Range	Status Effects, etc
Acid Spray	10	1	S	1E	DEF Down	Deus Ex Machina	100	1	S	1E	Instant Death
Anchor	12	1	D	1E	-	Double Strike	10	2	C	1E	-
Apply Weight	20	1	B	AS	-	Double Thrust	5	2	D	1E	-
Aqua Ball	5	2	S	1E	-	Drain Life	10	1	D	1E	-
Aqua Smash	10	1	B	1E	-	Drain Power	2	1	C	1E	STR Down
Axe Swing	5	1	E	1E	-	Earth Slam	1	1	B	1E	-
Bandage	5	2	C	1E	-	Electrocute	5	1	S	1E	Shock
Barbaric Rage	6	3	C	1E	Unconsciousness	Empty Glimmer	20	1	S	E BELT	Destroys Magic Shields
Barbaric Strike	5	3	C	1E	Unconsciousness	Enslave Minion	20	1	S	1E	Charm
Beak (1)	10	1	D	1E	Darkness	Entangle	5	1	E	1E	Snare
Beak (2)	5	4	S	E CIRCLE	-	Evil Eye	2	1	S	1E	Paralysis
Bite (1)	5	1	B	1E	-	Fangstorm	10	5	D	1E	-
Bite (3)	3	1	C	1E	-	Feral Pounce	5	1	C	1E	-
Bite (2)	15	2	E	1E	-	Fierce Headbutt	3	1	D	1E	Stun
Bite (4)	25	2	E	1E	Poison	Flame	10	1	S	AE	-
Black Book	-	1	S	AE	Sleep	Flame Bolt	20	1	S	1E	-
Blade Net	5	1	S	1E	Paralysis	Flame Dance	2	1	B	1E	-
Blade of Light	5	1	S	AE	-	Flame Whip	5	1	S	1E	Paralysis
Blade of Light	5	1	S	AE	-	Flash Flood	2	1	S	1E	-
Blade of Vengeance	2	1	C	1E	-	Flash of Death	50	1	S	1E	Instant Death
Blossom	0	1	S	AS	Phobia	Flexible Arm	10	1	B	1E	-
Bludgeon	3	3	E	1E	STR Down	Fling	50	1	S	1E	-
Bomb	20	1	C	1E	-	Floral Extravaganza	0	1	S	AE	Charm
Bomb Toss	20	1	S	E CIRCLE	-	Force of Nature	2	1	S	AE	-
Bombardment	2	8	C	E CIRCLE	Darkness	Fracturing Blast	50	1	S	1E	-
Boomerang	5	1	D	1E	-	Frog Kick	0	1	B	1E	-
Boulder Slam	2	1	C	1E	Stun	Frost	10	1	S	AE	-
Boulder Storm	2	1	S	1E	DEF Down	Frost Bolt	20	1	S	1E	-
Bowling Ball	10	2	S	1E	Stun	Gas	1-10	1	S	AE	Poison
Breath (Disease)	5	1	S	1E	INT Down	Gaze	0-5	1	S	1E	Phobia, Paralysis
Breath (Fire)	10	1	S	1E	-	Ghoulis Swipe	2	1	B	1E	Paralysis
Breath (Poison)	5	1	S	1E	Poison	Gliding Spikes	25	1	S	1E	-
Breath of Flame	30	1	S	E CIRCLE	LP Attack	Gnaw	4	1	C	1E	-
Breath of Frost	20	2	S	E CONE	LP Attack	Gnaw	4	1	C	1E	-
Breath of Lightning	30	1	S	E BELT	LP Attack	Goop	1-5	1	S	1E	AGI Down
Bubble Breath	10	1	S	1E	DEF Down	Grappling Smash	6	4	E	1E	-
Call Lightning	20	1	S	1E	-	Gravity Swing	10	1	C	1E	-
Cannon of Degeneracy	10	5	S	1E	-	Great Empty Glimmer	10+HP	1	S	AE	Destroys Magic Shields
Charring Swing	10	1	C	1E	-	Great Rampage	5-10	2	S	AE	-
Chomp	15	1	D	1E	-	Grind	0	1	S	AE	Shock
Chow Down	2	1	B	1E	-	Guillotine	10	1	D	1E	Instant Death
Claw	10	2	D	1E	-	Hammer	10	1	D	1E	-
Cleave	10	1	D	1E	-	Harpoon Strike	10	1	C	1E	-
