

TAKE YOUR GAME FURTHER **BRADYGAMES**

SIGNATURE SERIES

STAR OCEAN

Till the End of Time™

OFFICIAL STRATEGY GUIDE



This game
has received
the following
rating from
the ESRB:



BY ELIZABETH M. HOLLINGER

SQUARE ENIX





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GETTING STARTED

Welcome to the world of *Star Ocean: Till the End of Time* (SO:TTEOT)! If this is the first *Star Ocean* game you've ever played, then you're in for a treat! If you're a fan of Tri-Ace and count *Star Ocean: The Second Story* and *Valkyrie Profile* as two of your favorite games, then you should have an idea of the fun that lies! Regardless, sit back and enjoy the ride!

AN INTRODUCTION TO THE GAME'S BASICS

Star Ocean: Till the End of Time is a classic RPG with modern, science fiction themes and some cool features. This chapter deals with the basics of playing the game and is divided into two halves. The first part deals mainly with standard game operation, while the second half prepares you for battle.

STARTING OFF: CHOOSING THE RIGHT DIFFICULTY LEVEL

Before you start playing, you must select a difficulty level. The first time you play through the game, your choices are limited to Earth level (Easy) and Galaxy level (Normal). There are two other difficulty levels that you can unlock by collecting Battle Trophies as you play through the game the first time. They are Universe level (Hard) and 4D level (Very Hard). The main difference between the difficulty levels revolves around the HP and MP levels of the monsters. The following table provides the basic multiples used between the levels. (For the exact multiples used to strengthen a specific enemy unit, refer to Chapter Nine, the "Bestiary."

ENEMY DIFFERENCE BETWEEN DIFFICULTY LEVELS

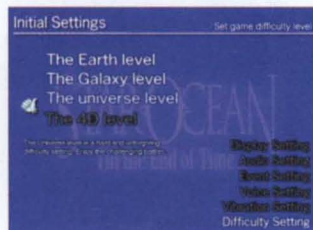
DIFFICULTY LEVEL	INCREASE/DECREASE IN ENEMY'S HP/MP
Earth	x0.7
Galaxy	1.0
Universe	1.5
4D	1.8

The storyline and the playable characters remain the same regardless of the level you select. The only other difference is that on the Earth level, you can't collect Battle Trophies. Without Battle Trophies, you can't unlock the other modes. This makes Galaxy mode the best choice for the first playthrough, if you want to play on the other difficulty levels.

THE MAIN CAMP MENU

You can perform a large number of the major management tasks from the Main Menu. You can do things like setting your characters' Battle Skills and allotting Status points, to equipping your characters and checking their stats, among other things.

Collecting Battle Trophies is the only way to unlock the higher difficulty levels. After meeting these requirements [see Chapter Six for more information], the new difficulty level is unlocked. However, you must start a new game to use the new mode.



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Symbology

This is where you manage your characters' Symbological spells. You can use any recovery-type spells highlighted in white, or turn on or off any of the characters' known spells. When you turn off a spell, the owner of that spell can't use it in battle. This is good to do if you're trying to get a character to level up a specific spell, or if you're about to enter a battle where the use of certain spells would be ineffective due to the enemy's elemental resistances.

Skill Setup

This is where you set up your characters' Skill sets. Under the Battle Skills option, you can determine which Battle Skills and Support Skills you want your characters to use in battle. The number of Battle/Support skills you can set is determined by the number of CP your character has available. The maximum number for all playable characters is 15, which is enough to equip some skills, but not all of them. As your character grows in experience and learns more powerful attacks (which cost more CP to set), you'll be faced with tough decisions when setting up your character's skill sets. You can also configure your character's Tactical Skills and assign Skill Points earned in battle from this screen.

Items

Select the Items option to view, use, or equip any of the items currently in your inventory. Items are automatically divided into nine categories, based on their function in the game. The "New Items!!!" category is essentially a list of all the recently gathered items.

Equipment

This option enables you to view and change your characters' current equipment. You can manually switch out their equipment or press the Triangle button to have it done automatically. Note, however, that accessories must be equipped manually.

Status

Select this option to view your character's current stats. This screen lists all of the character's personal information (stats, equipment, and Battle Skills set-up). You can also change a character's battle costume once you collect enough Battle Trophies to unlock that mode. To use the "Color Twins" function, press the Triangle button until you find the costume you prefer. This feature is also only available by unlocking Battle Trophies.

Config

The configuration screen is where you can reset the system settings and customize them to suit your needs.

Tactics

This is where you can customize your characters' tactics in battle, which affects their behavior in battle when controlled by the computer. Under the Replace menu, you can switch characters in and out of the active battle party. During the game, you have eight slots that will eventually be filled with party members. Until all of the slots are filled, you can create a battle party comprised of less than the recommended three players; do this at your own risk, however. Finally, the Formation screen lets you determine which of 10 battle formations you want your battle party to use. You can also set the party's leader on this screen. The character set as the "leader" is, by default, the character who the player controls at the start of a battle. If you have a character preference, set him or her as the party's leader.

Dictionary

This is a collection of articles that provide background information about the story's locations, people, organizations, and so on. If you have a question about a character or location, look it up in the dictionary!

Invention Info

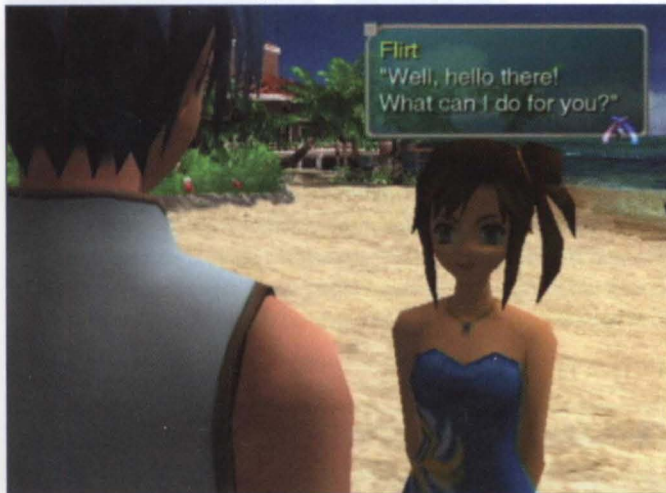
This option appears once you register with the Craftsmen's Guild in the town of Peterny. For more information about this module, please refer to Chapter Six, "Item Creation."

Card

This is where you save or load a game. You can load or reload at any point in the game where you can access the Main Menu. Saving, however, is done at specific save points found throughout the game's environments.

PRIVATE ACTIONS

The first thing that you need to understand is that *SO:TEOT* has a certain psychological bend to it. This is brought to life in the game's Private Actions (PA). A Private Action is a brief scene with other members of your party or an NPC who helps determine the type of person your character will be. Your actions, or even just participation, in a PA affects how your party members feel about you. A typical PA provides a scenario to see how you'll respond. For example, while in Sophia's room at the Grantier Resort Hotel, does Fayt snoop around in the trashcans to check on Sophia's junk food binging, or will he not even bother? Later on, does he squash a young girl's dreams of stardom, or does he play along with her delusions because he's a nice guy?



So what kind of a person are you exactly?

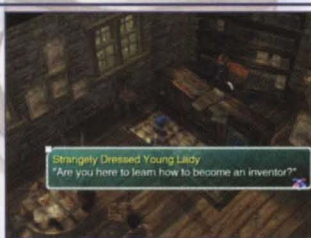
Sometimes, Private Actions are integrated into main events to test you—the gamer—personally. Are you the type of person who reads an instruction manual when faced with a totally unfamiliar battle simulator, or are you daring enough to jump in with both feet?

The end result determines what happens to Fayt at the end of the game. Does he end up with the girl of his (or your) dreams, or is stuck by himself? You can control what happens by the responses you provide during a Private Action. For a complete list of the Private Actions in the game, refer to Chapter Five, "Private Actions."

ITEM CREATION

One of the things that's always made *Star Ocean* games unique is the Item Creation system. As the name suggests, this system enables you to create your own items. But Item Creation is actually a bit more complicated than in previous games. This time around, in addition to simple creation, items have factors associated with them that can be enhanced and ultimately forged onto a weapon. This allows you to create more powerful armor (simply by duplicating any existing factors), amazing accessories (by duplicating and/or improving existing factors), and ultimate weapons (by synthesizing refined accessories and other items to your weapon's empty factor slots).

To make things more interesting, there are inventors who you can hire to work for you. These people have the ability and talent to create items that your party members might not be able to create. In addition, your alliance with the Craftsmen's Guild enables you to patent items and sell them in stores, thus earning small residuals when things sell well. To learn more about the wonders of Item Creation, refer to Chapter Seven, "Item Creation."



To activate the Item Creation system, talk to Welch Vineyard in the Craftsmen's Guild in Peterny.

BATTLE TROPHIES

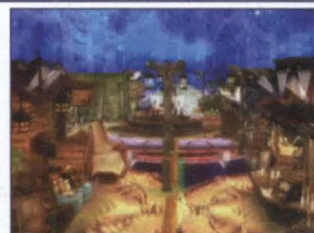


Winning Battle Trophies provides a good sense of accomplishment. Some may seem minor and easy to attain, while others take a lot of planning and skill.

Near the start of the game, you have the opportunity to activate the Battle Trophies module. This starts a collection frenzy that doesn't end until you've finished the game on all three of the "real" difficulty levels (Galaxy, Universe, and 4D) and even then may continue based on how strong your desire is to pick up all 300 Trophies. Battle Trophies (BT) are awarded when you meet certain conditions. The majority of the BTs involve meeting conditions during boss battles. Chapter Six, "Mini-Games & Sub-Quests" covers all 300 Battle Trophies in the game. The rewards for gathering certain numbers of trophies are kind of cool, too. For example, you can unlock the higher difficulty levels and activate the Color Twins feature of the game, along with other cool stuff.

MINI-GAMES AND SUB-EVENTS

Although you won't access the bulk of the mini-games until near the end of the game, there are plenty of things going on parallel to the storyline. You can help two direction-challenged merchants find their way to Kirlsa, or you can figure out how to repair an old mechanical soldier from an ancient war. In addition, you can try your hand at matchmaking and help the King of Airyglyph find a wife. In the town of Gemity, there are three big mini-games to learn about. They range from the perplexing Bunny Races to the cerebral Runic Chess and the challenging Fighting Arena.



It's really easy to forget about the storyline-related quests when you're in Gemity!

SIDE EVENTS

THE RING OF DISINTEGRATION

This is a strange item that plays a large role in the second half of the game. Basically, the Ring of Disintegration enables you to vaporize certain obstacles in a dungeon, whether they are large blocks of ice, the rubble from rockslides, or some other form of hazardous decay. The is great for finding hidden treasure chests or just solving puzzles in a dungeon.

An interesting use of the Ring of Disintegration is for knocking treasure chests off stacks of blocks. To accomplish this feat, you must disintegrate the block most likely to cause the stack to topple over and physically knock the chest to the floor.

You get the Ring of Disintegration from Vanilla in the Urssa Lava Cave as part of the Crossel quest. Unlike the two other Disintegration items, this item can be used in any dungeon and on any disintegratable item.

Furthermore, the Ring can be used in a strange mini-game. When Vanilla hands it over, he explains that the ring has charges on it so that when you start disintegrating items, you can actually make them part of a chain. The more items you make vanish, the higher the chain and the greater chance you'll win something nice. Mind you the goodies are



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different types of Item Creation (IC) materials, but they will come in handy. You receive more common items (like Cooking Ingredients) for low numbered chains, and rarer materials (like Synthesis Materials) for chains of 40 or higher.

To recharge the Ring of Disintegration, look for one of the Retail Rabbits at a nearby Inn. These little guys appear in every Inn in the game (or very close by) once you obtain the Ring of Disintegration from Vanilla.



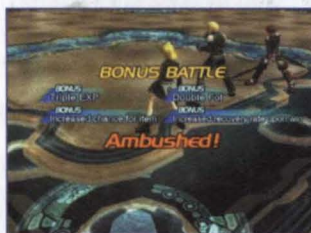
ENEMY ENCOUNTERS



In a Normal battle, your party is the aggressor and enters the battle with full Fury gauges, ready to attack. Obviously, when you're encountering enemies for the first time, this is the type of battle you want to get into, because it gives you the advantage—at least for a while.

An Ambush battle is one of three types that occur when the enemy is the aggressor. In an Ambush attack, extra forces appear in battle as a surprise. To make things more interesting, you start the battle with an empty Fury gauge.

Unlike many RPGs, the enemies in this game appear on the field, so you can initiate battles or dodge them. Sometimes, however, you cannot escape from an aggressive enemy and you are forced into battle. There are four different types of battle encounters based on who initiates the conflict and under what circumstances.



Rear attacks occur when the enemy catches you off guard and from behind. You start the battle with your back to the enemy and with an empty Fury gauge. Before you can attack, you must recharge your Fury gauge, then dash into the battle. This type of attack puts you at a severe disadvantage against powerful enemies.



The final type of attack is the Surrounded attack. Unless you're using the Escape formation, your party starts this battle surrounded by the enemy on all sides with an empty Fury gauge.



In addition, because it gives you options on modes of death. Sometimes it's easier to MP-kill a monster than HP-kill it. But for those who are concerned about self-MP/HP kills, take heart. The game is set up so that if you don't have enough MP or HP to perform an attack, it won't let you. The only way you can MP-kill yourself is if you let your MP get too low when fighting an enemy that deals out MP damage!

STRONG VS. WEAK ATTACKS

Your characters can perform either weak or strong attacks. A weak attack is quick and easy to pull off, but equally as easy to guard against if the enemy has 100% Fury. In addition, if the enemy has its Anti-Attack Aura turned on, then it is activated along with their Guard, possibly causing damage to you.

Strong attacks take longer to produce, but are guaranteed to perform a Guard Break, smashing through an enemy's Guard. They also tend to inflict more damage. You can tell when an enemy is about to produce a strong attack due to the purple aura surrounding it.



Look for the purple haze when deciding whether to dodge or guard.

The same principles apply to any Battle Skills you have set to the weak and strong attack buttons. The exception to this rule is the Symbolological spell. All spells, including those set as weak Battle Skills (an option unique to both Adray and Sophia), can perform Guard Breaks as if they were a strong attack. Another exception is when you use a weak attack against a dizzied enemy. In this situation, the weak attack produces a Guard Break. Some enemies even lack the ability to Guard!

ANTI-ATTACK AURAS

When someone's Guard is broken, there is a chance that it will produce an Anti-Attack Aura in return. An Anti-Attack Aura (AAA) is a type of defense that you must activate through the Tactical Skills menu in battle or under Skill Setup on the Camp Menu. There are seven different types of AAAs that you can acquire from different textbooks and accessories. Their effects run the gamut from simply knocking the triggering enemy out, to inflicting damage, or healing the user.

ANTI-ATTACK AURAS

NAME	EFFECT	OBTAIN
Standard	Stun (100%)	Beat-Up Textbook
2-Way	Stun (70%)	Shabby Textbook
Ring Wave	Damage	Dilapidated Textbook
Homing	Damage	Neglected Textbook
Wide Area Homing	Damage	Worn-Out Textbook
Regeneration	HP/MP recovery	Blemished Textbook
Star Guard	Damage	Star Guard (must be equipped to use)

THE FURY GAUGE

The Fury gauge is vital for performing almost any kind of action during battle. When attacking, the type of attack used reduces the gauge by a certain number of points. Obviously, the stronger the attack, the more Fury it requires. The state of your character's Fury gauge also has an effect on the success of any spells you attempt to cast. The lower the Fury amount, the greater the chance of failure. When your character's Fury runs out, try to get out of harm's way while you wait for the gauge to refill. Support skills like Max Fury come in handy during battles in which Fury consumption is high.



The Standard Anti-Aura Attack is effective because it always stuns the enemy who triggers it.



Keep an eye on your character's Fury gauge during an intense battle. If it runs out, you'll be dead in the water!

Moreover, certain enemy attacks and your defenses against them drain Fury. A Guard Break takes 50% of the gauge and being dizzied takes 100%, while Guarding an attack takes 30%. If you move when the gauge is 100%, it drops one percentage point to 99%. The best way to recover Fury is to stay in one place for a short period of time. You also recover 30% each time an enemy unit is slain.

FURY'S SAVING GRACE

There are times in which the Fury gauge may save a character from death, leaving him or her with a single HP or MP. When this occurs, the word Fury flashes on-screen so quickly heal that character. Obviously, the more Fury points a character has when his or her life is jeopardized, the more likely he or she is to be saved. However, the chances of success are rare unless you have a factor on an item that increases the chance.

THE BONUS BATTLE GAUGE

The Bonus Battle Gauge is located on the right side of the battle screen. As long as the rate on the bottom-left of this gauge is not at 0%, the gauge will increase with each hit you land upon an enemy. Each attack increases the point total in the gauge by the following amount: Current Rate (x%) x 128. The higher the rate, the stronger the enemies are in comparison to your party. The rate decreases by 10% every three seconds after the battle starts. When the gauge passes 6400 points, a Bonus Battle begins.

These battles are aptly named because the EXP, Fol, Items, and/or Recovery bonuses are provided at the end of each Bonus Battle. As long as you don't do something that ends the Bonus Battle, it continues on and on. At the end of every five battles, another bonus is added to the list. To get all four bonuses, you need to keep the chain going for 20 or more battles. You can affect the first type of bonus by the type of attack used to fill the last bit of the gauge.

TYPE OF ATTACK	BONUS BATTLE BONUS
Strong Attack	Double Fol
Weak Attack	Triple EXP
Symbology	Increased Change for Item
Battle Skill	Increased Recovery Rate Upon Win

The Bonus Battle Gauge breaks and returns to 0 (zero) if one of the following happens to the character you control: takes a Critical Hit, is incapacitated, or if you escape from battle. The Bonus Battle Gauge is reset when you reload a game.

ALL ABOUT DAMAGE

The basic damage of a normal attack or Battle Skill is determined by the ATK stat of the attacker, the DEF stat of the target, and the damage multiplier of the attack used. When Angry, the damage the attacker inflicts is doubled. The amount of damage inflicted is also affected by the elemental relationship (if any) between the attack and the target.

The basic damage of a Symbological spell is determined by the INT stat of the attacker and the damage multiplier of the spell used. As with Battle Skills and physical attacks, the amount of damage inflicted is also affected by the elemental relationship (if any) between the attack and the target. Symbology damage does *not* increase when Angry.

HOW A PARTY MEMBER BECOMES ANGRY

If a party member is defeated during battle, there is a chance that remaining party members will become Angry. The probability of this occurring depends upon their relationship with the defeated character. This is another reason why you need to be careful when taking part in the Private Actions.

THE IMPORTANCE OF HIT AND AGL

The most important factors when determining whether or not an attack will hit are the HIT stat of the attacker and the AGL of the target. The higher the HIT and the lower the AGL, the more likely it is that an attack will succeed. There are some exceptions though. If the target has his back to the attacker when hit, the attack will always land. The same holds true if the target's Guard activates and the attacker uses a Strong attack. Keep in mind that Symbological spells always hit any target in their area of effect.

USING BATTLE SKILLS

Battle Skills are unique attacks that have the ability to produce insane amounts of damage in return for some of the user's HP or MP. To use a Battle Skill, set it up through Skill Setup on the Camp Menu. Upon doing so, you can use it at any time on the battlefield as long as you meet the HP/MP/Fury requirements.

In general, Battle Skills cause more damage when set as a Strong skill rather than a Weak one. However, the cost of the skill rises sharply when set to the Strong slots. Until you have enough HP (or MP) to handle the costs, consider keeping your Battle Skills set to the Weak slots.

CANCEL BONUSES

During certain attacks, it's possible to input the command for another attack, cutting the current attack short and adding the second attack on the end. This technique, called Canceling, enables you to perform a combination of attacks in close succession.

The basics of Canceling are simple to remember and understand. Basically, you start with a weak attack and cancel it with a weak Battle Skill, followed by a strong Battle Skill and so on. However, you will find that some characters can get away with skipping the first weak attack and go right into chaining weak Battle Skills and strong Battle Skills.

When Canceling Battle Skills, a "Cancel Bonus" is awarded according to the number of times you successfully cancel a skill, which can result in massive damage. Plan your strategies to make the most of this. Of course, if you don't have the required HP, MP or Fury points, then you can't perform the Cancel Bonus or have it lost as long. Before starting a Cancel Bonus sequence, make sure your Fury gauge is full and your MP and HP are in good shape.



Maria easily chains Aiming Device (weak) and Energy Burst (strong).

CHANGES IN DAMAGE VIA CANCEL BONUS

CANCEL NUMBER	INCREASE IN DAMAGE
1	175%
2	200%
3	250%
4 or more	300%

USING SYMBOLOGY

With the exception of Adray and Sophia, who can set some of their spells as Battle Skills, you must select most characters' spells from the Symbology option on the Battle Camp Menu. Since you don't have to set them beforehand, spells provide greater flexibility in battle, allowing you to respond as the situation changes. Additionally, Symbology spells cannot be protected against.

However, spells take time to cast so they can be interrupted if you aren't far enough away from the heat of the battle. The time it takes to cast a spell is fixed for each character. You can reduce the casting time required with the Support Skill, Quick Symbol, or items like Rapid Invocation.

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INCREASING ABILITIES THROUGH EXPERIENCE

The only way to increase a character's proficiency with Battle Skills or Symbolical Spells is through use. The more often you use a skill or spell, the faster it levels up. High-level skills and spells can often inflict more damage or have a higher rate of success. Battle Skills level up each time the skill is used. Spells level up each time the name of the spell appears on-screen. Skills like Stun or Loot Item level up each time the effect is triggered.

USING ITEMS IN BATTLE

There will be times during a fight when you need to use an item. Items have the added benefit that you can use them from any point on the battlefield on any ally—or enemy—regardless of how far or near. Plus, items take effect immediately. So if you use a healing potion right as an enemy is about to strike, its effects are counted before you get hit. The downside is that once you've used one, you must wait for a few seconds before you can use another one. Furthermore, you can't use an item if you're in the middle of an attack or rushing across the field about to start one.

When using bomb items in battle, there are several things to keep in mind. First, watch the effects of the bombs. Some of them distinguish between enemies and allies, while others don't. If you are forced to use a bomb that can wound allies, move all of your party members out of the blast radius.



Different bombs have different blast ranges and different effects. Keep this in mind when creating or buying them.

Many bombs can stun their targets. Use this to your advantage to keep powerful enemies from using their strongest attacks. It also helps when you're facing swift enemies that are tough to corner and attack.

THE END OF THE BATTLE

The battle ends when there are no units left on one of the two sides. If you are defeated, the screen fades to black and it's Game Over! If your enemies are defeated, EXP points are divided amongst the surviving participants, Fol is acquired, and your characters recover a portion of their HP/MP. If a character earns enough EXP points to increase a level, Skill Points and new Skills/Spells are awarded at this time. In addition, if you win a Battle Trophy, it is saved to your memory card.



At the end of a successful battle, the character who delivered the final blow gets to flash his or her victory pose!



CHARACTER BATTLE SKILLS AND SPELLS

This chapter describes all you need to know about the player characters and their various physical attacks, battle skills, and Symbological/Runological spells.

READING THE CHARACTER INFORMATION

Attack information is given in a variety of formats for each character. The legends below explain how to read each table.

BATTLE SKILLS

This list indicates what skills and spells the character learns and at what level or under what circumstance.

● Lu (Level Learned)	The level at which this spell or Battle Skill is learned by the character. If the skill is acquired through use of an item, that is noted too.
● Type	Denotes the type of skill: B = Battle; S = Support; T = Tactical; and M = Spell
● CP	CP required to set the spell or skill on a character's Battle Skills roster under Skill Setup.
● LuP (Level-Up Pattern)	The pattern that the skill or spell follows when leveling up. Refer to the table to the right for more details.
● CT (Casting Time)	The length of time it takes to cast the spell [indicated in seconds].

LEVELING-UP PATTERNS FOR BATTLE SKILLS AND SPELLS

PATTERN	LV.2	LV.3	LV.4	LV.5	LV.6	LV.7	LV.8	LV.9	LV.10	TOTAL
A	9	20	30	30	30	30	40	40	40	269
B	9	20	30	40	50	60	70	80	100	459
C	9	20	40	60	80	100	120	140	140	709
D	9	20	50	80	100	120	140	160	200	879
E	14	30	60	80	100	120	140	160	200	904
F	19	30	40	60	80	110	150	200	250	939
G	19	50	100	120	140	160	180	200	255	1224
H	19	40	70	100	150	200	200	220	255	1254
I	19	60	120	140	160	180	200	220	255	1354
J	39	90	140	180	220	240	255	255	255	1674
K	59	120	150	200	220	240	255	255	255	1754
L	99	160	200	230	250	255	255	255	255	1959

READING THE CHARACTER INFORMATION

Attack information is given in a variety of formats for each character. The legends below explain how to read each table.

BASIC ATTACK TABLE

This following is detailed information about each of the character's basic physical attacks. These are normal, weapon-type attacks that do not cost HP or MP to use.

● Attack Description	Since basic attacks don't have names, this section describes the attacks in terms of range, strength, and type. Basic physical attacks are Long, Mid, or Short in range, Strong [Circle button] or Weak [X button] in strength.
● HP/MP Damage	Explains how HP or MP damage is inflicted. The simple multiple "1.00" indicates that the damage is calculated using the straight "[Character ATK - Enemy DEF] X multiple" formula.
● Fury Cost	The number of Fury points required to perform an attack.
● Additional Effects	Lists any additional effects associated with the attack, like status anomalies and Fury Drain.
● Down	Indicates whether or not the attack is capable of knocking the opponent down. H = high probability; L = low probability; and X = does not down the opponent.

BATTLE SKILL TABLE

With the exception of Sophia's Meteor Swarm, the strength of all Battle Skills are based on the character's ATK stat. Sophia's Meteor Swarm is treated like a spell, so its strength is based on her INT stat.

● Element	Designates whether or not the battle skill has an elemental attribute. The elements are F = Fire; E = Earth; W = Water; and A = Wind.
● Hit #	The number of hits the attack may land. If the number of hits varies, the symbol "n" is used.
● Down	This indicates whether or not the attack is capable of knocking down the opponent. H = high probability; L = low probability; and X = does not down the opponent.
● Range	The recommended range setting for the attack.
● Strong/Weak Position	The strength and cost of the attack is based on whether you set it to the Weak position [X button] or the Strong position [Circle button].
● Fury Cost	The number of Fury points required to perform the attack.
● HP/MP Cost	The number of HP or MP needed to use the Battle Skill.
● HP/MP Damage	Explains how HP or MP damage is inflicted. The simple multiple "1.00" indicates that the damage is calculated using the straight "[Character ATK - Enemy DEF] X multiple" formula. In more complex formulae, "a" refers to the character's ATK stat, "d" refers to the Skill's Level and "n" refers to the number of attacks. When referring to the power of a spell used as a Battle Skill, the "a" refers to the caster's INT stat.

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FAYT'S BATTLE SKILLS, SUPPORT SKILLS, AND SPELLS

LV.	NAME	TYPE	CP	LVP	CT	LV.	NAME	TYPE	CP	LVP	CT
2	Blade of Fury	B	4	i	--	45	Stone Rain	M	--	e	4.7
3	First Aid	S	1	i	--	50	Dimension Door	B	6	i	--
4	Aerial	B	2	i	--	60	Explosion	M	--	e	5.1
4	Scan Enemy	T	--	--	--	item	Divine Blade	B	8	e	--
6	Blazing Sword	B	4	d	--	item	Ethereal Blast	B	8	i	--
7	Critical Hit	B	2	i	--	item	Drain	B	2	i	--
9	Charge	B	4	i	--	item	Increase HP/MP Damage	B	2	i	--
10	Standby Healing	S	1	i	--	item	Increase Stamina	B	2	i	--
11	Critical Hit HP	S	2	i	--	item	Loot Item	B	2	b	--
14	Taunt	T	--	--	--	item	Common Attack Symbols	S	2	h	--
15	Sidekick	B	2	k	--	item	Common Support Symbols	S	2	h	--
16	Lightning Blast	M	--	e	3.1	item	Lucky Star	S	2	e	--
16	No Guard	S	5	i	--	item	Max Fury	S	2	i	--
17	Stun	B	2	i	--	item	Combat Training	T	--	--	--
20	Ice Blade	B	4	d	--	item	Convert Damage	T	--	--	--
21	Berserk	T	--	--	--	item	Cure Condition	T	--	--	--
22	Increase HP Damage	B	4	i	--	item	Antidote	M	--	e	3.1
23	Increase MP Damage	B	4	i	--	item	Earth Glaive	M	--	e	2.7
25	Shotgun Blast	B	4	i	--	item	Fire Bolt	M	--	c	3.1
30	Lightning Blade	B	6	d	--	item	Healing	M	--	g	3.1
32	Fear	B	2	i	--	item	Ice Needles	M	--	e	3.1
38	Deep Freeze	M	--	e	4.7	item	Silence	M	--	e	3.1Lv
40	Air Raid	B	7	k	--						

FAYT'S BASIC ATTACKS

ATTACK DESC.	HP DAMAGE	MP DAMAGE	FURY COST	ADD. EFFECTS	DOWN
SW, Chain attack #1	1.00	--	5	--	X
SW, Chain attack #2	1.00	--	5	--	X
LW, Chain attack #1	1.00	--	5	Fury Drain	X
LW, Chain attack #2	1.00	--	5	Fury Drain	X
SW, Aerial attack	1.00x2	--	5	Fury Drain	H
SS, Chain attack #1	1.60	--	12	--	X
SS, Chain attack #2	1.60	--	12	--	X
SL, Ground attack	2.40	--	13	--	H
SS, Aerial attack	2.00	--	12	Fury Drain	H

FAYT LEINGOD



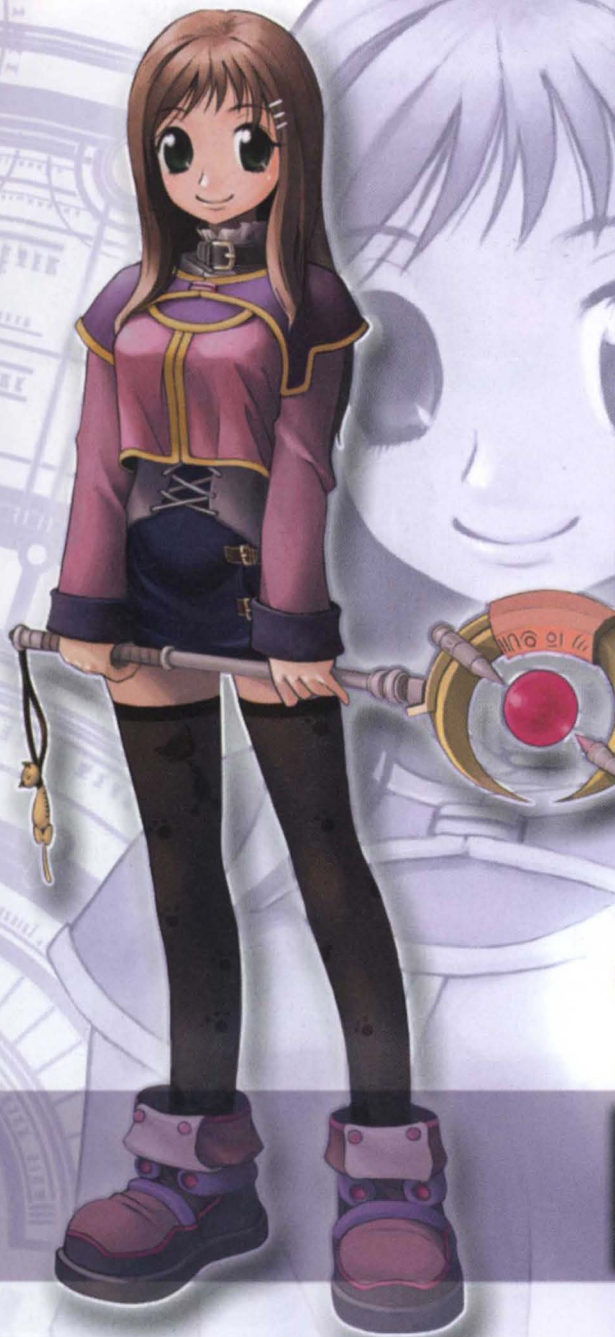
SEX	MALE	WEIGHT	148 LBS.
AGE	19	RACE	EARTHLING
HEIGHT	5'9"	PREFERRED WEAPON	SWORDS AND SYMBOLOGY

Fayt Leingod is a normal, ordinary college student who just happens to find himself in extremely strange circumstances. As his life is turned upside down, he manages to remain fair-minded and cheerful as chaos reigns around him. Fayt's saving grace is his fantastic swordsmanship honed through years of playing virtual reality fighting games and RPGs. Well that, and his ability to make friends with almost everyone he meets!

FAYT'S BATTLE SKILLS

					WEAK POSITION					STRONG POSITION				
NAME	ELE	HIT #	DOWN	RANGE	FURY	HP COST	MP COST	HP DMG	MP DMG	FURY	HP COST	MP COST	HP DMG	MP DMG
Aerial	--	1	H	Short	20	10	--	1.60	0.15	42	5% (22)	--	2.40	0.23
Charge	--	1	X	Short	20	20	--	1.50	0.30	42	5% (42)	--	2.25	0.45
Blazing Sword	F	--	X	Long	10	-	10	0.60	0.15	20	--	5% (30)	1.20	0.30
Blade of Fury	--	1 + 1 + 3	X	Short	20 + 5 + 5	20	--	0.80 + 0.95 + 1.40 x3	--	47 + 10 + 10	5% (40)	--	1.04 + 1.24 + 1.82 x3	--
Sidekick	--	3	X	Short	10	30	--	0.80 x3	--	37	6% (50)	--	0.96 x3	--
Ice Blade	W	--	X	Long	10	-	12	1.00	0.13	20	--	6% (35)	1.50	.20
Lightning Blade	A	--	X	Long	10	-	16	0.50	0.17	20	--	7% (45)	1.00	0.34
Shotgun Blast	F	5	X	Long	20	25	-	0.80	-	47	6% (50)	--	1.20	--
Air Raid	--	7	H	Short	40	300	-	0.50	-	67	10% (500)	--	0.75	--
Divine Blade	--	--	X	Long	30	-	150	0.70	0.25	70	--	15% (320)	1.19	0.43
Dimension Door 0.18	--	7 + 1	X	Short	20 + a	200	--	0.06 x n + 3.30	0.03 x n + 0.12	47 + a	8% (380)	--	0.09 x n + 4.95	0.04 x n + 0.15 +
Ethereal Blast	--	15	X	Long	70	500	--	0.90	0.10	90	15% (1200)	--	1.35	0.15





SOPHIA'S BATTLE SKILLS, SUPPORT SKILLS, AND SPELLS											
LV.	NAME	TYPE	CP	LVP	CT	LV.	NAME	TYPE	CP	LVP	CT
3	First Aid	S	1	j	--	35	Deep Freeze	M/B	6	e	5.3
3	Healing	M	--	g	3.9	36	Fear	B	2	j	-
4	Antidote	M	--	e	3.8	37	Reflection	M	-	g	3.8
5	Fire Bolt	M/B	2	c	3.8	40	Dark Sphere	M/B	8	e	5.3
5	Silence	M	--	e	3.8	42	Berserk	T	-	-	-
10	Ice Needles	M/B	2	e	3.8	45	Stone Rain	M/B	5	e	5.3
12	Acid Rain	M	--	e	3.8	46	No Guard	S	5	j	-
13	Scan Enemy	T	--	--	--	47	Gravitation	M	-	e	3.8
14	Standby Healing	S	1	j	--	50	Explosion	M/B	7	e	7.4
15	Lightning Blast	M/B	3	e	3.8	54	Laser Beams	M/B	7	e	7.4
17	Protection	M	--	g	3.8	57	Angel Feather	M	-	g	3.8
19	Earth Glaive	M/B	3	e	2.4	60	Lightning Strike	M/B	8	e	7.4
20	Cure Condition	M	--	e	3.8	item	Blood Scylla	M/B	7	e	3.8
21	Taunt	T	--	--	--	item	Gremlins	M/B	6	e	2.9
22	Charge	B	4	j	--	item	Meteor Swarm	B	10	e	-
22	Restoration	M	--	a	4.9	item	Southern Cross	M/B	6	e	5.3
23	Critical Hit HP	S	2	j	--	item	Drain	B	2	j	-
24	Critical Hit	B	2	j	--	item	Increase HP/MP Damage	B	2	j	-
25	Efreet	M/B	5	e	2.4	item	Increase Stamina	B	2	j	-
25	Power Up	M	--	g	3.8	item	Loot Item	B	2	b	-
26	Aerial	B	2	j	--	item	Increase MP	S	3	f	-
27	Increase HP Damage	B	4	j	--	item	Lucky Star	S	2	e	-
29	Crush	M	--	e	2.9	item	Quick Symbol	S	3	l	-
29	Stun	B	2	j	--	item	Combat Training	T	-	-	-
30	Thunder Flare	M/B	4	e	5.3	item	Convert Damage	T	-	-	-
32	Faerie Light	M	--	g	5.3	item	Cure Condition	T	-	-	-
32	Increase MP Damage	B	4	j	--						

SOPHIA'S BASIC ATTACKS

ATTACK DESC.	HP DAMAGE	MP DAMAGE	FURY COST	ADD. EFFECTS	DOWN
SW, Ground Attack	1.00	-	5	Fury Drain	H
MW, Ground Attack	1.00	-	5	-	X
LW, Ground Attack	0.50	0.20	5	Silence	X
SS, Ground Attack	2.80 x 2	-	12	Fury Drain	X
SL, Ground Attack	1.00	0.30	12	Silence	X

SOPHIA ESTEED



SEX	FEMALE	WEIGHT	108 LBS.
AGE	17	RACE	EARTHLING
HEIGHT	5'3"	PREFERRED WEAPON	STAFF AND SYMBOLOGY

Sophia Esteed is Fayt's childhood friend and perhaps even his sweetheart. Her father is a close friend and research partner of Fayt's parents and, as a result, the two families have spent a lot of time together. Sophia has an ongoing interest in the history of Symbology, so it shouldn't come as a surprise to anyone to learn how talented she is at it.

SOPHIA'S BATTLE SKILLS

					WEAK POSITION					STRONG POSITION				
NAME	ELE	HIT #	DOWN	RANGE	FURY	HP COST	MP COST	HP DMG	MP DMG	FURY	HP COST	MP COST	HP DMG	MP DMG
Aerial	--	1	X	Short	20	10	--	0.50	0.20	42	5% (22)	--	0.75	0.30
Charge	--	1	X	Short	20	20	--	1.50	0.15	42	5% (42)	--	2.25	0.23
Meteor Swarm	--	n	X	Long	--	--	--	--	--	96	--	15% (420)	$\hat{a} \times 0.50 + \hat{a} \times 350 + 300$	--

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Fayt Leingod

Sophia Esteed

CLIFF FITTIR

MARIA TAYDOR

Nel Zelpher

Albel Nax

Peppita Rossetti

Roger S. Huxley

Mirage Koas

Adray Lasbard

CLIFF'S BATTLE SKILLS, SUPPORT SKILLS, AND SPELLS

LV.	NAME	TYPE	CP	LVP	CT	LV.	NAME	TYPE	CP	LVP	CT
4	Sphere of Might	B	4	j	--	50	Acrobat Locus	B	6	j	--
6	Critical Hit	B	2	j	--	item	Infinity Kick	B	8	j	--
8	No Guard	S	5	j	--	item	Max Shockwave	B	6	j	--
8	Taunt	T	--	--	--	item	Drain	B	2	j	--
10	Hammer of Might	B	3	k	--	item	Increase HP/MP Damage	B	2	j	--
12	Increase HP Damage	B	4	j	--	item	Increase Stamina	B	2	j	--
13	Stun	B	2	j	--	item	Loot Item	B	2	b	--
14	Critical Hit HP	S	2	i	--	item	Common Attack Symbols	S	2	h	--
15	Electric Fists	B	6	k	--	item	Common Support Symbols	S	2	h	--
16	First Aid	S	1	j	--	item	Lucky Star	S	2	e	--
17	Berserk	T	--	--	--	item	Max Fury	S	2	j	--
17	Charge	B	4	j	--	item	Combat Training	T	--	--	--
20	Fiery Tackle	B	6	j	--	item	Convert Damage	T	--	--	--
21	Aerial	B	2	j	--	item	Cure Condition	T	--	--	--
22	Increase MP Damage	B	4	j	--	item	Antidote	M	--	e	2.6
25	Aerial Assault	B	5	j	--	item	Earth Glaive	M	--	e	2.1
30	Fists of Fury	B	6	k	--	item	Fire Bolt	M	--	c	2.6
30	Scan Enemy	T	--	--	--	item	Healing	M	--	g	2.6
32	Fear	B	2	j	--	item	Ice Needles	M	--	e	2.6
40	Uppercut	B	6	j	--	item	Silence	M	--	e	2.6

CLIFF'S BASIC ATTACKS

ATTACK DESC.	HP DAMAGE	MP DAMAGE	FURY COST	ADD. EFFECTS	DOWN
SW, Ground Attack	0.60	--	10	--	X
MW, Ground Attack	1.00	--	10	Fury Drain	X
LW, Ground Attack	1.00 x 2	--	10	--	H
SW, Aerial Attack	1.00 x 2	--	10	--	H
SS, Ground Attack #1	2.80	--	15	--	H
SS, Ground Attack #2	2.00	--	10	--	H
MS, Ground Attack	2.20	--	15	Fury Drain	X
LS, Ground Attack	2.80	--	15	--	H

CLIFF FITTIR



SEX	MALE	WEIGHT	212 LBS.
AGE	36	RACE	KLAUSIAN
HEIGHT	6'2"	PREFERRED WEAPON	GAUNTLETS

Cliff is a Klausian fighter with a heart of gold. At first glance, he seems to be all brawn and little brain. However, you soon learn that he founded the anti-Federation group Quark and you really have to wonder... On the battlefield, Cliff is a madman with superhuman strength and endurance.

CLIFF'S BATTLE SKILLS

NAME	ELE	HIT #	DOWN	RANGE	WEAK POSITION				STRONG POSITION			
					FURY	HP COST	MP COST	HP DMG	FURY	HP COST	MP COST	HP DMG
Aerial	--	1	H	Short	20	10	--	1.50	42	5% (22)	--	2.25
Charge	--	1	X	Short	20	20	--	2.20	42	5% (42)	--	3.30
Sphere of Might	--	4	L	Short	15	20	--	0.40	35	6% (45)	--	0.60
Hammer of Might	--	2	L	Long	20	15	--	1.80	47	5% (40)	--	2.70
Fiery Tackle	--	1	H	Long	12	20	--	1.60	35	5% (42)	--	2.40
Electric Fists	--	3	H	Short	9	20	--	0.70	40	5% (42)	--	1.05
Aerial Assault	--	1	H	Long	20	80	--	3.50 (1.75)	47	8% (190)	--	5.25 (2.63)
Fists of Fury	--	21	H	Short	20	300	--	0.20	47	10% (500)	--	0.24
Uppercut	--	1 + n	H	Short	15 + 5 x n	200	--	0.60	35 + 10 x n	8% (380)	--	0.90
Acrobat Locus	--	15	H	Short	20	400	--	0.40	50	10% (620)	--	0.52
Infinity Kick	--	11	H	Short	30	600	--	0.40	60	15% (1400)	--	0.52
Max Shockwave	--	7	H	Long	30	700	--	1.35	60	12% (1580)	--	2.03





MARIA'S BATTLE SKILLS, SUPPORT SKILLS, AND SPELLS											
LV.	NAME	TYPE	CP	LVP	CT	LV.	NAME	TYPE	CP	LVP	CT
0	Berserk	T	--	--	--	52	Gravity Bullet	B	6	k	--
0	Protection	M	--	g	2.4	58	No Guard	S	5	j	--
0	Standby Healing	S	1	i	--	item	Energy Burst	B	8	j	--
0	Aiming Device	B	2	j	--	item	Radiation Bots	B	6	j	--
0	Scatter Beam	B	3	j	--	item	Drain	B	2	j	--
21	Power Up	M	--	g	2.4	item	Increase HP/MP Damage	B	2	j	--
22	Critical Hit MP	S	2	i	--	item	Increase Stamina	B	2	j	--
22	Charge	B	4	j	--	item	Loot Item	B	2	b	--
23	Critical Hit	B	2	j	--	item	Common Attack Symbols	S	2	h	--
24	Aerial	B	2	j	--	item	Common Support Symbols	S	2	h	--
26	First Aid	S	1	j	--	item	Lucky Star	S	2	e	--
26	Reflection	M	--	g	2.4	item	Max Fury	S	2	j	--
27	Increase HP Damage	B	4	j	--	item	Combat Training	T	--	--	--
28	Magnetic Field	B	5	j	--	item	Convert Damage	T	--	--	--
29	Taunt	T	--	--	--	item	Cure Condition	T	--	--	--
31	Fear	B	2	j	--	item	Antidote	M	--	e	2.4
32	Pulse Beast	B	4	j	--	item	Earth Glaive	M	--	e	2.1
34	Stun	B	2	j	--	item	Fire Bolt	M	--	c	2.4
38	Crescent Locus	B	4	j	--	item	Healing	M	--	g	2.4
42	Triple Kick	B	5	j	--	item	Ice Needles	M	--	e	2.4
45	Angel Feather	M	--	g	2.4	item	Silence	M	--	e	2.4
46	Laser Blast	B	4	j	--						

MARIA'S BASIC ATTACKS

ATTACK DESC.	HP DAMAGE	MP DAMAGE	FURY COST	ADD. EFFECTS	DOWN
SW, Ground Attack	1.00 x 2	--	5	--	X
LW, Ground Attack	1.00	--	5	--	X
LW, Aerial Attack	0.75 x 4	--	5	--	H
S-LW, Special Attack	0.80	--	10	--	X
SS, Ground Attack	2.00	--	20	--	X
LS, Ground Attack	2.00	--	25	Fury Drain	X

MARIA TRAYDOR



SEX	FEMALE	WEIGHT	104 LBS.
AGE	19	RACE	EARTHLING
HEIGHT	5'3"	PREFERRED WEAPON	GUNS AND SYMBOLOLOGY

Maria is an enigmatic young woman who is rumored to possess some very strange powers. Orphaned at a young age, she somehow became attached to Quark, an anti-Federation organization most active in the Klaus System. Now as its leader, she is using the group's resources to help her find Professor Robert Leingod and his family. This search naturally leads her to send her friends and coworkers, Cliff and Mirage, out to find Fayt.