Coconut Cannon	10	1	B	AS	-	Haunt	7	2	S	1E	Sleep
Coil	1	1	Acc	1E	Paralysis	Headbutt	15	1	C	1E	-
Concussion	10	2	C	1E	INT Down	High-pressure Gas	5	1	S	E CONE	-
Coral Skip	5	2	S	AE	-	Horn of Death	10	2	C	1E	Instant Death
Corkscrew	20	1	C	1E	-	Howl	0	1	S	AE	Phobia
Corpse Moss	10	1	S	E CONE	Berserk	Hunt	3	1	B	1E	-
Corrosive Gas	10	1	S	E CONE	VIT Down	Hydraulic Barrage	5	6	S	1E	Snare
Cracker	5	1	S	E CIRCLE	Shock	Hydraulic Cannon	6	6	S	1E	Snare
Crane	5	1	C	1E	-	Hymn of the Night Wind	20	1	S	AE	Phobia, Sound wave
Cross Scissors	5-10	1	B	1E	-	Ice Needles	5	1	C	1E	-
Crunch	20	1	B	1E	-	Immortality	100	1	S	1E	-
Crush	10	1	S	AE	-	Impale	4	2	C	1E	Stun
Crustacean Bash	5	1	B	1E	-	Infernal Beak	10	2	C	1E	Unconsciousness
Cryogenic Gas	5	1	S	E CONE	-	Infernal Chariot	10	4	S	AE	-
Dance (1)	5	1	C	1E	-	Infernal Claw	0	1	D	1E	Unconsciousness
Dance (2)	0-10	1	E	1E	Instant Death	Infernal Dart	10	1	D	1E	-
Dark Temptation	10	1	S	1E	Charm, HP Recovery	Infernal Slash	5	1	C	1E	-
Daze	3	3	E	1E	AGI Down	Infernal Swing	4	1	B	FR	-
Death's Grip	3	1	B	1E	LP Attack	Inhale	10	1	S	1E	-

Name	Attack STR	# of Hits	Acc	Range	Status Effects, etc
Jelly Swing	5	1	B	FR	-
Jewel Blaster	10	1	S	AE	INT Down
Jugular	4	3	E	1E	Instant Death
Kick	5	1	C	1E	-
Kiss of Death	4	1	B	1E	Charm
Lay Egg	2	1	S	1E	Charm
Lick	3	1	A	1E	AGI Down
Life Drain	5	1	S	1E	-
Light Wave	0	1	S	ALL	Increases # of attacks/turn
Lightning	10	2	S	AE	-
Lightning Bolt	15	2	S	1E	-
Liquid Cannon	10	1	S	1E	Stun
Liver Peck	20	1	B	1E	-
Low Sweep	5	1	E	FR	Stun
Lysate	1	1	B	1E	DEF Down
Manipulate Gravity	5	1	S	AE	-
Maul	5	1	C	1E	-
Menace	0	1	S	1E	Phobia
Mind's Shadow	35	7	S	AE	Effects vary (see Quest 57)
Multiplex Eye	0	1	S	1E	Paralysis
Muscular Kick	10	3	E	1E	-
Napalm	15	1	S	E CIRCLE	-
Nightmare	0	1	S	E CIRCLE	Sleep
Obsidian Slash	75	1	S	1E	LP Attack
Open the Gate	20	1	S	AE	LP Attack
Paralyzing Claw	5	1	B	1E	Paralysis
Petrified Strike	10	1	B	1E	-
Petrifying Beak	7	1	C	1E	Petrification
Petrifying Gas	2	1	S	E CONE	Petrification
Pierce	6	1	D	1E	-
Piercing Claw	2	2	D	1E	-
Pillar of Flame	10	1	S	AE	-
Playfulness	10	4	C	1E	-
Poison Claw	5	1	B	1E	Poison
Poison Gas	1	1	S	E CONE	Poison
Poison Kick	20	1	C	1E	Poison
Pollen	4	1	S	E CIRCLE	Poison
Pounce	3	1	C	1E	-
Pressure Drill	100	1	B	1E	-
Psychedelic Spores	10	1	B	AE	Sleep
Pyro Blast	6	3	S	E CIRCLE	DEF Down
Quake	20	1	S	AE	Snare
Rabbit Punch	5	1	D	1E	-
Rain of Blades	varies	1	D	AE	-
Rain of Death	9	1	S	AE	LP Attack