MARIA'S BATTLE SKILLS

					WEAK POSITION					STRONG POSITION				
NAME	ELE	HIT #	DOWN	RANGE	FURY	HP COST	MP COST	HP DMG	MP DMG	FURY	HP COST	MP COST	HP DMG	MP DMG
Aerial	--	1	H	Short	20	10	--	1.50	0.15	42	5% (22)	--	2.25	0.23
Charge	--	1	X	Short	20	20	--	1.50	0.15	42	5% (42)	--	2.25	0.23
Aiming Device	--	1	H	Long	25	--	8	1.20	0.16	50	--	5% (18)	1.56	0.21
Scatter Beam	--	5	X	Short	20	15	--	0.50	--	47	7% (35)	--	0.65	--
Laser Blast	--	1 + 2	X	Short	20	80	--	0.70	--	47	6% (160)9	--	0.91	--
Crescent Locus	--	4	H	Short	20	50	--	0.60	--	47	5% (90)	--	0.90	--
Pulse Beast	--	4	X	Short	25	60	--	0.50	--	50	7% (130)	--	0.65	--
Magnetic Field	--	1 + 1	X	Long	10	20	--	1.50 + 0.30	--	27	5% (35)	--	3.00 + 0.60	--
Triple Kick	--	3	H	Short	20	60	--	1.00	--	47	6% (125)	--	2.00	--
Gravity Bullet	--	25	H	Short	40	300	--	0.25	--	80	12% (670)	--	0.30	--
Energy Burst	--	2 + n	X	Long	30	500	--	0.50	1.00	60	10% (950)	--	0.60	1.20
Radiation Bots	--	--	X	Long	50	--	150	0.50	0.05	77	--	15% (320)	0.75	0.08

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NEL'S BATTLE SKILLS, SUPPORT SKILLS, AND SPELLS

LV.	NAME	TYPE	CP	LVP	CT	LV.	NAME	TYPE	CP	LVP	CT
Def.	Fire Bolt	M	--	c	2.6	40	Lightning Chain	B	4	i	--
Def.	Healing	M	--	g	2.6	40	No Guard	S	5	i	--
Def.	Shock Wave	B	3	i	--	52	Mirror Slice	B	8	i	--
5	Increase HP Damage	B	4	i	--	70	Lightning Strike	M	--	e	4.7
6	Aerial	B	2	i	--	item	Divine Wrath	B	7	i	--
8	Critical Hit	B	2	i	--	item	Splitting Sky	B	6	i	--
10	Ice Needles	M	--	e	2.6	item	Drain	B	2	i	--
10	Shadow Wave	B	3	i	--	item	Increase HP/MP Damage	B	2	i	--
13	Stun	B	2	i	--	item	Increase Stamina	B	2	i	--
15	Ice Daggers	B	4	i	--	item	Loot Item	B	2	b	--
16	Berserk	T	--	--	--	item	Common Attack Symbols	S	2	h	--
17	First Aid	S	1	i	--	item	Common Support Symbols	S	2	h	--
18	Critical Hit HP	S	2	i	--	item	Lucky Star	S	2	e	--
18	Lightning Blast	M	--	e	2.6	item	Max Fury	S	2	i	--
19	Charge	B	4	i	--	item	Combat Training	T	--	--	--
20	Poison Cloud	B	2	i	--	item	Convert Damage	T	--	--	--
22	Standby Healing	S	1	i	--	item	Cure Condition	T	--	--	--
25	Whirlwind	B	3	i	--	item	Antidote	M	--	e	2.4
26	Taunt	T	--	--	--	item	Earth Glaive	M	--	e	2.1
28	Increase MP Damage	B	4	i	--	item	Fire Bolt	M	--	c	2.4
30	Flying Guillotine	B	5	k	--	item	Healing	M	--	g	2.4
32	Fear	B	2	i	--	item	Ice Needles	M	--	e	2.4
35	Scan Enemy	T	--	--	--	item	Silence	M	--	e	2.4
35	Thunder Flare	M	--	e	3.7						

NEL'S BASIC ATTACKS

ATTACK DESC.	HP DAMAGE	MP DAMAGE	FURY COST	ADD. EFFECTS	DOWN
SW, Ground Attack	1.00 x 4	--	10	--	L
MW, Ground Attack	1.00	--	8	Fury Drain	X
LS, Ground Attack	1.00	--	5	Fury Drain	X
SW, Special Attack	1.00	0.10	8	Fury Drain	C
SS, Chain Attack #1	1.70	--	12	--	X
SS, Chain Attack #2	1.00	--	5	--	X
LS, Chain Attack #1	2.00	--	12	--	X
LS, Chain Attack #2	1.00	--	5	--	X

NEL ZELPHER



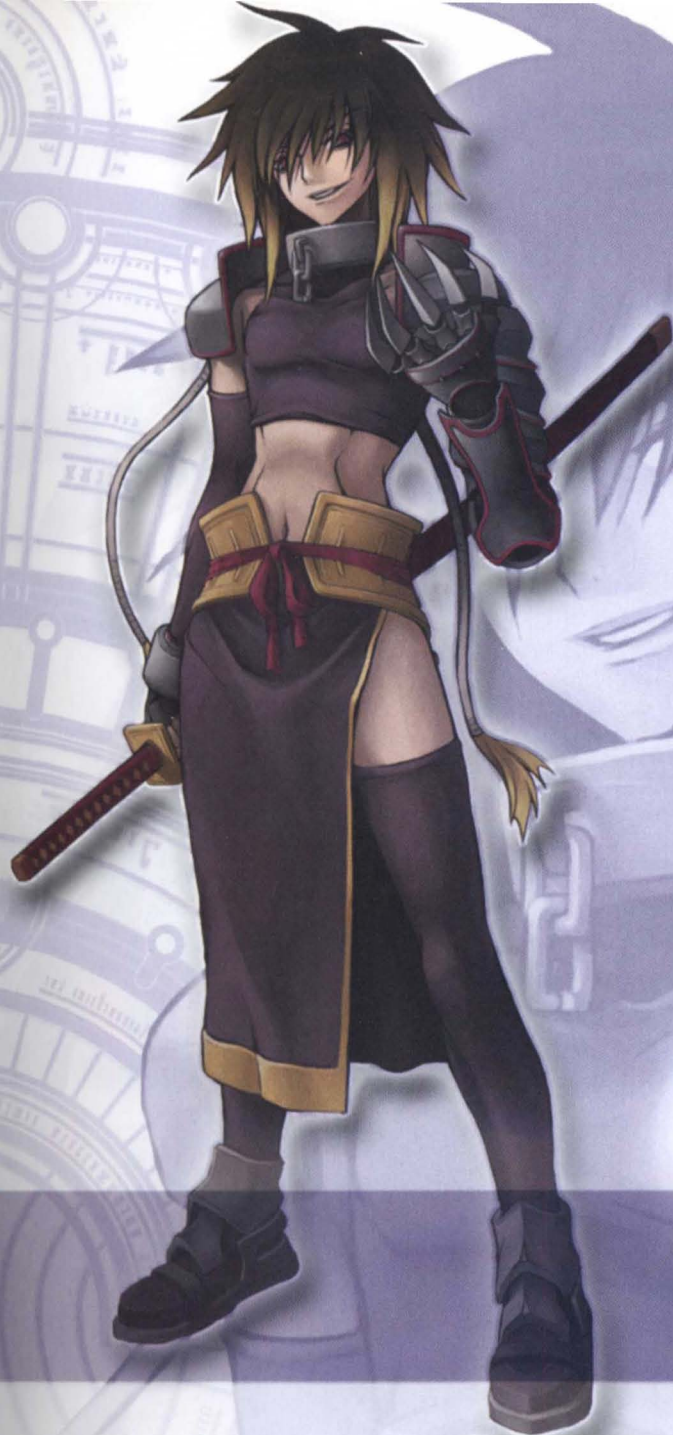
SEX	FEMALE	WEIGHT	112 LBS.
AGE	23	RACE	ELICODRIAN
HEIGHT	5'7"	PREFERRED WEAPON	DAGGERS AND RUNOLOGY

Nel Zelpher is the leader of the Secret Legion, a special detachment of the Queen of Aquaria's personal guard that reports directly to her and is responsible for intelligence gathering. Her loyalty to her queen and country motivates her every move and action. Nel is a skilled fighter who uses short swords and Runology interchangeably.

NEL'S BATTLE SKILLS

					WEAK POSITION					STRONG POSITION				
NAME	ELE	HIT #	DOWN	RANGE	FURY	HP COST	MP COST	HP DMG	MP DMG	FURY	HP COST	MP COST	HP DMG	MP DMG
Aerial	--	5	X	Short	20	10	--	1.50	--	42	5% (22)	--	2.25	--
Charge	--	1	X	Short	20	20	--	1.50	0.05	42	5% (42)	--	2.25	0.08
Poison Cloud	--	3	X	Long	10	12	--	0.30	0.10	35	5% (30)	--	0.36	0.12
Shock Wave	--	4	X	Short	20	12	--	0.40	--	47	5% (35)	--	0.52	--
Shadow Wave	--	2	H	Long	20	12	--	0.70	0.10	47	6% (50)	--	1.05	0.15
Lightning Chain	--	15	X	Short	30	40	--	0.30	--	62	8% (110)	--	0.36	--
Whirlwind	--	n	H	Long	30	80	--	0.50	--	72	8% (140)	--	0.65	--
Ice Daggers	--	3	X	Long	40	30	--	1.00	--	62	6% (70)	--	1.30	--
Flying Guillotine	--	7	X	Long	30	60	--	0.30	0.05	67	7% (135)	--	0.45	0.08
Mirror Slice	--	10	H	Short	30	100	--	0.60	--	62	10% (190)	--	0.90	--
Splitting Sky	--	4 + a	X	Long	30	160	--	0.50	0.10	60	12% (380)	--	0.65	0.13
Divine Wrath	--	18	H	Short	25	250	--	0.60	--	50	15% (650)	--	0.90	--





ALBEL'S BATTLE SKILLS, SUPPORT SKILLS, AND SPELLS											
LV.	NAME	TYPE	CP	LVP	CT	LV.	NAME	TYPE	CP	LVP	CT
Def.	Air Slash	B	2	j	--	50	Dragon Roar	B	7	j	--
Def.	Critical Hit	B	2	j	--	item	Air Slash of Fury	B	6	j	--
Def.	Critical Hit MP	S	2	j	--	item	Double Slash of Fury	B	6	j	--
Def.	Shockwave Swirl	B	2	j	--	item	Drain	B	2	j	--
Def.	Standby Healing	S	1	j	--	item	Increase HP/MP Damage	B	2	j	--
21	Berserk	T	--	--	--	item	Increase Stamina	B	2	j	--
25	Stun	B	2	j	--	item	Loot Item	B	2	b	--
26	No Guard	S	5	j	--	item	Common Attack Symbols	S	h	2	--
26	Palm of Destruction	B	4	j	--	item	Common Support Symbols	S	h	2	--
26	Taunt	T	--	--	--	item	Lucky Star	S	2	e	--
27	Increase MP Damage	B	4	j	--	item	Max Fury	S	2	j	--
28	Increase HP Damage	B	4	j	--	item	Combat Training	T	--	--	--
29	Aerial	B	2	j	--	item	Convert Damage	T	--	--	--
30	First Aid	S	1	j	--	item	Cure Condition	T	--	--	--
32	Aura Wall	B	6	j	--	item	Antidote	M	--	e	2.4
32	Charge	B	4	j	--	item	Earth Glaive	M	--	e	1.7
33	Fear	B	2	j	--	item	Fire Bolt	M	--	c	2.4
35	Double Slash	B	4	j	--	item	Healing	M	--	g	2.4
36	Scan Enemy	T	--	--	--	item	Ice Needles	M	--	e	2.4
40	Vampire Flash	B	6	j	--	item	Silence	M	--	e	2.4
45	Hand of Doom	B	5	j	--						

ALBEL'S BASIC ATTACKS

ATTACK DESC.	HP DAMAGE	MP DAMAGE	FURY COST	ADD. EFFECTS	DOWN
SW, Chain Attack #1	0.60	--	8	--	X
SW, Chain Attack #2	0.60	--	10	--	X
M-LW, Chain Attack #1	1.00	--	5	Fury Drain	X
M-LW Chain Attack #2	1.00	--	5	Fury Drain	X
SS, Ground Attack	2.00	--	10	Confusion	X
LS, Ground Attack	2.80	--	12	Fury Drain	H
SS, Aerial Attack	2.00 x 2	--	10	--	H
LS, Special Attack	0.60	--	10	--	X

ALBEL Nox



SEX	MALE	WEIGHT	141 LBS.
AGE	24	RACE	ELICORIAN
HEIGHT	6'1"	PREFERRED WEAPON	CLAWS AND THE OCCASIONAL KATANA

Albel Nox is a captain of the Black Brigade, one of the three branches of the military in the Kingdom of Airyglyph. Known as Albel the Wicked for his cruelty, Albel is a fantastic swordsman who specializes in one-on-one combat. How an enemy becomes a member of your party is an interesting story...

ALBEL'S BATTLE SKILLS

					WEAK POSITION					STRONG POSITION				
NAME	ELE	HIT #	DOWN	RANGE	FURY	HP COST	MP COST	HP DMG	MP DMG	FURY	HP COST	MP COST	HP DMG	MP DMG
Aerial	--	1	H	Short	20	10	--	0.50	--	42	5% (22)	--	0.75	--
Charge	--	1	H	Short	20	20	--	2.20	--	42	5% (42)	--	3.30	--
Air Slash	--	1	X	Long	10	20	--	1.00	--	30	5% (42)	--	2.00	--
Shockwave Swirl	--	5	L	Short	20	20	--	0.70	--	47	5% (42)	--	0.84	--
Palm of Destruction	--	1	H	Long	20	25	--	2.5	0.10	47	5% (55)	--	3.25	0.13
Double Slash	--	2	H	Short	20	20	--	0.70	--	40	5% (45)	--	0.91	--
Dragon Roar	--	18	H	Short	30	150	--	0.30	0.03	62	12% (360)	--	0.45	0.05
Hand of Doom	--	6	H	Short	25	120	--	0.70	0.04	52	10% (230)	--	0.91	0.05
Aura Wall	--	28	H	Short	25	50	--	--	0.03	45	8% (100)	--	--	0.04
Vampire Flash	--	1 + n	X	Short	20 + 8 x n	--	500	0.50	0.05	40 + 12 x n	--	20% (500)	0.75	0.08
Double Slash of Fury	--	2 + 2 x n	H	Short	20	10	--	0.60	--	42	5% (22)	--	0.78	--
Air Slash of Fury	--	1 + n	X	Long	20 + 5 x n	600	--	0.60	0.03	47 + 10 x n	12% (1000)	--	0.78	0.04

GETTING STARTED

CHARACTERS

WALKTHROUGH

BONUS DUNGEONS

PRIVATE ACTIONS

MINI-GAMES AND SUB-QUESTS

ITEM CREATION

ITEMS AND EQUIPMENT

BESTIARY

CHARACTERS

Fayt Leingod

Sophia Esteed

Cliff Fittir

Maria Traydor

Nel Zepher

Albel Nox

PEPPITA ROSSETTI

ROGER S. HUXLEY

Mirage Koas

Adray Lasbard

PEPPITA'S BATTLE SKILLS, SUPPORT SKILLS, AND SPELLS

LV.	NAME	TYPE	CP	LVP	CT	LV.	NAME	TYPE	CP	LVP	CT
5	Magic Hook	B	2	i	--	50	Faerie Friend	B	6	i	--
6	Charge	B	4	i	--	item	Dream Hammer	B	5	i	--
10	Frozen Daggers	B	3	i	--	item	Magical Dance	B	6	e	--
11	Taunt	T	--	--	--	item	Drain	B	2	i	--
12	First Aid	S	1	i	--	item	Increase HP/MP Damage	B	2	i	--
14	Critical Hit MP	S	2	i	--	item	Increase Stamina	B	2	i	--
15	Power Dance	B	6	e	--	item	Loot Item	B	2	b	--
17	Standby Healing	S	1	i	--	item	Common Attack Symbols	S	2	h	--
18	Aerial	B	2	i	--	item	Common Support Symbols	S	2	h	--
20	Instanto Blast	B	4	i	--	item	Lucky Star	S	2	e	--
22	Scan Enemy	T	--	--	--	item	Max Fury	S	2	i	--
25	Panic Dance	B	6	e	--	item	Combat Training	T	--	--	--
26	Stun	B	2	i	--	item	Convert Damage	T	--	--	--
28	Increase HP Damage	B	4	i	--	item	Cure Condition	T	--	--	--
29	Increase MP Damage	B	4	i	--	item	Antidote	M	--	e	2.7
30	Kaboom	B	5	i	--	item	Earth Gloive	M	--	e	2.1
31	Berserk	T	--	--	--	item	Fire Bolt	M	--	c	2.7
33	Critical Hit	B	2	i	--	item	Healing	M	--	g	2.7
34	Fear	B	2	i	--	item	Ice Needles	M	--	e	2.7
40	Healing Dance	B	6	e	--	item	Silence	M	--	e	2.7
48	No Guard	S	5	i	--						

PEPPITA'S BASIC ATTACKS

ATTACK DESC.	HP DAMAGE	MP DAMAGE	FURY COST	ADD. EFFECTS	DOWN
SW, Ground Attack	1.00	--	5	--	X
M-LW, Ground Attack	0.70 x 2	--	5	Fury Drain	X
SW, Special Attack	0.60 x 2	0.10x2	5	Confusion	H
SS, Ground Attack	2.80 x 3	--	12	--	H
LS, Ground Attack	2.00	--	12	Fury Drain	X
LS, Special Attack	1.50 x 3	0.20x3	12	Confusion	X

PEPPITA ROSSETTI



SEX	FEMALE	WEIGHT	79 LBS.
AGE	14	RACE	VELBAYSIAN
HEIGHT	4'4"	PREFERRED WEAPON	BANGLES

Peppita is a fledgling member of a troupe of Velbaysian circus performers known as the Rossetti Troupe. Orphaned by her mother at an early age (and abandoned by her father), this young girl now lives with her uncle Piccolotto, who manages the Troupe. However, she longs for a life of adventure...

PEPPITA'S BATTLE SKILLS

					WEAK POSITION					STRONG POSITION				
NAME	ELE	HIT #	DOWN	RANGE	FURY	HP COST	MP COST	HP DMG	MP DMG	FURY	HP COST	MP COST	HP DMG	MP DMG
Aerial	--	1	H	Short	20	10	--	1.50	0.10	42	5% (22)	--	2.25	0.15
Charge	--	1	H	Short	20	20	--	1.0	0.10	42	5% (42)	--	1.50	0.15
Frozen Daggers	--	4	X	Short	20	10	--	0.80	--	47	5% (25)	--	1.04	--
Power Dance	--	--	X	Long	15	--	20	--	--	35	--	6% (30)	--	--
Healing Dance	--	--	X	Long	15	--	100	--	--	35	--	10% (220)	--	--
Magical Dance	--	--	X	Long	15	250	--	--	--	35	12% (520)	--	--	--
Panic Dance	--	--	X	Short	15	--	20	--	--	35	--	6% (32)	--	--
Faerie Friend	--	2 + 8	H	Short	20	80	--	1.00 x 10	0.10 x 10	47	8% (200)	--	1.5 x 10	0.15 x 10
Magic Hook	--	1 + 1	C	Long	15	15	--	1.50	0.05	47	5% (32)	--	2.25	0.08
Instanto Blast	--	1	X	Short	25	50	--	0.60	1.40	52	8% (120)	--	0.78	1.82
Kaboom	--	N	C	Short	20	100	--	0.60	--	47	10% (220)	--	0.90	--
Dream Hammer	--	1 + n	X	Short	22 + 5 x n	120	--	0.80	0.08	52 + 10 x n	12% (250)	--	1.60	0.16





ROGER'S BATTLE SKILLS, SUPPORT SKILLS, AND SPELLS															
LV.	NAME	TYPE	CP	LVP	CT	LV.	NAME	TYPE	CP	LVP	CT	LV.	NAME	TYPE	CP
Def.	Fiery Axe	B	2	i	--	50	Raging Helmet	B	6	i	--				
10	Whirling Heat	B	2	i	--	item	Bug Triad	B	6	i	--				
12	Charge	B	4	i	--	item	Star Fall	B	8	i	--				
13	Standby Healing	S	1	i	--	item	Drain	B	2	i	--				
15	Land Mines	B	4	i	--	item	Increase HP/MP Damage	B	2	i	--				
16	No Guard	S	5	i	--	item	Increase Stamina	B	2	i	--				
18	Berserk	T	--	--	--	item	Loot Item	B	2	b	--				
18	Critical Hit HP	S	2	i	--	item	Common Attack Symbols	S	2	h	--				
20	Flying Torpedo	B	4	i	--	item	Common Support Symbols	S	2	h	--				
21	Aerial	B	2	i	--	item	Lucky Star	S	2	e	--				
21	Taunt	T	--	--	--	item	Max Fury	S	2	i	--				
23	Increase MP Damage	B	4	i	--	item	Combat Training	T	--	--	--				
25	Piercing Claw	B	4	i	--	item	Convert Damage	T	--	--	--				
26	First Aid	S	1	i	--	item	Cure Condition	T	--	--	--				
29	Critical Hit	B	2	i	--	item	Antidote	M	--	e	3.6				
30	Fiery Fury	B	4	i	--	item	Earth Glaive	M	--	e	3.1				
31	Fear	B	2	i	--	item	Fire Bolt	M	--	c	3.6				
32	Increase HP Damage	B	4	i	--	item	Healing	M	--	g	3.6				
33	Stun	B	2	i	--	item	Ice Needles	M	--	e	3.6				
36	Scan Enemy	T	--	--	--	item	Silence	M	--	e	3.6				
40	Shield & Cannon	B	8	i	--										

ROGER'S BASIC ATTACKS					
ATTACK DESC.	HP DAMAGE	MP DAMAGE	FURY COST	ADD. EFFECTS	DOWN
SS, Ground Attack	0.70 x 2	--	12	--	X
M-LW, Ground Attack	1.00	--	12	Fury Drain	X
SS, Ground Attack	1.60 x 4	--	15	--	X
M-LS, Ground Attack	2.60	--	15	--	X
SS, Special Attack	2.80	--	15	Fury Drain	X

ROGER S. HUXLEY



SEX	MALE	WEIGHT	66 LBS.
AGE	12	RACE	ELICODRIAN (MENODIX)
HEIGHT	3'1"	PREFERRED WEAPON	AXE

Roger S. Huxley is a little boy with a humongous ego and an equally large talent for getting into trouble. Roger is a Menodix, a common species of humanoid that lives mostly in the Sanmite Republic. His father is the Village Chief in the Lost City of Surferio. Roger can usually be found hanging around town with his two pals, thinking up new challenges for their ongoing Real Man Contest.

ROGER'S BATTLE SKILLS													
				WEAK POSITION					STRONG POSITION				
NAME	ELE	HIT #	DOWN	RANGE	FURY	HP COST	MP COST	HP DMG	MP DMG	FURY	HP COST	MP COST	HP DMG
Aerial	--	1	H	Short	20	10	--	1.50	0.10	42	5% (22)	--	2.25
Charge	--	1	X	Short	20	20	--	2.20	--	42	5% (42)	--	3.30
Fiery Axe	--	2 + 2	H	Long	10	20	--	1.50 (0.40)	--	35	5% (40)	--	2.25 (0.6)
Land Mines	--	2 x 4	H	Short	15	25	--	0.70	--	40	5% (48)	--	1.05
Whirling Heat	--	1	X	Long	12	30	--	1.00	--	42	5% (52)	--	1.30
Fiery Fury	--	7	H	Short	25	50	--	0.60 x 6 + 1.00	--	57	8% (120)	--	0.78 x 6 + 1.30
Piercing Claw	--	3	H	Long	15	30	--	0.70	0.07	40	6% (64)	--	0.84
Flying Torpedo	--	1	X	Long	20	50	--	2.00	0.20	57	6% (95)	--	4.00
Raging Helmet	--	6	X	Long	20	250	--	0.70	--	47	10% (480)	--	1.12
Bug Triad	--	n	X	Short	30	300	--	0.40	0.08	65	10% (760)	--	0.60
Shield & Cannon	--	3	X	Long	35	200	--	0.40	--	72	10% (590)	--	.052
Star Fall	--	15	H	Long	50	750	0	0.33 x 5 + 0.22 x 10	1.08 x 5 + 0.04 x 10	92	15% (1800)	--	0.50 x 5 + 0.33 x 10
													0.08 x 15

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- BESTIARY

CHARACTERS

Fayt Leingod

Sophia Esteed

Cliff Fittir

Maria Traydor

Nel Zelpher

Albel Nox

Peppita Rossetti

Roger S. Huxley

MIRAGE KOAS

ADRAY LASBARD

MIRAGE'S BATTLE SKILLS, SUPPORT SKILLS, AND SPELLS

LV.	NAME	TYPE	CP	LVP	CT	LV.	NAME	TYPE	CP	LVP	CT
Def.	Aerial	B	2	j	--	62	Avenger Charge	B	8	j	--
Def.	Charge	B	4	j	--	item	Blazing Cannon	B	8	j	--
Def.	Critical Hit	B	2	j	--	item	Infinity Kick	B	6	j	--
Def.	First Aid	S	1	j	--	item	Drain	B	2	j	--
Def.	Hammer of Might	B	3	j	--	item	Increase HP/MP Damage	B	2	j	--
Def.	Sphere of Might	B	4	j	--	item	Increase Stamina	B	2	j	--
Def.	Standby Healing	S	1	j	--	item	Loot Item	B	2	b	--
6	Taunt	T	--	--	--	item	Common Attack Symbols	S	2	h	--
32	Increase HP Damage	B	4	j	--	item	Common Support Symbols	S	2	h	--
33	Berserk	T	--	--	--	item	Lucky Star	S	2	e	--
33	Electric Fists	B	6	j	--	item	Max Fury	S	2	j	--
35	Fear	B	2	j	--	item	Combat Training	T	--	--	--
36	Stun	B	2	j	--	item	Convert Damage	T	--	--	--
38	Increase MP Damage	B	4	j	--	item	Cure Condition	T	--	--	--
39	Critical Hit HP	S	2	j	--	item	Antidote	M	--	e	3.1
40	Scan Enemy	T	--	--	--	item	Earth Glaive	M	--	e	2.6
41	Aerial Assault	B	5	j	--	item	Fire Bolt	M	--	c	3.1
42	No Guard	S	5	j	--	item	Healing	M	--	g	3.1
45	Crescent Locus	B	4	j	--	item	Ice Needles	M	--	e	3.1
49	Triple Kick	B	5	j	--	item	Silence	M	--	e	3.1
56	Acrobat Locus	B	6	j	--						

MIRAGE'S BASIC ATTACKS

ATTACK DESC.	HP DAMAGE	MP DAMAGE	FURY COST	ADD. EFFECTS	DOWN
SW, Ground Attack	0.60 x 2	--	10	--	X
MW, Ground Attack	1.00	--	10	Fury Drain	X
LW, Ground Attack	1.00 x 2	--	10	--	H
SW, Aerial Attack	1.00 x 2	--	10	--	H
SS, Chain Attack #1	2.80	--	15	--	H
SS, Chain Attack #2	2.00	--	10	--	H
MS, Ground Attack	2.20	--	15	Fury Drain	X
LS, Ground Attack	2.80	--	15	--	H

MIRAGE KOAS



SEX	FEMALE	WEIGHT	117 LBS.
AGE	27	RACE	KLAUSIAN
HEIGHT	5'9"	PREFERRED WEAPON	GAUNTLETS

Mirage Koas is Cliff's long-time friend and partner in Quark. Although she seems quiet and mild-mannered, Mirage is a talented fighter, as befits the daughter of a dojo-owner. Rumor has it that she bests Cliff in sparring contests on a regular basis.

MIRAGE'S BATTLE SKILLS

					WEAK POSITION					STRONG POSITION				
NAME	ELE	HIT #	DOWN	RANGE	FURY	HP COST	MP COST	HP DMG	MP DMG	FURY	HP COST	MP COST	HP DMG	MP DMG
Aerial	--	2	H	Short	20	10	--	1.20	0.08	42	5% (22)	--	1.80	0.12
Charge	--	1	X	Short	20	20	--	1.50	0.10	42	5% (22)	--	2.25	0.15
Sphere of Might	--	4	L	Short	15	20	--	0.40	--	35	6% (42)	--	0.60	--
Hammer of Might	--	2	L	Long	20	15	--	1.50	0.05	47	5% (38)	--	2.25	0.08
Avenger Charge	--	11	H	Short	25	410	--	0.47	--	55	10% (780)	--	0.71	--
Electric Fists	--	3	H	Short	9	20	--	0.70	--	40	5% (40)	--	1.05	--
Aerial Assault	--	1	L	Long	20	80	--	3.50 (1.75)	0.53 (0.26)	47	8% (140)	--	5.25 (2.63)	0.80 (0.39)
Blazing Cannon	--	6 + 4 x n + 2	X	Short	30 + 8 x n	550	--	0.40	--	60 + 12 x n	11% (850)	--	0.60	--
Acrobat Locus	--	15	H	Short	20	350	--	0.40	--	50	9% (580)	--	0.52	--
Infinity Kick	--	11	X	Short	30	550	--	0.40	0.05	60	14% (1120)	--	0.52	0.07
Crescent Locus	--	4	H	Short	20	50	--	0.60	--	47	5% (85)	--	0.90	--
Triple Kick	--	3	H	Short	20	150	--	1.00	--	47	8% (350)	--	2.00	--





ADRAY'S BATTLE SKILLS, SUPPORT SKILLS, AND SPELLS

LV.	NAME	TYPE	CP	LVP	CT	LV.	NAME	TYPE	CP	LVP	CT
Def.	Charge	B	4	j	--	35	Dark Sphere	M	--	e	4.1
Def.	Earth Glaive	M/B	3	e	2.6	36	Fear	B	2	j	--
Def.	Fire Bolt	M/B	2	c	3.1	37	Faerie Light	M	--	g	4.1
Def.	First Aid	S	1	j	--	39	Reflection	M	--	g	3.1
Def.	Ice Needles	M/B	2	e	3.1	40	Southern Cross	M/B	6	e	4.1
Def.	Lightning Blast	M/B	3	e	3.1	42	Scan Enemy	T	--	--	--
Def.	Standby Healing	S	1	j	--	42	Stone Rain	M	--	e	4.1
5	Healing	M	--	g	3.1	45	Explosion	M	--	e	5.1
6	Antidote	M	--	e	3.1	46	No Guard	S	5	j	--
10	Silence	M	--	e	3.1	48	Gravitation	M	--	e	3.1
19	Acid Rain	M	--	e	3.1	50	Sea Gate	B	8	j	--
20	Chaos Tide	B	5	j	--	54	Laser Beams	M	--	e	5.1
20	Taunt	T	--	--	--	57	Lightning Strike	M	--	e	5.1
21	Efreet	M	--	e	2.6	60	Angel Feather	M	--	g	3.1
22	Aerial	B	2	j	--	item	Emotion Torrent	M	8	j	--
23	Critical Hit HP	S	2	j	--	item	Sirocco	M	7	j	--
23	Protection	M	--	g	3.1	item	Drain	B	2	j	--
24	Critical Hit	B	2	j	--	item	Increase HP/MP Damage	B	2	j	--
25	Power Up	M	--	g	3.1	item	Increase Stamina	B	2	j	--
27	Increase HP Damage	B	4	j	--	item	Loot Item	B	2	b	--
27	Thunder Flare	M	--	e	4.1	item	Increase MP	S	3	f	--
29	Cure Condition	M	--	e	3.1	item	Lucky Star	S	2	e	--
29	Stun	B	2	j	--	item	Max Fury	S	j	2	--
30	Deep Freeze	M	--	e	4.1	item	Quick Symbol	S	3	l	--
30	Titan Fist	B	6	j	--	item	Combat Training	T	--	--	--
32	Increase MP Damage	B	4	j	--	item	Convert Damage	T	--	--	--
32	Restoration	M	--	a	3.6	item	Cure Condition	T	--	--	--
35	Berserk	T	--	--	--						

ADRAY'S BASIC ATTACKS

ATTACK DESC.	HP DAMAGE	MP DAMAGE	FURY COST	ADD. EFFECTS	DOWN
SW, Ground Attack	1.00	--	5	--	X
LW, Ground Attack	--	0.15	5	--	X
SS, Ground Attack	2.80	--	5	Fury Drain	X
MS, Ground Attack	2.80	--	12	Fury Drain	H
LS, Ground Attack	--	0.25	12	--	X

ADRAY LASBARD



SEX	MALE	WEIGHT	220 LBS.
AGE	58	RACE	ELICOORIAN
HEIGHT	6'2"	PREFERRED WEAPON	KATANA AND RUNOLOGY

Adray Lasbard is best known as Clair Lasbard's father. A highly skilled Runologist and talented swordsman, the Kingdom of Aquios is at a loss as to how to use Adray's talents. His over-the-top personality and dogmatic manner ensures that he gets lots of overseas missions.

ADRAY'S BATTLE SKILLS

					WEAK POSITION					STRONG POSITION				
NAME	ELE	HIT #	DOWN	RANGE	FURY	HP COST	MP COST	HP DMG	MP DMG	FURY	HP COST	MP COST	HP DMG	MP DMG
Aerial	--	1	H	Long	20	10	--	1.50	0.10	42	5% (22)	--	2.25	--
Charge	--	1	X	Long	20	20	--	1.50	0.10	42	5% (42)	--	2.25	--
Sirocco	--	7	H	Long	26	200	--	0.50	0.30	55	10% (400)	--	0.75	--
Titan Fist	--	1	L	Long	20	150	--	2.00	0.20	47	8% (320)	--	4.00	--
Chaos Tide	--	1	L	Long	20	50	--	0.50	0.15	47	6% (120)	--	0.75	--
Sea Gate	--	1	X	Long	25	200	--	1.50	0.15	52	10% (390)	--	2.25	--
Emotion Torrent	--	4	H	Long	20	250	--	1.00	0.10	47	12% (460)	--	1.50	--

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COMMON BATTLE SKILLS, SUPPORT, AND TACTICAL SKILLS

The following Battle, Support, and Tactical Skills are held in common by almost all of the playable characters. These skills do *not* vary from character to character, so they will work the same way regardless of who uses them. Many of these skills are learned from books created through Item Creation, courtesy of the the Writing Talent.

BATTLE SKILLS

NAME	CP	LVP	DESCRIPTION
Critical Hit	2	J	Provides the user with the chance of causing major HP/MP damage to an enemy. The increase in damage is 35% more than usual. The probability of success increases from 2% at Lv. 1 to 20% at Lv. 10.
Drain	2	J	Attack has the possibility of draining an enemy's Fury by 50%. The probability of success grows from 18% at Lv. 1 to 30% at Lv. 10.
Fear	2	J	Attack has the possibility of terrifying an enemy, reducing its attack frequency. The probability of success grows from 18% at Lv. 1 to 42% at Lv. 10.
Increase HP Damage	4	J	Improves HP damage by 50%. Damage increases to 95% by Lv. 10. With attacks that don't inflict HP damage, this increases ATK by 15% at Lv. 1 up to 18% at Lv. 10.
Increase HP/MP Damage	2	J	Improves HP and MP damage by 30% at Lv. 1, increasing to 60% at Lv. 10. Learn from the Mildewed Tome item.
Increase MP Damage	4	J	Improves MP damage by 50%. Damage increases to 80% by Lv. 10. With attacks that don't cause MP damage, this increases HP damage by 16% at Lv. 1 up to 20% at Lv. 10.
Increase Stamina	2	J	Reduces Fury costs by 30% at Lv. 1, rising to 50% at Lv. 10. Learn from the Crumbling Tome item.
Loot Item	2	b	Enables the user to loot the items an enemy might drop when it is downed by an attack. Chance of successfully looting an item increases as the skill is leveled up. Learn from the Dated Tome item.
Stun	2	J	Attack has the possibility of knocking an enemy unconscious. The probability of success grows from 6% at Lv. 1 to 30% at Lv. 10. Learn from the Musty Tome item.

SUPPORT SKILLS

You can attach these Support Skills to your characters through Skill Setup on the Main Menu. These skills work in the background by healing, protecting, or otherwise aiding your characters.

NAME	CP	LVP	DESCRIPTION
Common Attack Symbols	2	h	Enables the use of basic attack spells during battle. The spells given to characters who use the Worm-Eaten Tome are as follows: Fire Bolt, Ice Needles, and Earth Glove.
Common Support Symbols	2	h	Enables the use of basic support spells during battle. The spells given to characters who use the Decrepit Tome are as follows: Healing, Antidote, and Silence.
Critical Hit HP	2	J	Increases the chance of dealing a major blow to an enemy's HP. If successful, the attack deals 50% more damage. The probability of success grows from 4% at Lv. 1 to 48% at Lv. 10. This can be used in conjunction with Battle Skill, Critical Hit.
Critical Hit MP	2	J	Increases the chance of dealing a major blow to an enemy's MP. If successful, the attack deals 20% more damage. The probability of success grows from 3% at Lv. 1 to 42% at Lv. 10. This can be used in conjunction with Battle Skill, Critical Hit.
First Aid	1	J	Chance of recovering 20% of maximum HP amount when HP damage is taken. The probability of this occurring increases from 5% at Lv. 1 to 10% at Lv. 10.
Increase MP	3	f	Increases MP by 40%. Learn from Fading Tome item.
Lucky Star	2	e	A chance that stars will fall from the sky when the user takes damage. Picking up a star fills the Battle Bonus Gauge by 30%. The probability of falling stars grows from 4% at Lv. 1 to 10% at Lv. 10. Learn from the Damaged Tome item.
Max Fury	2	J	While resting in battle, this skill provides the user with a chance for instant full Guts recovery. Learned from the Moldy Tome item.
No Guard	5	J	Character does not flinch, even when taking damage equal to 1/15 the current HP amount. This skill is always active once set.
Standby Healing	1	J	Heals a character's HP gradually as the character rests during battle. The amount of HP recovered is determined by the skill's level x 20. HP is recovered every four seconds your character stands still.
Quick Symbol	3	l	Cuts casting time in half. Learn from the Brittle Tome item.

TACTICAL SKILLS

Most Tactical Skills can be turned on and off under the Skill Setup on the Main Menu screen. There are only two skills in this list that cannot be controlled through Skill Setup: Taunt and Scan Enemy are only used in battle. You can also turn these skills on and off on the fly during battle.

NAME	DESCRIPTION
Berserk	Raises ATK by 30% and lowers Fury costs by half. However, in exchange, the user's DEF drops by 30%.
Combat Training	Raises EXP acquisition by 40% by tripling Fury costs. When on, this bonus is only applied to monsters killed by that character. Learn from the Decayed Tome item.
Convert Damage	Automatically recovers/reduces HP and MP so that they remain proportional. Choose between Preserve HP, which converts HP damage to MP damage (7 HP = 1 MP) or Preserve MP, which converts MP damage to HP damage (1 MP = 13 HP). Learn from the Tattered Tome book.
Cure Condition	When turned on, this skill weakens the effects of poison, paralysis, petrification, freezing, and stunning but lowers a character's DEF by 20%. Poison damage is reduced by half and paralysis, petrification, freezing, and stunning last only half as long. Learned from the Deteriorating Tome item.
Scan Enemy	When used in battle, this enables you to take a sneak peek at the target enemy's stats.
Select Anti-Attack Aura	When turned on, you can activate an Anti-Attack Aura (AAA). The types of AAA available are determined by the special books and items you've gathered.
Taunt	When used in battle, this skill draws the enemy's attention to the user.

SYMBOLICAL AND RUNOLOGICAL SPELLS

Regardless of what you call the school of magic (Symbology is the Federation's term and Runology is the Elicoorian term), this section is all about the spells. Remember, the strength of a spell is based on the caster's INT stat. In the damage equations, the "a" refers to INT, not ATK as in the Battle Skills tables noted previously.

Sophia and Adray both have the ability to use their attack-oriented spells as Battle Skills. When set as a Weak attack, the damage amounts are calculated as listed in this table. When set as Strong attacks, the damage amount is multiplied by 1.3.

SPELL NAME	LVP	ELE	FURY	MP COST	HP DMG	MP DMG	CASTERS	DESCRIPTION
Healing	g	--	20	20	--	--	Nel, Sophia, Adray	Heals about 35% of max HP. Ability increases with leveling up.
Silence	e	--	20	10	--	--	Sophia, Adray	Prevents the target from casting spells for a period of time if successful. Success increases with level proficiency.
Ice Needles	e	W	20	10	$(a \times 0.30 + a \times 4.5 + 15) \times 5$	--	Nel, Sophia, Adray	Showers the enemy with ice needles. The number of shards increases with level (Lv. 1-3=5 shards, Lv. 4-7=7 shards, Lv. 8-10=10 shards).
Antidote	e	--	20	10	--	--	Sophia, Adray	Cures characters of the poison condition, a status that does not wear off over time. This spell does not change or improve over time.
Fire Bolt	c	F	20	10	$a \times 0.50 + a \times 2.5 + 30$	--	Nel, Sophia, Adray	Cures target of poison status. Launches homing fire bolts at the target. Number of bolts increases with level (Lv. 1-2=1 bolt, Lv. 3-5=2 bolts, Lv. 6-8=3 bolts, Lv. 9-10=4 bolts).
Acid Rain	e	--	20	15	--	--	Sophia, Adray	Reduces the defense level of enemies caught in the spell's range. Success increases with level proficiency.
Lightning Blast	e	A	20	10	$(a \times 0.40 + a \times 10 + 8) \times 8$	--	Fayt, Nel, Sophia, Adray	Fires bolts of lightning at the target.
Earth Glaive	e	E	20	10	$(a \times 0.50 + a \times 8 + 30) \times 3$	--	Sophia, Adray	Crushes the enemy with gigantic stone columns.
Restoration	e	--	60	60	--	--	Sophia, Adray	Resurrects a fallen ally and heals 10% of their Max HP and MP. Amount increases with level proficiency.
Efreet	e	F	30	35	$(a \times 0.40 + a \times 70 + 70) \times 4$	--	Sophia, Adray	Summons a large fire element to attack an enemy.
Protection	g	--	20	30	--	--	Maria, Sophia, Adray	Boosts the target's DEF by 50% for 60 seconds. Amount of time that the spell lasts increases with level proficiency.
Cure Condition	e	--	20	15	--	--	Sophia, Adray	Cures Poison, Paralysis, and Petrification.
Power Up	g	--	20	30	--	--	Maria, Sophia, Adray	Increases the target's ATK by 50% for 60 seconds. Length of effect increases with level proficiency.
Crush	e	E	20	25	$(a \times 1.00 + a \times 15 + 400) \times 2$	--	Sophia	Drops a large rabbit-shaped weight on the target.
Thunder Flare	e	A	30	40	$A \times 3 + (A/10) \times 10 + A + 1.5$	--	Nel, Sophia, Adray	Traps the target in a sphere of electromagnetic energy. In the damage formula for the spell $A = a \times 0.04 + a \times 12 + 5$.
Deep Freeze	e	W	30	80	$(a \times 0.40 + a \times 45 + 150) \times 4$	--	Fayt, Sophia, Adray	Emits blocks of ice in a limited area, potentially freezing the target.
Dark Sphere	e	--	40	200	--	--	Sophia, Adray	Creates a large sphere of dark energy that can instantly kill a weakened enemy caught inside.
Gravitation	e	--	20	30	--	--	Sophia, Adray	Creates a powerful gravity field that reduces the speed of any enemies caught inside.
Faerie Light	g	--	20	40	--	--	Sophia, Adray	Heals the entire party of 35% of their Max HP. Amount increases with level proficiency.
Reflection	g	--	20	30	--	--	Maria, Sophia, Adray	Raises target's magic resistance 50% for 60 seconds. Duration of spell increases with level proficiency.
Stone Rain	e	E	40	80	$(a \times 0.50 + a \times 30 + 150) \times 6$	--	Fayt, Sophia, Adray	Caster summons a storm of falling rocks over the target.
Explosion	e	F	40	300	$A/2 \times 5 + A \times 5$	--	Fayt, Sophia, Adray	Creates a dome of fire over the battlefield, damaging all opponents caught inside. In the damage formula for this equation $A = a \times 0.50 + a \times 250 + 200$.
Laser Beams	e	--	40	150	$(a \times 0.50 + a \times 100 + 200) \times 6$	--	Sophia, Adray	Summons a laser storm that covers a large area of the battlefield.
Lightning Strike	e	A	50	300	$(a \times 0.50 + a \times 120 + 350) \times 8$	--	Nel, Sophia, Adray	The most powerful lightning storm that can be summoned.
Gremlins	e	E	30	50	$(a \times 0.30 + a \times 15 + 120) \times 6$	HP Damage $\times 0.20 \times 6$	Sophia	Summons gremlins to attack the enemy. The number summoned increases as the skill is leveled up (Lv. 1-3 = 6 gremlins, Lv. 4-7 = 8 gremlins, Lv. 9-10 = 10 gremlins). There is a possibility that one of the summoned gremlins attacks with 3x the strength.
Angel Feather	g	--	20	30	--	--	Maria, Sophia, Adray	Raises all of the target's stats 20% for 60 seconds. The duration of the spell increases with level proficiency.
Blood Scylla	e	--	40	300	$(a \times 0.40 + a \times 20 + 320) \times 3$	HP Damage $\times 0.35 \times 3$	Sophia	Summons a Lord of the Daemonium to drain the target's HP and MP. The pilfered HP/MP is awarded to the caster.
Southern Cross	e	--	30	120	$(a \times 0.50 + a \times 250 + 200) \times 6$	HP Damage $\times 0.16 \times 6$	Sophia, Adray	Casts a large cross on the battlefield that damages all enemies within range.

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HOW TO USE THE WALKTHROUGH

- 1 Area in the game.
 - 2 Item available for clearing the entire map.
- Overhead maps of the area. Text callouts in boxes refer to items of interest or importance, while the numbered callouts refer to the items contained within the area. Items to obtain in the area. The item numbers refer to the callouts on the maps. Note the regular item callouts are green in color.

- 4 Items to obtain by using the Ring of Disintegration item only. For the most part, these items are inaccessible in some way or another. The only way to acquire them is to use this item in the area in question. Note that the Ring of Disintegration items are an aqua blue color.

- 5 Main Events or Private Actions that occur in this area of the game. The number within the small white circle corresponds to the MEs and PRs in the outline of events section.

- 6 The enemies in each area appear here. For more detailed information on any particular enemy, simply locate its ID# and search for it in this guide's "Bestiary" chapter.

- 7 Outline of events for the area. This section provides a quick reference of sorts to all the accessible happenings in the area, from boss fights to Private Actions. The circular icons are:

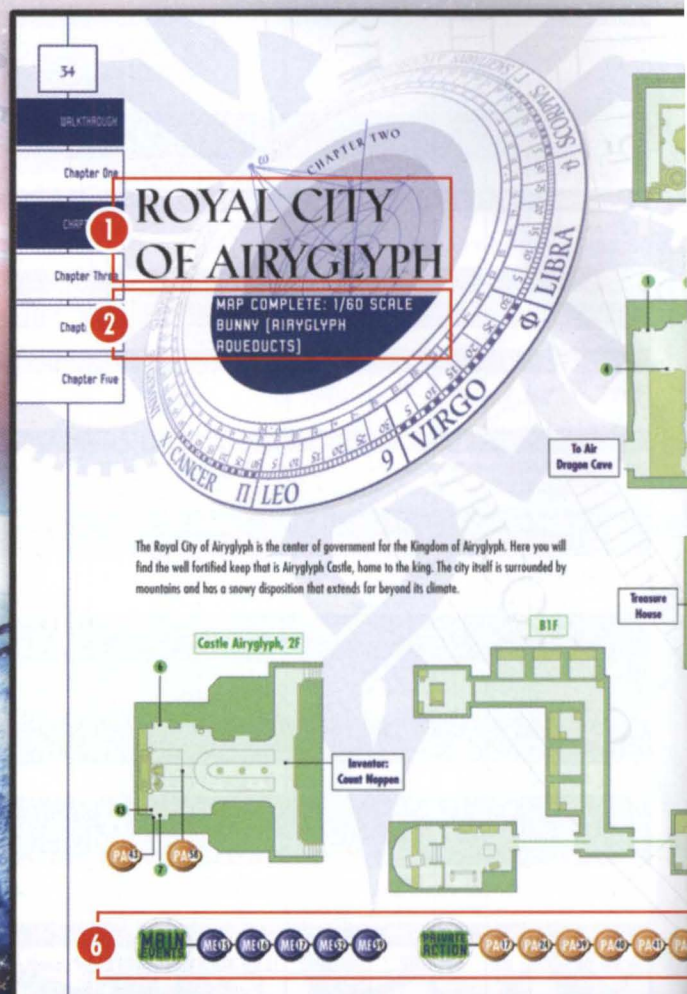
ME Main Events, or plot points in the story largely characterized by cutscenes.

PA Private Actions that the player can choose to participate in or not. The PRs ultimately affect the character endings at the end of the game.

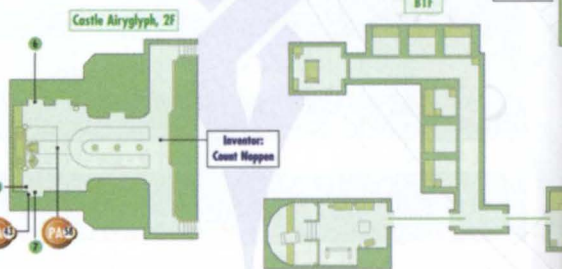
BB Any scripted boss fight information is listed here.

BT Any potential Battle Trophy chances are shown here.

IC When there is an opportunity to sign an inventor, look for this icon.



The Royal City of Airyglyph is the center of government for the Kingdom of Airyglyph. Here you will find the well fortified keep that is Airyglyph Castle, home to the king. The city itself is surrounded by mountains and has a snowy disposition that extends far beyond its climate.



ROYAL CITY OF AIRYGLYPH

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BRIDGE OF THE CUTTER "EAGLE"

ME Cutscene: Crash Landing on Elcor II. To finish the event, talk to Cliff and Mirage several times until they decide upon a course of action. **EVENT TRIGGER:** Continuation of ME #14.

AIRYGLYPH CASTLE, DUNGEON

ME Cutscene: Interrogation. At the end of the event, Mel Zapher joins the party temporarily. **EVENT TRIGGER:** Leaves the Eagle.

AIRYGLYPH CASTLE, DUNGEON

BB Defeat the Inquisitor and Airyglyph Soldiers (x2).

AIRYGLYPH AQUEDUCTS

AIRYGLYPH AQUEDUCTS

BB Defeat the Giant Crab.

AIRYGLYPH AQUEDUCTS

BT The boss fight with the Giant Crab provides the opportunity to win the following Battle Trophies: BT #081 and BT #082.

ROYAL CITY OF AIRYGLYPH

ROYAL CITY OF AIRYGLYPH

ME Cutscene: The Ambitious Son. Head to the east gate of Airyglyph and leave the town. Look for the large dragon wings at the end of the bridge. **EVENT TRIGGER:** The Airyglyph Aqueducts.

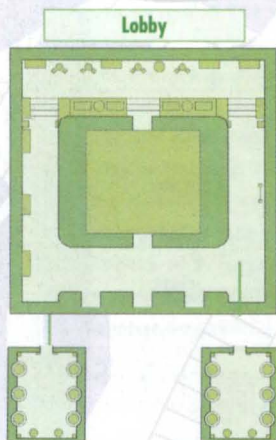
GRANTIER RESORT HOTEL

MAP COMPLETE: N/A

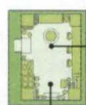
The Grantier Resort Hotel is located on sunny, tropical Hyda IV, the fourth planet in the Kappa Sector's Hyda system. Due to the planet's natural beauty and lack of dangerous organisms, it has become a popular resort location with members of the Pangalactic Federation. The Grantier Resort features luxury amenities like a private beach, exotic entertainment, and cutting-edge VR game rooms.

Item List

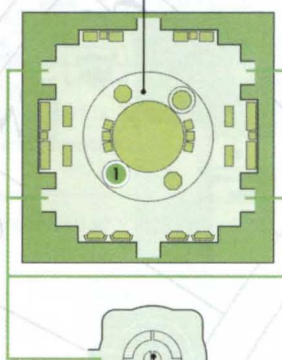
1 Shake



Lobby



PA5 PA2
PA6



PA7

Guestroom Corridor



PA0

Beach



PA4

The Leingods

PA6

PA2

MAIN EVENTS

ME1 ME2 ME3 ME4

PRIVATE ACTION

PA1 PA2 PA3 PA4 PA5 PA6 PA7 PA8 PA9 PA10 PA11 PA12

PA8 PA9 PA10 PA11

GRANTIER RESORT HOTEL PAGE 022

ME1

HOTEL LOBBY

Opening Cutscene: Fayt gets in trouble with Sophia!
EVENT TRIGGER: Start of Game.

PA1

ROOM 105

Check out the Garbage Can. AVAIL: Before Main Event #2.

PA2

BEACH

Talk to Sophia before meeting up with Fayt's parents, who are relaxing on the beach. AVAIL: Before Main Event #2. REQ: Must talk to Sophia before Fayt's parents.

PA3

BEACH

"Flirt" with Flirt on the beach. AVAIL: Before Main Event #2.

PA4

BEACH TELEPORTER ROOM

Make up with Sophia for making her look bad in front of Flirt. AVAIL: Before Main Event #2. REQ: Must choose either answer #1 or #2 in PA #3.

PA5

ROSSETTI TROUPE'S WAITING ROOM

Meet Peppita Rossetti. Obtain the Rossetti Performance Ticket. AVAIL: Before Main Event #2.

PA6

ROSSETTI TROUPE'S WAITING ROOM

Examine the blocked door on the east side of the room. AVAIL: Before Main Event #2.

ME2

LOUNGE

Play the Battle Simulator! Activate one of the consoles to the VR Game Rooms in the Lounge and start up the Battle Simulator. EVENT TRIGGER: View PA #5 first, then head to the Lounge.

PA7

LOUNGE

Persuade Sophia to play the Battle Simulator with Fayt. AVAIL: During Main Event #2.

PA8

GAME ROOM

Decide whether or not to read the Battle Simulator manual. AVAIL: During Main Event #2.

BT

GAME ROOM

Decide whether or not to activate the Battle Trophy option. Choosing to do so requires dedicated space on your Memory Card.

PA9

GAME ROOM

Decide whether or not to fight another round. AVAIL: During Main Event #2. REQ: You must win the previous battle.

PA10

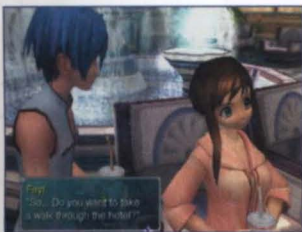
GAME ROOM

Decide whether or not to fight a third round. AVAIL: During Main Event #2. REQ: You must win the previous battle.

MAIN EVENT 1

WELCOME TO THE GRANTIER RESORT HOTEL!

The opening cutscene introduces Fayt and Sophia, two childhood friends vacationing with family at the Grantier Resort Hotel. Follow Fayt's suggestion and explore the hotel and surrounding areas thoroughly before enjoying any of the hotel's amenities. This is important for two reasons: One, it allows time to get accustomed to controlling the characters and familiarize yourself with the area. Second, access to the first group of Private Actions (PA) ends once you activate the console to one of the VR Game Rooms in the hotel's Lounge. It's definitely better to explore first and play on the Battle Simulator later!



Keep Fayt's promise to Sophia and explore the hotel grounds before returning to the Game Room! Talk to everyone, including Fayt's parents on the beach!

Private Actions are events between characters that help determine their feelings towards one another. They also flesh out the story line and the characters' personalities. However, unlike the PA system in *Star Ocean: The Second Story*, PAs in *Star Ocean 3: Till the End of Time* occur at any time, in any place, and often without any warning! Since your response to these events (and sometimes just even participating in a PA counts as a response) affects the relationships between characters, use the information in the "Private Actions" chapter to determine which ones to see and which to avoid.



The Rossetti Troupe is basically a circus act hired to perform at the hotel. Peppita is making her debut as the show's host.

For example, the "Meet the Rossettis" PA not only introduces Peppita but it also provides a chance to make her like Fayt more. If you agree with her boast that his autographed shirt will be valuable some day, Peppita's affection for Fayt increases. In addition, choosing the "No, I believe you." option has a cumulative effect, causing Fayt to rise in the estimation of most of his teammates—including those you haven't met yet!



When choosing a response during a PA, you are usually better off picking the "friendliest" answer. Count on good manners to net the respect and affection of all of the female members of your team, both current and potential.

SIDE EVENTS

THIRSTY?

Check out the Food Replicators in the hotel's Lounge so that Fayt can get something to drink. The Shake can be used to replenish Hit Points in later battles.



PRIVATE ACTION 5

MEET THE ROSSETTIS! AN INTRODUCTION TO THE PRIVATE ACTION SYSTEM

Look for the Rossetti Troupe's Waiting Room in the northeast corner of the Lobby. This presents an opportunity to meet Peppita Rossetti, one of the characters you can recruit for your party later on in the game. This introductory cutscene also serves as one of the Private Actions in the game.

PRIVATE ACTION #5

"Meet the Rossettis" is also unusual because it serves as the trigger for the next Main Event. Until you meet Peppita, you cannot access the Battle Simulator and start Main Event #2.

PA 11

GAME ROOM

Occurs when you lose a battle or choose to escape during the battle. **AVAIL:** During Main Event #2. **REQ:** Must lose or quit a battle.

ME 3

GAME ROOM CUTSCENE

Invasion of Hyda 4. Head to any of the teleporter rooms to transfer to the Emergency Shelter. **EVENT TRIGGER:** Occurs after completing your time in the Battle Simulator either by winning the third battle, choosing not to play any more, or by losing or escaping from a battle.

PA 12

ROSSETTI TROUPE'S WAITING ROOM

Warn Peppita about the invasion. **AVAIL:** Between ME #3 and ME #4.

ME 4

HALLWAY TO EMERGENCY SHELTER TELEPORTER CUTSCENE

Parent and Child Reunion. Battle to the large teleporter to the Emergency Shelter. **EVENT TRIGGER:** Enter any Teleporter Room in the Hotel to travel to the Emergency Shelter Teleporter area.

BB

HALLWAY TO EMERGENCY SHELTER TELEPORTER

Defeat the three groups of Incapacitator VRSS troops! Peppita temporarily joins the battle party during these fights.

EVACUATION FACILITY PAGE 026

ME 5

ROOM 509

Meet up with the Rossetti Troupe in Room 509 of the Shelter.

PA 13

EAST STAIRWELL

Look for Peppita by the staircase on the east side of the Emergency Shelter. **AVAIL:** Between ME #5 and ME #6.

ME 6

ROOM #506

Cutscene: The Transport Ship Arrives. Follow the instructions given and head to one of the two teleporter rooms to transfer over to the Transport Ship Helix. **EVENT TRIGGER:** Put Sophia to bed, then go to sleep in the next bed.

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MAIN EVENT 2 HONING YOUR SKILLS IN THE BATTLE SIMULATOR

WALKTHROUGH

CHAPTER ONE

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Chapter Three

Chapter Four

Chapter Five

After exploring the hotel and meeting Peppita Rossetti, it's time to head to the Game Room in the hotel Lounge. This room contains the latest in virtual entertainment, including the Battle Simulators that Fayt loves. To activate a Battle Simulator, examine the console next to the door to the Game Room. There are four of them around the perimeter of the Lounge, so you should have no problem finding one.



When you view the Rossetti PA before entering the Lounge, a brief cutscene points you in the direction of the Game Room consoles.

Sophia isn't really keen on Battle Simulators, so Fayt must persuade her to join him in the Game Room. This counts as a PA, so act like a gentleman if you want Sophia (and everyone else) to like Fayt!

The Battle Simulator is basically an interactive battle tutorial. It also allows you to activate the Battle Trophy feature if you so desire. (For more detailed information about the Battle Trophy collection, refer to the "Mini-Games and Sub-Quests" chapter.) You can fight up to three battles before you are forced to stop, so use this time to become familiar with the battle controls.



To activate the Battle Trophy feature, you must initialize a special save file on your memory card. Once active, you can collect Battle Trophies by fulfilling certain requirements during combat. Battles fought in the Battle Simulator count toward Battle Trophies, so give it your all!

Be aware, however, that the Battle Simulator doesn't provide a good indication of how you'll perform during your first few "real" battles. For one thing, the monsters in the Battle Simulator are stronger than the ones you will encounter once the game really gets underway. Treat your time in the Battle Simulator like practice and you'll do fine when danger approaches for the first time.

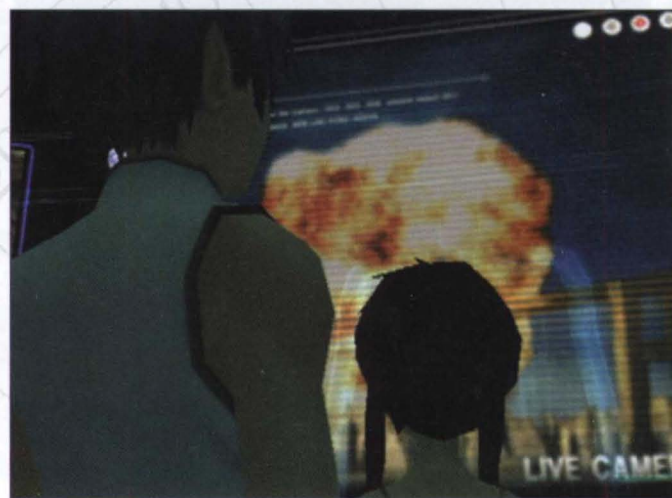
BATTLE SIMULATOR MONSTERS

MONSTER NAME	*ID#	HP	MP
Dragonfly	149	115 HP	5 MP
Lonely Bat	264	85 MP	3 MP
Lunatic Bat	268	120 HP	5 MP
Mythril Brute	305	880 HP	40 MP
Moa	296	120 HP	7 MP
Poisonous Beetle	332	125 HP	5 MP

*ID# refers to the monsters' identification number in this guide's bestiary.

MAIN EVENT 3 EVACUATION PROCEDURES

In case of alien attack, the Grantier Resort Hotel is prepared to help evacuate its guests to the Evacuation Facilities deep underground. During an evacuation, all hotel transporters are redirected to the Evacuation Terminal. A large transporter will take the occupants to the Evacuation Shelters. Wait in your assigned room at the Shelter until the escape ships arrive to ferry your party to safety.



In case of an emergency, follow the evacuation instructions.

TRANSPORT SHIP HELRE PAGE 027

ME 7a

LOUNGE

Cutscenes: Escape and Another Attack? After the Helre boosts into hyperspace, talk to everyone onboard (refugees and crew members, including the men in the Spiral Staircase area), then return to the lounge for the second half of the event. **EVENT TRIGGER:** Go from the Transport Room to the Lounge.

PA 14

BRIDGE

Talk to the crewmen on the Bridge. **AVAIL:** After ME #7a, before entering an Escape Pod.

PA 15

CENTRAL STARBOARD CORRIDOR

Hasten the Rossetti Troupe along to the Escape Pods. **AVAIL:** After ME #7a (after speaking to one of the attendants outside the Escape Pod room) until you enter an Escape Pod.

ME 7b

CENTRAL STARBOARD CORRIDOR

Cutscene: Escape from the Helre. **EVENT TRIGGER:** Enter one of the Escape Pods.

PA 16

ESCAPE POD

Do you read the Underdeveloped Planet Protection Pact or not? **AVAIL:** During Main Event #7b, upon entering the Escape Pod.

PESOTTO FOREST PAGE 028

ME 8

PESOTTO FOREST (SOUTH)

Cutscene: Escape to Vanguard III. At the end of the event, after landing on Vanguard III, obtain the Simple Sword. **EVENT TRIGGER:** Getting into the Escape Pod on the Transport Ship Helre.

WHIPPLE VILLAGE PAGE 029

ME 9

NIKLAS AND MEENA'S HOUSE

Cutscene: Fayt is rescued by Meena and Niklas. Once Fayt awakens, explore the town before returning to Niklas and Meena's house. Talk to the Village Chief or the Adolescent Girl in the house across from the General Store: Manybloom. **EVENT TRIGGER:** Enter the town of Whipple in the northeast corner of Pesotto Forest.

SUB-BOSS FIGHT

INCAPACITATOR VRSS



ID #
225
HP
150
MP
8

Three groups of Incapacitator VRSS troops stand between Fayt and the large teleporter room that will send everyone to the Emergency Shelter. You must defeat them all in order to reach safety. Fortunately, Sophia lends support during the first battle. Peppita joins the party temporarily to lend a helping hand for the second and third battles.



These robots look pretty nasty but are easily tamed.



Try to win some battle trophies while defeating these monsters!

Even with no armor and pipes for weapons, you can take out these foes with ease. The best tactic is to herd them together and attempt to score multiple hits on the group using Fayt's basic short, strong attack. When Peppita joins the fray, she and Fayt should work the front line, while Sophia shoots off magic beams from behind. In more simple terms, play as Fayt and just beat the robots into scrap metal with his Metal Pipe!



PESOTTO FOREST PAGE 028

ME 10 PESOTTO FOREST (SOUTH)

Cutscene: What happened to Fayt's Ship? **EVENT TRIGGER:** Return to Fayt's escape pod in Pesotto Forest.

WHIPPLE VILLAGE PAGE 029

ME 11 NIKLAS AND MEENA'S HOUSE

Cutscene: The Truth About Norton. After speaking with Niklas, look for Meena in the house to start the second part of the event. **EVENT TRIGGER:** Return to Meena and Niklas's House after visiting the ruins of the escape pod.

RUINS OF COFFER PAGE 030

BB 10 RUINS (NORTH)

Defeat Norton's Henchmen, Buster, Tepeki, and Makafy.

NORTON'S HIDEOUT PAGE 032

ME 12 CELLS IN NORTON'S HIDEOUT

Cutscene: Rescuing Niklas! **EVENT TRIGGER:** Enter the passcode "256" into the computer in Norton's storeroom to open the door to the cells, then enter the cells.

BB CELLS IN NORTON'S HIDEOUT

Defeat Norton. **Cliff Fittir** permanently joins the party.

BT CELLS IN NORTON'S HIDEOUT

The boss fight with Norton provides the opportunity to win the following Battle Trophies: BT #079 and BT #080.

WHIPPLE VILLAGE PAGE 029

ME 13 NIKLAS AND MEENA'S HOUSE

Cutscene: Saying Goodbye. **EVENT TRIGGER:** After defeating Norton and retrieving the parts to fix Meena's music box from Norton's Storehouse, return to Whipple.

PESOTTO FOREST PAGE 028

ME 14 PESOTTO FOREST (SOUTH)

Cutscene: Departure to Parts Unknown. **EVENT TRIGGER:** Return to the southern part of Pesotto Forest. Head to the patch of bare cliff near the crash site of Fayt's escape pod.

GETTING STARTED

CHARACTERS

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PRIVATE ACTIONS

MINI-GAMES AND SUB-QUESTS

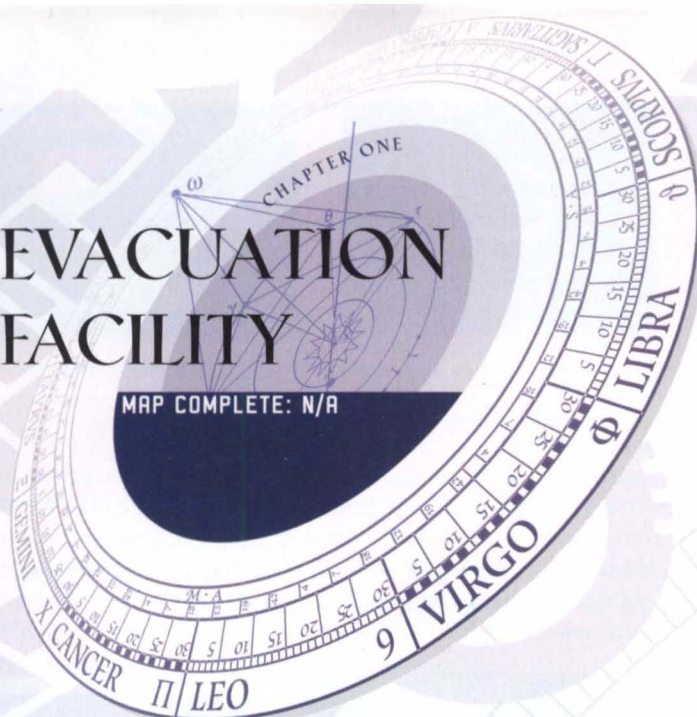
ITEM CREATION

ITEMS AND EQUIPMENT

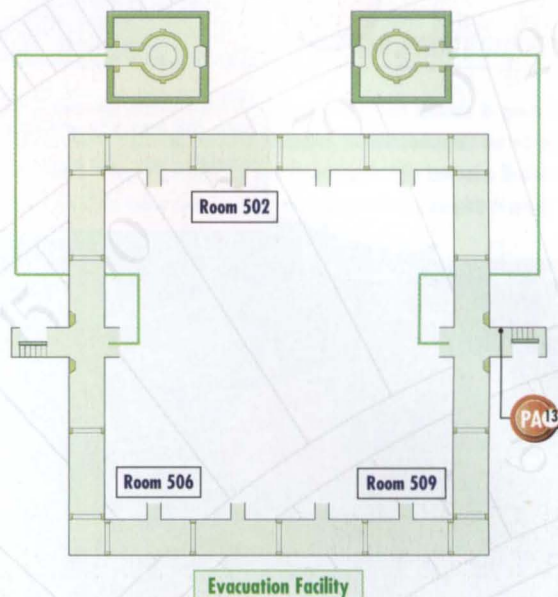
BESTIARY

EVACUATION FACILITY

MAP COMPLETE: N/A



Deep below the surface of Hyda IV, within range of the largest cities, lie several Evacuation Facilities. They were constructed to protect citizens and visitors in the rare case of an enemy attack. In case of such an emergency, all of the transporters on the surface of the planet are redirected to these facilities and people are ordered to make their way there. Refugees are expected to remain calm and stay in their assigned rooms until transport ships arrive in orbit to take them to safety. Fayt, Sophia, and their friends are sent to the Evacuation Facility in the Iruba sector of Hyda IV.



MAIN EVENT 5 LOOK FOR THE ROSSETTI TROUPE

Upon reaching the Evacuation Facility, look for the Rossetti's in Room 509 in the south-east corner of the floor. You'll find that all of the troupe's members have managed to find each other during the evacuation. After talking to them, return to Fayt's assigned room (#506) for a well-deserved nap or continue to explore the floor and its other inhabitants.



Talking to the Rossettis sets the stage for the next chain of events. If you are ready to proceed to the next event, go to Room 506. However, if you want to explore further, avoid going to Room 506, for fear that you may trigger the next event!

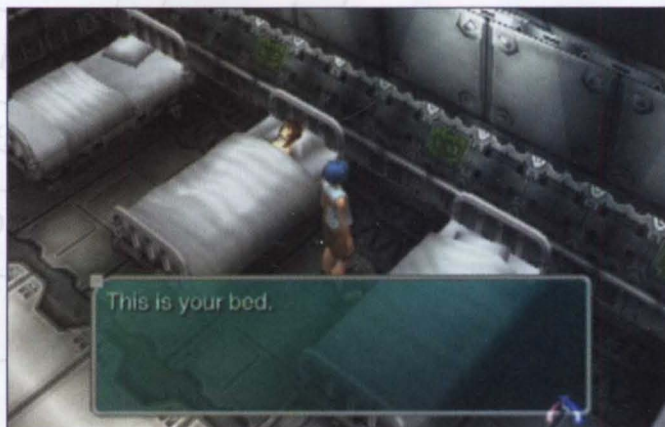
FIRST AID AVAILABLE!

If you are in need of healing after the battle with the Incapacitators, look for the Expelion Man in Room 502. He knows some basic Healing Symbology and will gladly heal Fayt's wounds for free.



MAIN EVENT 6 THE NEXT MOVE

Unfortunately, the Evacuation Facility is only the first stop on Fayt's great escape. When you enter Room 506 after the meeting with the Rossetti Troupe in Room 509, Sophia decides to take a nap. You have the option of following her lead or continuing to explore the floor on your own. (However, without Sophia, you cannot see PA #13.) Putting Fayt to bed triggers the second part of this event, the arrival of the Transport Ship Helre. To travel to the Helre, follow the instructions given and head to one of the two Teleporter Rooms on the floor.



But which bed is Fayt's? With so many beds in the room, it can be difficult to determine which one you are supposed to use. Stand next to the one below Sophia's and press the X button to bring up the question window.

TRANSPORT SHIP HELRE

MAP COMPLETE: N/A

MAIN EVENT 7a

SHORT TRIP ON THE HELRE

Much like the Evacuation Facility, Fayt's time on the Helre is brief. Shortly after the ship warps away from the battle around Hyda IV, another catastrophe arises. To trigger the second half of ME #7a, talk to everyone in the Central Starboard Corridor area. This includes the seven people in the Lounge and the 10 people milling around in the corridor. Upon doing so, return to the Lounge to hear about the latest Vendeeni attack!



While there is a lull in the action, check on the status of Fayt's fellow refugees.

MAIN EVENT 7b

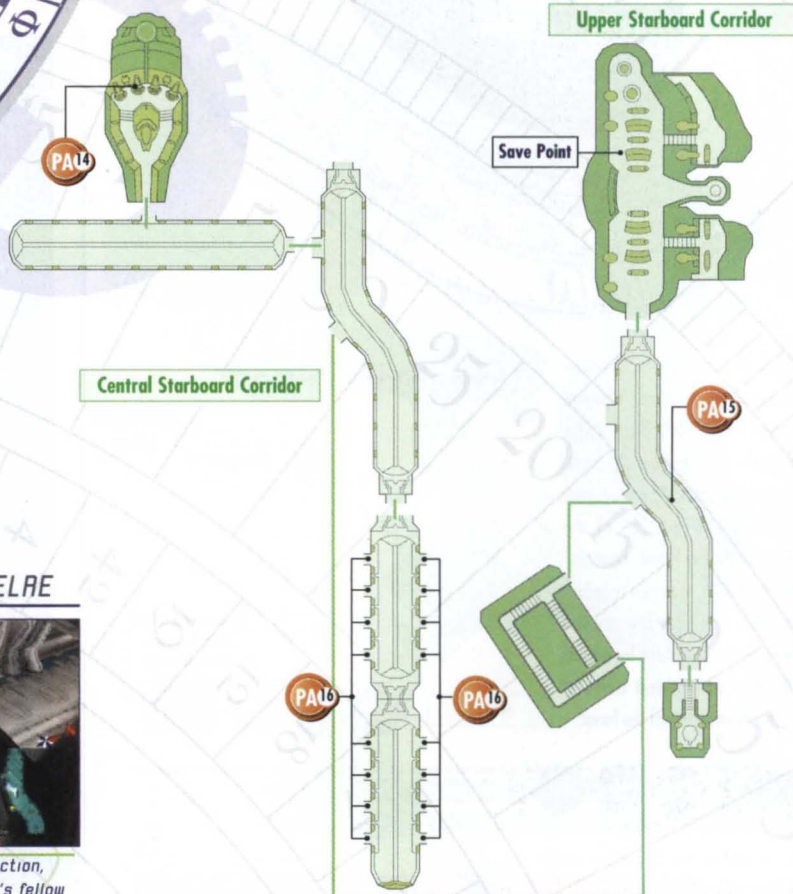
HEAD FOR THE ESCAPE PODS!

After the Vendeeni attack the Helre, rush upstairs to the Upper Starboard Corridor to the Escape Pod chambers. Upon arriving, you'll find the doors blocked by a line of crew members. To clear the obstruction, simply talk to one of the Helre's crew, then leave the floor. You can take this opportunity to view one or both of the PAs that take place at this time, or you can return to the corridor immediately. Regardless, when you do return to the door of the Escape Pod room, you'll find the entrance unblocked and empty pods waiting.



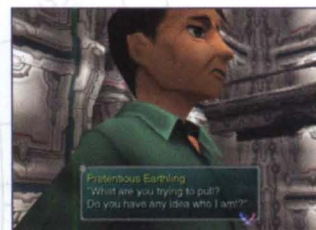
It seems silly to have the entrance to the escape pods blocked at a time like this, but it's for your safety!

The Transport Ship Helre is based at Remote Station #7 orbiting around Hyda III. As its name implies, the Helre belongs to the Transport class of ships, a group of spaceships designed specifically to ferry goods and personnel between stations, etc. Since these ships were not designed to engage in battle, they carry little in the way of shields or firepower.



THE RUDE PASSENGER

If you head to the Spiral Staircase between the Upper and Central Starboard corridors once the ship warps away from Hyda IV, you'll see a disturbing scene between a disgruntled tourist and one of the ship's crew members.



GETTING STARTED

CHARACTERS

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BESTIARY

PESOTTO FOREST

MAP COMPLETE:
1/144 SCALE BUNNY

Welcome to Vanguard III, an underdeveloped planet in the Vanguard system with an atmosphere similar to Earth. Fayt's escape pod crashlands in the secluded Pesotto Forest. If you are a big fan of the Underdeveloped Planet Protection Pact (the UP3), then you're in luck as there are very few sentient beings in the area. Look for a small village in the northeast corner of the northern section of the forest.



EL Enemy List

MONSTER NAME	ID#	HP	MP
Nobleman	312	198 HP	9 MP
Young Slime	459	187 HP	8 MP

MAIN EVENT 8

LANDING

The Pesotto Forest is the first "field" area to explore. There are not many enemies to fight here, but they do respawn whenever you leave and return to an area. Since you can save your game and heal your wounds at the crash site, take the opportunity to gain some battle experience before heading off to Whipple Village.



In *Star Ocean: Till the End of Time*, enemies are visible on the map. You can attack or avoid them as you wish.

SIDE EVENTS

MAP COMPLETE 101: THE BASICS

From this point on, you are responsible for filling out all of the field and dungeon maps through your own exploration. [Town maps are always presented as complete.] As a reward for this unwavering diligence and curiosity, the completion of a map is accompanied by the awarding of a special Bunny statue. The Bunny statues affect your party's speed in battle both positively and negatively, depending on the size of the statue. While the 1/144 and 1/60 scale Bunnies boost speed, the 1/1 scale Bunny [which must be gigantic!] slows the party dramatically. On the plus side, the 1/1 Bunny sells for quite a lot of Føl, making it worth every pound. Since the speed boosting factors on each Bunny don't stack, keep one and sell the rest!

Regarding the completion of maps, basically all you have to do is uncover all parts of the map through exploration. However, to get the 99% required for "Map Complete!" status, you must hug the very edges of the area in question to uncover as much of the outer boundaries of the map as possible. Pesotto Forest, with its small number of easy-to-defeat enemies, is a perfect testing ground to develop this map-completing processes.



The more inaccessible space you can uncover on the map, the quicker you'll reach map completion!

The easiest time to try to complete the Pesotto Forest map is after Main Event #8, once Norton's guards have left their post outside of the entrance to the Ruins of Coffir. Pick a starting point and follow the outer edges of the forest until you come full



When you reach 99% completion, you receive the Bunny reward and the map is marked as "complete."

circle. Then explore the inner part of the forest until you uncover everything. You can try to uncover both parts of the Pesotto Forest map, southern and northern, at the same time or work on one part at a time. If you're a few fractions of a percentage off, check the map for areas [especially at the maps' perimeters] where you can uncover another small block.

WHIPPLE VILLAGE

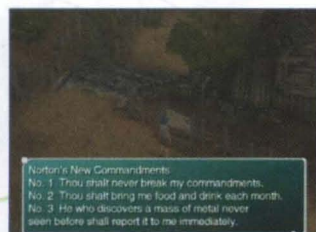
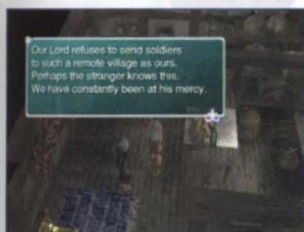
MAP COMPLETE: N/A

MAIN EVENT 9

NIKLAS AND MEENA

Regardless of whether you've fought many battles or not, Fayt arrives at the village at the point of collapse. Two youngsters, Meena and her big brother Niklas, rescue him and take him back to their house to nurse him back to health.

Upon awaking, Fayt notices that his sword is gone. Before you can leave the village, you must find a way to get it back. Fortunately, this only involves talking to one of two villagers and learning about the stranger who's virtually holding the village hostage. Look for the Village Chief in the house directly above Niklas and Meena's cottage on the hill or the Adolescent Girl taking care of the empty house across from the General Store. After talking to one or both of them, return to Niklas and Meena's house for the rest of the event. At the end, Fayt will have his sword and a new quest.



Talk to the Village Chief to find out what's going on in the town. Also, read the sign in the middle of town to get a good idea of why the villagers are suffering.

MAIN EVENT 10

NIKLAS'S BRAVERY

When Niklas runs off to seek revenge against Norton, it's time to spring into action. After all, Niklas and his sister saved Fayt's life, so he owes them. Before heading out for the Ruins of Coffir, take a few precautions. First, save your game at the Village Chief's house. Then, open all of the treasure chests in town and use some Fol to purchase **Ring Mail** and a good handful of **Blueberries**. Heal at the Doctor's, then head off. While traveling through the Ruins of Coffir, return to town to heal, restock and save. You should do this at least once before taking on Norton's henchmen outside the door to Norton's underground lair in the northern part of the ruins.



This is the only Save Point between you and the first boss fight in the Ruins of Coffir. Save here first before proceeding.

The Village of Whipple is located in the northeast corner of the northern section of Pesotto Forest. This small, provincial town is under siege by a band of thieves who make their hideout in the Ruins of Coffir nearby. Because of their leader, Norton, many villagers have gone missing. No one knows where they are or what might have happened to them. Talk to the Village Chief, or any of the villagers, to learn more about their predicament.



Item List

- 1 Blueberries 2 Aquaberries 3 600 Fol
4 Blackberries 5 Blackberries

GENERAL STORE: "MANYBLOOM"

ITEM	PRICE
Blueberries	45 Fol
Blackberries	35 Fol
Ring Mail	180 Fol
Clone Generator	350 Fol
Fresh Sage	310 Fol
Pomello Juice	32718 Fol

SIDE EVENTS

THE VILLAGE DOCTOR

Need healing? Whipple Village is home to a mighty fine doctor. Her house is located to the left of the Village Chief, marked on the in-game map with a blue arrow. This same symbol appears on any building that provides healing services (e.g. Inns, Doctor's Offices, etc). Buildings marked with a green arrow indicate stores that sell a variety of wares, from equipment to weapons to general goods.



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ITEM CREATION

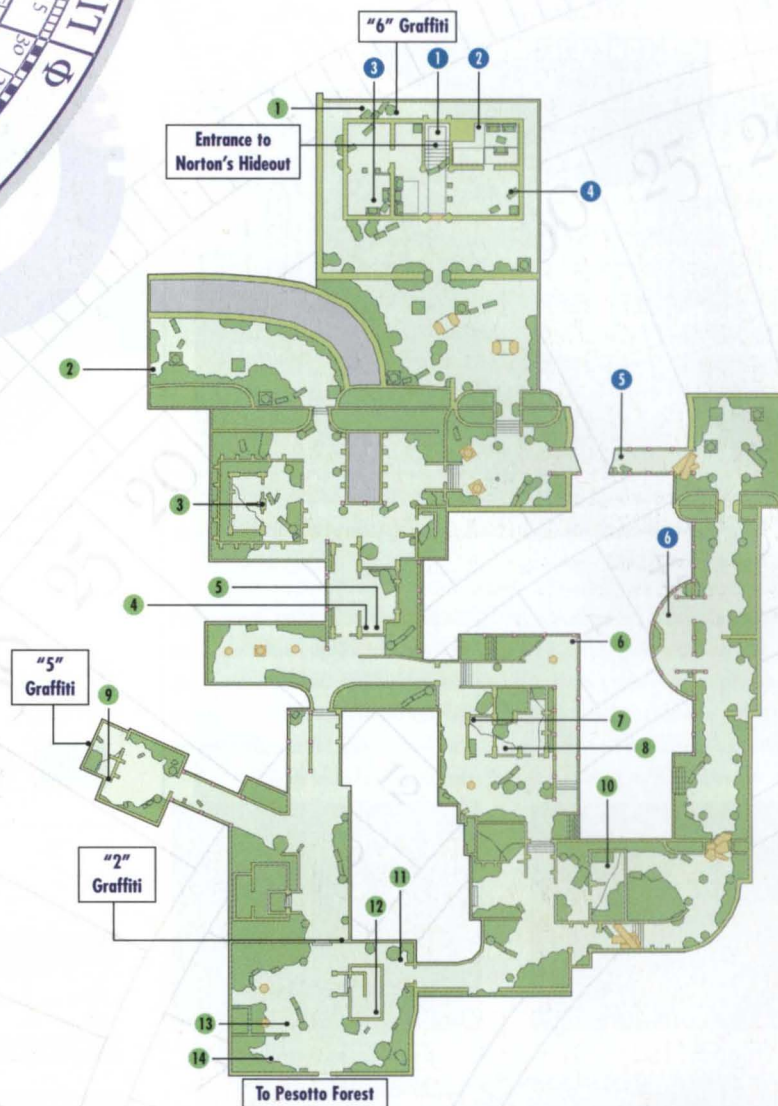
ITEMS AND EQUIPMENT

BESTIARY

RUINS OF COFFIR

MAP COMPLETE (REQUIRES
RING OF DISINTEGRATION):
1/60 SCALE BUNNY

The Ruins of Coffir is comprised of the broken remains of the tombs of the areas' ancient ruling class. Here amidst the rubble, Norton and his gang of delinquents make their hideout. While exploring the grounds, look for hidden treasure chests and wily enemies. Graffiti pointed on the walls of the old tombs also provides a clue to a puzzle later on.



FI Enemy List

MONSTER NAME	ID#	HP	MP
Buster	94	250 HP	11 MP
Nobleman	312	198 HP	9 MP
Makafy	279	300 HP	13 MP
Shrieker	393	264 HP	12 MP
Tepeki	423	200 HP	9 MP
Thieving Scumbag	424	200 HP	9 MP
Young Shrieker	457	143 HP	6 MP

Item List

1 Blackberries	2 Fresh Sage	3 Cooking Ingredients
4 Aquaberries	5 Blueberries	6 Blackberries
7 Aquaberries	8 200 Fol	9 Ripe Berries
10 Blackberries	11 Cooking Ingredients	12 Blueberries
13 Blueberries	14 Blueberries	

Item w/ Ring

1 Perfect Berries	2 Earth Pixie	3 Trading Card EX16
4 65000 Fol	5 Bunny Shoes	6 35000 Fol

SIDE EVENTS

THE RUINS' RUBBLE

While exploring the Ruins of Coffir, you'll find stairs and passages blocked by piles of fallen rubble. Later on in the game, you'll obtain an item called the Ring of Disintegration that enables you to vaporize these obstructions and get the treasure that lies behind them. Until then, you'll just have to be patient.



THE ENEMIES IN THE RUINS OF COFFIR

Look for three types of enemies in the Ruins of Coffir: the easily frightened Nobleman, the cowardly Thieving Scumbag, and the feisty Shrieker with its brood of Young Shriekers. You will encounter them in the following combinations: Thieving Scumbag (x1); Thieving Scumbag and Nobleman; and various combinations of Shriekers and Young Shriekers.

The Thieving Scumbags and the Noblemen are the easiest to dispatch and, as a result, they are the first types of enemy you will likely see. Thieving Scumbags are aggressive until they lose half or more of their hit points, at which point they will most likely attempt to flee. Since you don't get experience points for escaped enemies, take them out first whenever possible. The Noblemen, which you may have fought while exploring Pesotto Forest, are timid gentlemen, prone to great fits of tears. Since their attacks don't cause HP or MP damage, focus on dispatching any accompanying enemies first.



The standard battle in the Ruins of Coffir pits Fayt against a single Thieving Scumbag and a Nobleman. Always take the Scumbag out first, then work on the Nobleman.

Finally, the Shrieker and its young appear further inside the Ruins. They are the first monsters to inflict MP-based damage, so keep an eye on Fayt's Magic Points when fighting them. Remember, characters die not only if run out of Hit Points but also when they run out of MP, too! Lastly, watch out for the poisoning power of the Young Shrieker's Spore Jump A attack.



Don't get surrounded by the Shrieker and its young—especially if Fayt's MP is low.



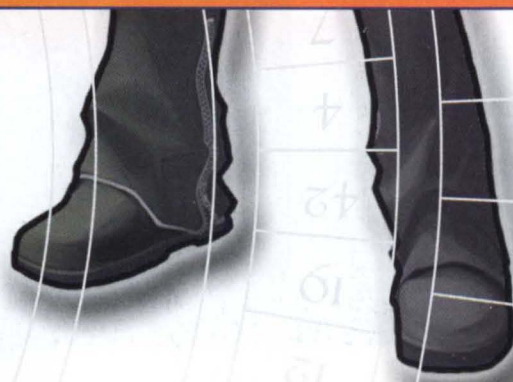
SUB-BOSS FIGHT

NORTON'S HENCHMEN

Before Fayt can enter Norton's Hideout, he must take out the gang of hoodlums guarding the door. These arrogant lads think he's a pushover, so prove them wrong. The three henchmen [Buster, Makafy and Tepeki] have identical attacks that are basically beefed up versions of the standard Thieving Scumbag's attacks. They will even scream if you hurt them enough! If Fayt is at Level 3 or 4, this fight shouldn't be too difficult. Use the three-hit Blade of Fury to strike one from the middle ground, then try to take out the next closest bully with Fayt's strong, short attack combo. For winning this fight, you receive the *Beat-Up Textbook*. This item enables you to use the "Standard" Anti-Attack Aura during battle.



For all their bluster, Norton's Henchmen are really just big bullies. At Level 4, Fayt's full Blade of Fury attack inflicts enough damage to defeat one of the henchmen right away.



GETTING STARTED

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SUB-QUESTS

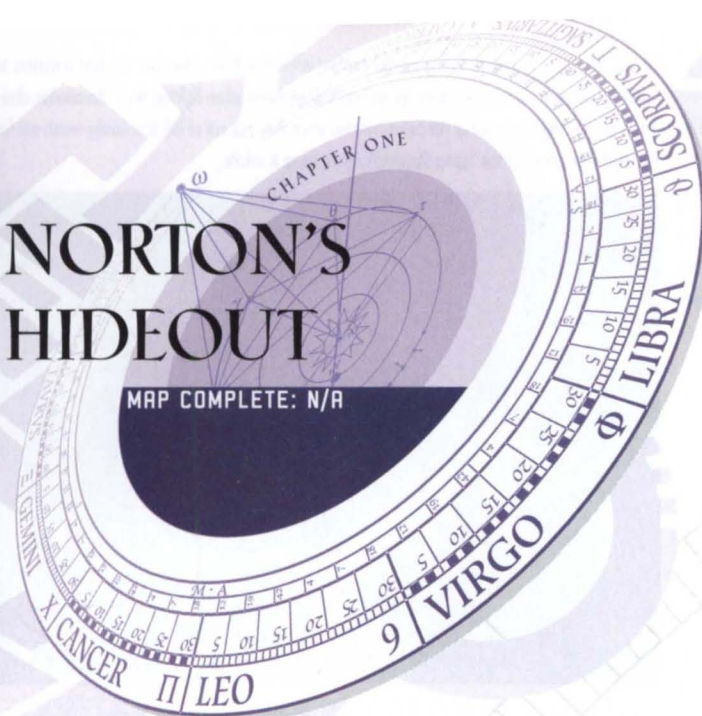
ITEM CREATION

ITEMS
AND EQUIPMENT

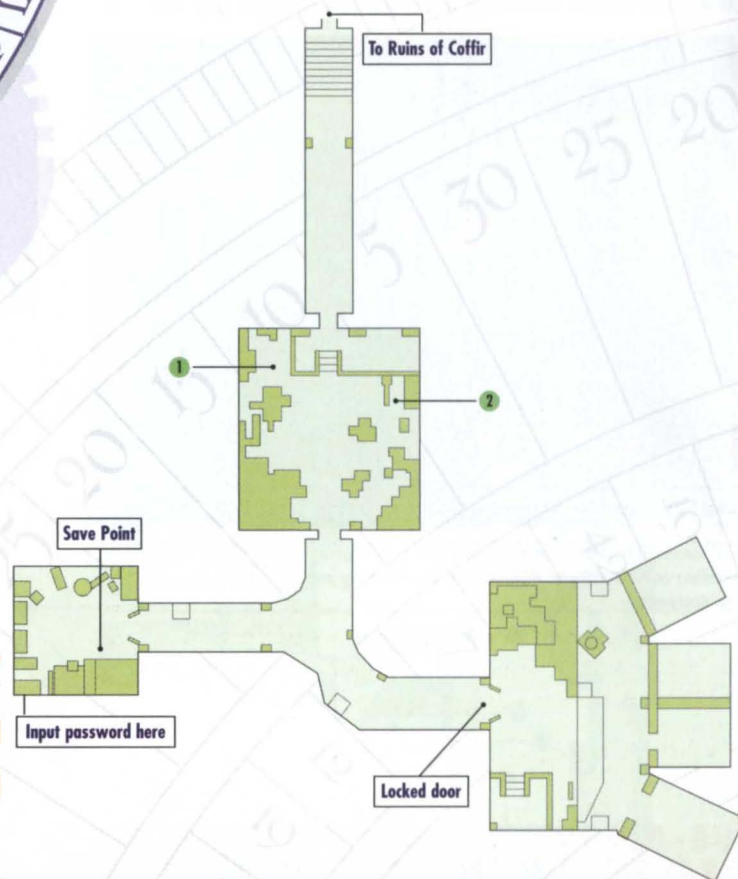
BESTIARY

NORTON'S HIDEOUT

MAP COMPLETE: N/A



Norton's Hideout lies beneath the large crypt in the northern part of the Ruins of Coffir. To enter his lair, you must first defeat the three henchmen guarding the entrance. If you can do that, you should have little problem with the challenges inside.