Rampage	4	2	D	AE	-
Ravage	10	1	S	1E	-
Ravage	50	1	C	1E	-
Reptilian Rampage	6	5	C	1E	-
Rip (2)	3	6	E	1E	-
Rip (1)	15	3	E	1E	-
Rip (3)	5	1	C	1E	-
Roar	15	1	S	AE	Phobia
Rock Cannon	10	1	D	1E	-
Sandwich	4	2	C	1E	-
Savage Thrust	2	1	C	1E	-
Scale	0	1	S	E CIRCLE	-
Scissors of Death	10	1	B	1E	LP Attack
Scoop Throw	10	2	C	1E	Stun
Seed Strike	15	1	C	1E	-
Shadow Dart	5	1	A	1E	Instant Death
Shredding Strike	5	1	C	1E	-
Shriek	0	1	S	AE	Phobia
Silver Rain	5	1	S	AE	Paralysis
Slap	4	1	B	1E	-
Slash	25	1	A	1E	-

Name	Attack STR	# of Hits	Acc	Range	Status Effects, etc
Slimy Touch	38497	1	B	1E	-
Smash (1)	20	1	E	1E	-
Smash (2)	6	1	C	1E	Unconsciousness
Solid Formation	4	2	C	1E	Stun
Song of Souls	15	1	S	AE	STR Down
Sonic Blade	10	1	S	FR	-
Sonic Wave	10	1	S	1E	INT Down
Soul Harvest	20	1	C	FR	-
Spikes	10	1	S	1E	-
Spin Web	5	1	S	1E	AGI Down
Spiritwhack	0	1	S	1E	LP Attack
Spit Cannon	5	2	S	AE	Snare
Spit Fire	2	2	B	1E	Poison
Spores	0	1	S	AE	Poison
Steel Claw	4	1	E	1E	-
Stink Bomb	4	1	S	E CIRCLE	Darkness
Stone Head	1	1	D	1E	-
Stone Throw	20	1	E	1E	-
Stormbringer	10	1	S	1E	-
Strike of Corruption	38478	8	C	1E	-
Stun	5	1	S	1E	Paralysis
Swallow	2	1	S	1E	-
Sword of Saruin	40	1	S	1E	-
Sword Strike	5	1	B	1E	-
Tail Bash	0	1	C	1E	-
Tail Swing (1)	5	1	B	1E	-
Tail Swing (2)	10	1	S	1E	Stun
Tail Swipe (1)	4	1	D	E CIRCLE	-
Tail Swipe (2)	2	1	B	1E	-
Tail Swipe (3)	10	1	D	1E	-
Tail Throw	2	1	S	1E	Stun
Tail Whip (1)	0	1	D	1E	Stun
Tail Whip (2)	20	3	S	FR	-
Tailfin	4	1	D	1E	-
Takedown	1	1	C	E CIRCLE	-
Tantrum	5	5	S	AE	Snare
Taunt	0	1	S	1E	Draws attack to self
Tempest	5	4	C	AE	Darkness
Tentacle	5-10	3-5	E	1E	-
Thorns	15	1	S	1E	-
Thwack	3	1	B	1E	-
Tidal Smash	25	1	D	1E	-
Tidal Wave	20	1	S	AE	Instant Death
Tornado Catch	10	3	C	1E	-
Tornado Toss	15	1	B	1E	Snare
Trample	10	1	D	E BELT	-
Triple Breath	10	3	S	AE	-
Triple Maul	5	3	D	1E	-
Triple Shot	7	3	D	1E	-
Unlucky Hit	5	1	B	1E	Stat Down
Uppercut	1	1	D	1E	-
Venom Strike	2	1	S	E CIRCLE	Poison
Vertical Drop	10	1	E	1E	-
Warm Embrace	1	1	C	1E	Charm
Water Cannon	3	3	S	1E	Snare
Water Strike	5	1	B	1E	-
Watery Descent	10	4	E	CIRCLE	-
Whip	5	1	S	1E	-
Wild Strikes	10	5	D	1E	-
Wind Fangs	2	1	B	1E	-
Wing Dart	5	1	C	1E	-
Wing Flap	6	3	E	1E	-
Wing Slash	5	1	C	1E	-
Wing Snap	2	2	C	1E	-
Wing Throw	10	1	C	1E	Snare

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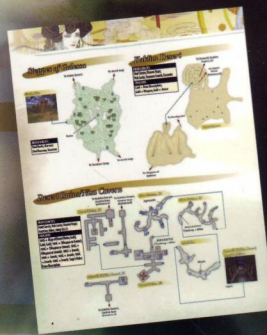
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