FI Enemy List

MONSTER NAME	ID#	HP	MP
Nobleman	312	198 HP	9 MP
Norton	313	1600 HP	35800 MP
Skeleton Warrior	398	220 HP	10 MP
Thieving Scumbag	424	200 HP	9 MP

Item List

- ① Jewel of Refuge ② Fresh Sage

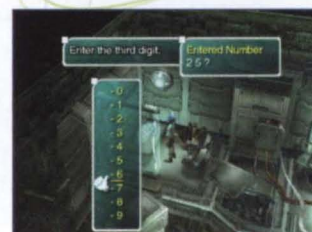
MAIN EVENT 12

RESCUING NIKLAS

Inside Norton's Hideout, look for his storeroom to the west of the entrance room to find a Save Point and a computer. Activate the computer and input the password when asked. If you paid attention to the graffiti pointed on the walls of the ruins, you should know the password. If not, look for the answer in the "Outline of Events" section at the start of this chapter. By entering the correct password, the door to the cells where Niklas is locked up opens. Save your game, then head over to the cells on the eastern side of the hideout.



These numbers form the password needed to open the door to the cells where Niklas is being kept.



The level of technology gathered in this room exposes Norton's true origins.

BOSS FIGHT NORTON



ID # 313
HP 1600
MP 35800

***Battle Trophy Opportunities:** BT #079: Defeat Norton within 30 seconds; BT #080: Defeat Norton w/o taking damage.

It is fitting that Norton, the big boss of this area, is a much greater challenge than the enemies you've faced thus far. If not for Cliff Fittir joining Fayt in this battle, the fight would be much more difficult.

Norton's unique feature is the laser gun he proudly shoots all over the place. To qualify for Battle Trophy #080, you must avoid its spray of bullets. [To get BT #079, you must level up quite a bit, perhaps to Level 8 or higher!] Since Norton's gunfire easily damages Fayt, keep an eye out for his Shooting Spree attack and dodge out of range before he starts firing. At the end of this battle, Cliff Fittir permanently joins the party.



Luckily, a beefy Klausian named Cliff Fittir joins the battle. The fight with Norton becomes easier with his help.



Norton's gun attacks can easily disrupt your attacks. Attack in a direction opposite from the one in which he's firing!

MAIN EVENT 13 & 14 TAKING CARE OF BUSINESS

After disposing of Norton's evilness, it's time to think about leaving. First, you must fix Meena's music box. There are replicated parts in Norton's storeroom, but you must get them before leaving the hideout so that Cliff can blow the place up. Then return to Whipple and leave Niklas in the care of his sister. Before leaving the town altogether, talk to the Village Chief. As a reward for getting rid of Norton, he hands over the **Medecentra Pyroxene**, a useful accessory that halves the amount of HP needed for the wearer's Battle Skills. This item will come in very handy throughout the rest of the game, so immediately equip it on the character of your choice.



Don't even bother leaving Norton's Hideout until you pick up the required parts to fix Meena's music box!



While Cliff waits outside the village limits, take care of business in Whipple.

After concluding your business in Whipple (and on Vanguard III for that matter), it's time to rejoin Cliff and head to his rendezvous spot in the southern part of Pesotto Forest. Look for the bare patch of cliff near the crash site of Fayt's escape pod. From here, Cliff contacts his partner, Mirage, and Cliff and Fayt are beamed onto their ship, the Eagle. It's time for the next leg of the journey to begin!



Cliff calls his ship, the Eagle, from this barren patch of earth. If you aren't ready to leave Vanguard III, avoid this area!

A TIME FOR REGRET?

After leaving Meena and Niklas's house after Main Event #13, keep an eye out for a couple of ex-schemers in the small graveyard nearby. Now that Norton's gone, they don't seem to know what to do. I wonder if they mean to trouble the city more?



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ITEM CREATION

ITEMS AND EQUIPMENT

BESTIARY

ROYAL CITY OF AIRYGLYPH

MAP COMPLETE: 1/60 SCALE
BUNNY (AIRYGLYPH
AQUEDUCTS)

The Royal City of Airyglyph is the center of government for the Kingdom of Airyglyph. Here you will find the well fortified keep that is Airyglyph Castle, home to the king. The city itself is surrounded by mountains and has a snowy disposition that extends far beyond its climate.



ROYAL CITY OF AIRYGLYPH

PAGE 034

ME15

BRIDGE OF THE CUTTER "EAGLE"

Cutscene: Crash Landing on Elicoor II. To finish the event, talk to Cliff and Mirage several times until they decide upon a course of action. **EVENT TRIGGER:** Continuation of ME #14.

ME16

AIRYGLYPH CASTLE, DUNGEON

Cutscene: Interrogation. At the end of the event, Nel Zelfer joins the party temporarily. **EVENT TRIGGER:** Leave the Eagle.

BB

AIRYGLYPH CASTLE, DUNGEON

Defeat the Inquisitor and Airyglyph Soldiers (x2).

AIRYGLYPH AQUEDUCTS

PAGE 034

BB

AIRYGLYPH AQUEDUCTS

Defeat the Giant Crab.

BT

AIRYGLYPH AQUEDUCTS

The boss fight with the Giant Crab provides the opportunity to win the following Battle Trophies: BT #081 and BT #082.

ROYAL CITY OF AIRYGLYPH

PAGE 034

ME17

ROYAL CITY OF AIRYGLYPH

Cutscene: The Rendezvous Site. Head to the exit gates of Airyglyph and leave the town. Look for the horse-drawn wagon at the end of the bridge. **EVENT TRIGGER:** Exit the Airyglyph Aqueducts.

THE TRAUM MOUNTAINS

PAGE 039

ME18

TRAUM MOUNTAINS

Cutscene: The Great Escapel Continue toward Kirlsa when your ride is interrupted. **EVENT TRIGGER:** Approach the horse-drawn wagon outside of the city of Airyglyph.

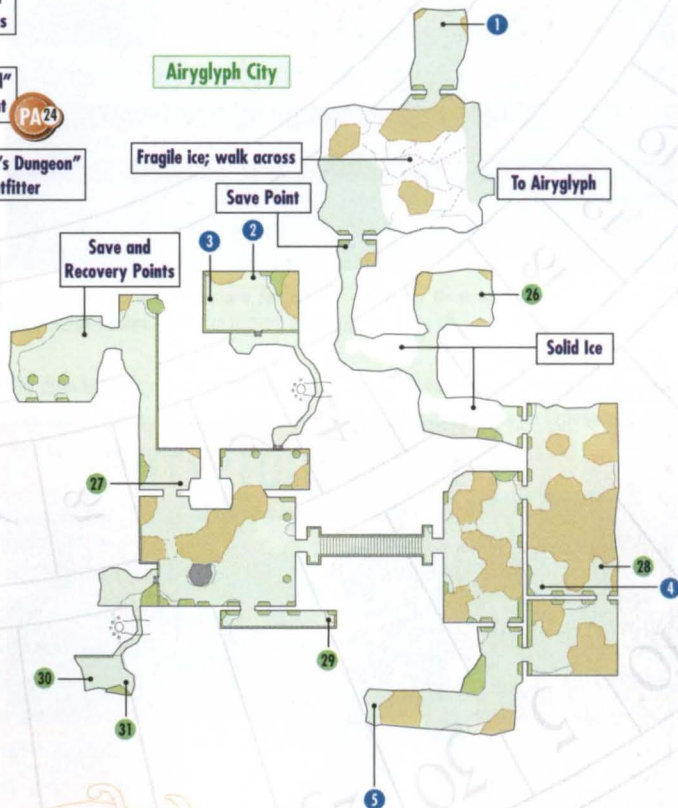
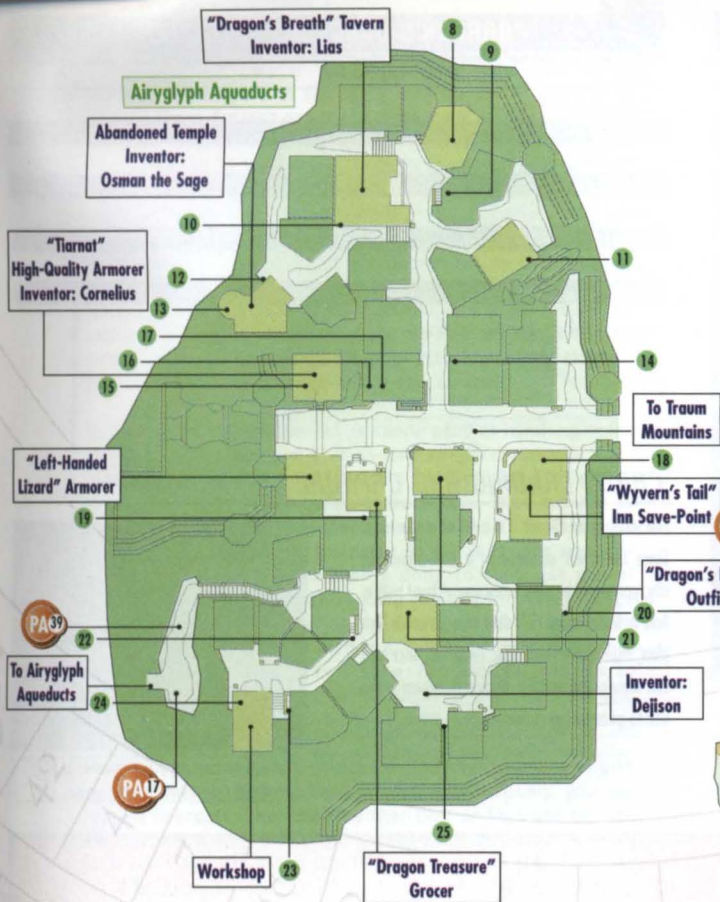
MINING TOWN OF KIRLSA

PAGE 040

ME19

CEMETERY BY WEST GATES

Cutscene: Nel and The Informant. At the end of this event, the west gate opens, allowing you to return to Airyglyph if desired. **EVENT TRIGGER:** Talk to the "Sermonic Old Man" by the blocked cavern in the southwest corner of the city, then enter the cemetery.



Item List

- 1 Compounding Elixirs 2 Blueberries 3 Jewel of Avarice
- 4 Synthesis Materials 5 Smithery Materials 6 1100 Fal
- 7 Magical Berries 8 Blueberries 9 Blackberries 10 2000 Fal
- 11 Blackberries 12 Cooking Ingredients 13 Perfect Berries
- 14 Compounding Elixirs 15 Aipe Berries 16 Blueberries
- 17 Blackberries 18 Cooking Ingredients 19 Perfect Berries
- 20 Compounding Elixirs 21 Aquaberries 22 Blueberries
- 23 Aipe Berries 24 Aipe Berries 25 Cooking Ingredients
- 26 Blueberries 27 Worm-Eaten Tome 28 Fresh Sage
- 29 Warrior's Bracelet 30 Blueberries 31 Ring Mail

Item w/ Ring

- 1 Glowstone 2 Synthesis Materials 3 Aipe Berries
- 4 Anti-Freezing Amulet 5 Magical Berries

FI Enemy List

MONSTER NAME	ID#	HP	MP
Bogle Leader	065	792	36
Bogle Soldier	074	792	36
Giant Crab	190	3500	80
Skeleton Soldier	397	704	32
Slime	400	704	32
Toad Beast	425	704	32
Water Reaper	449	704	20

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BESTIARY

AIRYGLYPH, ENTRANCE TO THE AIRYGLYPH AQUEDUCTS

Speak to Cliff to discuss Mirage's possible whereabouts.
AVAIL: After ME #19, but before you enter the Granah Hills area to head to the Kirlsa Training Facility after ME #21.

KIRLSA CAVERNS

PAGE 042

KIRLSA CAVERNS

Defeat the Earth Smasher.

KIRLSA CAVERNS

Riding the Hauler Beasts. Read the Instruction Manual to learn about the Hauler Beasts that will take you through the rest of the mines. **EVENT TRIGGER:** Pull the Lever in the Earth Smasher's room, then check out the Hauler Beast terminals.

RIVERFRONT VILLAGE OF ARIAS

PAGE 046

ME 21

LORD'S MANSION, CONFERENCE ROOM

Cutscene: Lady Clair's Briefing. To continue this event, take a nap in the upstairs guestroom. In the morning, return to the conference room to resume the negotiations. Nel leaves the party temporarily after this event. **EVENT TRIGGER:** Enter Arias; follow Nel's directions and enter the conference room in the Lord's Mansion.

KIRLSA TRAINING FACILITY

PAGE 048

BB

ENTRANCE

Defeat three Black Brigade Soldiers.

ME 22

ENTRANCE

Cutscene: Sir Shelby's Plan. **EVENT TRIGGER:** Defeat the three Black Brigade Soldiers.

ME 23

1ST FLOOR

Cutscene: Rescuing Nel! **EVENT TRIGGER:** Talk to the Stern Matron's Daughter to get the **Cuprite Key** in the Kitchen on the 3rd Floor. Then return to the first floor and head to the locked door leading to the elevator.

BB

DOOR TO ELEVATOR ROOM, 1ST FLOOR

Defeat three Black Brigade Soldiers. At the end of the battle, Nel rejoins the party.

"TIAMAT" HIGH-QUALITY ARMORER

ITEM	PRICE
Holy Sword	19600 Fol
Osprey Dagger	15100 Fol
Broad Axe	15800 Fol
Nodachi	24000 Fol
Damask Gauntlet	44000 Fol

"LEFT-HANDED LIZARD" ARMORER

ITEM	PRICE
Masterwork Plate	24000 Fol
Superior Chain Mail	26800 Fol

"DRAGON TREASURE" GROCER

ITEM	PRICE
Blueberries	45 Fol
Aquaberries	15 Fol
Blackberries	35 Fol
Gooseberry Juice	3100 Fol
Steamed Bun	200 Fol

"DRAGON'S DUNGEON" OUTFITTER

ITEM	PRICE
Compounding Elixirs	120 Fol
Cooking Ingredients	120 Fol
Silver Ring	1750 Fol
Clone Generator	350 Fol
Basil	20 Fol
Sage	20 Fol
Lavender	20 Fol
Fresh Sage	310 Fol

"Wyvern's Tail" Inn: 150 Fol/Night

CRASH LANDING AND CAPTURE

The landing on Elicoor II is a bit of a spectacle. Since the crash occurred in a well-populated city, you won't be able to escape without notice. Talk to Mirage and Cliff until they devise a firm plan, then leave the Eagle. Later on, once you can wander around the city freely, return to the site to gaze at the wreck.



The Eagle remains right where it crashed for most of the game.

BOSS FIGHT**THE INQUISITOR**

10*	HP	MP
007	400	18
AIRGLYPH SOLDIER		
10*	HP	MP
226	1300	40
INQUISITOR		



With a full battle party, this fight is kind of easy. None of the enemies have attacks that cause status effects, so you basically have to tough this one out. Since this is

your first battle with Nel Zelpher, consider playing through the battle with her to get a feel for what she is capable of. Although a second-string melee fighter, she is the first party member with knowledge of Symbology (i.e. magic). With a Fireball spell, she can attack from far away and, as a bonus, she can heal. What more could you ask for?



Nel hurls herself at an Airglyph Soldier.



All three party members gang up on the Inquisitor.

ME 24 ARENA, 4TH FLOOR

Cutscene: Rescuing Tynave and Farleen! This event concludes after a series of two boss fights. **EVENT TRIGGER:** Entering the Arena on the 4th floor of the Kirlsa Training Facility.

BB ARENA, 4TH FLOOR

Defeat four Black Brigade Soldiers.

BB ARENA, 4TH FLOOR

Defeat Shelby and his entourage of three Black Brigade Soldiers.

BT ARENA, 4TH FLOOR

Defeating Shelby creates the opportunity to win the following Battle Trophies: BT #083 and BT #084.

MINING TOWN OF KIRLSA

PAGE 040

PA 08 KIRLSA, "IRON MAIDEN" INN, 2ND FLOOR

Speak to Nel, who thanks you for rescuing her, but admits that she was surprised—and dismayed! **AVAIL:** Between ME #24 and ME #25.

RIVERFRONT VILLAGE OF ARIAS

PAGE 046

ME 25 LORD'S MANSION, CONFERENCE ROOM

Cutscene: The Happy Reunion. **EVENT TRIGGER:** Approach the gates of Arias, then return to headquarters in the Mansion.

TRADING TOWN OF PETERNY

PAGE 052

ME 26 CENTRAL PLAZA

Cutscene: The Maiden of Irisa. After meeting Ameena in the plaza, head to the Inn on the west side of town and talk to the owner. Then find Ameena's house on the east side of town. After talking with Ameena and her neighbor, return to the Inn and spend the night. In the morning, the event continues upon leaving the inn. **EVENT TRIGGER:** Enter Peterny. When you're ready, follow Nel's instructions and meet the others by the cathedral in the center plaza of the town.

IC WEST SIDE, GUILD HEADQUARTERS

At this point in the game, you can activate the Item Creation system by signing up with the Inventors' Guild across from the Inn.



At the start of Chapter Two, Nel Zepher joins your party. Although she stays with the party until ME #62 at the end of Chapter Three, Nel isn't one of the "permanent" members like Fayt and Cliff. Instead, Nel is one of four alternate characters who you can use to fill the seventh and eighth slots in your party.

Nel is an interesting addition to the party. She grows into one of the most powerful fighters in the game with the most flexible set of attacks. However, she's not as resilient as Cliff and Fayt when it comes to fighting monsters at melee range. She does not learn enough spells to make her work well as a dedicated magic-user either. Instead, it's best to use Nel as a mid-range fighter, darting in for a close-range physical attack and then skipping back for a mid to long-range battle skill or spell.

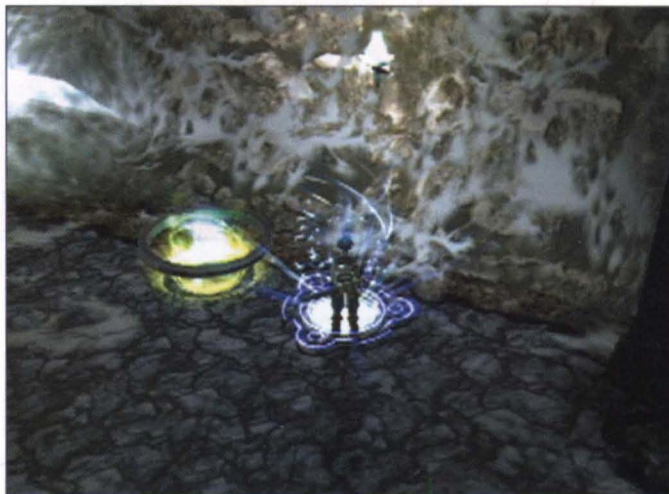
Fortunately, the computer A.I. is really good at handling melee characters like Fayt and Cliff as long as you're careful when assigning Battle Skills, Tactics, and the like. Set Cliff's battle skills in both short-range attack slots, then set him to "Act in a well-balanced manner!" under Tactics. Fayt is more difficult because many of his early Battle Skills are weapon-enhancement spells, which take a while to cast. Set one of them in the weak long slot to keep him out of attack range when he uses the skill. During the first part of the game, try using Blade of Fury in the strong long slot and add skills into the short slots as he learns them. For tactics, set him to "Attack enemy with all your might!" until he learns a few magic spells, then switch him to "Act in a well-balanced manner!"

When it comes to healing, you can do the healing yourself with potions or through Nel's Healing spell. Alternatively, you can use the Decrepit Tome item on either Cliff or Fayt and set the Use Common Support Symbols to one of their support slots when you have the extra two CP required. This item (and the corresponding support skill) enables the user to cast Healing, Silence, or Antidote in battle like a standard Healer. From an MP standpoint, Fayt is a good choice in this capacity until he learns his first attack-oriented spells. At that point, you may want to save his MP for casting those spells. All of this makes Fayt somewhat unreliable as a healer at that point.

A possible solution is to use Cliff as a part-time healer since none of his Special attacks require MP and he doesn't learn any spells on his own. We found that Cliff was remarkably skilled as a Healer when controlled by the computer and was more likely to heal himself and the other party members when needed compared to Nel or Fayt and did so without sacrificing his attack potential on the battlefield! However, there are some disadvantages with using Cliff as a healer. One is that Cliff has the lowest Magic Points of any character in the game, which puts him at a higher risk of being MP-killed by enemies. However, once he starts to increase his MP, his effectiveness really grows. Ultimately, which character you play as and how you set up their battle skills depends on your style and preferences. When you get into the Aqueducts, use your proximity to both a Save and Healing Point as a reason to experiment with the different characters until you determine what arrangement works best.

SLIPPING AND SLIDING

The Airyglyph Aqueducts are a collection of ice-covered tunnels inhabited by strange creatures. Since there's a Healing Point at the entrance, try to level up your new party a couple of levels before venturing further into the dungeon toward the boss.



Healing points like these are few and far between. Think of them as a sign that the location you are in is a good place for leveling up.

The closer to the Airyglyph exit you get, the icier the floors become until eventually you're walking over fragile sheets of ice. To cross them without causing them to break, press the Circle button to force Fayt into a careful walk. Once you return to solid stone, start running again!



If you run across this field of ice, it will crack immediately, sending you back to the entrance to try it again. If you walk across, however, nothing occurs.

Ultimately, which character you play as and how you set up their battle skills depends on your style and preferences. When you get into the Aqueducts, use your proximity to both a Save and Healing Point as a reason to experiment with the different characters until you determine what arrangement works best.

IC WEST SIDE, WORKSHOP

Inventor Entry #1 occurs upon exiting the Workshop. The following inventors are now available for recruitment: Mayu (Kirlsa Training Facility, 3F Kitchen); Damda Mooda (Aquios, West Side); and Milenya (Arias, Chapel).

PAC PETERNY, EAST SIDE, "THE BITING KID" TAVERN

Talk to one of the Tavern's customers to learn about the Moonshadow Clan. **AVAIL:** During Main Event #26, before spending the night at the Inn.

DUGGUS FOREST

PAGE 055

ME 27 GRAPEBIND AREA

Cutscene: The Ailing Fairy. Get water from the "glittering" springs. After drinking it, she joins the party as a guide, pointing out which trees are actually enemy Grapebinds. If you bring her water from any other spring, the following PA occurs. **EVENT TRIGGER:** Approach the Fairy lying on the ground in the forest.

PAC 20 DUGGUS FOREST, GRAPEBIND AREA

Bring the Fairy water from the boiling or gushing springs. **AVAIL:** During ME #27.

ME 28 FALLING ROCKS AREA, MOONSHADOW CLAN'S HIDEOUT

Cutscene: The Little Menodix. Event is interrupted by a boss fight against two Moonshadow Clan Members. At the end, you can ask Roger S. Huxley to join the party temporarily (until you've cleared the Duggus Forest). **EVENT TRIGGER:** Enter Hideout area.

PAC 20 DUGGUS FOREST, FALLING ROCKS AREA, MOONSHADOW CLAN'S HIDEOUT

Do you take Roger as a temporary party member or not? **AVAIL:** During ME #28 only.

BB FALLING ROCKS AREA, MOONSHADOW CLAN'S HIDEOUT

Defeat two Moonshadow Clan Members.

BB FALLING ROCKS AREA, MOONSHADOW CLAN'S HIDEOUT

Defeat Moonshadow Clan Chief. Obtain Gold Figure.

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ITEMS AND EQUIPMENT

BESTIARY

BOSS
FIGHT

GIANT CRAB

WALKTHROUGH

CHAPTER TWO

Chapter Three

Chapter Four

Chapter Five



ID #

190

HP

3500

MP

80

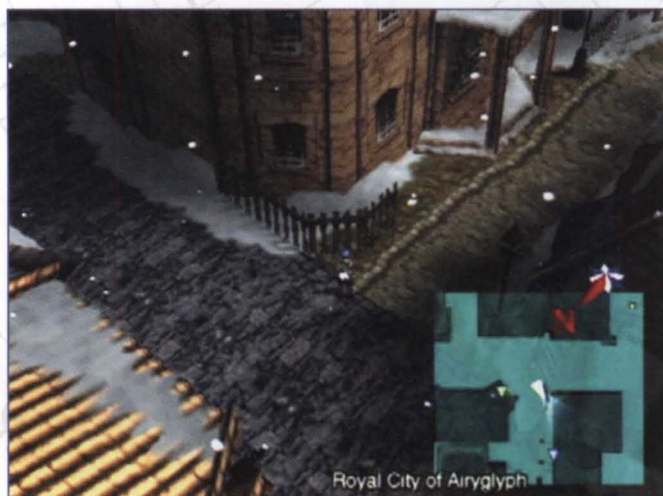
The icy conditions of the Airyglyph Aqueducts should provide a hint as to this enemy's elemental alignment. One of the Giant Crab's weak attacks is potentially deadly, as it can freeze its target. Frozen combatants (regardless of alignment) can be instantly killed with just a simple physical attack. So, if you freeze the Giant Crab, take full advantage of this little trick—it even works with bosses. But, if a party member gets frozen, heal the condition or protect the character from harm until he or she thaws out! Freezing attacks aside, this is another battle that shouldn't prove too difficult.



Cliff hits the Giant Crab.

FREEDOM!

After leaving the Airyglyph Aqueducts behind, you can freely explore the city. In fact, you should visit the "Wyvern's Tail" Inn to heal your characters and save your game. Then head to the "Dragon Treasure" Grocer to stock up on the necessities, like Blueberries and Blackberries. There are Armorers in town, but their items are far too expensive right now. Remember them for later! When you're ready to continue onward, look for the gates on the east side of town next to the Inn.



Royal City of Airyglyph

The Inn is next to the gates. Rest and heal there first before continuing your great escape.

FALLING ROCKS AREAS,
MOONSHADOW CLAN'S HIDEOUT

BT

Fighting the Moonshadow Clan's Chief provides the opportunity to win the following Battle Trophies: BT #085 and #086.

ME²⁹

INNERMOST AREA

Cutscene: Rescuing Ameena! At the end of this event, the party is automatically transported back to Ptery (Roger leaves the party at this point). **EVENT TRIGGER:** Defeat the Mudman to clear up the mist, then look for Ameena in a niche to the west.

BB

INNERMOST AREA

Defeat the Mudman!

BT

INNERMOST AREA

Battling the Mudman provides the opportunity to win the following Battle Trophies: BT #087 and #088.

TRADING TOWN
OF PTERY

PAGE 052

ME³⁰

EAST SIDE, AMEENA'S HOUSE

Cutscene: Foyt's Change of Heart. **EVENT TRIGGER:** Immediately follows ME #29.

PA²²PTERNY, WEST SIDE, "THE FRONT DOOR"
LUXURY INN

Look for a couple named Ruddle and Rumina in the second bedroom. When asked, give them directions to Kirisa. **AVAIL:** Between ME #30 and ME #38 (before the beginning of the Airyglyph/Aquas War at the end of Chapter Two).

PA²³

ARIAS, "THE DOZING" INN

Look for the merchants, Ruddle and Rumina, in the inn's lobby. Continue guiding them to Kirisa. **AVAIL:** Between ME #30 and ME #38 at the end of Chapter Three. **REQ:** Must have chosen answer #3 during PA #22.

PA²⁴

AIRYGLYPH, "WYVERN'S TAIL" INN

This is the final PA in the Ruddle and Rumina story. Point them in the direction of Kirisa. **AVAIL:** Between ME #30 and ME #38 at the end of Chapter Three. **REQ:** Must have chosen either answer #1 or #2 during PA #23.

LOST CITY OF SURFERIO PAGE 056

PA²⁵

SURFERIO, RESIDENTIAL AREA

During the second meeting with Roger, he presents you with another money-making plan. If you take him with you, he gives you a set of **Ancient Books**.

TRAUM MOUNTAINS

MAP COMPLETE: 1/144 SCALE
BUNNY

The Traum Mountains are a snowy mountain range that stretches between the cities of Airyglyph and Kirlsa. The jagged peaks and cliffs have made it difficult to cut just one path through the mountains.

FI Enemy List

MONSTER NAME	ID#	HP	MP
Bagle Leader	066	1004	32
Bagle Soldier	073	704	32
Dragon Brigade Soldier	143	2200	100
Killer Wasp	233	800	100
Ochre Jelly	323	704	32

* Between ME #17-#50

FI Enemy List

MONSTER NAME	ID#	HP	MP
Blade Master	057	12000	300
Kobold Knight	236	9900	250
Pit Tarantula	330	12000	300
Porcupine	340	9000	200
Venomous Pine	441	16000	500

* Between ME #50-#95

Item List

- 1 Ripe Berries
- 2 Jewel of Alertness
- 3 Blackberries
- 4 Blueberries
- 5 400 Fof



MAIN EVENT 18

THE GREAT ESCAPE!

When you're ready to leave Airyglyph, exit through the gate and head to the horse-drawn cart at the end of the bridge. This is your escape vehicle! Of course, it's no match for a squadron of dragon-mounted soldiers, so don't be surprised when you're dropped off a short distance from the entrance to Kirlsa. Just walk east to the entrance of the town of Kirlsa—and hope that the women driving the wagon make it away safely!



Meet up with Nel's helpers outside the gates of Airyglyph.



Nel
"This is Kirlsa.
If we can get through this town, we'll be in Aquana."

They can only take you so far before the Dragon Brigade catches up. Fortunately, you're only a few steps away from the entrance to Kirlsa.

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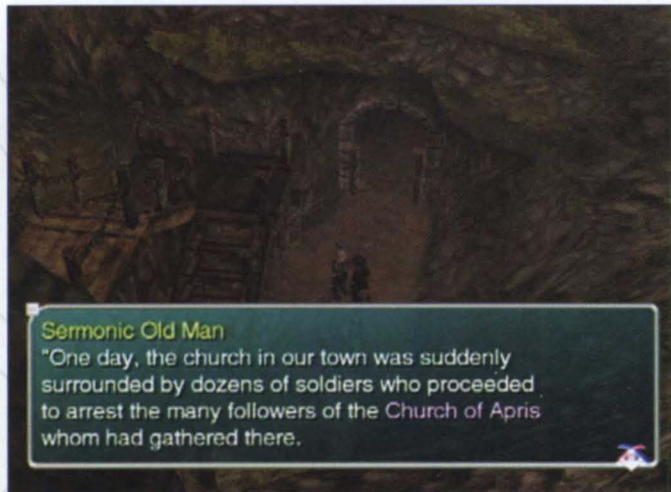
ITEM CREATION

ITEM AND EQUIPMENT

BESTIARY

"Iron Maiden" Inn: 100 Fol/Night

After clearing the west gates, Nel takes Fayt and Cliff to a nearby Inn and leaves them to their own devices while she meets up with her informants. This downtime provides an opportunity to look around town, explore the shops, and speak with the inhabitants. To continue the event, look for a Sermonic Old Man in the southwest corner of town, near the entrance to a boarded-up mine. He mentions the persecution that members of the Church of Apris faced at the start of the war. Next, head to the burned down temple north of the Inn and look for Nel and her informant by the old cemetery.



Sermonic Old Man

"One day, the church in our town was suddenly surrounded by dozens of soldiers who proceeded to arrest the many followers of the Church of Apris whom had gathered there."

Look for this old man in the southwest corner of town, not too far from the Inn.



Then look for Nel and her informant in this cemetery near the west gates of the city.

UPGRADING EQUIPMENT

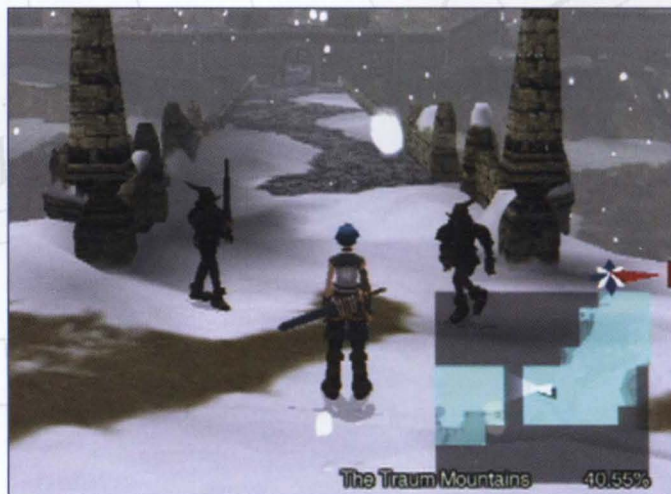
Kirlsa is the first town in which you can actually upgrade weapons and armor. Head to the "Master Slayer" Armorer and plunk down some hard earned Fol for new stuff. However, if you can wait, don't purchase a new Falchion for Nel, since you can pick one up easily.



The "Master Slayer" Armorer sells good quality equipment, even if the saleswoman is a bit eccentric.

RETURNING TO AIRYGLYPH

If you refer to the Outline of Events, you'll find that a Private Action has opened up in Airyglyph. It is safe to travel back there through the Traum Mountains as long as you don't get into any battles. Seriously, the monsters that inhabit the area around the entrance to Airyglyph are a little too tough at this point of the game. You can probably defeat them without dying, but you will likely spend a lot of Fol on Blueberries and Inn costs. There are better places to level up, like the Kirlsa Caverns or the areas around Arias.



Watch out for the soldiers guarding the bridge to the city of Airyglyph. At this stage of the game, they are very difficult to defeat!

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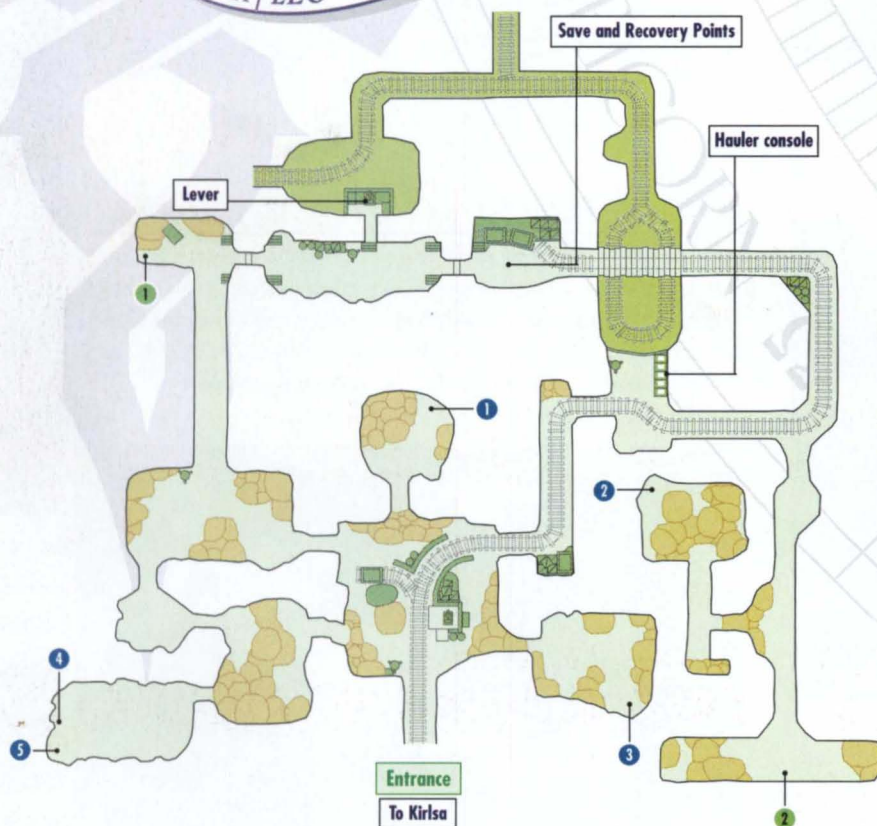
ITEMS
AND EQUIPMENT

BESTIARY

KIRLSA CAVERNS

MAP COMPLETE: 1/60 SCALE
BUNNY

The Kirlsa Caverns are basically a huge network of tunnels connecting Kirlsa with the Bequerel Mountain Path. The Kirlsa Caverns are no longer used for mining minerals. Instead, the tunnels are used specifically for the hauling of materials mined in the Bequerel Mountain Path to Kirlsa for processing and refining.



Item List

- ① Blackberries ② Scale Armor ③ Charm of Insight
④ Blackberries ⑤ Falchion ⑥ Ripe Berries ⑦ Aquaberries
⑧ Fresh Sage ⑨ 5000 Føl ⑩ Earth Pixie

Item w/ Ring

- ① Trading Card EKH ② Ripe Berries ③ Ripe Berries
④ Perfect Berries ⑤ Magical Berries ⑥ Antique Jewelry
⑦ Water Pixie ⑧ Synthesis Materials ⑨ 3000 Føl

FL Enemy List

MONSTER NAME	ID#	HP	MP	AREA
Cave Spider	096	800	68	Mines
Dire Tarantula	137	1496	68	Mines
Earth Smasher	153	3600	163	Entrance
Giant Bat	189	1408	64	Entrance
Hornet	217	800	68	Mines
Huge Spider	219	600	400	Entrance
Skeleton Knight	395	1406	64	Entrance
Tarantula	422	500	600	Entrance
Water Reaper	448	600	68	Mines

ACCLIMATING TO THE CAVERNS

It takes a certain amount of backtracking to get through the first part of the caverns. When you enter, follow the tracks to the right and fully explore the area until you reach the Save Point and Healing Point. Since there is a boss lurking beyond the doors, prepare your party for battle and enter the next room.

After defeating the Earth Smasher, pull the lever on the platform in the middle of the room, then leave by the west door. If you attempt to leave by the east door, you'll find that it is a one-way only door. Explore the west side of the caverns, then revisit the east side and the bank of machines. These machines summon various types of Hauler Beasts that you can use to travel through the mines to the cavern's exit in the north.



There are two one-way doors in the Caverns; One leads into the boss chamber while the other one leads out.



Pull the lever after defeating the boss to open up the Hauler Beasts' stables. You need these beasts of burden to travel through the Mines area.

BOSS FIGHT EARTH SMASHER



Once again, the surroundings should indicate the type of enemy you are about to face. The Earth Smasher is a standard, overgrown earth elemental equipped with spells such as Earth Glaive and Earth Storm. Both spells have decent range, so keep a sharp eye out for them and prepare to dodge.

During this battle, let Fayt and Cliff tend to the front lines, keeping the monster off-guard with their constant attacks (assigning Cliff's Sphere of Might to the strong, short position is perfect here), while Nel should attack from afar with her Fireball spell or her strong cannonball-type attack.

Aside from the Earth Smasher, there are additional dangers: the boulder hazards. Boulder hazards are simply boulders that roll through the battleground during the fight, causing damage and interrupting the attacks of those who get in their way (both enemy and allies). They are commonly found on any battlefield located near rocks, whether it be inside a rocky cave or on a mountain range. If you're going for the "No Damage" Battle Trophy, you must dodge these hazards as well as the Earth Smasher's attacks.



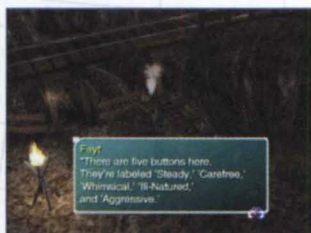
The Earth Smasher's Earth Glaive attack has a long range.



Nel gets hit by one of the boulder hazards.

THE HAULER BEAST PUZZLE

Once you defeat the Earth Smasher, pull the lever and return to the bank of machinery on the east side of the caverns. Now it's time to move onto the Mines section of the caverns. To access this area, you must summon a Hauler Beast using the buttons on the machines. Read through the online instruction manual before deciding which button to push.



Examine the console to decipher the buttons' purpose.

There are five types of Hauler Beasts. They are:

HAULER TYPE	ENDURANCE	ABILITIES
Steady	Medium	The default type of Hauler. Use this one to get to the end of the dungeon and pick up the majority of the treasures in the Mines area.
Carefree	High	This Hauler only turns right, except for when it senses that it's close to home, at which point it turns left.
Whimsical	Medium	This Hauler has no patience with commands, so you must let it go where it wants. However, it's a whiz at jumping and can leap farther than any of the other Haulers. Use this Hauler to collect Item #10.
Ill-Natured	Low	This Hauler turns in the opposite direction you indicate, making it fun to command.
Aggressive	High	This Hauler, which is very fast, is capable of busting through stone walls. Use this Hauler to break through all of the walls in the southeast corner of the Mines, then use the Steady Hauler to collect the treasures.

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For the most part, stick to using the "Steady" type of Hauler. It gets you to all the treasures, as well as to the exit, which is the important aspect at this point. Use the "Whimsical" Hauler to get to Item #10, while the "Aggressive" Hauler can break down the walls that prevent you from accessing Items #6, 8, and 9. Unlike the falling rocks, wooden gates and other minor obstacles, these walls, once broken, do not reappear so you can change Haulers and take the "Steady" one to pick up the treasure.

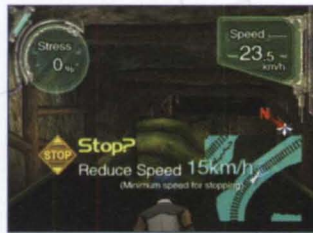
Once behind your hauler, you are somewhat in control of where you go. You control the Hauler's speed by pressing up or down on the analog stick. Stay at or near 20 km/h throughout most of the mine, slowing down or speeding up when necessary. However, the speed you choose is entirely up to you.

When you reach an area where you can stop and explore, you'll be notified on-screen. Slow down to below 15 km/h and the Hauler will come to a stop automatically. When you are ready to continue your trip, just approach the Hauler.



You can only change the course of your trip at these "Switch" points.

Jumps and falling rocks are the only obstacles that warrant notification. Speed up to 25 km/h or higher for jumps and slow down to a crawl (5 km/h or lower) to avoid falling rocks.



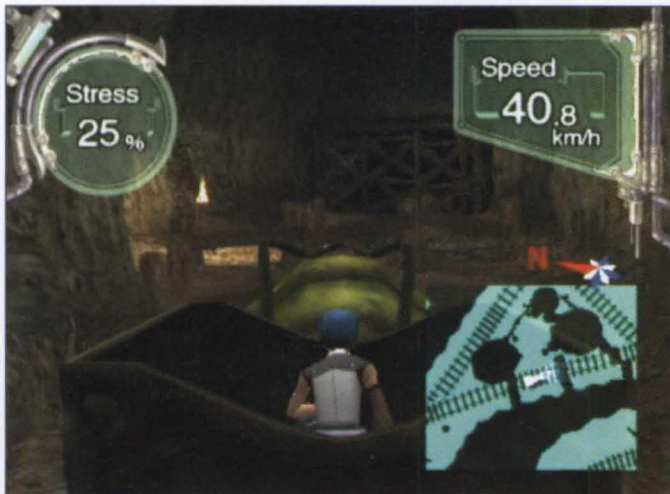
All of the Mines' treasures are located in these rest areas.

There are specific points along the track where you can switch to another track going in a different direction. Press left or right to choose a track and make sure that your speed is below 25 km/h before you get to the actual switch.



You can slow down to almost a stop to avoid some of the falling rocks.

Obstacles cause a Hauler to become stressed, ruining its endurance. If its stress level gets too high (as monitored by the Stress Gauge at the upper-left corner of the screen), the Hauler will stop listening and make tracks for home. You can eliminate all of a Hauler's stress by stopping at one of the rest stops along the way.



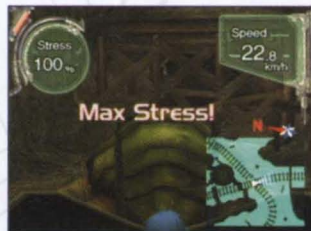
Walking through wooden fences or getting hit by rocks tends to stress out a Hauler. Sometimes these obstacles are unavoidable, so you are better off speeding through them, then walking slowly and carefully.

THE TRIP TO THE EXIT

First, choose the "Steady" Hauler type. From the start of the Mines, set your speed to about 20 km/h and pass by the first stop. Turn left and then right through the gate. You can stop here to recuperate stress or continue onward. Turn left and left again, being careful around the two sets of falling rocks. You can avoid the first set of rocks by slowing down to 5 km/h, but you may consider storming through the second set. Bump your speed to about 25 km/h while bulldozing through the next four gates. As soon as the "Switch?" sign appears, push left and slow your Hauler down to below 25 km/h as you make the final left turn into the exit.



If your Hauler runs into the wall, don't panic! Just get it back to the main circle of track, then stop at a rest area to reduce its stress level.



If your Hauler's stress gauge reaches 100%, the Hauler collapses and immediately returns to the station at the entrance.

Don't worry if your Hauler gets too stressed or doesn't make the final turn. Just get the Hauler back on track, continuing around the center circle until you can do it all over again. Do *not* let the Hauler return to the station at the entrance, or else you will have to start over from scratch! If you can get back on track, stop the Hauler at one of the pit stops to relieve its stress, then continue onward. Since you've already destroyed the blockades, your Hauler's stress level should remain within normal limits until you reach the end.

THE OLD SOLDIER AT THE EXIT

The exit to the Kirlsa Caverns is guarded by an elderly soldier named Gregory von Dermein III. Since he doesn't know the latest goings on in Airyglyph, he doesn't prevent you from continuing your travels. If you need to go back through the Kirlsa Caverns to Kirlsa, talk to him and he'll let you take the Hauler back to the entrance or he'll drive you there himself.



If you choose to return to Kirlsa via the Caverns, talk to Gregory.

BEQUEREL MOUNTAIN PATH

MAP COMPLETE:
1/144 SCALE BUNNY

This mountain path is the first of two paths between Kirlsa and Arias that you'll encounter during your time on Elicoor II. However, because of the difficulty traveling along this path, it is rarely used, unless you are specifically trying to get to the Bequerel Mines, Kirlsa Caverns, or the Mountains of Barr.

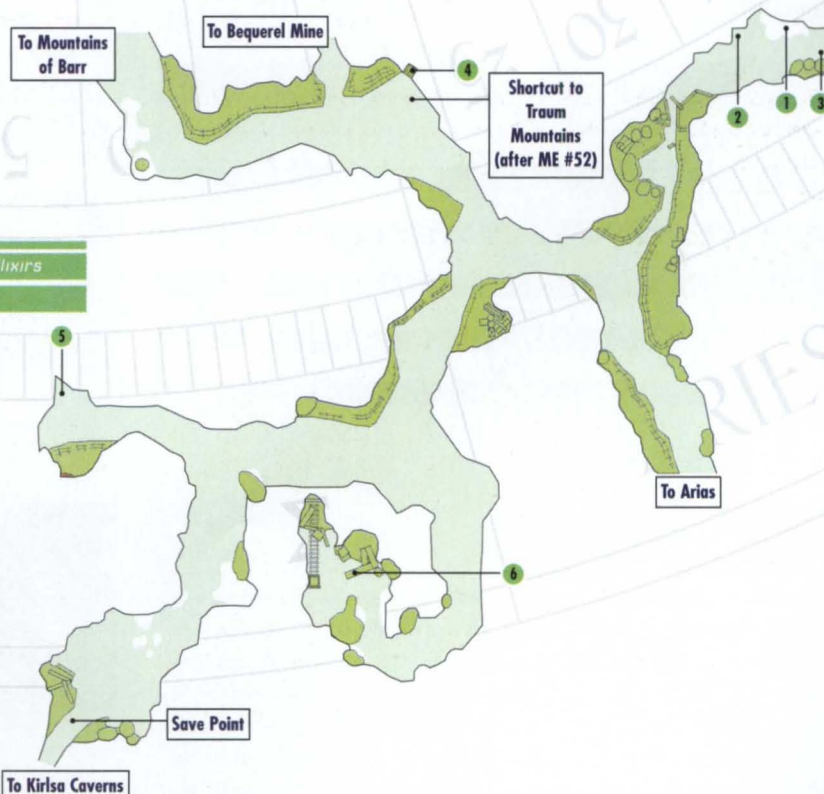
FI	MONSTER NAME	ID#	HP	MP
Enemy List	Airyglyph Soldier	009	4100	192
	Airyglyph Soldier	010	4225	192
	Albel (I)	015	26000	2600
	Black Brigade Soldier	054	4220	192
	Demetrio	129	14800	17776
	Dire Wolf	138	600	68
	L24 Thieving Scumbag	243	1220	68
	Legion Dragon	254	3000	192
	Legion Dragon	255	6500	800
	Stag Beetle	409	500	220
	Super Nobleman	419	1220	68

* Between ME #20-#50

FI	MONSTER NAME	ID#	HP	MP
Enemy List	Blade Master	057	12000	300
	Kobold Knight	236	9900	250
	Pit Tarantula	330	12000	300
	Porcupine	340	9000	200
	Venamous Pine	441	16000	500

* Between ME #50-#95

- Item List
- 1 Aquaberries 2 Writing Materials 3 Compounding Elixirs
 - 4 Crafting Materials 5 Blackberries 6 Ripe Berries



GETTING STARTED

CHARACTERS

WALKTHROUGH

BONUS DUNGEONS

PRIVATE ACTIONS

MINI-GAMES AND
SUB-QUESTS

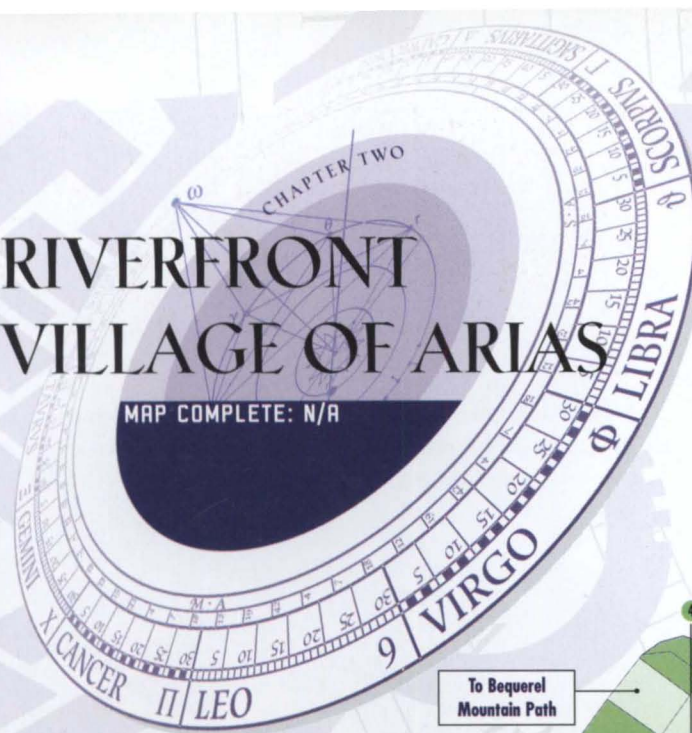
ITEM CREATION

ITEMS
AND EQUIPMENT

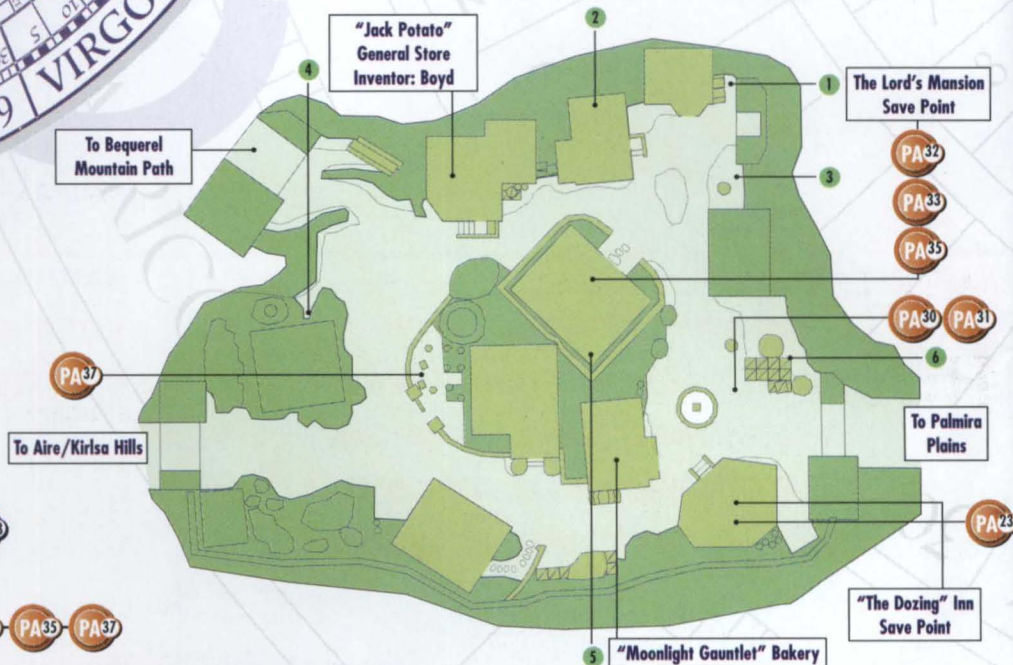
BESTIARY

RIVERFRONT VILLAGE OF ARIAS

MAP COMPLETE: N/A



Arias is the closest city in the Kingdom of Aquaria to the Airyglyph borders. As a result, it has often been the target of the Airyglyph military. It has withstood these skirmishes in large part to Clair Lasbard's capable command of the city's garrison and the Aquarian runological corps. However, there is still concern that the city will eventually fall into Airyglyphian hands.



"JACK POTATO" GENERAL STORE

ITEM	PRICE
Silver Ring	1750
Blueberries	45 Fol
Aqueberries	15 Fol
Blackberries	35 Fol
Gooseberry Juice	3100 Fol
Broadsword	120 Fol
Long Dagger	110 Fol
Steel Gauntlet	120 Fol
Steel Chain Mail	700 Fol
Clone Generator	350 Fol
Fresh Sage	310 Fol

Item List

- 1 Cooking Ingredients 2 Perfect Berries 3 Multi-Flask
4 Ripe Berries 5 Blackberries 6 Aqueberries

"MOONLIGHT GAUNTLET" BAKERY

ITEM	PRICE
Apple Pie	400 Fol
Steamed Bun	200 Fol
Cooking Ingredients	120 Fol
Pomello Juice	55198 Fol

"The Dozing" Inn: 250 Fol/Night [between ME #20-#61] or 500 Fol/Night [between ME #81-#95]

MAIN EVENT 21 PART ONE: NEGOTIATIONS WITH CLAIR

Upon reaching the gates to Arias, it's time to fulfill part of your bargain with Nel. Although you don't have to fully agree to help the Aquarians, you do have to sit through their sales pitch. Head to the large mansion in the middle of the small town and go to the Conference Room at the back of the house on the right. This is where you meet Clair Lasbard, Nel's best friend and the commander of the Aquaria Runological Unit. After brief introductions, you are assigned a guest room upstairs (free rest and a Save Point) and dismissed for the night. At this point, you can explore the city, gather treasures, or shop for new equipment. When you're ready to continue, head back to the mansion and take a rest in your room.



The headquarters of the Aquarian military aren't hard to spot. They are in the largest house in town.



The lodgings in the Mansion remain yours throughout the rest of the game. This makes Arias a great stopover point during many parts of this great quest.

Once you go to sleep in your guest room in the Mansion, the event continues. It seems that an important task has called Nel away suddenly. Cliff isn't fooled by Clair's dissembling and calls her on the mission's true nature. It's now time to rescue your rescuer!

With Nel out of your party, it's time to reassess your battle strategies, especially if you've been controlling Nel. If you are unsure, you can switch between Fayt and Cliff on your way to the Kirlsa Training Facility. To continue, leave the town of Arias by the west gate (across from the cemetery) and head southwest through the Aire/Kirlsa Hills. Once in Kirlsa, take the first left and head south to the south gate and the entrance to Granah Hills. The Kirlsa Training Facility is located at the southernmost tip of the Granah Hills. Beware of the challenges that lie within, though.



A visitor in the night...



To start this journey, exit Arias from the west gate.

AIRE/KIRLSA HILLS

MAP COMPLETE:
1/144 SCALE BUNNY

FI Enemy List

MONSTER NAME	ID#	HP	MP
Bagle Soldier	075	1496	68
Dire Wolf	138	600	68
L24 Thieving Scumbag	243	1220	68
Storm Brigade	416	1900	100
Super Nobleman	419	1220	68

FI Enemy List

MONSTER NAME	ID#	HP	MP
Blood Monster	060	70000	5000
Convictor	107	45000	5000
Enforcer	158	82000	35000
Giant Moth	193	25600	2500
Proclaimer	346	65000	4000

Eternal Sphere
Transporter Point
(this appears after
ME#78 in Gemity)

To Kirlsa

To Arias

Both Airyglyph and Aquaria claim sovereignty over the stretch of hills that lies between Kirlsa and Arias. Each country wants this land for different reasons. Airyglyph wants to plant crops in its fertile soil, while Aquaria wants to mine the area for its resources. However, at the present moment, both kingdoms are resigned to share the area.

Item List

- 1 Blueberries
- 2 Blueberries
- 3 Compounding Elixirs
- 4 Blueberries
- 5 Jewel of Refuge
- 6 Blackberries

GETTING STARTED

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MINI-GAMES AND
SUB-QUESTS

ITEM CREATION

ITEMS
AND EQUIPMENT

BESTIARY

GRANAH HILLS

MAP COMPLETE:
1/144 SCALE BUNNY

Item List

1 Steel Armor 2 Blueberries 3 Blackberries

FI Enemy List

MONSTER NAME	ID#	HP	MP
Black Brigade Soldier	053	1150	68
Elder Shrieker	155	1496	68
Poisonous Wasp	334	1220	68
Young Shrieker	458	1496	68

The Granah Hills connects Kirlsa to the Kirlsa Training Grounds. Of all the lands in the Kingdom of Airyglyph, this is the only one suitable for agriculture. Of course, the areas flat enough to plant are small, few, and far between!



KIRLSA TRAINING FACILITY

MAP COMPLETE:
1/60 SCALE BUNNY

Item List

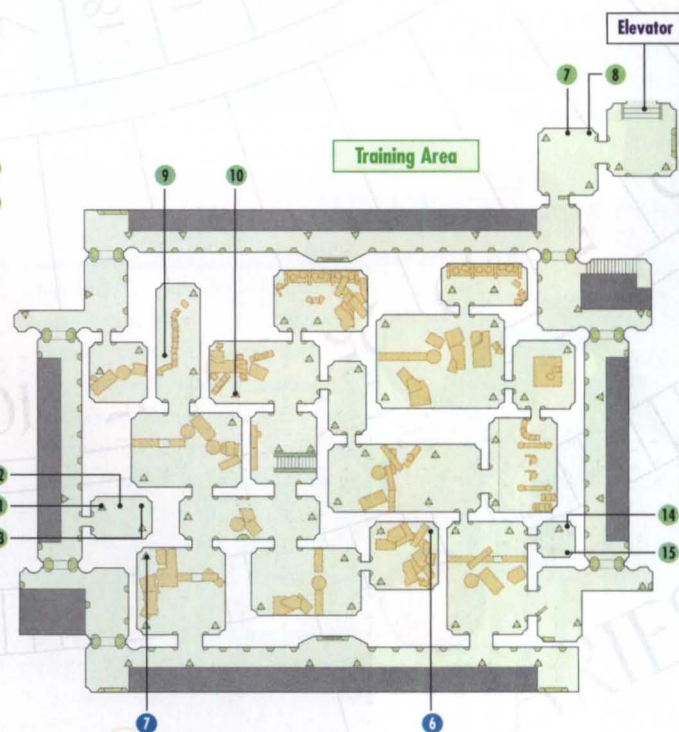
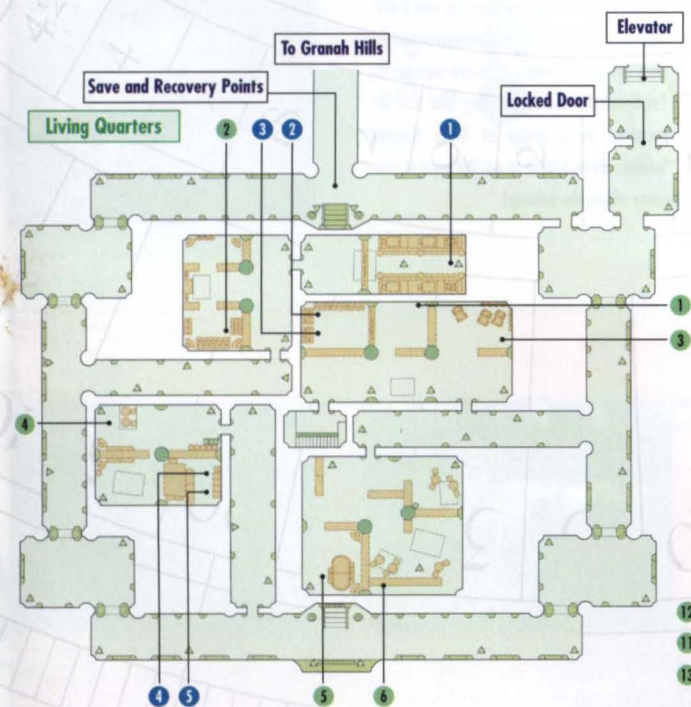
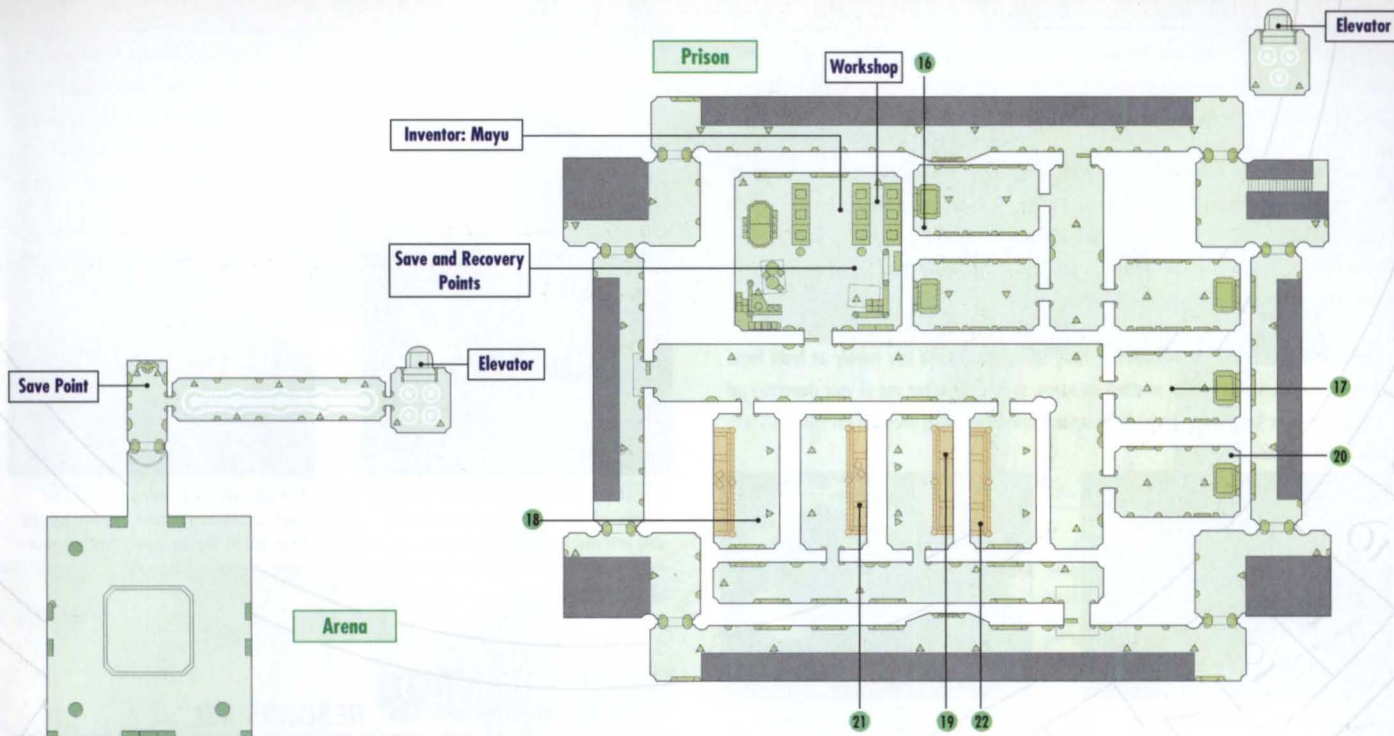
1 Aquaberries 2 Blueberries 3 Long Dagger
4 Cooking Ingredients 5 Anti-Poison Amulet 6 Blackberries
7 Compounding Elixirs 8 Worm-Eaten Tome
9 Cooking Ingredients 10 Blackberries 11 Blueberries
12 Aquaberries 13 Neglected Textbook 14 Cooking Ingredients
15 Cooking Ingredients 16 Symbol of Courage
17 Cooking Ingredients 18 Blackberries 19 Steel Gauntlet
20 Compounding Elixirs 21 Blueberries 22 8000 Fd

Item w/ Ring

1 Cooking Ingredients 2 Ripe Berries 3 Perfect Berries
4 Decrepit Tome 5 Magical Berries 6 Compounding Elixirs
7 Synthesis Materials



The Kirlsa Training Facility was once an abandoned fort before it was turned into the headquarters of the feared Black Brigade. Inside you'll find not only the quarters of these dangerous soldiers, but the cells in which hundreds of innocent men and women have been unjustly imprisoned and even killed.



FI Enemy List

MONSTER NAME	ID#	HP	MP
Animated Armor	026	2640	120
Black Brigade Soldier	053	1150	68
Bogle Leader	067	2200	100
Horned Wolf	216	1500	112
Hyper Nobleman	220	2640	120
Lizard Man	426	2000	116
Shelby	391	5100	13816
Skeleton Leader	396	1900	116
Soldier	401	1600	112
Toad Fighter	426	2252	116

* Between ME #22-#95

FI Enemy List

MONSTER NAME	ID#	HP	MP
Animated Armor	026	2640	120
Biwig	052	26000	13816
Hyper Nobleman	220	2640	120
Mechafly XP	288	8800	500
Stinger	413	11000	300
Vendeeni Soldier	439	13000	500

* Between ME #64-#65

GETTING STARTED

CHARACTERS

WALKTHROUGH

BONUS DUNGEONS

PRIVATE ACTIONS

MINI-GAMES AND
SUB-QUESTS

ITEM CREATION

ITEMS
AND EQUIPMENT

BESTIARY

THE DEAL WITH THE BLACK BRIGADE SOLDIERS

From the time you enter the Kirlsa Training Facility to the time you leave, you must fight three different groups of Black Brigade Soldiers. Each battle features the same enemy, albeit in different numbers, so the strategy you use for one should suffice against all of them.

The first two battles, at the entrance of the facility and the entrance to the elevator room (both on the first floor), pits you against a group of three soldiers. Even without Nel, these battles shouldn't be too tough if you leveled up your characters a bit during the journey to the Facility. Since the Black Brigade Soldiers appear in weaker form in the Granah Hills area, use a battle against them to gauge your readiness to enter the Kirlsa Training Facility.

The Black Brigade Soldiers don't have any fancy special attacks and rely merely on brute force. However, they do seem to prefer to attack *en masse*, so don't let either one of your characters get boxed in by them. You can use this tendency against them by attacking the squadron with Cliff's multiple target Hammer of Might.



Cliff gets caught between three Black Brigade Soldiers.

The final battle against these soldiers takes place on the 4th floor arena. Here you face a squadron of four. Since this battle is the prelude to the larger boss fight with Shelby, keep tabs on the amount of damage you take. Have one character on healing duty during the battle to insure that you go into the Shelby battle with as much HP as possible!



Fayt attacks strong with Blade of Fury.



Shockwave delivers multiple hits and may knock down the target.

THE ELEVATOR

The main goal in the Kirlsa Training Facility is to find Nel. However, before you can do that, you must travel up to the Kitchen on the 3rd floor to get the key to the elevator. It seems that the elevator shaft is isolated from the rest of the building by locked doors. Using the **Cuprite Key**, unlock the door on the first floor and take the elevator up to the top floor. The elevator is the only way to reach the 4th floor, which is where Tynave and Farleen are being held. The hope is that you'll run into Nel on the way there.



The Stern Matron's Daughter is the holder of the Cuprite Key. Later on, you will discover that her name is Mayu and she's one of the inventors you can hire.



The Cuprite Key opens the locked door in the northeast corner on the first floor. Inside you'll find the elevator... and a surprise!

MAIN EVENT 23

RESCUING NEL

Of course, you're not the only one who knows that the elevator is the only way up to the 4th floor. When you return to its entrance on the 1st floor with the Cuprite Key, you find Nel cornered by a group of Black Brigade Soldiers. Defeat them to get Nel back in your party where she belongs!



Nel is cornered!

BOSS FIGHT SHELBY



The difficulty with this battle is the fact that it's the second in a consecutive series of fights, leaving you without an opportunity to heal before it starts. Unless you're trying to get the two Battle Trophies associated with the battle, it's best to wade into the battle, focusing first on the entourage of three Black Brigade Soldiers before seriously fighting Shelby.

The soldiers are identical to the ones you've fought already. Shelby, on the other hand, is a bulked-up version of the standard soldier. His two special attacks are Ice Breath, which freezes its target[s] and Giant Swing, an electrically charged axe attack that does multiple hits. If you get him between two of your characters, you may prevent him from pulling one of these off with the constant attacks. For this battle, try having Nel fight from the back lines, pelting the enemy with Fireballs or doing quick attack-and-run strikes with her long, strong attack. Naturally, put her healing skills to use, keeping the two men on the front lines healthy.



Nel and Fayt are hit with Shelby's Ice Breath.



Giant Swing really packs a wallop!

CASUALTIES OF THE WAR

Once you return to Arias after rescuing Nel, go to the house across from the church near the southwest gates of the city and talk to the family inside. The war is forcing them to pack up and leave their house for safer environments. If you return to this house between Main Events #25 and #26, you can see them leaving the house and city. What a tragic sight!



The procession begins.

PALMIRA PLAINS

MAP COMPLETE:
1/144 SCALE BUNNY

Palmira Plains is a fertile plain that lies between Arias and Peterny. Its proximity to the river gives the plain unparalleled fertility, as do the frequent floods that are responsible for recycling its soil.



Item List	1 Aquoberries	2 Jewel of Refuge	3 Cherubic Bust
	4 Ripe Berries	5 Blueberries	

EL Enemy List

* Between ME #25-#80

MONSTER NAME	ID#	HP	MP
Horned Turtle	215	3500	60
Plains Spider	331	1900	120
Scorpion	379	2300	120
Lizard Thug	262	2000	120

EL Enemy List

* Between ME #85-#95

MONSTER NAME	ID#	HP	MP
Blood Monster	060	70000	5000
Convictor	107	45000	5000
Enforcer	158	82000	35000
Giant Moth	193	25600	2500
Yuan-ti	460	22000	2000

GETTING STARTED

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ITEM CREATION

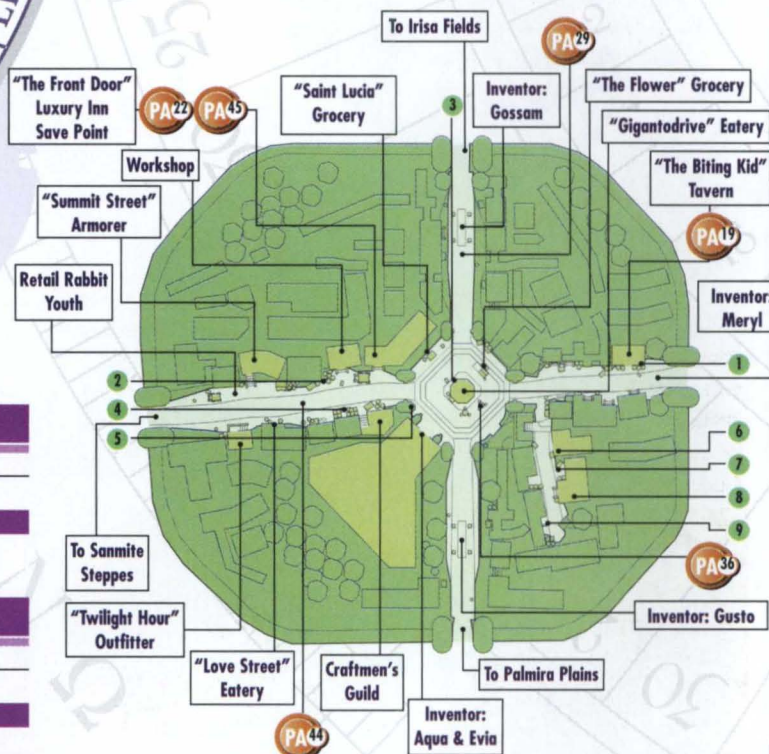
ITEMS
AND EQUIPMENT

BESTIARY

TRADING TOWN OF PETERNY

MAP COMPLETE: N/A

This walled city is perfectly positioned to connect the Sacred Kingdom of Aquaria with its two neighboring kingdoms, Airyglyph and the Sanmite Republic. As a result, Peterny is best known as the commercial hub of the Kingdom as well as the entire continent of Gaitt.



GIGANTODRIVE

ITEM	PRICE
Apple Pie	400 Fol
Steamed Bun	200 Fol
Cooking Ingredients	120 Fol

THE FLOWER

ITEM	PRICE
Fresh Sage	310 Fol
Blueberries	45 Fol
Aquaberries	15 Fol
Blackberries	35 Fol

SAINT LUCIA

ITEM	PRICE
Blueberries	45 Fol
Aquaberries	15 Fol
Blackberries	35 Fol
Fresh Sage	310 Fol

SUMMIT STREET ARMORER (BETWEEN ME #26-#32)

ITEM	PRICE
Bestard Sword	750 Fol
Fine Gauntlet	700 Fol
Silver Dagger	660 Fol
Heavy Armor	950 Fol
Anointed Chain Mail	3500 Fol

SUMMIT STREET ARMORER (BETWEEN ME #33-#95)

ITEM	PRICE
Bestard Sword	750 Fol
Fine Gauntlet	700 Fol
Silver Dagger	660 Fol
Heavy Armor	950 Fol
Anointed Chain Mail	3500 Fol
Scholar's Bracelet	2750 Fol
Warrior's Bracelet	3250 Fol

MAIN
EVENTS

ME26 ME30 ME31

PRIVATE
ACTION

PA09 PA22 PA29 PA36 PA44 PA45

Item List

- 1 3400 Fol 2 Cooking Ingredients 3 Blackberries
4 Blueberries 5 Blackberries 6 Blackberries 7 Blueberries
8 Ripe Berries 9 Aquaberries

LOVE STREET

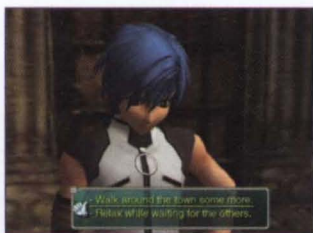
ITEM	PRICE
Loquat Juice	3050 Fol
Gooseberry Juice	3100 Fol
Pomello Juice	Variable

TWILIGHT HOUR OUTFITTER

ITEM	PRICE
Compounding Elixirs	120 Fol
Cooking Ingredients	120 Fol
Silver Ring	1750 Fol
Clone Generator	350 Fol
Fresh Sage	310 Fol

"The Front Door" Luxury Inn: 300 Fol (if Nel is in your party)/3000 Fol (if Nel is not in your party)

When you first arrive in town, Nel takes off to meet with her subordinates and Cliff chooses to look around town, leaving Fayt to his own devices. Take a look around the town, then return to the center plaza and approach the stairs in front of the large Temple. This is where you meet Ameena, a young girl who looks almost exactly like Sophia Esteed. Like many young girls, her family and friends have been torn apart by this war between Aquaria and Airyglyph. As you continue to journey throughout this land, try to help her reunite with her best friend.



To trigger the event, relax on the steps of the Temple while waiting for the others to arrive.

Invention Info ss to switch pages.

Star Ocean Till the End of Time

Latest Info - Inventors

Damda Mooda		Page 1/3	
Age	66	Current Status	Standby
Talent	Cooking	Time	0%
Talent Lv	6	Cost	+10%

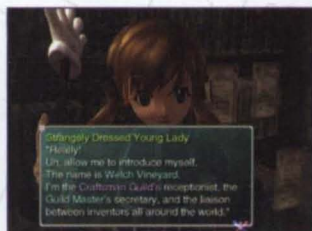
Character Description
Happy-go-lucky old man with the ruddy face of a professional drinker. Master of bizarre, yet flawless cooking that gives his customers a taste of both heaven and hell. Full of ideas, for better or worse.

Is there a rival that concerns you?

Registering with the Guild also prompts the first of many "Inventors Available" announcements. Once a group of Inventors becomes available through the guild, you can attempt to hire them through Fol payments or the exchange of desired gifts. Each Inventor has his or her own price; it's up to you to determine the price.

SIGNING UP WITH THE CRAFTSMAN'S GUILD

Peterny, being the center of trade and commerce in the Kingdom of Aquaria, is also home to the headquarters of the Craftsman's Guild. This is where wannabe inventors of all ages and races come to register for Guild services, which include the use of all workshops throughout the land and remote licensing and paging services throughout the continent of Gaitt via their remarkably advanced Compact Communicator.



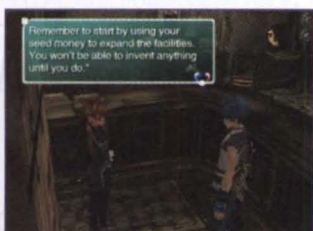
Welch Vineyard runs the show in Peterny. She'll be the main contact for all things concerning Item Creation throughout the rest of the game.



Registering at the Craftsman's Guild nets you the Compact Communicator and a new option on the Main Menu screen. Use this to contact Welch and check on all the new Invention information.

While in Peterny, sign up at the Craftsman's Guild if you want to start using the Item Creation mode. Item Creation plays a huge part in this game, so it's important to register quickly so that you can start hiring Inventors, creating your own products, and so on. The Guild helps out by providing 1000 Fol in seed money so that you can renovate the workshop across the street. Use the 1000 Fol as directed to add a single line to the workshop so that you can start creating.

Since the Peterny workshop only has Cooking equipment, you must invest your own money if you want to expand its facilities to any of the seven other types of Item Creation (Alchemy, Compounding, Crafting, Engineering, Smithery, Writing, and Synthesis). After you start recruiting Inventors, you can send them to any of the town-based workshops you've encountered or transfer them to the workshop in which you are currently working. For more detailed information on how Item Creation works, check out Chapter Seven, "Item Creation."



Welch walks you through your first upgrade to the workshop across the street, after which you're free to work on your own.

SIDE EVENTS

THE RETAIL RABBIT

While on your way to the Duggus Forest after completing ME #26, a new retailer appears on the sidewalks of western Peterny. This young rabbit from the Lost City of Surferio sells a variety of goods on the streets. What exactly he sells varies based upon where you are at in the story. The trick to the Retail Rabbit is that you have only two chances to talk to/buy from him before he decides to return to Surferio and his shop there. If you aren't careful, you could send him back home before he gets some really good items in stock. Talk to him on the following two occasions: 1. After completing ME #30 so that you can buy a Blaze Gun for Maria; 2. Once you return to Elicoor II during ME #78, so that you can stock up on really good weapons and other stuff.



For more complete coverage on the Retail Rabbit, including a complete shop list, refer to the "Mini-Games and Sub-Quests" chapter.

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MINI-GAMES AND SUB-QUESTS

ITEM CREATION

ITEMS AND EQUIPMENT

BESTIARY

SANMITE STEPPES

MAP COMPLETE:
1/144 SCALE BUNNY

Item List

- 1 Blueberries 2 Blackberries 3 Cooking Ingredients
4 Smithery Materials 5 Perfect Berries

EL Enemy List

MONSTER NAME	ID#	HP	MP
Axe Beak	039	10000	600
Graphios	203	3000	120
Horned Turtle	216	3600	60
Lady Beast	252	8600	400
Legion Dragon	254	3000	192
Lizard Warrior	263	3000	160
Moonshadow Clan Member	300	2640	120
Schweimer	378	16800	1400
Water Strider	450	2800	120

* Between ME #26-#80

EL Enemy List

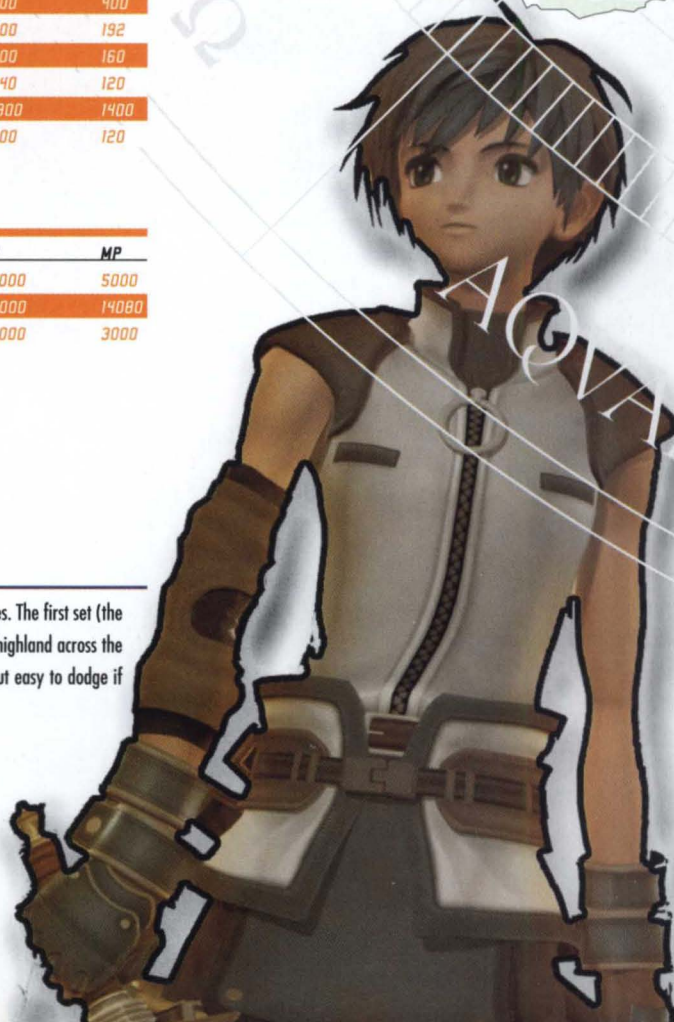
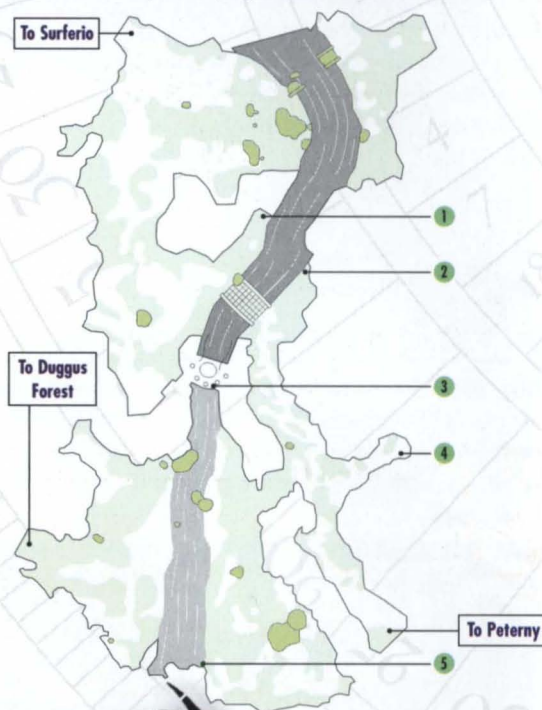
MONSTER NAME	ID#	HP	MP
Basilisk	041	45000	5000
Convictor	108	52000	14080
Myconid	304	45000	3000

* Between ME #85-#95

TWO SETS OF MONSTERS

You may notice that there are two sets of enemies inhabiting the Sanmite Steppes. The first set (the easy set) lives on the Peterny side of the Steppes. The second set dwells in the highland across the bridge near the entrance to Surferio. These monsters are a little more fierce but easy to dodge if you want to head over to Surferio for a visit.

The Sanmite Steppes is a semi-arid plain that runs between the Kingdom of Aquaria and the Sanmite Republic. Because of its proximity to the mountains, the altitude of the Steppes varies greatly, attracting different types of monsters depending on the area. Currently, this area seems to be overrun with thieves. Could they have anything to do with the Moonshadow Clan?



DUGGUS FOREST

MAP COMPLETE:
1/60 SCALE BUNNY

Item List

- 1 Blackberries 2 Compounding Elixirs 3 Blackberries
- 4 Compounding Elixirs 5 Compounding Elixirs 6 Aquaberries
- 7 Blueberries 8 Orb of Alertness 9 Wind Pixie
- 10 Aquaberries 11 12000 Foli 12 Alchemy Materials
- 13 Crafting Materials 14 Blueberries 15 Blackberries
- 16 Water Shielding 17 Perfect Berries 18 Limited Edition Doll
- 19 Heavy Armor

Item w/ Ring

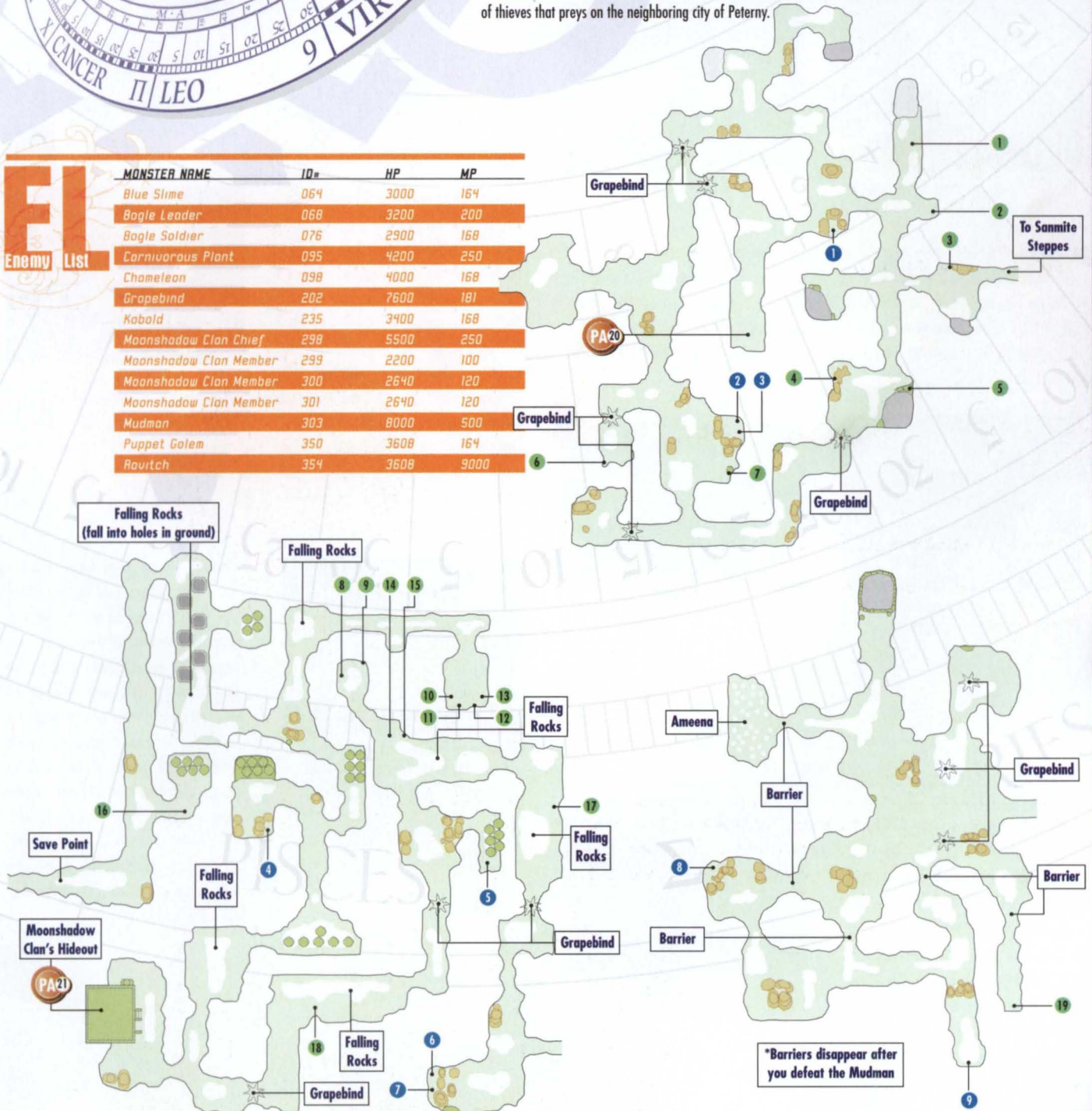
- 1 Crafting Materials 2 Alchemy Materials 3 Smithery Materials
- 4 Compounding Elixirs 5 Magical Berries 6 Smithery Materials
- 7 Crafting Materials 8 Trading Card EX5 9 Ripe Berries



Duggus Forest is home to many medicinal flowers and herbs, including the rare Palmira flower used in the creation of the popular Palmira's Wishing Charm. This forest has recently become home to the Moonshadow Clan, a growing band of thieves that preys on the neighboring city of Peterny.

FI Enemy List

MONSTER NAME	ID#	HP	MP
Blue Slime	064	3000	164
Bagle Leader	068	3200	200
Bagle Soldier	076	2900	168
Carnivorous Plant	095	4200	250
Chameleon	098	4000	168
Grapebind	202	7600	181
Kabold	235	3400	168
Moonshadow Clan Chief	298	5500	250
Moonshadow Clan Member	299	2200	100
Moonshadow Clan Member	300	2640	120
Moonshadow Clan Member	301	2640	120
Mudman	303	8000	500
Puppet Golem	350	3608	164
Ravitch	354	3608	9000



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BESTIARY

Upon first entering Duggus Forest, you are faced with a conundrum: Many of the paths are blocked by what appear to be sentient trees (they have faces, after all). Approach one and examine it. Nothing happens, right?



The faces on these trees give them an eerie expression.

Keep exploring the forest and you run into a sickly Fairy who needs some super-fresh spring water to revive her spirits. Look for a glittering spring amongst the sulfurous and ordinary ones and bring her a drink. The condition of the springs are always changing, so when you find a glittering one, quickly grab the water. Examining the spring indicates what kind it is: Boiling springs are red in color and steamy; Gushing springs are greenish-blue and aquatic plants are visible growing down below; Glittering springs are bright blue in color and actually glimmer.



The Fairy does not look good at all!



Give her a drink from one of the glittering springs.

Once refreshed, the Fairy offers to act as a guide, revealing which trees are actually the hibernating Grapebinds. There are eight of these trees throughout the first two parts of the forest. Defeat them all for the experience points. They aren't that difficult, especially if Nel has learned Shadow Wave. Shadow Wave causes HP and MP damage, making it easy to "MP Kill" the Grapebinds in about three or four attacks. This is important because their special attacks can be quite deadly, especially the 10-hit combo!



The Fairy isn't fooled by the Grapebind's lack of movement.



The Grapebinds are tough in battle!

WATCH OUT FOR FALLING ROCKS!

The Falling Rocks area of Duggus Forest is aptly named. While venturing along the path, watch out for traps set by the members of the Moonshadow Clan. These traps are pretty easy to spot, so just look for areas where the path skirts alongside a low cliff or any elevated place where an enemy could store boulders to push down on unsuspecting travelers. If you get hit by any of these boulders, you're returned to the beginning of that segment of the path. To avoid the falling rocks, hug the sides of the path and especially the cliffs.



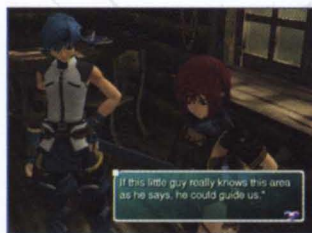
Hug the cliffs and walk underneath the falling boulders.



Alternatively, you can try to dodge the boulders by ducking into the vegetation on the side of the path as they roll by.

ROGER S. HUXLEY

Halfway through the trek in the course of the Falling Rocks section of the Duggus Forest, you find the Moonshadow Clan's Hideout. Inside the hideout is one Roger S. Huxley, a young Menodix from the nearby city of Surferio who's constantly getting into trouble. This time, young Roger decided to infiltrate the Moonshadow Clan's hideout and steal something belonging to the Chief. When the bandits caught him, they locked him inside a cage until they had the time to deal with him further. Now that you are here, you can release him from his prison and adopt him as a member of your party.



Since Roger's position with your party is only temporary, you might as well take him along.



Roger may be a little guy, but he is determined to prove his worth in battle.

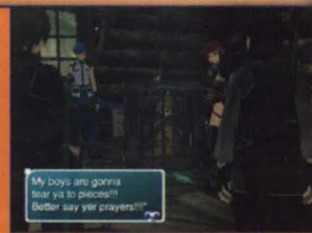
Ultimately, whether you choose to recruit him or not depends upon your personal preference. Roger S. Huxley is one of the four characters (along with Nel, Albel Nox, and Peppita Rossetti) who you can choose to fill the two alternate slots in your party roster. At this point in the game, Roger joins the party temporarily (until you find Ameena), so it's worth taking him on a "test drive." Just remember that you don't have to recruit Roger when the opportunity presents itself later on. However, if you decide not to take Roger with you during this event, you will *not* have the chance to have him as a party member—either temporarily or not.

BOSS FIGHT

MOONSHADOW CLAN MEMBERS



This battle occurs in the middle of Main Event #28, before you free Roger from his cage. These Moonshadow Clan Members are basically identical to the ones you fought earlier in the Grapebind area of the forest. Use similar tactics here as you used in the previous fight.



These guys are no match!

BOSS FIGHT

MOONSHADOW CLAN CHIEF



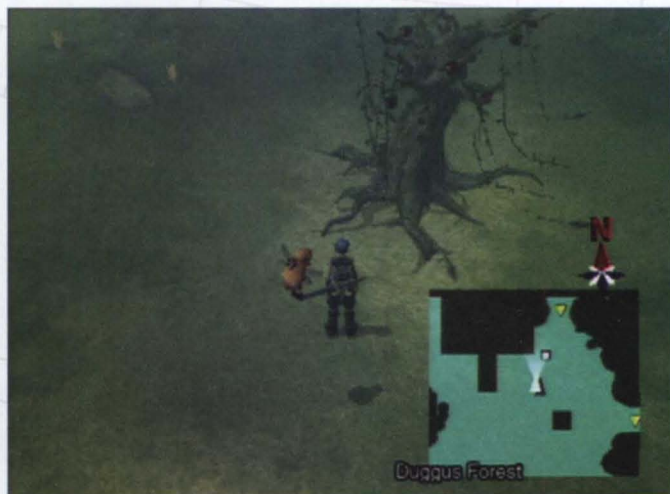
The Clan Chief is a beefed-up version of the Clan Members. He's pretty fast, but lacks the spells that some of the Clan Members know, making him less of a challenge. Have Cliff and Fayt keep him busy with their attacks, while Nel casts spells from afar or tries to strike him with her magnificent Shadow Wave attack.



Nel casts Ice Needles at the captive Clan Chief.

THE MISTY WOODS

When you first enter the Innermost area of Duggus Forest, it is shrouded in an impenetrable white fog. While this fog exists, you cannot enter any of the niches around the perimeter of the area. If you attempt to do so, you will be thrust back to the middle of the field.



Don't try to explore this area while the fog is around. Just go straight for the Mudman's lair.

To dispose of the white fog, you must defeat the Mudman in the only passable niche at the north end of the field. From the entrance of the area, head west, then turn north at the Grapebind. Once the white fog dissipates, you can access the entire field and complete your quest.



After you defeat the Mudman, the fog disappears.

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BOSS FIGHT MUDMAN

WALKTHROUGH

Chapt

CHAPTER TWO

Chapter Three

Chapter Four

Chapter Five



10*

303

HP

8000

MP

500

The Mudman is another earth elemental-type monster. This one takes the form of a human-shaped pool of mud that has decent speed and range—not to mention power. If a character gets smacked with the Mudman's gigantic hands, he or she will incur massive damage. In addition, watch out for this boss's powerful whirlwind-type attack.

The Mudman's special attacks consist of the Mudman Punch, Mudman Blast, and the Poisonous Punch. The two Mudman attacks drain the target's Fury gauge, while the Poisonous Punch can inflict poison on its target. To prevent these attacks from landing, constantly attack the Mudman. Defeating the Mudman clears the thick fog from this innermost area of the Duggus Forest, making it possible to explore the area fully and find Ameena.



Mudman Blast has a large range.

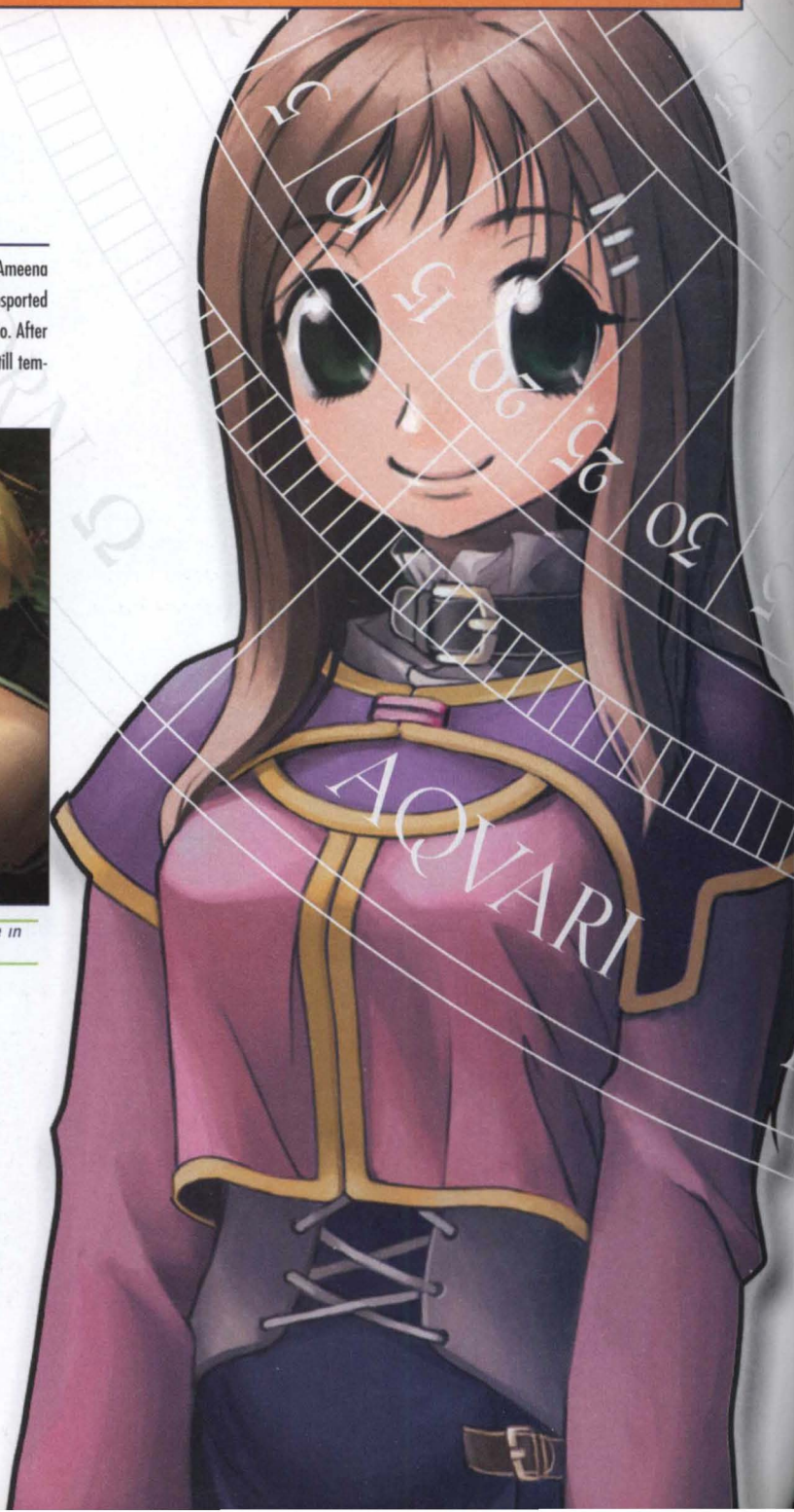
MAIN EVENT 29

RESCUING AMEENA!

After defeating the Mudman, head directly to the niche to the west of the Mudman's spring. Ameena is here in the middle of a flower-filled grotto. During the cutscene, you are automatically transported back to Ameena's home in Peterny. At this time, Roger leaves the party and returns to Surferio. After this event, you can go to Surferio and recruit the young Menodix for a longer—although still temporary—period.



After locating Ameena, you are automatically transported back to her home in Peterny.



LOST CITY OF SURFERIO

MAP COMPLETE: N/A

The city of Surferio has an interesting history as the former capital of the Ancient Kingdom of Aquor, the kingdom that eventually split up to become the Kingdoms of Airyglyph and Aquaria. When the city sank into the sea at the end of the Aquor-Greeton war, it became home to a group of humanoids who are suited to living underwater. At the present time, this city is part of the Samnite Republic.

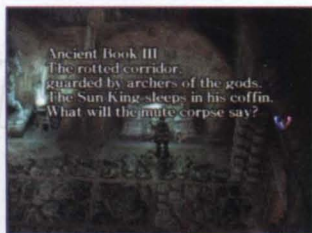
RECRUITING ROGER

After you rescue Ameena from Duggus Forest, look for Roger S. Huxley holding court on the residential island in Surferio. To recruit him on a temporary basis, you must have taken him into your party during the events in the Duggus Forest. If you didn't, then you've lost your chance to recruit Roger at any point in the game!

On your arrival, Roger is bragging to his friends about his latest exploits. After setting him straight, you can have him in your party until the end of Chapter Three. Recruiting him has its advantages. Roger has a set of **Ancient Books** that hint at the locations of seven rare items. You have until ME #61 to find the items. You will run into six of them while completing tasks associated with the storyline. The seventh requires that you to enter an optional dungeon way before you're actually prepared. The items and locations are revealed in the following section. (For more detailed information, check out Chapter Six, "Mini-Games & Sub-Quests.")



Seriously, it's a good idea to recruit any of the eligible Elicoarions during the first part of the game. Even if you never use them in more than one bottle, it is a good idea to see what they play like.



You'll know when you find one of the seven treasures from the Ancient Book. Remember, these items only appear if you recruit Roger and get the set of Ancient Books.

ANCIENT BOOK TREASURES

BOOK	ITEM	LOCATION
Book 1	Health Berries	Duggus Forrest, Innermost Area
Book 2	Magi Berries	Kirisa Caverns, Main Area
Book 3	Intellect Berries	Sealed Cavern
Book 4	Strength Berries	Ancient Ruins of Mosel, B2F
Book 5	Elven Slippers	Mountains of Barr, Part C
Book 6	Demonbane Cross	Bequerel Mine, Abandoned Refinery
Book 7	Rabbit Ears Chalice	Urssa Lava Cave

Item List

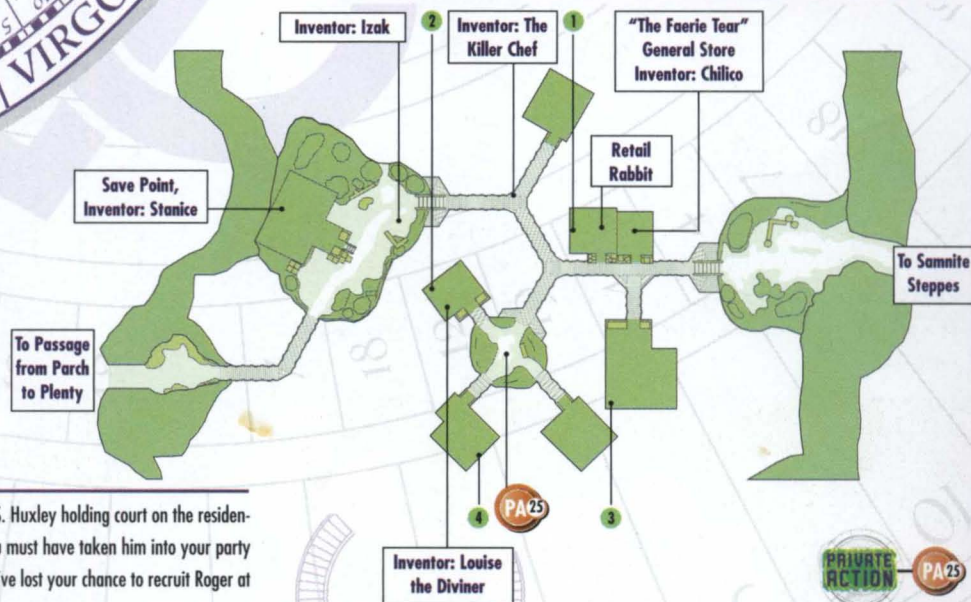
- 1 Machinery Materials
- 2 Blueberries
- 3 Aquaberries
- 4 Smithery Materials

THE FAERIE TEAR

ITEM	PRICE
Clone Generator	350 Fol
Basil	20 Fol
Sage	20 Fol
Lavender	20 Fol
Fresh Sage	310 Fol

RAPID RABBIT

ITEM	PRICE
Clone Generator	350 Fol
Basil	20 Fol
Sage	20 Fol
Lavender	20 Fol
Fresh Sage	310 Fol



THE MECHANIZED SOLDIER

When you first arrive in Surferio, examine the dilapidated robot in front of the Village Chief's House. It is an old mechanized soldier that was used in the ancient Aquor-Greeton war and is an example of Greeton's technological superiority over the rest of their planetary neighbors. Keep this robot in mind, because you might be able to resurrect it later in the game if you can get enough Engineers and a set of Blueprints.



Examine the robot to see a cutscene in which Nel explains the robot's origins.

SIDE EVENTS

THE SAGA OF RUDDLE AND RUMINA

At this stage in the game, you can start the Rumina and Ruddle side-quest. Since this quest is key to opening up one of the best stores in the game, you should take it seriously. For complete coverage of this cool sub-quest, check out the "Mini-Games and Sub-Quests" and "Bonus Dungeons" chapters. Both chapters cover every aspect of the Ruddle and Rumina saga.

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BESTIARY

IRISA FIELDS

MAP COMPLETE:
1/144 SCALE BUNNY [X2]

This pleasant expanse of plains lies between Peterny and the Sacred City of Aquios. Follow the ancient tree-lined road along the riverside to find a small glade that's home to the entrance of the Aquatic Gardens of Surferio. This narrow sliver of land would connect Aquios with the Sanmite Steppes and Surferio, if it weren't for the broken stone bridge at the end.

Transporter Pad to Diplo
(after ME #85)

To Aquios

To Peterny

Surferio Annex

Save
Point

Entrance to
Aquatic Garden, Surferio

TWO MAP COMPLETE PRIZES

This area is unusual in that you get Map Complete prizes for completing the maps for each of the two areas. However, if you haven't won a Map Complete, the Surferio Annex piece is very easy to complete because it is both small and uninhabited by monsters. Give it a try! The added speed boost that the 1/144 Scale Bunny provides is very handy in battle.

ENTRANCE TO A HIDDEN DUNGEON

The Surferio Annex part of the Irisa Fields is home to the entrance of the optional dungeon, the Aquatic Garden of Surferio. Refer to Chapter Four, "The Bonus Dungeons" for a walkthrough of this dungeon. It's recommended that you save this area until before or after your trip to the Shrine of Kaddan in Chapter Three of the game. At this point, you can handle the enemies that dwell in the Aquatic Garden with some ease.



The Aquatic Garden of Surferio can be a deadly place if your party isn't strong enough. Try tackling this dungeon in Chapter Three of the game.

Item List

- ① Magical Berries ② Blackberries ③ Jewel of Alertness
④ Perfect Berries ⑤ Synthesis Materials

FI Enemy List

MONSTER NAME	ID#	HP	MP
L16 Ravitch	240	3784	3784
Man Trap	280	4000	172
Ravitch	354	3608	9000
Ramper Bat	374	3784	172
War Chameleon	446	3784	172

* Between ME #30-#80

FI Enemy List

MONSTER NAME	ID#	HP	MP
Giant Moth	193	25600	2500
Killer Moth	230	18000	800
Proclaimer	346	65000	4000
Yuan-ti	460	22000	2000

* Between ME #85-#95

SACRED CITY OF AQUIOS

MAP COMPLETE: N/A

The city of Aquios is located in the northern region of the continent of Gaitt. It is the capital of the Kingdom of Aquaria and home to the Queen and the Church of Apris. The city is built around the lovely Castle Aquaria. The castle serves as the home for the largest, most advanced runological lab in the kingdom, but also the Great Temple of Apris, a sacred site for devout pilgrims.

Item List

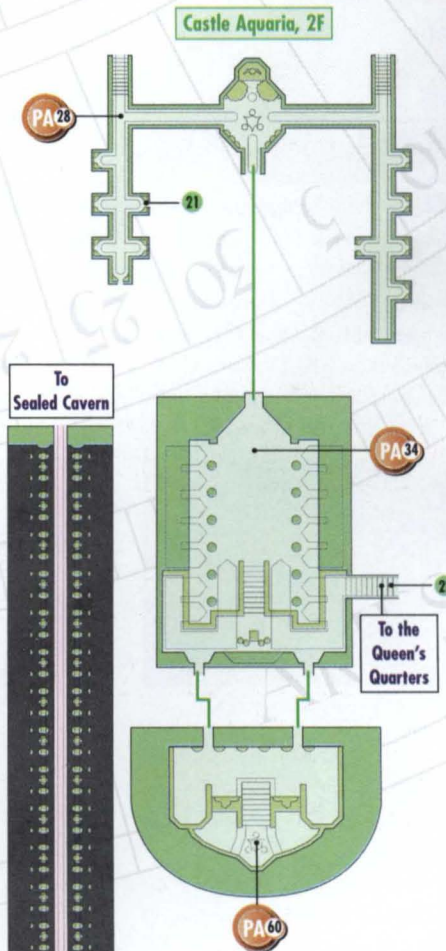
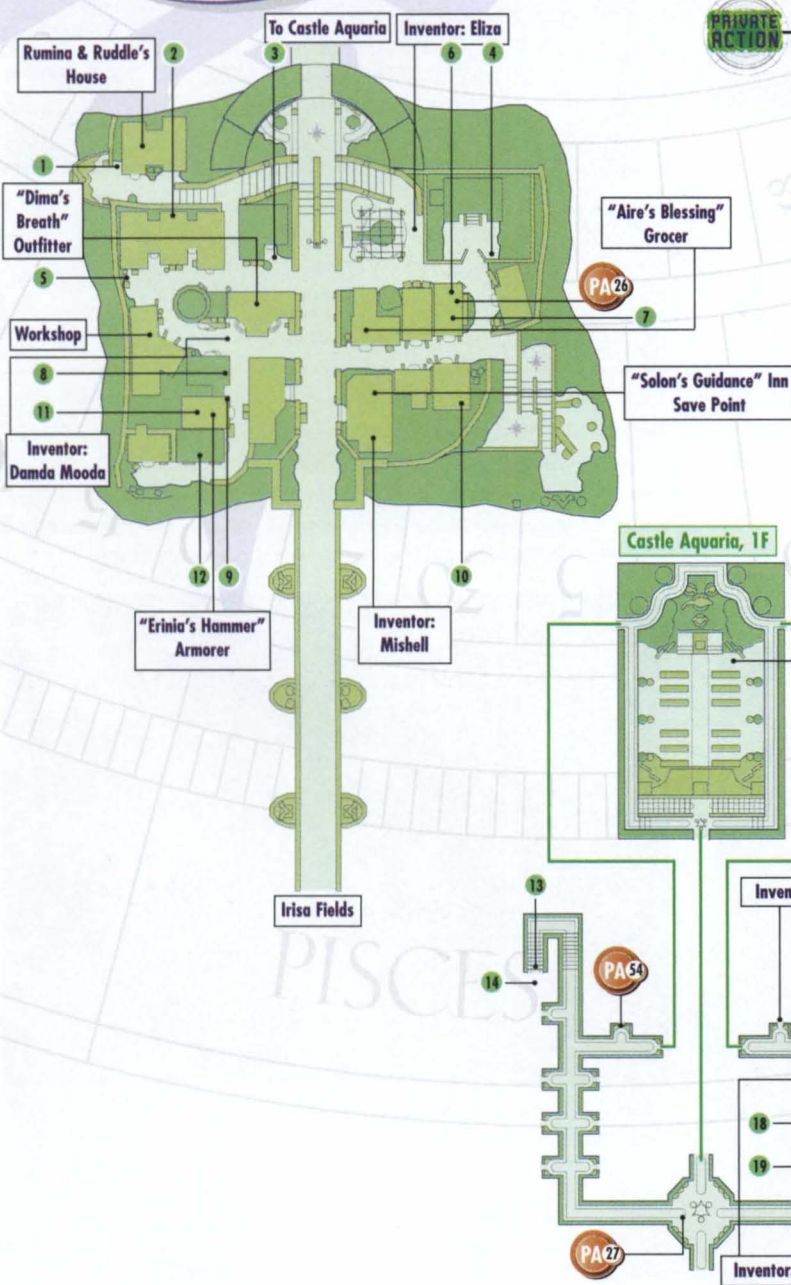
- | | | |
|-----------------------|-----------------------|------------------------|
| 1 Synthesis Materials | 2 Aquaberries | 3 Ripe Berries |
| 4 Compounding Elixirs | 5 Cooking Ingredients | 6 Blackberries |
| 7 Synthesis Materials | 8 Compounding Elixirs | 9 Aquaberries |
| 10 1800 Fal | 11 Aquaberries | 12 Smithery Materials |
| 13 Jewel of Alertness | 14 Blackberries | 15 Compounding Elixirs |
| 16 Jewel of Refuge | 17 Ripe Berries | 18 Fire Shielding |
| 19 Aquaberries | 20 Blackberries | 21 4700 Fal |
| 22 Magical Berries | | |

MAIN EVENTS

- ME 31 ME 32 ME 37 ME 40 ME 41 ME 42 ME 47 ME 52 ME 54 ME 58

PRIVATE ACTIONS

- PA 26 PA 27 PA 28 PA 34 PA 54 PA 59 PA 60



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BESTIARY

ERINIA'S HAMMER

ITEM	PRICE
Bastard Sword	750 Fol
Fine Gauntlet	700 Fol
Silver Dagger	660 Fol
Heavy Armor	950 Fol
Anointed Chain Mail	950 Fol
Battle Axe	600 Fol

DIMA'S BREATH

ITEM	PRICE
Compounding Elixirs	120 Fol
Cooking Ingredients	120 Fol
Silver Ring	1750 Fol
Clone Generator	350 Fol
Basil	20 Fol
Lavender	20 Fol
Sage	20 Fol
Fresh Sage	310 Fol

AIRE'S BLESSING

ITEM	PRICE
Apple Pie	400 Fol
Steamed Bun	200 Fol
Cooking Ingredients	120 Fol
Blueberries	45 Fol
Aquaberries	15 Fol
Blackberries	35 Fol

"Salon's Guidance" Inn: 500 Fol/night

MAIN EVENT 32

A MEETING WITH THE QUEEN

The whole purpose for coming to Aquios is to see the Queen. After completing your errands in town, head to the entrance of Castle Aquaria to meet with Nel. What happens next is the first of two "following" exercises that you'll encounter in the game (the second one occurs during ME #52 with Waltar in Airyglyph Castle). Nel asks you to follow her to the Queen's Audience Chamber on the second floor. Unless you want to incur the wrath of your party through the PAs associated with this event, go ahead and walk alongside Nel. Follow her to the start of the staircase, followed by the second floor, then to the entrance of the Audience Chamber. Don't worry about exploring the castle, yet; you'll have plenty of time after you meet the Queen.



Nel asks you to follow her to the Audience Chamber on the second floor.



It's time for your audience with the Queen.

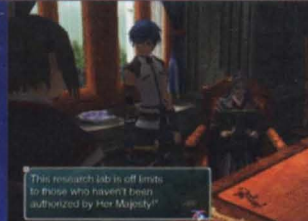
SIDE EVENTS

CASTLE AQUARIA:
ELENA AND DION
EVENTS

You have two opportunities to see the power dynamic between Elena Frahm and her assistant Dion outside of the Main Events.

The first occurs on your first visit to the Castle. If you stop following Nel on the second floor and talk to Elena a couple of times in the Runological Weapons Laboratory, you'll earn the disapproval of another character: her assistant Dion. On the plus side, you also get to see Elena chide Dion for being so rigid and inflexible!

If you return to Aquios during your quest to obtain copper ore, you can witness another power struggle between Elena and Dion. Head back up to the Lab in the Castle and talk to Dion this time.



This research lab is off limits to those who haven't been authorized by Her Majesty!

Elena is more than happy to let you work on whatever you want, but Dion is strict with the rules.



Elena
"You know, Dion. You worry too much about the little details."

This time, Dion and Elena squabble over the correct way to solve a problem.

AGREEING TO HELP OUT

It should come as no surprise when Fayt agrees to help the Kingdom of Aquaria with their problems. However, it does start a new quest to complete. Now it's off to the Bequerel Mountain Path and the Bequerel Mine. Before proceeding, however, check in with Clair Lasbard in Arias. She's providing the manpower and transportation for this mining endeavor. Look for Clair and the team at the north gate of Arias. Before you venture into this dragon-filled dungeon, make sure your preparation includes plenty of Basil and Sage since paralysis and petrification are a big problem in the Mine.



Nel
"I'll go gather my team. Let's meet up at the entrance to Aquios once you're ready."

When you're ready to go to the Bequerel Mine, meet Cliff and Mirage at the entrance to the city.

BEQUEREL MINE

MAP COMPLETE:
1/60 SCALE BUNNY

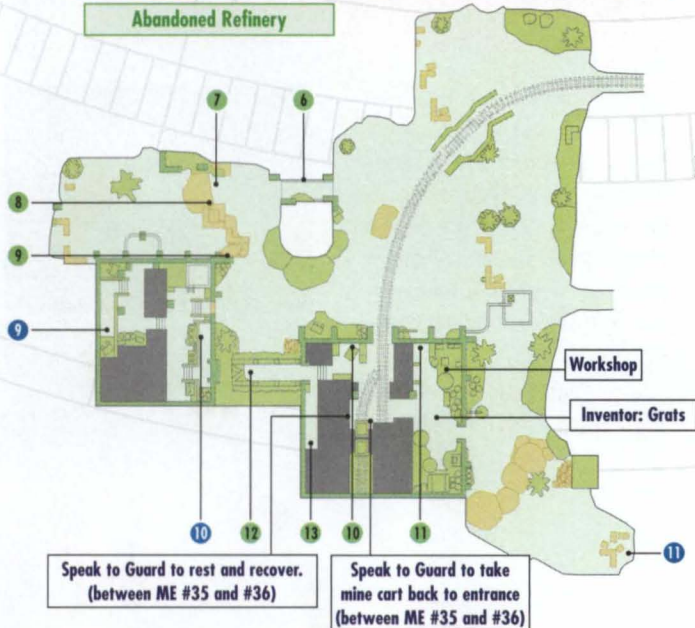
On the Bequerel Mountain Path, near the fork that leads to Arias, lies the entrance to the Bequerel Mine. This mine belongs to the Kingdom of Airyglyph and used to produce enough copper to support the kingdom's finances. However, due to excessive mining at that time, the copper ore has been stripped from all but the deepest areas of the mine. Complicating matters are the many dragons that have made the mines their own. Now it is said that only the most foolhardy would dare enter the mines!



FI Enemy List

MONSTER NAME	ID#	HP	MP
Blood Bat	059	3872	176
Brass Dragon	084	3960	180
Brass Dragon	085	4300	120
Brass Dragon	086	5600	500
Cockatrice	105	15500	431
Feral Dragon	166	7050	300
Harpy	208	6000	184
Killer Treant	232	8000	400
Ramper Bat	373	3600	190
War Chameleon	446	3784	172

Abandoned Refinery



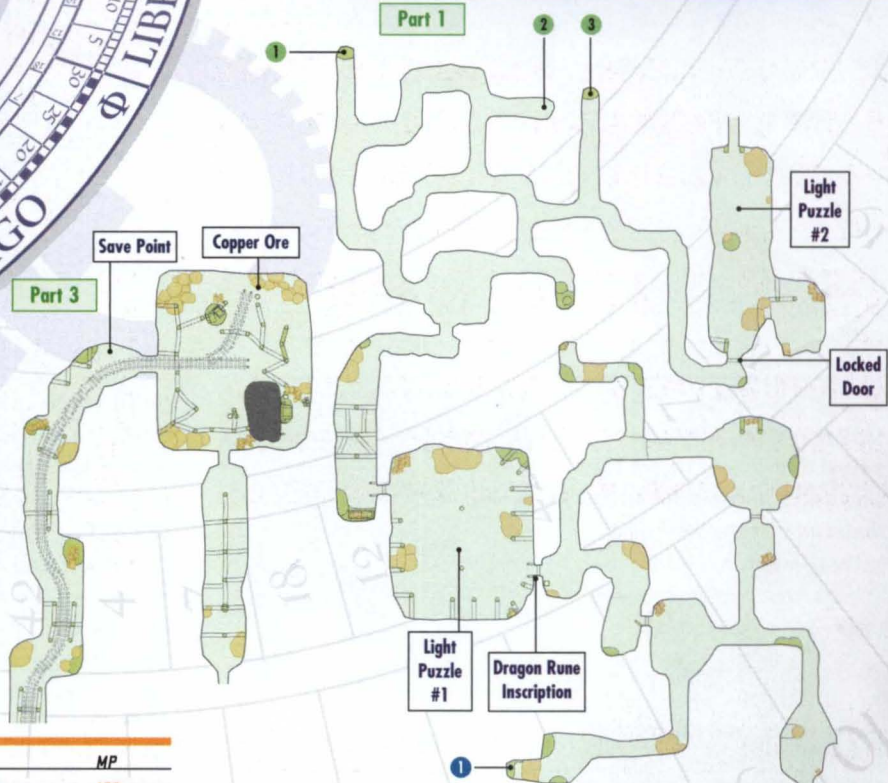
Item List

- 1 Cooking Ingredients
- 2 15000 Fal
- 3 Blackberries
- 4 Amulet of Freedom
- 5 Aquaberries
- 6 Compounding Materials
- 7 23600 Fal
- 8 Blackberries
- 9 Ripe Berries
- 10 Compounding Materials
- 11 Worm-Eaten Tome
- 12 Magical Berries
- 13 Synthesis Materials

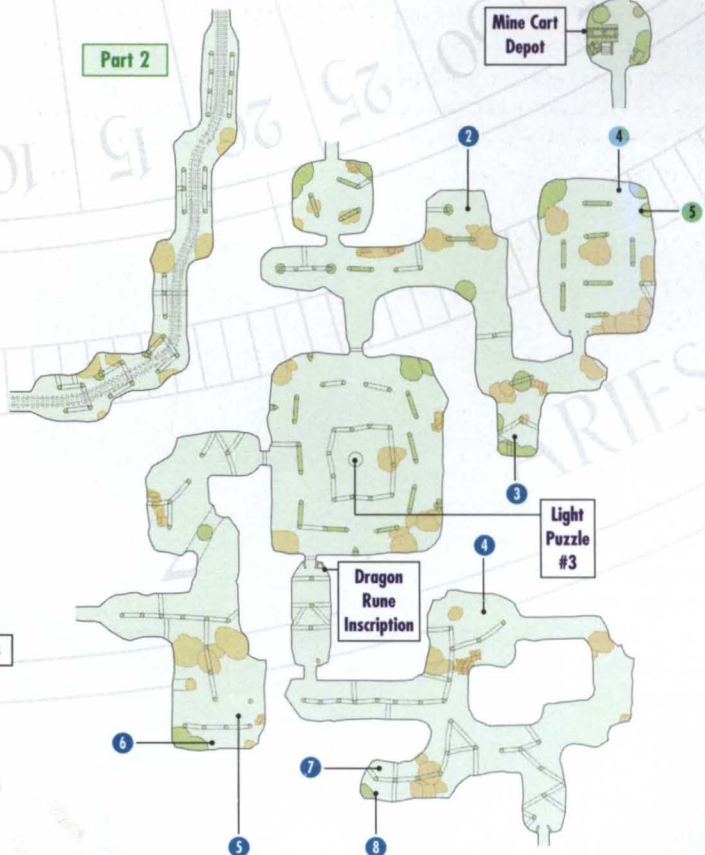
Item w/ Ring

- 1 Synthesis Materials
- 2 Alchemy Materials
- 3 Perfect Berries
- 4 Ripe Berries
- 5 Crafting Materials
- 6 Trading Card EX3
- 7 Perfect Berries
- 8 Silver Dagger
- 9 Fire Pixie
- 10 Battle Sphere
- 11 Ripe Berries

Part 1



Part 2



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BESTIARY

BOSS FIGHT LEGION DRAGONS

WALKTHROUGH

Chapter One

CHAPTER TWO

Chapter Three

Chapter Four

Chapter Five

ID #

255

HP

6500

MP

800

Before you can enter the Bequerel Mine, you must dispatch the enemy soldiers guarding the door. These flying troops can be deadly with their flaming breath attacks. In addition, their height above the battlefield puts them out of range of some popular attacks (like Nel's Shadow Wave). Instead, use homing type attacks or Aerial jumps, or try freezing them with Nel's Ice Daggers attack or the similar Ice Needles spell. If you freeze one of them and hit him with a physical attack, it's instant death! It is a quick and easy way to get dispose of a pesky enemy!



Nel freezes an enemy with Ice Needles, then goes in for the kill.

THE BRASS DRAGONS OF BEQUEREL MINE

There are several occasions during which you're going to run into scripted battles with a group of Brass Dragons. The first Brass Dragons appear near the start of the dungeon, behind an unlocked barred door. They hold the **Lightstone**, an important accessory for this dungeon. To acquire the item and move onward, you must defeat them.



The first group of Brass Dragons comes from the room with a barred door, north of the entrance.

The second set of battles is against three motley groups of Brass Dragons, War Chameleons, and Blood Bats in the dark intersection right after you leave the first Brass Dragon's lair. Once again, this is a scripted battle, so you can't escape it even if you're already wearing the recently acquired Lightstone to dispel the darkness.



Although you have the Lightstone, you cannot prevent the attacks in this intersection.

Finally, the third Brass Dragon is found in the maze section of the first part of the Bequerel Mine. You must chase it down and defeat it before you get the **Key to Barred Door** that lets you into the second part of the mine.

Since these dragons are land based, you can hit them with any attack you choose. However, watch out for their ability to paralyze opponents with their shock breath. If a party member ends up with this status effect, heal them with Basil or another Paralysis antidote. You do not want to end up in a situation where multiple party members are paralyzed! In addition, avoid those rolling boulder hazards! The Brass Dragons in this scripted battle also appear elsewhere in the dungeon.



Fayt chases the last Brass Dragon through the maze.

LIGHT PUZZLES

The Bequerel Mine is a dark place. There are several torches in the first part of the dungeon, which you can light to help you on your way, but it quickly becomes obvious that you need something more stable, more reliable, and more portable! Enter the Lightstone! This glowing stone, which only Fayt can equip, gives off a faint glow and provides enough light to see the area immediately around you. To get this item, defeat the Brass Dragon that slinks out of the barred room north of the entrance.



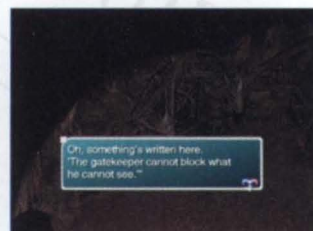
Torches provide some light, but they aren't portable.



When your shadows line up, the door unlocks.

The next light puzzle occurs in the final room of Part 1. Use the Key to Barred Door to enter the room, then extinguish all the light sources (i.e. unequip the Lightstone). Head into the darkness toward the exit on the north wall. If you approach this door with the Lightstone equipped, the door will close in response to the bright light. If this occurs, leave the room to reset the puzzle.

Light, and the absence of light, plays a large part in the puzzles that occur in the first two parts of the Bequerel Mines. The first puzzle is in the large chamber past the dark intersection where the party gets accosted by three groups of dragons. Here you must light the torches, then stand between them and line up your shadow so that it connects the two torches in a straight line. When done correctly, the door into the maze section opens.



Light of any kind causes this door to shut. When the room is pitch black, you can walk through the doors unseen.

Upon entering the second part of the dungeon, you can re-equip the Lightstone but only for a short while! The next area features a similar light-based puzzle as the one you just solved. In the large chamber to the north of the entrance to the second part, you'll find three doors, each with a light source shaped like a dragon's head. When you enter the room, all of the doors shut and you are plunged into total darkness. Head toward the middle of the room and look for a circular medallion on the floor. Step on the medallion to turn on the lights and open the doors. The doors in this room shut when hit with your shadow. The three light sources in the room create three shadows, so the trick is to turn off the two light sources near the doors you aren't going to use. This leaves only one light source and one shadow, positioned directly behind you, which makes it easy to leave the room without making the doors shut. You can even leave the Lightstone on for this puzzle!



Read the clue first.



Step on the medallion in the center of the room to turn on all the lights.



Once you've extinguished the lights by the two doors you aren't using, you can safely walk through the one you want.



BOSS FIGHT

COCKATRICE



ID # 105
 HP 15500
 MP 431

Before you can start mining the copper ore in the heart of the mine, you must first defeat the strange creature that lives there. The Cockatrice is basically a giant fighting rooster. It uses mostly earth-type attacks and is immune to earth and wind-type attacks/weapons. In addition, you will need to dodge boulders, so come prepared.

It's key to avoid petrification during this fight. Have some Sage in your inventory to cure anyone who gets stuck with this malady. If all three party members end up turned to stone, it's Game Over! However, if the party keeps the Cockatrice busy defending itself from constant attack, you will hopefully bypass this status effect and win the battle in good time.



Consecutive attacks prevent the enemy from unleashing attacks of its own.



The Cockatrice blasts Fayt with Stone Breath.

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ITEM CREATION

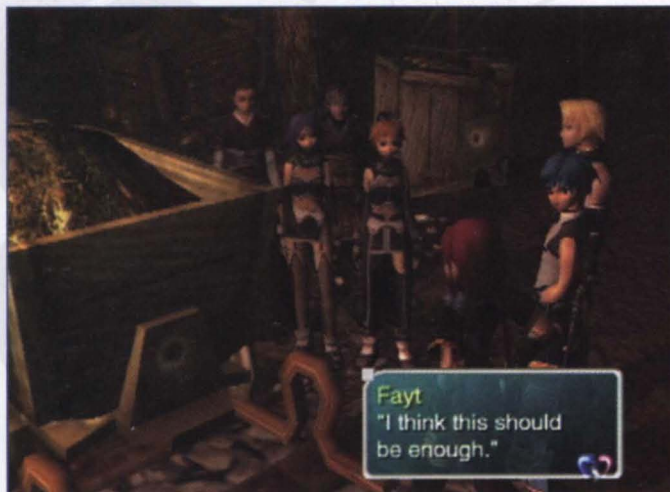
ITEMS AND EQUIPMENT

BESTIARY

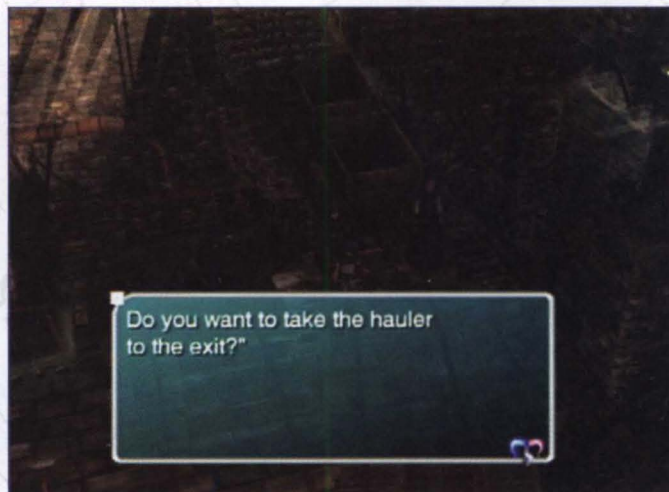
THE ABANDONED REFINERY

MAP COMPLETE: N/A

Explore the heart of the mine freely for copper ore. Look along the north wall for a seam! When you find it, follow the train tracks out of the tunnel to the west to the Abandoned Factory located on an enemy-infested patch of land outside the mine. Inside the Refinery, there are two Aquarian soldiers standing guard over a couple of mine carts. Talk to the one on the right to take a nap, while the others work to refine and pack the copper for the trip back to Aquios. When you awake, talk to the soldier on the left to take the mine cart to the mine entrance so that you can help guard the wagon full of copper.



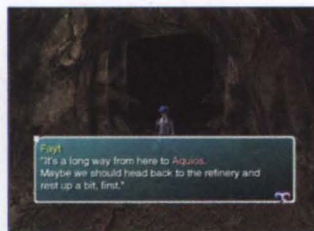
Look for the copper along the north wall. When you hit the seam, a cutscene starts.



After a short rest, take the hauler back to the mine's entrance.

THE RETURN TRIP

Surely you didn't expect the trip home from the Bequerel Mine to be easy? Before you get too far away, a group of Airyglyph Soldiers appears backed up by the fierce Demetrio. Further down the path on the way to Arias, you run into Albel Nox. These are tough battles, made worse by their close proximity to one another. Since there is a break in between the battles with Demetrio and Albel, heal your characters with items or head back into the mine and use the shortcut to return to the Abandoned Refinery where you can rest for free.



If you sustained a lot of damage during the fight with Demetrio, take the hauler back to the Refinery and rest before returning to Arias.

After clearing the way of enemies, head to Arias and check in with Clair and the others before continuing back to Aquios.



At the end of the battle with Albel, it becomes even more important to get back to Aquios with the copper.

BOSS FIGHT

AIRYGLYPH SOLDIERS



This is the first group in a series of two consecutive battles, so watch your characters' HP and MP. The Airyglyph Soldiers are similar to the other soldier-type enemies you've faced. They are all brawn with no special spells or attacks. Have Nel pick off the soldiers from a distance with Ice Daggers, while the boys close in with their favorite attacks. When you get down to one enemy, start healing so that your entire party ends the battle in decent shape!



When one soldier remains, it's time to think about healing your party.

BOSS FIGHT

DEMETRIO AND HIS TWO LEGION DRAGONS



The Legion Dragons are basically identical to the two you faced at the start of this trek, while Demetrio is the beefed-up version. The difficulty in this fight lies in the fact that these flying soldiers can be difficult to hit. Use homing spells/attacks like Nel's Ice Daggers or moves that can knock the dragon mounts out of the sky. Dispatch the Legion Dragons first, then gang up on Demetrio. Watch out for their Searing Breath attacks and the Master Combo.



Watch out for the dragon's Searing Breath.

BOSS FIGHT

ALBEL NOX & BLACK BRIGADE SOLDIERS (X2)



Albel is tough! He's very fast and has two powerful special attacks: Charge and Air Slash. Once again, take out the entourage first (so that they don't impede a group attack against Albel), then try to squeeze Albel in between your three characters. If you can keep him hemmed in and reeling from constant attacks, then you can pile on the damage without fear of him getting away and turning the tide.

It's quite tough to get the Battle Trophy associated with this battle. To do so, make lots of MP damaging bombs. With only 2600MP, this is Albel's Achilles heel! However, the lack of a good Engineer will limit the strength of the bombs. Stick with the EM Bomb MP or—even better—the EM Stun Bomb MP, which stuns the enemy in addition to causing MP damage. Next, force all characters to manual and choose one to control. In other words, only one character can participate in the battle and, to be safe, you should use your bombs to kill the entire group. If you get this Battle Trophy, you really are a master player!



Fayt uses Lightning Blast to disrupt Albel's oncoming attack.

GETTING STARTED

CHARACTERS

WALKTHROUGH

BONUS DUNGEONS

PRIVATE ACTIONS

MINI-GAMES AND SUB-QUESTS

ITEM CREATION

ITEMS AND EQUIPMENT

BESTIARY

PREPARATIONS FOR WAR

Back in Aquios, it's time to start preparing for the war that is soon to come. This is a good time to clear up any loose ends by catching up with Private Actions, recruiting Inventors, etc. Once you check in with Clair in Arias, your freedom of movement is corralled until the end of the Airyglyph-Aquaria war.



Two old friends appear at the entrance to Aquios upon your return from the Bequerel Mine.



Look for Dion to mention the reappearance of someone from his past.

ADRAY LASBARD

Before heading to Arias to join the army, return to the Queen's Audience Chamber one last time. Here you'll meet Clair's dad, the infamous Adray Lasbard. Adray is a fierce Runologist warrior, who combines his vast knowledge of magic with a love for swordplay. Unfortunately, his unbounded enthusiasm tends to put people off and the powers-that-be in the Aquarian military try their hardest to send Adray on missions that require him to be out of the country for long periods of time.



The voice that seems to strike terror in the heart of the Queen's advisor.



How can you refuse that face?

At this point in the game, you can recruit him on a temporary basis. If you need a dedicated magic user, then Adray's your man. The most compelling reason for taking Adray now is that you have to if you want to see the coupled ending with Adray. If you don't add him to your party here, or you miss the scene altogether, your next shot to recruit Adray comes in Chapter Five.

CHECKING IN WITH THE TROOPS IN ARIAS

To start the Airyglyph-Aquaria War, head to Arias and speak with Clair in the Conference Room of the Lord's Mansion. You are told to make preparations and rest in the guest room. When you're ready, return to the Conference Room and tell Clair that "Yes" you are ready.



After the briefing, prepare for your part in the upcoming battle (think boss fight with Vox), then head up to your guest room and sleep. In the morning, tell Clair that you're ready to start the battle.

SIDE EVENTS

VISITING DION ON THE EVE OF THE WAR

During your preparations for war in ME +38, stop by and visit Dion near the southwest gate of Arias. Then you can see what the runologists are doing to prepare for the next day's battle.



AIRE/KIRLSA HILLS (DURING WAR)

MAP COMPLETE: N/A

The area hasn't physically changed between the first time you visited here and now, during the war. However, during this one event a fog obscures your vision and tons of Airyglyph soldiers fill the field. The slight change to your angle of view doesn't make the trip any easier.

FI Enemy List

MONSTER NAME	ID#	HP	MP
Airyglyph Soldier	008	3500	192
Airyglyph Soldier	009	4100	192
Airyglyph Soldier	010	4225	192
Black Brigade Soldier	053	4220	192
Dragon Brigade Soldier	144	4000	196
Dragon Brigade	142	4200	196
Legion Dragon	254	3000	192
Lum Knight	265	5600	5000
Soldier	401	1600	112
Vox	445	30000	20000

BOSS FIGHT VOX

ID#
445
HP
30000
MP
20000

Chapter Two of the game is capped off with a grand war between feuding countries and a big battle between two enemies. Basically, Vox is just a beefed-up version of his subordinate, the dragon-mounted Demetrio. Expect to see some old attacks along with some new ones in this battle, including the old favorite Searing Breath and the new Steel Rend.

First, you only have to fight Vox in this battle; he dismisses his entourage before the fighting starts. This means that you can concentrate all attacks on the big guy, using Nel to strike from afar with her Ice Daggers attack and Fayt and Cliff to try to knock him out of the sky with their various melee skills. Keeping Nel on the back lines also enables you to use her for healing purposes. If you keep pummeling him on a constant basis, however, Vox shouldn't be able to do much. And even if he does get away from Fayt and Cliff, the use of homing attacks [like Ice Daggers] continue to pile on the damage until your front line gets close enough to engage him again.

GETTING ACROSS THE BATTLEFIELD

The goal here is to travel from the Arias side of the battlefield to Vox's camp by the Kirlsa Gates. Since you are going there to confront and, hopefully, defeat Vox, don't get caught up in too many battles. In many ways, this is easier said than done. The "fog of war" is quite literal here, limiting your sight. During the first half of the journey, be on the watch for foot soldiers. The ones already engaged in battle are no problem; it's the ones looking for foes that you need to guard against. As you draw closer to the Kirlsa Gates, keep an eye out for the telltale shadows of dragon-mounted soldiers. At this point in the game, if you've been keeping up with Private Actions and Inventory, you've probably traveled across the Aire/Kirlsa Hills enough to have the route memorized. If not, refer to the maps to avoid getting lost in the hills' nooks and crannies.



The battlefield is crowded with fighting soldiers. The closer you get to the Airyglyph side, the more dangerous the troops become.



Vox is unmistakable when you run into him in front of the Kirlsa Gates.



Searing Breath still hurts and has a long range.



As Cliff's attack ends, Nel prepares to launch her Ice Daggers.

GETTING STARTED

CHARACTERS

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BONUS DUNGEONS

PRIVATE ACTIONS

MINI-GAMES AND
SUB-QUESTS

ITEM CREATION

ITEMS
AND EQUIPMENT

BESTIARY

AFTERMATH OF THE WAR: THE RETURN TO AQUIOS

MAP COMPLETE: N/A



Explanations will have to wait!

The stunning conclusion to the Airyglyph/Aquaria war has left everyone stunned and in disbelief. When Fayt wakes up, he's back in his room at Castle Aquaria in Aquios. Before you can start explaining what happened on the battlefield to the Queen, you must deal with Dion and Ameena first. Start by checking on Dion in his room in the Castle, then venture into the city to check on Ameena in the Inn.

MAIN EVENT 41

MARIA TRAYDOR

Once the situation with Ameena and Dion draws to its sad conclusion, a new crisis arises. Head to the Audience Chamber in the Castle and find the Queen.

Before starting the next quest, however, take some time to get your newest party member outfitted and ready to go. Maria Traydor is interesting because she has both melee-type attacks and mid-to-long distance gun attacks. In many ways, she is very similar to Nel; strong and powerful but not durable enough to withstand the types of hits that melee fighters like Cliff and Fayt take with ease. In addition, it's easy to create Cancel Bonuses with Maria right from the start. Simply set her Aiming Device battle skill in both the weak, long and strong, long positions and switch back and forth between the X button and the Circle button while her Fury points last. With Berserk mode on and a full Fury gauge, it's possible to get her up to 250% or more with ease!



A new character arrives.

SACRED CITY OF AQUIOS

PAGE 070

ME 40

CASTLE AQUARIA, DION'S ROOM

Cutscene: Dion's Promise. After checking on Dion, head out of the castle to Ameena's room on the second floor of the Inn. Then, return to Dion's Room in the Castle to see the end of the event. **EVENT TRIGGER:** After waking, go to Dion's Room in the castle.

ME 41

CASTLE AQUARIA

Cutscene: Meet Maria Traydor. After the conference, head to the Audience Room to speak with the Queen. At the end of the event, **Maria Traydor** joins the party permanently. **EVENT TRIGGER:** Event continues automatically at the end of ME #40.

PA 36

PETERNY, CENTER PLAZA

Talk to the Gossiping Peddler about the flying ships. **AVAIL:** Between ME #41 and ME #46.

PA 37

ARIAS, CEMETERY

Look for Maria in the Cemetery and talk to her about Fayt's hidden powers. **AVAIL:** Between ME #41 and ME #46.

PA 38

KIRLSA, HOUSE BY THE "IRON MAIDEN" INN

Talk to the Unrealistic Girl and ease her fears about the war. **AVAIL:** Between ME #41 and ME #61.

ME 42

CASTLE AQUARIA, GREAT TEMPLE

Cutscene: Nel Opens the Secret Passage. Before entering the passage, get the **Disintegration Hammer** from the Priestess. **EVENT TRIGGER:** Enter the Great Temple.

SEALED CAVERN

PAGE 072

BB

ENTRANCE TO SHRINE OF KADDAN

Defeat the Flying Knight.

SHRINE OF KADDAN

PAGE 074

BB

SHRINE OF KADDAN, SOUTH AREA

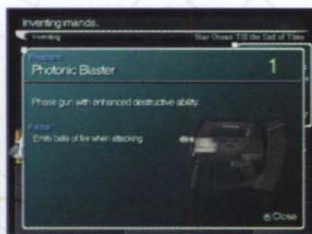
Defeat the Crystal Statue. Get the **Saint's Stone**. This enemy appears in two locations in the South Area of the Shrine; the same item is dropped.

ME 43

SHRINE OF KADDAN, SOUTH AREA

Cutscene: There Be Traps Ahead! To get the **Saint's Amulet**, which is needed to defeat the South Area's main boss, defeat the two Crystal Statues and acquire the Saint's Stones that they drop. Then, follow the hallway to the south of the second Crystal Statue room until you reach the room at the end. After the earthquake reveals cracks in the wall, use the **Disintegration Hammer** to break open the wall to a hidden Workshop. Get the third Saint's Stone from the treasure chest in the Workshop, then approach the forge to make the Saint's Amulet. **EVENT TRIGGER:** Finding the wounded soldier in the second hallway of the shrine.

Unfortunately, Maria starts off her tenure with a very weak gun. Unless you can access the Retail Rabbit in Peterny and buy the Blaze Gun, you are stuck with her Microblaster until you either create one through Item Creation or defeat the Blue Zombie Dragon in the Barr Mountains and get the Pulse Gun. The Pulse Needle is easy to create using Fayt, Cliff and Maria (look for a cost around 1100 Fol), but the more powerful Photonic Blaster may be a stretch for your team's abilities and pocketbook (the cost is around 5400 Fol).



If you want to use Maria in your party right away, you can make both of these weapons through Item Creation. Each one is a big step up from her default Microblaster.

MAIN EVENT 42 SECRET PASSAGES AND STRANGE HAMMERS

To access the Shrine of Kaddan, the Queen has given you permission to use the secret passageway that the Royal family uses. Head to the Great Temple of Apris and let Nel cast the spell needed to reveal its entrance. Before you descend the staircase and start this next quest, speak to the Priestess standing nearby. She possesses an unusual item that you'll need to get through certain spots in the Shrine: **Disintegration Hammers**.



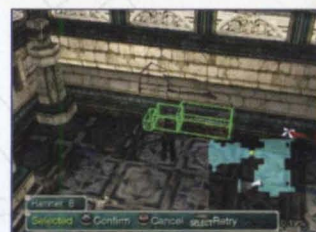
The Priestess by the entrance to the secret passage has an important tool to pass along.

Disintegration Hammers are special items that enable you to chip through cracked walls in both the Sealed Cave and the Shrine of Kaddan. To use them, press the Square button to call up the Disintegration Hammer window. While the window is open, a green outline appears around the "disintegrable" parts of any cracked wall you're standing by. If you don't see any green blocks, then you are not standing in the correct place (i.e. move around a little bit!) or you cannot break through the wall.



The entrance to a hidden room is revealed!

The Disintegration Hammers are just the first in a series of three Disintegration tools. The hammers only work in the Sealed Cavern and the Shrine of Kaddan, and even then only work on specific walls. Areas on the map with treasure that requires the Ring of Disintegration cannot be accessed with the Disintegration Hammers. The Disintegration Hammers are one-use-only items and you can only carry 10 of them at a time. The 10 Hammers given by the Priestess should enable you to do everything you need. If you run out, just look for the special Retail Rabbit in the Sealed Cavern to buy more.



When the Disintegration window is open, breakable areas are highlighted in green, like the spot shown in this screenshot.

To break the highlighted block(s), press the X button and move out of the way. Disintegrating a block usually causes a chain reaction of falling bricks, rocks, and so on. If Fayt gets hit with any of the debris, the area is reset and Fayt returns to its entrance to do it all over again. Once the initial block and resulting debris dissipate, it is safe to enter the passage you've just uncovered.



The Retail Rabbit in the Sealed Cavern sells replacement Disintegration Hammers.

SIDE EVENTS

ELENA'S GRIEF

After opening the secret passage to the Shrine of Kaddan, check on Elena in her office on the second floor before starting the quest. Undoubtedly, she's grieving after Dion's death and would appreciate seeing a cheery face.



After talking with Fayt, Elena can finally rest.

BB SHRINE OF KADDAN, SOUTH AREA

Defeat the Crystal Cerberus. (Must have Saint's Amulet in inventory to inflict damage.)

BT SHRINE OF KADDAN, SOUTH AREA

Battling the Crystal Cerberus creates the opportunity to win the following Battle Trophies: BT #91 and BT #92.

ME44 SHRINE OF KADDAN, MIDDLE AREA

Cutscene: Another Earthquake? After the second earthquake ends, search for cracks in the walls and use the Disintegration Hammers to open up new passageways. **EVENT TRIGGER:** Examine the middle chest in the pillaged treasure room in the northwest corner of the Middle Area.

BB SHRINE OF KADDAN, NORTH

Select four party members and have them battle four monsters (Ghostly Hag, Unholy Terror, Dark Rider, and Stalker) in one-to-one combat. Win this challenge to receive the **Anti-Stone Amulet**. You can bypass this event altogether if you choose (take the tunnel to the right).

ME45 SHRINE OF KADDAN, FINAL AREA

Cutscene: The Final Trap. Look for the Red Gem at the end of the eastern hallway. This activates the moving blocks in the two middle rooms and opens the door to the Sacred Orb's antechamber. **EVENT TRIGGER:** Read the plaques next to the door to the first Block Room.

ME46 SHRINE OF KADDAN, FINAL AREA

Cutscene: Ready for a Fight? The event's conclusion occurs upon reaching the entrance of the Shrine after defeating the Vendeeni Soldiers. **EVENT TRIGGER:** Approach the door to the Sacred Orb's chamber.

BB SHRINE OF KADDAN, FINAL AREA

Defeat the squadron of four Vendeeni Soldiers.

SACRED CITY OF AQUIOS PAGE 070

IC CASTLE AQUARIA, GREAT TEMPLE

Returning to Castle Aquaria from the Shrine of Kaddan unlocks Inventor Entry #4. You can now attempt to recruit Misty Lear (Mountains of Barr, Workshop), Lias (Airyglyph, "Dragon Breath" Tavern), and Dejison (Airyglyph, Alley near Workshop).

ME47 CASTLE AQUARIA, AUDIENCE CHAMBER

Cutscene: An Unlikely Partnership. During the lulls in Maria's flashback, talk to everyone in the passenger chamber ending with Jessie, Maria's mother, to continue the event. At the end of Maria's story, return to the Queen's Audience Chamber in the Castle to witness the final part of the event. **EVENT TRIGGER:** Approach the Queen in her Audience Chamber.

GETTING STARTED

CHARACTERS

WALKTHROUGH

BONUS DUNGEONS

PRIVATE ACTIONS

MINI-GAMES AND SUB-QUESTS

ITEM CREATION

ITEMS AND EQUIPMENT

BESTIARY

SEALED CAVERN

MAP COMPLETE:
1/60 SCALE BUNNY

The Sealed Cavern is part of the secret passage between Castle Aquaria and the Shrine of Kaddan. However, it has been a long time since the Royal Family took this path to the shrine and the dungeon is full of monsters, hidden rooms, and broken machinery. To get to the shrine's entrance, you need the magical Disintegration Hammers in your inventory!

Item List

- 1 Lunar Talisman 2 Blackberries 3 Anointed Chain Mail
4 Earth Shielding 5 Blueberries 6 Cooking Ingredients

FL Enemy List

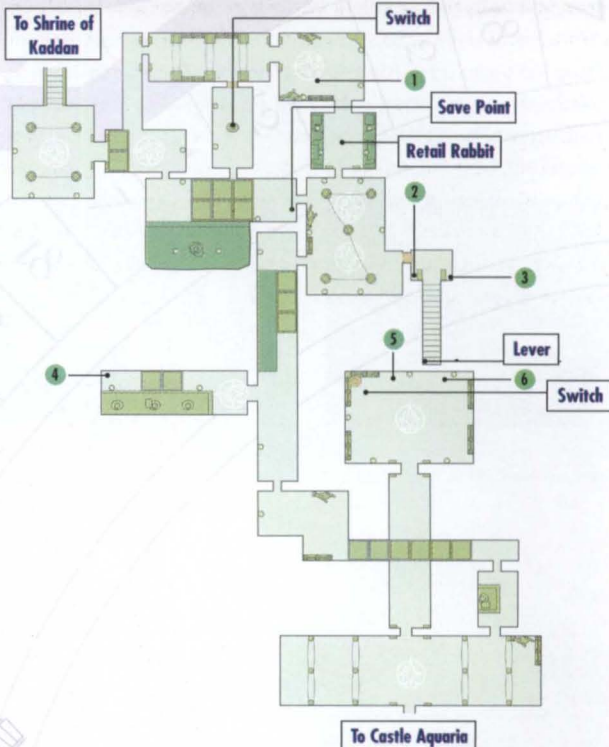
MONSTER NAME	ID#	HP	MP
Bronze Brute	090	18000	1000
Flying Armor	172	9000	1000
Flying Knight	175	17000	240
Mage	276	6500	8900

*Main Events #42-#80

FL Enemy List

MONSTER NAME	ID#	HP	MP
Blood Monster	060	70000	5000
Convictor	107	45000	5000
Flaming Zombie	171	35000	3500
Lesser Eye	259	230000	56000
Yuan-ti	460	22000	2000

*Main Events #86-#95



THE MOVING BLOCKS

The Sealed Cavern looks like it hasn't been used in a long time. The machinery key to progressing through the dungeon has been turned off, the entrances to key rooms have been bricked over, and handy doors are shut and locked from the other side. Note that the levers for the non-functioning machinery (which takes the form of moving sets of blocks) are hidden in statues of ancient soldiers. The first lever is in the northwest corner of the Bronze Brute room. This lever turns on the row of blocks suspended over the hallway in between this room and the entrance. After turning on the blocks, return to the entrance hall and go through the door to the right. Now you can walk across the line of moving blocks to the next hallway.



The first lever turns on this set of moving blocks. Walk over the top of them to the platform on the other side.

AIRYGLYPH, ENTRANCE TO AIRYGLYPH AQUEDUCTS

PA 39

With the Queen in your party, stop by Airyglyph and search for Adray on the cliff by the entrance to the Airyglyph Aqueducts. **AVAIL:** Between ME #47 and ME #50.

AQUATIC GARDEN OF SURFERIO*

PAGE 052

BB

AQUATIC GARDEN

Defeat the Sculpture Lord and the two Sculpture Guards. Obtain **Paracelsus's Table**.

*The Aquatic Garden of Surferio is an optional dungeon. You can attempt to clear it at any point after gaining access to Irisa Plains after ME #30. However, due to the level of the enemies inside—especially the boss—you may want to hold off on entering the dungeon until before or after the events in the Shrine of Kaddan.

SANMITE STEPPE

PAGE 079

BB

BRIDGE

Defeat Schweimer and two Legion Dragons.

MOSEL DUNES

PAGE 081

ME 48

DUNES

Cutsene: Parched and Thirsty? To get through the Mosel Dunes, you must keep up your water supply. To do so, run from oasis to oasis and fill your water bottle at each stop. If you fail to make it to an oasis in time, Fayt faints and you are returned to the start of the dunes. **EVENT TRIGGER:** Entering the Dunes.

ANCIENT RUINS OF MOSEL

PAGE 082

ME 49

ENTRANCE TO THE RUINS

Cutsene: The Rules of the Game. Use the information provided by the statues at the start of the dungeon to solve the three puzzles within. **EVENT TRIGGER:** Entering the Ancient Ruins.

ME 50

ROUND TABLE ROOM

Cutsene: Peace Treaty? Get the **Aqua Veil** from the treasure chest inside the antechamber. **EVENT TRIGGER:** Entering the Round Table Room.

TRADING TOWN OF PETERNY

PAGE 082

ME 51

WEST GATE

Cutsene: The Queen Takes Her Leave. **EVENT TRIGGER:** Enter Peterny after finishing business in the Ancient Ruins of Mosel.

The second set of moving blocks obstructs the entrance to the final room of the Sealed Cavern. The lever for this machine is in a room that is hidden behind a cracked brick wall. To get there, you must pass through two more hallways with blocks moving up and down. When you arrive in a small room where another Bronze Brute monopolizes all available floor space, you'll know you're almost there. You need to turn on the two large blocks sitting motionless in the back of the room. Defeat the Bronze Brute (it's difficult to dodge him), then head down the narrow hallway to the north and go through the door. This next hallway is guarded by two groups of Mages. Go ahead and defeat them, then start searching for the crack in the wall. Use a Disintegration Hammer to break through the bricks, then examine the statue to find the lever. After pulling the lever, revisit those two big blocks and slip under them and into the shrine's antechamber where a boss awaits.



The next lever is in this hidden room. It activates the set of blocks in front of the entrance to the final room.



Break through the crack in this wall to uncover a hidden staircase. Pull the lever at the bottom of the stairs to open a door into the first Bronze Brute chamber. Now you never have to walk over that first set of moving blocks again!



BOSS FIGHT

FLYING KNIGHT

ID # 175
HP 17000
MP 240

This battle will get your blood pumping for the quest within the Shrine of Kaddan. The Flying Knight, although not as buff as the Bronze Brutes, still packs quite a wallop if you get caught within its Sword Quake attack. However, its great weakness is its low MP. At this stage of the game, it should only take about three hits with Nel's Shadow Wave to decimate this boss.



Fayt gets pummeled by Sword Quake.

ROYAL CITY OF AIRYGLYPH

PAGE 082

IC AIRYGLYPH

Entering the city of Airyglyph after the events at the Ancient Ruins of Mosel unlocks Inventor Entry #5. At this point, you can attempt to recruit The Killer Chef (Surferio), Cornelius (Airyglyph, "Tiamat" High-Quality Armorer), and Balbados (Mosel Dumes).

ME 62 ENTRANCE TO AIRYGLYPH CASTLE

Cutscene: Albel Nox Joins the Party. At the end of this event, Albel Nox joins the party temporarily (until ME #62).
EVENT TRIGGER: Approach the gates of Airyglyph Castle.

PA 40 AIRYGLYPH CASTLE, 1F

This PA occurs if you decide to rush Wolter along or decide not to follow him to the guard room. AVAIL: During ME #52.

PA 41 AIRYGLYPH CASTLE, GUARD ROOM B1F

This PA occurs if you decide to explore the treasure room off the guard room or return to the first floor instead of following Wolter to Albel's cell. AVAIL: During ME #52.

PA 42 KIRLSA, MANSION OF LORD WOLTER, OFFICIAL OFFICE 2F

Eavesdrop while Nel speaks to Wolter about her father's death. At the end of the event, Nel obtains the **Blades of Ryusen**. AVAIL: Between ME #52 (after recruiting Albel) and ME #61.

PA 43 AIRYGLYPH, AIRYGLYPH CASTLE, KING'S OFFICIAL OFFICE

Offer to run an errand of the romantic sort for the King of Airyglyph. AVAIL: Between ME #52 (after recruiting Albel) and ME #61.

PA 44 PETERNY, WEST SIDE

Find Albel and talk to him about the outcome of the war. AVAIL: Between ME #52 (after recruiting Albel) and ME #61.

PA 45 PETERNY, "THE FRONT DOOR" INN

Pay for a room at the Inn. During the night, Albel will wake you up for the events of this PA. Your answer determines whether or not Albel becomes the seventh permanent party member in Chapter 5. AVAIL: Between ME #52 (after recruiting Albel) and ME #61.

MOUNTAINS OF BARR PAGE 086

BB CAVE AT TOP OF MOUNTAIN

Defeat the Blue Zombie Dragon. Get the **Dragon's Windpipe**.

BT CAVE AT TOP OF MOUNTAIN

Fighting the Blue Zombie Dragon creates the opportunity to win the following Battle Trophies: BT #97 and BT #98.

ME 63 WORKSHOP

Cutscene: The Dragon's Windpipe. Take the Dragon's Windpipe to the Workshop and turn it into the **Dragon Bone Flute**.
EVENT TRIGGER: Defeat the Blue Zombie Dragon.

GETTING STARTED

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BONUS DUNGEONS

PRIVATE ACTIONS

MINI-GAMES AND SUB-QUESTS

ITEM CREATION

ITEMS AND EQUIPMENT

BESTIARY

SHRINE OF KADDAN

MAP COMPLETE:
1/1 SCALE BUNNY



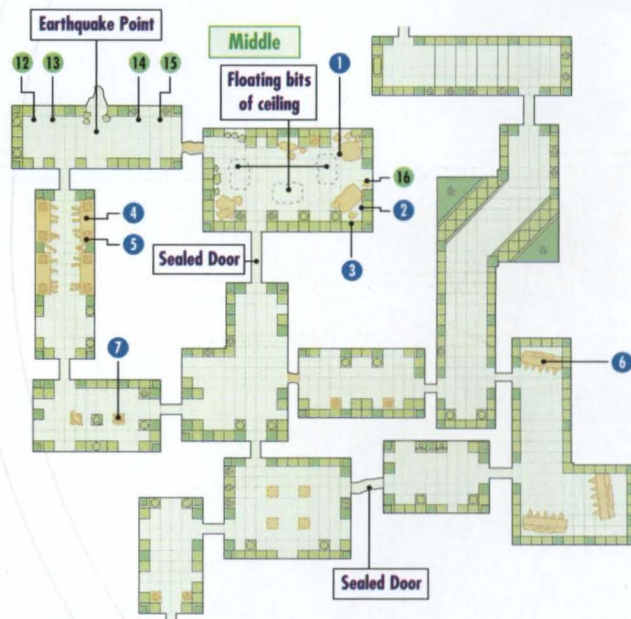
ME43 ME44 ME45 ME46 ME47



The Shrine of Kaddan is the holiest of the shrines dedicated to the sun god Apris. It is the home of the Sacred Orb, an item of unsurpassed beauty and power that is the central artifact in the Church of Apris. As befits a shrine of such importance, there are many guardians and traps constructed to protect the Sacred Orb. Be careful during your travels, as the Vendeeni are the least of your worries.

Item w/ Ring	1	2	3
	Compounding Elixirs	22000 Fol	Magical Berries
	4	5	6
	Magical Berries	Ripe Berries	Synthesis Materials
	7	8	9
	Blueberries	Jewel of Avarice	Blackberries
	10	11	12
	Alchemy Materials	Jewel of Refuge	Jewel of Avarice
	13		
	Aquaberries		

Item List	1	2	3
	Compounding Materials	Heavy Armor	Blackberries
	4	5	6
	Cooking Ingredients	Shabby Textbook	Hammer Charm
	7	8	9
	Book of Prophecies I	Synthesis Materials	
	10	11	12
	Synthesis Materials	Saint's Stone	Compounding Elixirs
	13	14	15
	Blueberries	Aquaberries	Blackberries
	16	17	18
	Cooking Ingredients	Orb of Fate Finding	
	19	20	21
	Anti-Stone Amulet	Blackberries	Alchemy Materials
	22	23	24
	Smithery Materials	Compounding Elixirs	Alchemy Materials
	25	26	27
	Compounding Elixirs	Celestial Pixie	Blackberries
	28		
	54000 Fol	Cooking Ingredients	Blueberries



ME 54

BONE STREWN AREA

Cutscene: Unusual Transport. Upon reaching the nest of Mini-Dragons, head south down the mountain until you reach a cave. Follow the baby dragon to the cave's end, then practice playing the Dragon Bone Flute in front of it. **EVENT TRIGGER:** Stand beneath the dragon's shadow and let it pick you up and carry you to its nest.

BARR CAVES

PAGE 086

ME 55

ENTRANCE TO THE RUINS OF BARR

Play the "Happy" song on the Dragon Bone Flute (Circle button, short and weak) in front of the painting to open the door.

RUINS OF BARR

PAGE 086

ME 56

CENTER CHAMBER

Cutscene: The Secret of the Relief Paintings. To open the passage to the Urssa Lava Caves, you must light all of the squares that comprise the cross. Open both of the doors to the north. (To open doors hidden behind the paintings, play the song that matches the picture's mood.) After doing so, use the Dragon Cranium from the middle of the cross. **EVENT TRIGGER:** Stand in front of the Relief Painting on the north wall of the chamber.

ME 57

LABORATORY

Cutscene: Experiments on Dragons? Get the Dragon Cranium from the wall of dragon parts. **EVENT TRIGGER:** Enter the laboratory.

BB

ENTRANCE TO URSSA LAVA CAVES

Defeat Robin Wind.

BT

ENTRANCE TO URSSA LAVA CAVES

The battle with Robin Wind provides the opportunity to win the following Battle Trophies: BT #99 and BT #100.

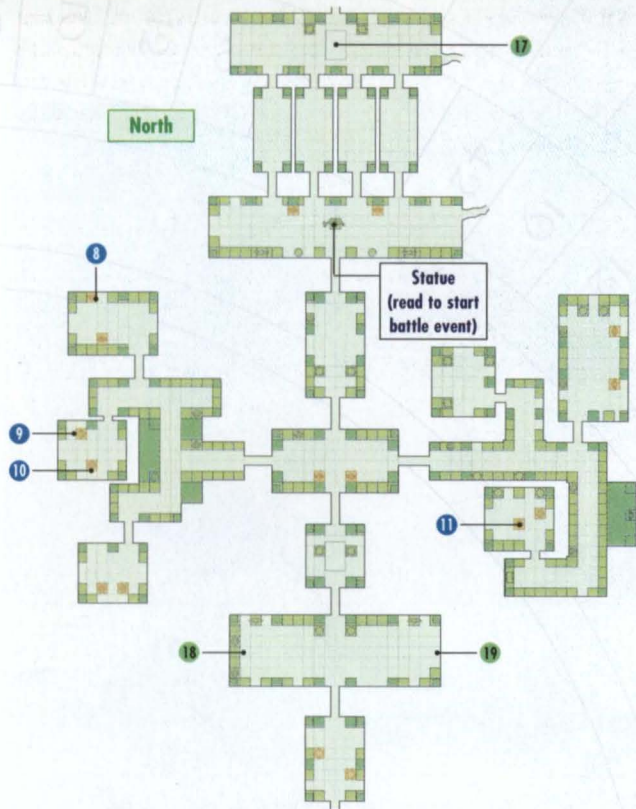
URSSA LAVA CAVES

PAGE 090

ME 58

SE CORNER

Cutscene: The Bunny Statue. Search behind the Bunny Statue for the Rabbit Ears Key. Use the key to unlock the door to the northwest. Follow the path through the steam until you find a door to a small hut. Pay the Bunny, Vanilla, at least 10,000 Fol to make a Ring of Disintegration. Get the Disintegration Bombs and the Gutsy Bunny accessory. **EVENT TRIGGER:** Examine the Bunny Statue.



FI Enemy List

MONSTER NAME	ID#	HP	MP
Bronze Brute	090	18000	1000
Crystal Cerberus	115	30000	3500
Crystal Statue	117	15000	431
Dark Rider	124	9000	1000
Flying Armor	172	9000	1000
Flying Knight	175	17000	240
Ghostly Hag	185	9000	1000
LIS Mage	239	4488	820
Stalker	410	9000	1000
Unholy Terror	432	9000	1000
Vendeeni Soldier	436	4500	600
Vendeeni Soldier	437	6200	212
Vendeeni Saldier	438	7400	336

*Main Events #42-#80

FI Enemy List

MONSTER NAME	ID#	HP	MP
Crystal Statue	118	168000	10000
Dark Armor	121	67000	6000
Dark Eye	122	330000	56000
Enforcer	159	92000	14000
Flying Gold Armor	174	52000	5000
Gold Armor	196	46000	100
L100 Ravitch	238	54000	14080
Polyhedron	335	40000	4000
Polyhedron	336	42000	4100
Polyhedron	337	43000	500
Polyhedron	338	44000	500
Shining Wisp	392	51000	10000
Unholy Terror	433	49000	30000

*Main Events #86-#95

ROYAL CITY OF AIRYGLYPH

PAGE 090

ME 59

AIRYGLYPH AQUEDUCTS

Get the **Glowstone** from the ice-blocked room just off the entrance.

URSSA LAVA CAVES

PAGE 090

ME 60

VANILLA'S WORKSHOP

Cutscene: The Ring of Disintegration. Get the **Ring of Disintegration** and use it to remove the stalagmites blocking the entrance to Crosell's lair. **EVENT TRIGGER:** Bring the Glowstone to Vanilla.

ME 61

CROSELL'S LAIR

Cutscene: Embassy to the Marquis. To clear this event, you must defeat Crosell twice in a row. At the end, you are automatically transported to Aquios. **EVENT TRIGGER:** Enter the Lair.

BB

CROSELL'S LAIR

Defeat Crosell (two-part battle).

BT

CROSELL'S LAIR

Battling Crosell creates the opportunity to win the following Battle Trophies: BT #101 and BT #102.

IC

SACRED CITY OF AQUIOS

PAGE 090

CASTLE AQUARIA

Arriving in Aquios on the back of Crosell the dragon unlocks Inventor Entry #6. This makes it possible to attempt to recruit Mishell (Aquios), Gusto (Peterny, South Side), and Vanilla (Urssa Lava Caves, Workshop).

ME 62

CASTLE AQUARIA

Cutscene: The Elicoerians Strike Back! At the end of this event, all of the Elicoerians (Nel, Albel, Adray, and Roger) leave your party. **EVENT TRIGGER:** Talk to everyone who was in your party at the time of the battle with Crosell [Locations: Cliff (Castle, 1F Hallway); Maria (Castle, Great Temple); Mirage (Castle, Fayt's Guest Room); Nel (Castle, Nel's Room); Adray (Castle, Clair's Room); Roger (Aquios, "Aire's Blessing" Grocer); Albel (Aquios, Center of Town)]. Upon doing so, return to the White Dew Garden, where Crosell awaits.

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BOSS FIGHT THE CRYSTAL STATUES

WALKTHROUGH

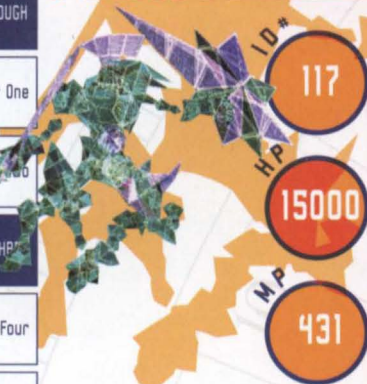
Chapter One

Chapter Two

CHAPTER THREE

Chapter Four

Chapter Five



ID #

117

HP

15000

MP

431

These enemy units appear frequently in the Shrine of Kaddan as beautiful—but deadly—sentries. The most important ones appear in the southern part of the shrine, right after you enter the building in search of the Vendeeni Soldiers. Defeat both of them to get the all-important Saint's Stones. You can then bypass the rest of the Crystal Statues located further ahead in the Shrine if you choose.

The Crystal Statues are quick and fast with their lances, fond of charge attacks and resistant to all elemental-based spells and attacks with the exception of water. If you can dodge their attacks, you should be fine. Equip Fayt with his Ice Blade skill and Nel with Ice Daggers and the Crystal Statues should be history in no time!



The Crystal Statue reassembles itself in front of your eyes!



The Crystal Statue charges past Nel and Fayt.

EARTHQUAKES LEAD TO CRACKS IN THE WALLS

There are several locations on the map where there are supposed to be cracks in the walls that indicate the location of a hidden room. However, these cracks only appear after you've triggered a specific event: an earthquake!



Before the earthquake...



...after the earthquake.

There are two earthquake trigger points in the Shrine of Kaddan: one in the South area and the other in the Middle area. The first one is to the southeast of the second Crystal Statue chamber. Follow the "L"-shaped hallway past the Vendeeni Soldiers (this is the only place in the South area where they appear) to the rectangular room at the end. Once inside, the room starts to shake and pieces of ceiling plummet to the floor. When the dust settles, examine the west wall to find a newly formed crack in the wall. Use a Disintegration Hammer to break a hole in the wall to uncover an alternate way into the locked workshop. Examine the walls in the two Crystal Statue chambers for other cracked walls!



An earthquake (triggered by walking around the room) sends pieces of ceiling falling to the ground. Don't get hit!

MAIN EVENT 43

THE SAINT AMULET

The hidden workshop plays an important role in your trek through the South area. Defeat the two Crystal Statues to get the item they drop: the **Saint's Stone**. There is even a third Saint's Stone with in a treasure chest in the Workshop. With all three stones in your inventory, approach the forge and Fayt automatically creates an item called the **Saint's Amulet**. This item, which is simply held in your inventory, gives you the ability to inflict damage on the guardians of the shrine. You need this item if you want to defeat the Crystal Cerberus guarding the entrance into the Middle area of the Shrine!



Approach the forge in the Workshop with three Saint's Stone items to create the Saint's Amulet.

BOSS FIGHT THE CRYSTAL CERBERUS

ID # 115
HP 30000
MP 3500

First things first! If you don't have the Saint's Amulet in your inventory, don't bother trying to attack this monster because you won't inflict any damage. On the other hand, even with the Saint's Amulet, it is still difficult to knock off this boss. The Crystal Cerberus is more than twice as powerful as the Crystal Statues you faced earlier. It is also resistant to *all* forms of

elemental-based spells and attacks, which includes weapons with elemental attributes as well. Make the appropriate changes to your party's weapons and Battle Skills before entering battle! This means that you can't use Fayt's Ice Blade or Blazing Sword, Cliff's Fiery Tackle or Hammer of Might, or Nel's Ice Daggers Battle Skills.

The Crystal Cerberus has the same attack/special attack setup as the Crystal Statues: three basic attacks including a charge attack and the Tri-Spike special attack. However, these attacks are more powerful in this boss's hands, especially Tri-Spike. When you see that attack coming, move out of its path immediately!

To defeat the Crystal Cerberus, try to maneuver it between Cliff and Fayt in one of the two niches on the left and right sides of the battlefield. This prevents it from moving around too much, dodging your party's attacks. In fact, its speed and mobility will likely be your biggest concern. If you can limit the effectiveness of its speed by pinning the Crystal Cerberus in a corner, you can more effectively concentrate your attacks. Otherwise, there's a good chance that many of your attacks will miss entirely, drawing out the battle and putting you more at risk. Once you deplete the Crystal Cerberus' HP/MP by about two-thirds, prepare for its powerful Tri-Spike special skill. This attack sends out three freezing beams. If one of your characters gets caught in the blast, there is a good chance he or she will die, be frozen—or both—at the same time. For that reason, it's good to have at least one character on partial healing/resurrection duty during the battle.



If you fight the Crystal Cerberus without the Saint's Amulet, none of your attacks will damage the Crystal Cerberus. You'll have no choice but to escape.



Tri-Spike can be deadly if all three of your characters get caught in the stream!

MAIN EVENT 44 MORE EARTHQUAKES, MORE CRACKS

The second earthquake trigger is in the northwest room of the Middle area, along with five opened treasure chests. Examine any of the opened chests to trigger the earthquake. This causes cracks to appear in the east wall of the treasure room in which you are currently located and the east wall of the room at the center of the floor. Break through the wall in that room and head northeast to find the entrance to the North area of the Shrine.



Examine one of the opened treasure chests to trigger the second earthquake.



Return to the center room and break a hole in the east wall to continue your quest.

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THE CHALLENGE OF THE FOUR DOORS

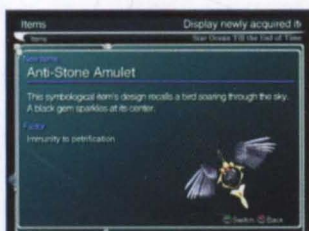
The North area of the Shrine is easy to traverse: you can basically walk straight through. Ignore the Crystal Statues guarding two of the rooms, if you want, as a greater battle lies ahead.

In the next-to-last room, there's a statue looming in front of four doors. Examine the statue and read the plaque at its base. It says "Hold thy head high and prove thyself." Enigmatic words until you are asked to choose a single player to send to one of the four rooms!



To start the challenge, read the plaque on the statue.

The challenge here is to send four party members into battle with the four enemies in each of the rooms ahead. By defeating all four enemies, you win the treasure in the chest on the other side: an **Anti-Stone Amulet**.



The Anti-Stone Amulet does just what the name implies: it protects the wearer from petrification.

First up is the Stalker in the leftmost room. This armored soldier is pretty slow. Send in the weakest of your four best characters, since this enemy is easy to dodge and run from if you need to heal or unleash long-range attacks/spells.



Adray hurls Ice Needles at the Stalker before dodging to the other side of the battlefield.



Fayt hits the Dark Rider with Blade of Fury.

Second comes the Dark Rider. This is a more powerful version of the mounted soldier common on the Kirlsa side of the Kirlsa/Aire Hills. He's a bit faster than the Stalker, but his attacks are limited to spear attacks. This battle is good for characters who possess some long-distance attacks, but can still withstand close-range battle.

The third enemy is the Unholy Terror, a ghostly creature who carries a large scythe. This enemy has the ability to warp around the battlefield and its shockwave-type attack has good range. On the magic side, the Unholy Terror has Steal Life and Thunder Flare, which it only pulls out in emergencies. Try using a melee fighter like Cliff against this enemy, because Cliff can cause damage and still withstand the attacks from the Unholy Terror.



Shadow Wave does the trick every time, inflicting damage and knocking down the enemy.

After defeating the four enemies, your team regroups in the hallway on the other side of the rooms. Take your hard earned prize from the treasure chest and continue on your way. If you choose not to take on this challenge, you can follow in the Vendeeni's footsteps and take the shortcut they carved out with their laser guns!



Cliff knocks the Unholy Terror out of its Steal Life attack.

The fourth and final enemy is the Ghostly Hag, another floating enemy. This creature is somewhat sluggish and, with the exception of its Dark Hatchet attack, has a fairly short range. Try using Nel and have her pummel the enemy with her Shadow Wave attack.



If you don't want to take on this challenge, use this shortcut past the area instead!

MAIN EVENT 45

DANGER LIES AHEAD

To get anywhere in the final area of the Shrine, you need to read the plaques on either side of the door to the first maze room. The plaque on the left says to "Send in a fool to touch the red gem." The word "fool" makes you think that touching the red gem might not be a good idea but, unfortunately, if you want to get to the Sacred Orb chamber, you've got to!



Read the plaques to learn what to do next.



If you don't touch the red gem as indicated, you can't open the door to the Sacred Orb's antechamber. However, it is a good idea to clear the maze rooms of all the treasure before going to the red gem.

MONSTER	ID#	HP	MP	LOCATION
Dark Rider	124	9000	1000	North
Ghostly Hag	185	9000	1000	North
Stalker	410	9000	1000	North
Unholy Terror	432	9000	1000	North

The red gem is housed in a room at the end of the hallway at the eastern end of the floor. Just follow the hall to the end, enter the room, and examine the large red gem. This not only unlocks the door to the Sacred Orb's antechamber, it also turns on the sliding blocks in the two maze rooms that lead you to that chamber.



The red gem is unmistakable in its glory.

After touching the red gem, return to the maze rooms and carefully head from entrance to exit, avoiding the sliding blocks. If you touch one of the blocks, you'll be returned to the door from which you entered, forcing you to start over again.



Avoid the sliding blocks while traveling through the maze.

BOSS FIGHT

DEFEAT THE VENDEENI SOLDIERS



To clear the Shrine of Kaddan quest, you must defeat the four Vendeeni Soldiers guarding the Sacred Orb. These soldiers are slightly more advanced than the ones you've encountered thus far. They have a few more HP/MP and their quick fire attack now has the ability to petrify targets.

Have someone in your party equip the Anti-Stone Amulet, if you won it in the optional four-person battle in the North Area of the shrine. This is a pretty standard battle. The easiest way to defeat the Vendeeni Soldiers is to hammer at each one individually with Nel's Shadow Wave attack.



Fayt, Cliff, and Nel triple-team the final soldier.

THE EMBASSY

Once you return from the Shrine of Kaddan, return to the Queen's Audience Chamber in the Castle. There you learn of the Queen's meeting with the King of Airyglyph, plus you receive your next mission: escorting the Queen to the Ancient Ruins of Mosel. Heal your team and restock your inventory, then head out of town for Surferio and the Mosel Dunes.



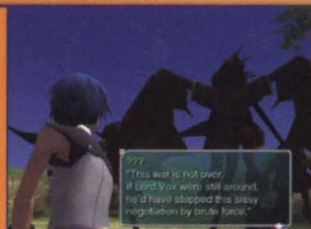
The Queen's decision is final.

BOSS FIGHT

SCHWEIMER AND LEGION DRAGONS (X2)



Before you can get the Queen safely to the meeting site, a rogue Dragon Brigade soldier decides to take matters into his own hands. Look for the ambush when you reach the bridge dividing the Senmite Steppe.



A subordinate of Vox decides to take matters into his own hands.



The biggest danger from the dragon-mounted soldiers comes from the dragons' fiery breath.

Schweimer and his entourage should be a piece of cake after Demetrio and Vox. Take out the two Legion Dragons by his side, then focus on Schweimer. When you are done with him, continue along to the peace meeting!

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PASSAGE FROM PARCH TO PLENTY

MAP COMPLETE:
1/144 SCALE BUNNY

The Passage from Parch to Plenty is a tunnel through the mountain that separates Surferio from the arid Mosel Dunes and the Ancient Ruins of Mosel. Travelers seeking the Sanmite Republic who cannot swim or fly must use this passage on their way.

To Mosel Dunes

Old Man
of the Dunes

To Surferio

THE MAN WITH THE MAP!

Before you exit the Passage, talk to the Old Man of the Dunes guarding the exit. Aside from providing information on how to safely pass through the desert, he also offers to sell you a map of the Dunes for 10,000 Fol. Buying the map basically reveals the entire area on the map screen's map. It is somewhat useful, although the oases are not highlighted in any meaningful way. This makes it difficult to use the map, even at full screen size, to hop from one pool of water to the other.



Listen to the Old Man's advice regarding the importance of hydration in the desert!

FL Enemy List

MONSTER NAME	ID#	HP	MP
Aquaregia	029	7000	3200
Dark Hunter	123	9600	550
L30 Mage	246	4928	1200
L31 Ravitch	247	7600	4840
Red Cockatrice	356	46000	550

*Main Events #17-#80

FL Enemy List

MONSTER NAME	ID#	HP	MP
Enforcer	159	92000	14000
Giant Viper	194	60000	3800
Necromancer	306	45000	32000

*Main Events #85-#95

MOSEL DUNES

MAP COMPLETE: N/A

The Mosel Dunes is an arid desert located in the eastern part of the Sanmite Republic. It is rarely visited by human types and lacks the basic amenities. Your survival is in your hands.

Item List

- 1 Alchemist's Stone 2 Fire Pixie 3 Blueberries
- 4 Synthesis Materials 5 Smithery Materials
- 6 Machinery Materials 7 Perfect Berries
- 8 Cooking Ingredients 9 Aquaberries 10 22400 Føl
- 11 Blackberries 12 Aquaberries

FI Enemy List

MONSTER NAME	ID#	HP	MP
Aquaregia	029	7000	3200
Chameleon King	099	4928	224
Dragon Zombie	148	24000	2600
L30 Mage	246	4928	1200

*Main Events #17-#80

FI Enemy List

MONSTER NAME	ID#	HP	MP
Gas Dragon Zombie	183	82500	8000
Chimera	100	200000	28000
Death Mask	126	45000	8000
Giant Mantis	192	45000	8000
Proclaimer	397	82500	8000

*Main Events #85-#95



MAIN EVENT 48

WATER REIGNS SUPREME

Until you obtain a certain item from the Ancient Ruins of Mosel, you must risk heat exhaustion and extreme thirst while making your way to the Ruins' entrance.



There's nothing worse than expiring in the Dunes!



Your party does not consume water while standing in it, which makes an oasis a good place to catch your breath and gain your bearings. Just remember to press the X button to refill the water gauge!

The way this works is simple: While in the Dunes, a water gauge appears on the left side of the screen. Your job is to replenish the gauge from the five oases spread throughout the Dunes while attempting to reach your destination. You can recognize most of the oases from afar by the fences or other bits of greenery around their perimeter. To refill the water gauge at an oasis, simply press the X button.

If you run out of water before reaching the safety of an oasis, Fayt collapses and returns to the entrance of the Dunes! The best way to

keep this from happening is to take some time at each watering hole to line up with the next oasis on the map, then run straight in that direction until you reach the oasis. Consider holding off on collecting any treasures until you receive the **Aqua Veil** from the Ancient Ruins of Mosel. Once you have the Aqua Veil, there's no need to worry about water any more.

To Passage from
Parch to Plenty

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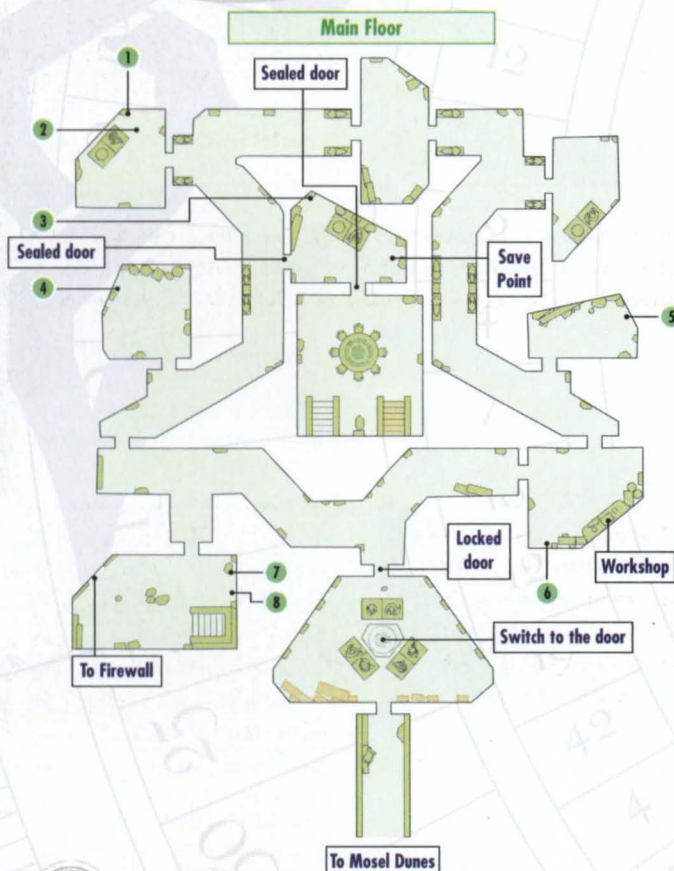
ITEM CREATION

ITEMS
AND EQUIPMENT

BESTIARY

ANCIENT RUINS OF MOSEL

MAP COMPLETE:
1/1 SCALE BUNNY

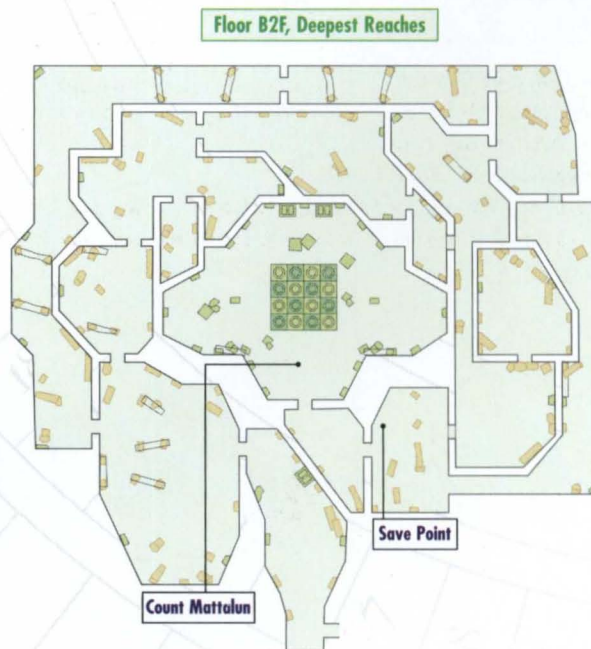


Item List

- 1 Aquaberries 2 40000 Fal 3 Aqua Veil 4 Blackberries
- 5 Blueberries 6 Blackberries 7 Perfect Berries
- 8 Synthesis Materials

Treasure does exist on floors B1F and B2F of the Ruins, but you may want to wait until your second trip to the Ruins in Chapter Five of the walkthrough before heading down to the basement to get them. First, you must have the Ring of Disintegration to access the subterranean floors. Second, your characters should be around Lv. 50 or higher in order to fight the basic monsters that roam there. However, if you want the extreme challenge that this area presents [or you are trying to get all of the items in Roger's Treasure Hunt], skip ahead to Chapter Five of the walkthrough to get the item lists and strategies.

The Ancient Ruins of Mosel mark the spot where the scriptures say the sun god Apris and the three moon goddesses flew off into the sky. The scriptures also indicate that the eight children of these gods often gather here in the sacred "Round Table" chamber.



FI

Enemy List

MONSTER NAME	ID#	HP	MP
Berserker	047	12800	300
Demon Imp	131	9000	1500
Demonic Hound	134	12000	350
L30 Mage	246	4928	1200
Red Slime	358	14000	380

*Main Events #49-#80

FI

Enemy List

MONSTER NAME	ID#	HP	MP
Convictor	108	52000	14080
Enforcer	159	92000	14000
Lesser Demon	257	150000	30000
Proclaimer	347	92000	14000
Stone Golem	415	300000	20000

*Main Events #85-#95

FI

Enemy List

MONSTER NAME	ID#	HP	MP
Amoeba Giant	22	220000	25000
Aquaregia	31	39000	3000
Aurora Monster	38	285000	212025
Current Rider	119	38000	3000
Dorado	141	40000	3500
Rainbow Core	352	17860	812
Will-o'-the-Wisp	451	37000	3700

*Subterranean Passage

FI

Enemy List

MONSTER NAME	ID#	HP	MP
Aquaregia	034	115400	50000
Greater Demon	204	180000	30000
Nova Blaze	317	68000	6000
Nova Blaze	320	135000	40000
Poisonous Lobster	333	155000	12000
Robin Wind	365	120000	30000
Yellow Wisp	454	58000	4000

*Deepest Reaches

A STRANGE GAME OF CHESS

There are three sets of statues arranged in a triangle within the initial chamber of the Ancient Ruins of Mosel. Stand in the middle of the circle in between them to hear an explanation of their purpose. You must view this cutscene to open the door to the main part of the Ruins.

The puzzles that unlock certain doors in this dungeon are roughly based on the rules of a game commonly known as Rock, Paper, Scissors. The concept shown by the animated model is fairly simple. Each of the three pieces (Symbologist, Thief, Warrior) is strong against one piece and weak against the other. If you were to plot their relationships with one another in a triangular format, here's what you would get:



Pay attention to this cutscene to determine how to solve the puzzles throughout the Ruins. In fact, take notes!

In other words...

The Warrior overpowers the Thief, but is easily conquered by the Symbologist.

The Thief overpowers the Symbologist, but is easily conquered by the Warrior.

The Symbologist overpowers the Warrior, but is easily conquered by the Thief.

There are three puzzles that follow this format in the Ruins. You must correctly solve each one to gain admittance to the Round Table chamber and the negotiations with Airyglyph. When you find one of these puzzles, examine the statues and you'll receive the option to choose an opponent piece. Choose the one that you think will defeat the black piece.



Examine the statue to activate the puzzle.



Choose your piece from the list.

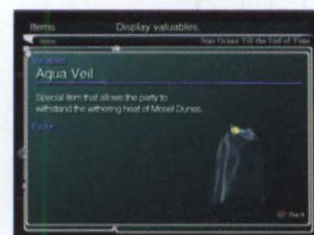


If you choose correctly, your piece will decimate the other!

If you are having trouble solving the puzzles, the solutions are as follows. To defeat the Thief in the room to the west, choose the Warrior. To defeat the Warrior in the east room, choose the Symbologist. Finally, to defeat the Symbologist in the ante-chamber to the Round Table room, select the Thief.

THE WATER VEIL

The most important item on the main floor of the Ruins is the **Aqua Veil**, which is located inside a treasure chest in the antechamber to the Round Table room. With this item in your inventory, you can travel through the Dunes without fear of running out of water.



The Aqua Veil is like the camel of the Star Ocean world. It holds more water than you could ever use!

THE LOWER FLOORS OF THE RUINS

The lower floors of the Ruins are sealed off by large stone tablets. No one knows what or who inhabits that area, but rumor has it that a magical Ring of Disintegration is all that is needed to access the area and its treasures. However, once you get the Ring of Disintegration, you may want to hold off exploring this area. The monsters here are extremely fierce and you must defeat three difficult bosses before you reach the lowest floor. We recommend that you wait until you return here in Chapter Five before venturing down below.

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At the end of the meeting between the King of Airyglyph and the Queen of Aquios, you are charged with a new task. Now you must escort the Queen to Peterny, then trek to Castle Airyglyph to pick up a new team member. After that, it's off to the Mountains of Barr where you and your mates get a chance to talk the Marquis of Dragons, Crocell, into helping out humanity. During this time, since you must travel over most of the areas of Elicoor you know, consider catching up on your Private Actions and recruit any of the Inventors you've missed.



Before you start adventuring, drop off the Queen in Peterny.

THOSE ARROGANT NOBLES!

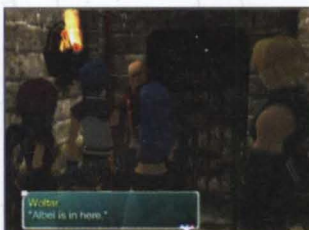
After you finish the task of escorting the Queen, talk to the two nobles at the table in the lobby of "The Front Door" Luxury Inn. The Prodigal Viscount Eli does not take kindly to being interrupted and says so quite bluntly. Lady Gina is less critical, but she makes up for it with her condescension. Perhaps these nobles need to learn some of the manners that they accuse you of lacking!



If you are looking for a laugh (or need to be brought down a few pegs), try talking to the two upper-class patrons in "The Front Door" Luxury Inn.

PICKING UP ALBEL NOX

The first thing you should do before heading off to the Mountains of Barr is to go to Airyglyph Castle and pick up Albel Nox. Albel Nox is Airyglyph's chosen representative on your embassy to the dragon Crocell. Upon reaching the Castle, you are greeted by Count Wolgar, who guides you to where Albel is being held. Follow him to the cell (or face the consequences!) and Albel joins your party on a temporary basis until the end of this Chapter.



You'll never guess what happened to Albel after you defeated him!

THE BIG WEDDING PUSH



So, do you feel like playing match-maker?

Now that relations between the kingdoms of Airyglyph and Aquaria are thawing, King Airyglyph is starting to think of marriage. Specifically, he's thinking of marrying his old childhood sweetheart, Elena Frahm. You can help bring this union about by being their go-between. Start by talking to King Airyglyph while you're in town picking up Albel Nox. If you want to help, agree to carry a letter to Elena in Castle Aquaria.

Agreeing to deliver the King's letter is only the start of this large sub-event. Once you give Elena the letter, she asks you to deliver a message of her own. Relay her message back to the King and await his response.



The plot thickens...



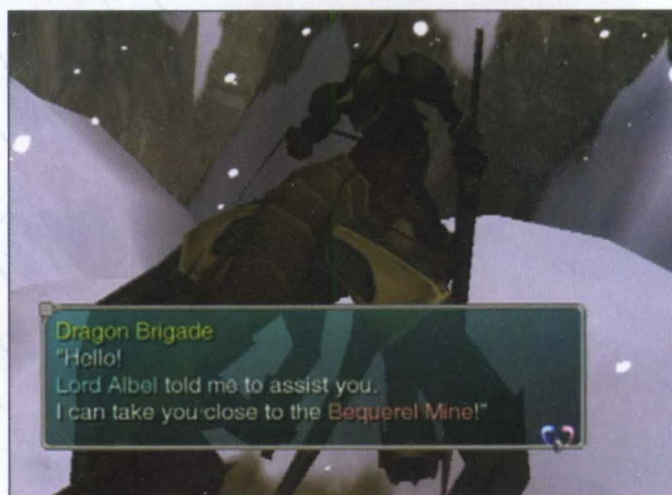
What's going to happen next?

Later on, after you win Crocell over to your side and return to Castle Aquaria, check back with Elena in her room to overhear an interesting conversation between the two ex-sweet-hearts.

But the story doesn't end there. When you return to Elicoor II in Chapter Five, check back with the housekeeper who takes care of the room designated for the Queen-to-be. Wedding plans are in the air, but the bride might not be who you would think!

THE SHORTCUT BETWEEN AIRYGLYPH AND ARIAS

The best thing about having Albel in your party is that it opens up a shortcut between Airyglyph and the village of Arias. Look for a Dragon Brigade soldier hovering outside the entrance to Airyglyph in the Traum Mountains. He'll gladly fly you and your party members to a point by the Bequerel Mine outside the entrance to Arias. This shortcut remains throughout the rest of the game!



Look for Albel's friend outside Airyglyph or the Bequerel Mine to travel to the other location.

CHOOSING YOUR SEVENTH PARTY MEMBER

Once you pick up Albel Nox from the dungeon in Airyglyph Castle in ME #52, it's time to start thinking about which of the Elicoerians you want to be the seventh permanent character: Nel, Albel, or Roger. While there are obvious pros and cons to each character, consider making the utilitarian choice and go with the character you've used the most so far. If you are thinking hard about Albel, the newest member of your group, remember that you have until right before you take on Crocell to make your final decision.

The six permanent members in your party are: Fayt, Cliff, Maria, Adray, Mirage, and Sophia. You pick up Sophia in Chapter Four, while Adray and Mirage take their permanent places in Chapter Five. You have no choice when it comes to these characters.

Peppita appears again during Chapter Four, after the seventh slot has been filled. If you decide to take her on as your eighth permanent party member, you cannot recruit the other two Elicoerians that you left behind in Chapter Four.

Your choice is ultimately decided by your participation—or lack thereof—in two events. If you want Nel Zelfher to become your seventh permanent member, don't do anything. Specifically, don't participate in either of the events discussed in the following sections. Basically, Nel is the default seventh party member, which is appropriate considering the amount of time she spends in your party while you are on Elicoer II.

If you want Albel to become your seventh permanent member, simply participate in PA #45 and choose the second answer ("Not really.") when Albel insists that you hate him. By doing so, Albel appears during events at the Kirlsa Training Facility in Chapter Four and takes a permanent place in your party. If you choose not to see this PA, or you decide to choose the first answer ("I hate you."), you can recruit Albel as your eighth permanent party member when you return to Elicoer II in Chapter Five.

If you want Roger as your seventh permanent member, head to Surferio after ME #52 and enter Lucien's house across from the shop. Helping Roger out of a tight spot with the rival gang earns you a solid place in his heart. As a result, it is Roger who comes to help out during a certain event at the Kirlsa Training Facility in Chapter Four. This little scene appears *only* if you recruited Roger in PA #25 and *only* if you didn't participate in PA #45 with Albel and chose the second response. If you've done either, then nothing occurs when you enter Lucien's house. However, if you recruited Roger in PA #25, but elected not to see this scene, then you can still recruit him as the eighth permanent member in Chapter Five.



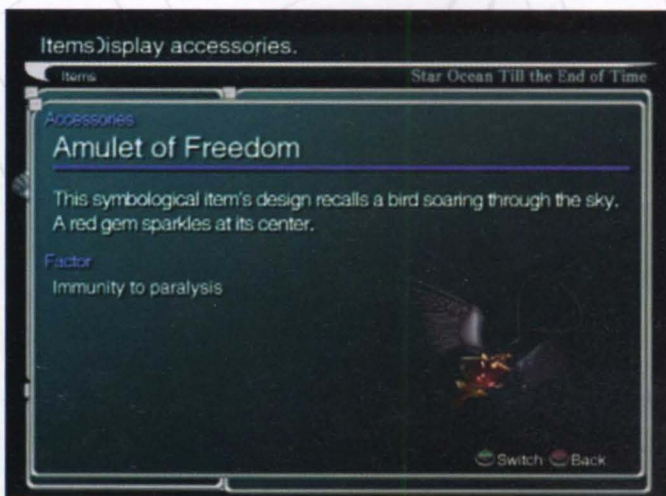
A midnight conversation in Peterny determines whether or not Albel becomes your seventh party member later on. If you don't want Albel to fill that slot, don't stay at "The Front Door" Luxury Inn in Peterny!



If you see this cutscene, then Roger becomes your seventh party member in Chapter Four.

PREPARING FOR THE MOUNTAINS OF BARR QUEST

Before entering the Barr Mountains, equip the three members of your battle party with Amulets of Freedom. The reason for this is simple: The dragons that live in the Barr Mountains can cause paralysis with their attacks. If more than one member of your battle party gets hit with this malady, there is a good chance that you will lose the battle or use up too many healing/resurrection items. The Amulet of Freedom provides immunity from paralysis, making it your best friend in this dragon-infested area. You can make it through Item Creation or, if you registered the patent on the one you found in the Bequerel Mine, you should be able to buy two more in the stores.



Seriously, the Amulet of Freedom is the best way to level the playing field in the Mountains of Barr region! Buy or make enough for all three members of your battle party!



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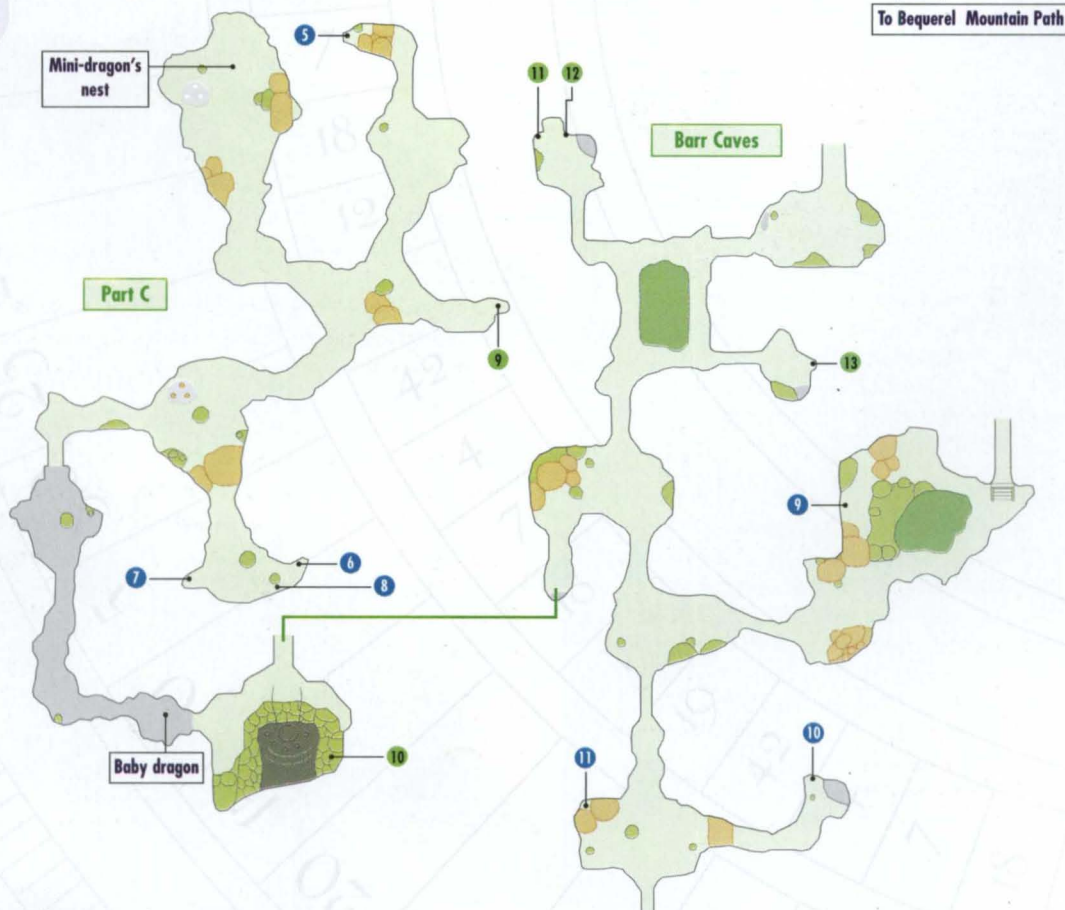
ITEMS
AND EQUIPMENT

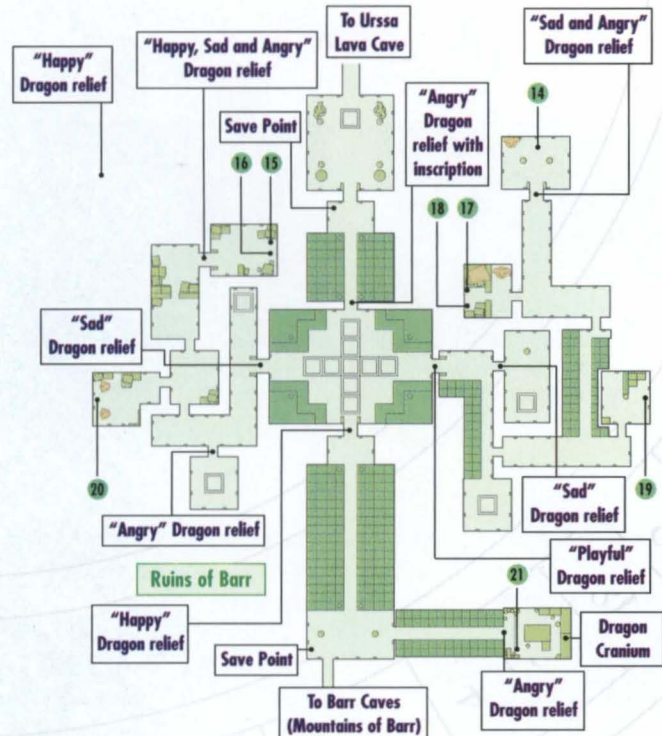
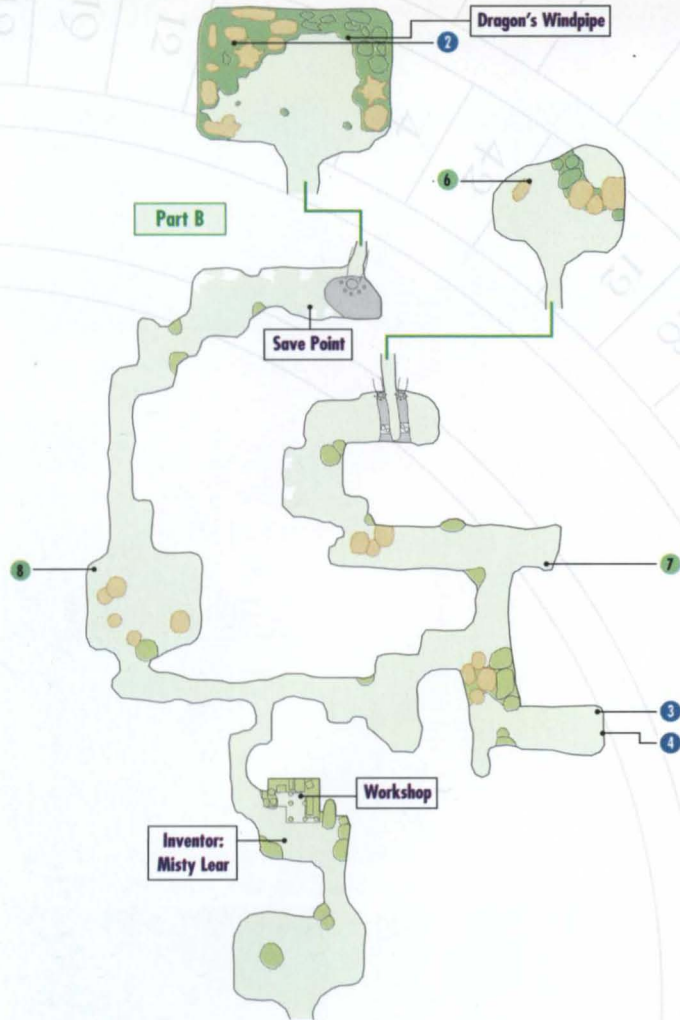
BESTIARY

MOUNTAINS OF BARR

MAP COMPLETE:
1/1 SCALE BUNNY

The Mountains of Barr is a large complex of mountain paths, caves and even an ancient subterranean building. This area also contains the famous location of the Dragon Road, a path King Airyglyph I is said to have traveled to speak with the air dragons at the top of the mountains.





Item List

- 1 Writing Materials 2 Smithery Materials 3 Blackberries
- 4 Aquaberries 5 Smithery Materials 6 Ripe Berries
- 7 Writing Materials 8 Steeled Earth 9 Superior Chain Mail
- 10 46000 Fol 11 18100 Fol 12 Blueberries 13 Wind Shielding
- 14 Wind Pixie 15 Magical Berries 16 Damask Plate 17 Wind Charm
- 18 Spirit Stone 19 Blackberries 20 Masterwork Plate
- 21 Synthesis Materials

Item w/ Ring

- 1 Synthesis Materials 2 Perfect Berries 3 Smithery Materials
- 4 Smithery Materials 5 Writing Materials 6 Cooking Ingredients
- 7 Compounding Elixirs 8 Writing Materials 9 Blackberries
- 10 Ripe Berries 11 Cooking Ingredients

FI Enemy List

MONSTER NAME	ID#	HP	MP
Blue Dragon Zombie	062	30000	2500
Brass Dragon	087	11500	380
Feral Dragon	167	13000	272
Mini-Dragon	231	9500	200
Porcupine	341	10200	200
Young Porcupine	456	6072	276

*Mountains of Barr

FI Enemy List

MONSTER NAME	ID#	HP	MP
Aquaregia	030	11100	1800
Brass Dragon	087	11500	380
Feral Dragon	167	13000	272
Highlander	211	13000	200
Mini-Dragon	231	9500	200

*Barr Caves

FI Enemy List

MONSTER NAME	ID#	HP	MP
Aquaregia	030	11100	1800
Brass Dragon	087	11500	380
Feral Dragon	167	13000	272
Highlander	211	13000	200
Red Beast	355	15000	280
Robin Wind	362	50000	1800
Spawn	406	6160	280
Toadpole	427	8500	280

*Ruins of Barr

HIDDEN ENTRANCE TO THE BARR CAVES

The Mountains of Barr is a fairly large area, so it helps to know where to go and when to get your laundry list of objectives completed. First, take on the Blue Dragon Zombie inside a cave at the top of the mountains. To get there, cut through the Barr Caves. Look for a hidden entrance on the left side of the waterfall midway up the path.

Next, head north through the caves and turn right when the tunnel dead-ends. Back outside, continue heading north up the path past a dilapidated workshop. Turn left at the fork and follow the path until you reach a Save Point. The first boss is located inside the cave: the Blue Dragon Zombie.



Look for this entrance behind the waterfall's spray.



The entrance to the Blue Dragon Zombie's cave is under the waterfall.

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BOSS FIGHT BLUE DRAGON ZOMBIE

WALKTHROUGH

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Chapter Two

CHAPTER THREE

Chapter Four

Chapter Five



The Blue Dragon Zombie is resistant to all elemental-based Battle Skills and spells, so remove them from your characters' Battle Skills line-ups. This creature can poison your characters with its Poison Breath attack, so equip accessories that prevent poisoning, or stack up on some Aquaberries.

The Blue Dragon Zombie isn't terribly difficult if you've prepared well for the battle. It's not very fast, but it's Fire Breath attack has a decent range. If Nel has learned her "Flying Guillotine" attack, set it to the strong, long position and use it frequently. [If you're lucky, you can use it to get both Battle Trophies at once!] If not, rely on Shadow Wave to help your melee fighters defeat the monster quickly (2500 MP isn't that much). As always, keep an eye on your characters' HP!



Breath attacks are a big part of the Blue Dragon Zombie's arsenal.



To unleash Nel's Shadow Wave attack, sneak her around to the side or back of the dragon.

FORGING THE DRAGON FLUTE

After defeating the Blue Dragon Zombie, take the Dragon's Windpipe and head back down to the workshop you passed on the way up. Approach the workbench to turn the Windpipe into the **Dragon Bone Flute**.



Use the workshop facilities to turn the Dragon's Windpipe into the Dragon Bone Flute.

The Dragon Bone Flute emits four different tunes depending on how hard and long you press the Circle button. Use the expressions on the baby dragon's face to learn how to play each song.



To perform the "Happy" tune, press the Circle button short and softly.



To perform the "Playful" tune, press the Circle button long and softly.

PASSAGE TO THE DRAGONS' NEST



This dragon won't attack you, although its tight grip may make you wish otherwise.

To access the next part of the Mountains, you must backtrack to the entrance of the Barr Caves beneath the waterfall. Head north and east up the mountain until you reach a gully filled with bones where a dragon flies overhead. Stand beneath the dragon and eventually it will grab you in its claws and ferry you to its nest on another peak.

Upon landing in the dragon's nest, head downhill past lots of baby dragons and porcupines. Ideally, you don't want to kill many of them,

but going on a rampage has no effect on your relationship with your party members. At the bottom of the hill you'll find a small cave inhabited by a strange looking baby dragon. It is here that you learn how to use the Dragon Bone Flute.



To perform the "Sad" tune, press the Circle button short and hard.



To perform the "Angry" tune, press the Circle button long and hard.

Practice playing the different tunes until you can do them at will. The Happy and Playful tunes are the hardest until you determine what constitutes a soft button press. After mastering the flute, drop down into the Barr Caves through the chute at the end of the cave.

THE TAPESTRIES AND THE DRAGON FLUTE

The Dragon Bone Flute comes into play when you go to open the door to the Ruins of Barr. A large relief painting of a "happy" dragon blocks the entrance. The adjective "happy" provides a clue to your next move. Pull out the Dragon Bone Flute and play the corresponding "Happy" tune. Do so correctly and the painting fades away, leaving an open door. Play the wrong tune and a dragon materializes out of the painting.



Play the "Happy" song on the Dragon Bone Flute to make the painting of the "happy" dragon disappear.

This obstacle is common throughout the Ruins of Barr, with the most difficult puzzles featuring tapestries that change from one expression to another, forcing you to play a series of tunes to make the painting disappear. You can identify the emotion(s) the dragon paintings express by examining them or by the color of the dragon's eyes. Angry dragons are red, sad ones are a grayish-blue. Happy dragons have yellow eyes and playful ones glow green.

THE PUZZLE OF THE CROSS

Once inside the Ruins of Barr, head into the main chamber (after opening the door with the Dragon Bone Flute). A large cross that is made of illuminated tiles is in the middle of the floor. Approach the large dragon tapestry on the north wall to find out about the next step.



The team looks at the large relief and attempts to figure out their next move.

Basically, you must illuminate the tiles that comprise the cross, then find the Dragon's Cranium and offer it while standing on the middle tile. This causes the door to the Urssa Lava Cave to open.

Finding the Dragon's Cranium is easy. Return to the entrance of the Ruins and look for the painting of the angry dragon on the east wall. Open the door with the Dragon Bone Flute and explore the lab within. The objective you seek is inside one of the specimen jars on the shelves.



You'll find the Dragon's Cranium only after you witness the cutscene by the large painting in the main chamber.

Four of the tiles in the cross light up when you step on them, but you must find switches for the rest of them. There are two switches in the east and west wings of the Ruins. The final switch is in the last room in the north wing, past two dragon paintings. After turning on all the tiles, stand on the center tile and watch what happens.



Step on the switches to turn on some of the tiles remotely.



With the Dragon's Cranium in your inventory and the cross' tiles all lit, it's time to stand on the middle tile and open the door to the Urssa Lava Cave.

BOSS FIGHT ROBIN WIND



ID # 362
HP 50000
MP 1800

Before you can enter the Urssa Lava Cave, there's a small problem to solve. Robin Wind is an interesting enemy. For a small little pixie boy, he's very fast and very deadly. First, watch out for his Rising Stream attack. This wind-based attack looks like a tornado and it can inflict a lot of HP and MP damage. Thunder Flare is another attack to avoid. It traps its target in a sphere of electricity, and unleashes constant bursts of damage. Aerial Slash is also nasty and puts the target in a confused state. If one of your characters gets below 50% HP, heal that person quickly to avoid death from either one of these attacks!

To defeat Robin Wind, try to control his movements. Stunning him is good, as is forcing him between attackers. He's so quick, though, that it is tough to keep him still for long. Try to knock him out of attacks or prevent him from starting them altogether. Finishing this battle unscathed will be difficult, so if you are trying to get the "No Damage" Battle Trophy, prepare for a tough task.

Robin Wind's special attacks have good range and his bow attacks can go even further. Good counter attacks for this battle are Nel's Flying Guillotine and Cliff's speedy Electric Fists or Fists of Fury. Also, stock up on Stun-type bombs before heading into battle. Use them to stun him whenever he starts one of his special attacks.



Fayt gets caught up in Rising Stream while Maria prepares to dodge it.



Maria's easily chained Riming Device is also a good long-range attack to use against Robin Wind.

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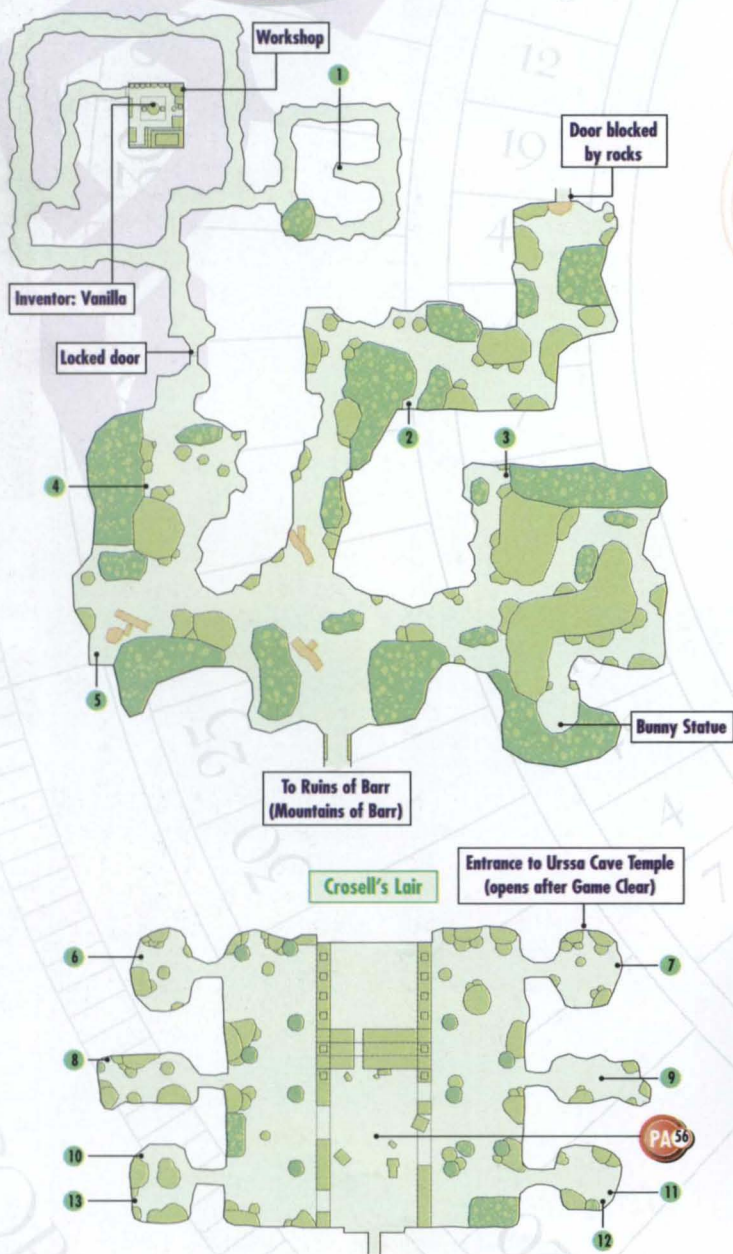
ITEM CREATION

ITEMS AND EQUIPMENT

BESTIARY

URSSA LAVA CAVES

MAP COMPLETE:
1/60 SCALE BUNNY



The Urssa Lava Caves are a series of lava-infested caves where the air dragons are said to live. The King of these dragons is the Marquis, also known as Crosell. However, explorers have also found strange, rabbit-shaped artifacts, leading them to believe that the air dragons aren't the only creatures that call these caves home...

Item List

- 1 Book of Prophecies 2 Crafting Materials
- 3 Damask Gauntlet 4 Blackberries 5 Cooking Ingredients
- 6 Trading Card EX12 7 25500 Fol 8 Ripe Berries
- 9 Compounding Elixirs 10 Writing Materials 11 Writing Materials
- 12 Compounding Elixirs 13 Writing Materials

EL Enemy List

MONSTER NAME	ID#	HP	MP
Ribel (2)**	016	50000	10000
Ribel (3)**	017	120000	60000
Ribel (4)**	018	340000	120000
Crosell*	113	29000	4200
Crosell*	114	62000	6000
Fire Zombie	169	16200	50
Freya**	179	20000000	3000000
Ghostly Hag	186	13600	65
Magma Man	277	34000	22000
Nova Blaze	315	15000	60

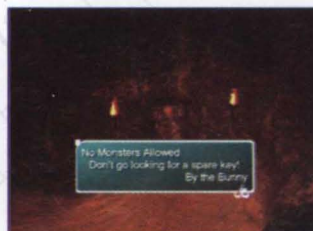
*Appears during Main Event #61.

**Appears during Main Events #78-#95.



THE RABBIT ARTIFACTS

While exploring the Urssa Lava Caves, you can't help but run into some rabbit-shaped artifacts. Take the door to the northwest, the one with a carving of a rabbit on the front. There's even a rabbit statue in the southeast corner of the caves. To solve the mystery, take the advice inadvertently written by the Bunny and examine the back of the statue for a key.



The Bunny inadvertently reveals the location of the key in its note.



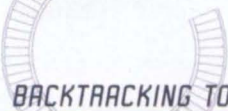
Examine the back of the rabbit statue to find the Rabbit Ears Key.

Use the key to unlock the door, then follow the steamy path to the workshop hidden in the large crag. Inside you'll find the inventor Vanilla, who is a craftsman of unparalleled talent. He knows how to create the one item that you'll need to get past the volcanic rock blocking the door into Croseil's Lair: the **Ring of Disintegration**. However, you must first pay him a fee and get him a required gem.



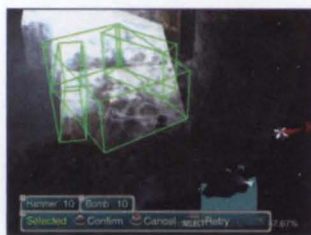
Time for a road trip!

Next comes the fee! Vanilla graciously lets you pay what you can for the Ring. You have your choice of three fees: 1,000 Fol, 10,000 Fol or 30,000 Fol. If you have 10,000 Fol it is strongly recommended that you give Vanilla that amount. In return, you get the **Ring of Disintegration** and the **Gutsy Bunny** accessory as well. This item boosts the power and value of older, weaker enemies. While it's not likely to be an item you'll use all the time, this is the only time and place to acquire it! If you pay 1,000 Fol, you only get the completed Ring.



BACKTRACKING TO AIRYGLYPH

After talking to Vanilla, head out of the Mountains of Barr and take the shortcut to Airyglyph. Head into the Airyglyph Aqueducts and use the Disintegration Bombs on the cluster of icebergs to the right. The treasure chest with the **Glowstone** is at the end of the hidden niche.



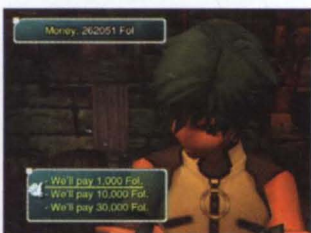
The Glowstone is inside a treasure chest near the Airyglyph entrance to the Aqueducts. Clear away the ice with the Disintegration Bombs and claim your prize.

With the Glowstone in hand, return to Vanilla's workshop in the Urssa Lava Caves and give him the stone. Once you have the Ring of Disintegration, you can break through the volcanic rock covering the door to Croseil's Lair. Of course, there are other things to do first! This is a great time to level up, catch missed Private Actions (this is your last chance to see any of the seventh member PAs!), recruit Inventors, and so on before fighting Croseil.



Vanilla's workshop is tough to find amidst all that smoke and steam.

First the gem! Vanilla needs a glowstone to create the ring. The glowstone is located behind a large block of ice near the exit of the Airyglyph Aqueducts. Vanilla provides the Disintegration Bombs needed to break through the ice, but you need to return to Airyglyph to do the dirty work. Basically, Disintegration Bombs work only on ice. You can use them as much as you want in the Airyglyph Aqueducts to get into new areas, but they are worthless outside of that area.



Seriously, 10,000 Fol at this point in the game is nothing! Don't pay any more or any less for the Ring of Disintegration!



With the Ring of Disintegration in your inventory, you can now get all of the blocked treasure chests throughout the land!

PREPARATION FOR THE BATTLE WITH CROSELL

Before you leave the Barr Mountains area to get the Glowstone in Airyglyph, recruit the Alchemist Misty Lear using the Spirit Stone you found in the Ruins of Barr. Misty Lear hangs out by the Barr Mountains Workshop.

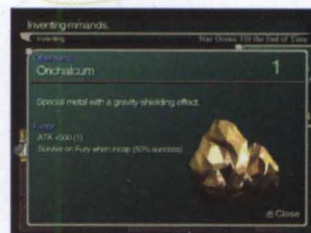
One of the reasons you haven't been given any advice about customizing weapons through synthesis or making cool things through Item Creation is because there really hasn't been a need yet. Misty Lear changes that notion. She is an important hire because she has the remarkable ability to create the ore Orichalcum. This material possesses two factors that you will want to synthesize to your party's weapons: "ATK +500 [1]" and "Survive on Fury when incap [50% success]." The second factor is nice to have and can prove to be a lifesaver when it works, but the really key factor on Orichalcum is the "ATK +500 [1]." This factor, when synthesized to a weapon, increases the ATK stat by 500 points. Furthermore, the [1] indicates that you can refine the item with that factor (either the weapon it's synthesized to or the ore itself) using "Specify Plan" and there's a good chance that it will duplicate. The "ATK +500 [1]" factor stacks, so the more you have on a weapon, the higher the ATK stat!

To create this precious ore, use Misty Lear, Mackwell and Maria on a line in Original Creation mode and look for a cost that's in the low 5000 Fol range. These three are the best Alchemists in the game so far and, if you have the Alchemist's Stone in your inventory (it's located inside a chest in the Mosel Dunes area), it will boost your line's total talent points by 20, giving them more than enough talent to create the item. Save your game and put all of your signed inventors on standby status under Change Orders before starting Item Creation. This way, if the inventors fail to create the gem quickly, you can reload the game and start again.

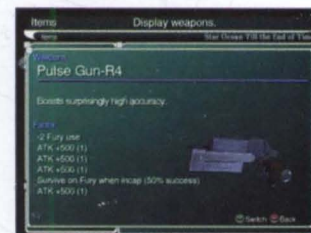
With the Orichalcum in hand, you can try to refine it through Specify Plan to duplicate the "ATK +500" factor or you can synthesize it immediately to a weapon and perhaps try to refine it then. Ultimately, what you do with the ore depends largely upon how much Fol you have and the state of your materials inventory. You should be able to synthesize at least one Orichalcum to the weapons of the three people in your battle party, or greatly improve a single weapon.



Give Misty Lear the Spirit Stone you found in the Ruins so she can save her daughter's soul.



Orichalcum is a weapon's best friend!



Maria's Pulse Gun after refinement.

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Try refining the Orichalcum once to duplicate the "ATK +500 [1]" factor, then synthesize it to Nel's Blades of Ryusen weapon. Now refine the Blades of Ryusen until you duplicate the factor two more times, adding 2000 points to the weapon's ATK stat. At this point, you may be out of FoI, so you can't do anything to your other characters' weapons. It is recommended that if you attempt to beef up only one character's weapon, make sure that the weapon doesn't have any elemental attributes associated with it or else all of your work will be rendered worthless when you encounter some of the bosses in Chapter Five.

Now, let's deal with the ethical side of this issue! Is this cheating? Well, the reason it was suggested to focus on one character's weapon at this point is because it helps you with one battle (the upcoming showdown with Crosell) while not making things too easy when you fight some of the bosses in Chapter Four.

Item Creation becomes a *huge* part of the game by Chapter Five and is a much more interesting way of making your characters more powerful. In fact, by the time you return to Elicoor in Chapter Five, you should ensure that all of your battle party's weapons have been boosted by 1000 to 2000 ATK points. After a while, you realize it's just a part of the game to be used as you wish. In fact, the last bosses in the after-game bonus dungeons can only be beaten with characters at the max level using weapons maxed out with synthesized factors!

BOSS FIGHT CROSELL

113 29000 4200

PART 1

114 62000 6000

PART 2

If you've increased the power of your characters' weapons with Orichalcum, this two-part battle may seem easy. If not, then make sure that you have lots of healing (both MP and HP!) and resurrection potions. This battle is going to be tough!

Much of the damage your melee fighters will incur comes from being stepped on by Crosell. The rest of the damage comes from Crosell's Doom Raid attack. In this attack, Crosell jumps up and down, sending large shockwaves across the battlefield. These shockwaves inflict both HP and MP damage and it is most likely that your party casualties will come from being MP killed. Make sure that you have plenty of Blackberries and other MP recovery potions on hand.

On the positive side, Doom Raid is set as a weak attack, which enables you to make good use of Anti-Attack Auras. When you see this attack coming, make sure your character is in a defensive position (i.e. standing still, facing the direction of the attack) and there's a good chance that your Anti-Attack Aura will block each wave of the attack. At this point, you should have the ability to do Standard, 2-Way and Homing AARs and any of the three settings will do fine. Crosell's other special attack is the rarely seen Supreme Fire Breath. This is the mother of all breath attacks and, like the shockwaves of Doom Raid, should be avoided at all costs.

This is also a battle of endurance. Once you defeat Crosell, he insists on an immediate rematch. Since you have no time to heal your characters in between fights, you must keep up on healing throughout the first battle.

Characters like Maria and Nel (ones with long-range shooting ability) have it easy during this battle. Set Berserk on and try to set up long-distance Cancel Bonus combos like Aiming Device/Aiming Device and Ice Needles/Flying Guillotine. If Crosell is about to use his Doom Raid attack, get out of range. In addition, keep a close eye on your other party members' HP and MP. Heal when necessary, especially when you think that the first battle is about to end or, failing that, at the beginning of the second battle.



Crosell is not impressed with humans at all! You must prove yourself in a test of strength!



Compared to Crosell, your teammates look like ants! Stay away from his feet or you'll get smashed.



Maria, with her recently enhanced gun, makes quick work of Crosell in the first battle.



Doom Raid does a lot of damage, but can be defended against. When you see Crosell start to jump, stop what you are doing to activate your Anti-Attack Aura.



At the end of the battle, Crosell honors his agreement. Now all that's left is the climactic ending to Chapter Three!

DIPLOMATIC FLAGSHIP DIPLO

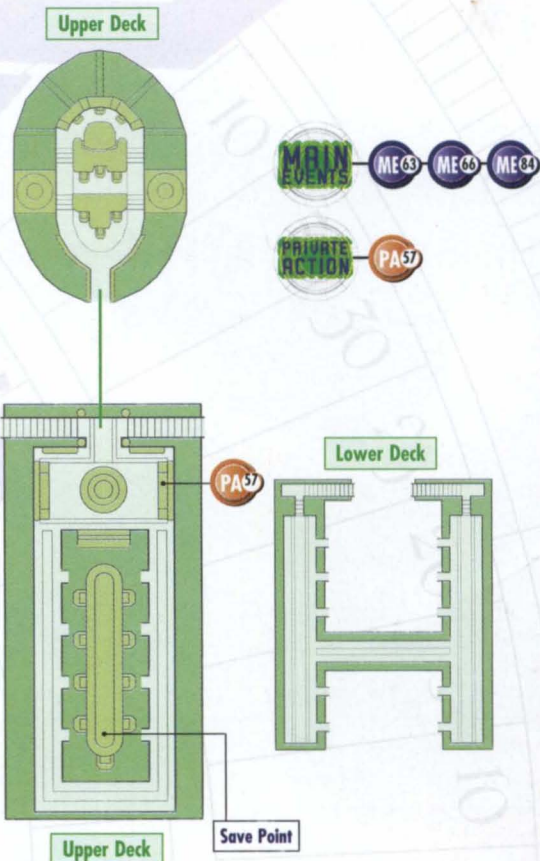
MAP COMPLETE: N/A

The Diplo is the flagship of the anti-Federation organization, Quark. Although ranked as a Diplomatic Flagship class ship, the Diplo has been modified extensively using diverted military parts to boost its defensive and offensive capabilities. While it might not be able to stand up to a direct attack from a Battleship class spaceship, it can still handle itself in most skirmishes.

MAIN EVENT 63 NEGOTIATIONS FOR THE PRISONER EXCHANGE

Once aboard the Diplo, the negotiations with the Vendeeni start almost immediately. While plans are being finalized, make plans of your own. Since leaving Elicoor II, your party has dwindled to three members: Fayt, Cliff, and Maria. Outfit them for the battles ahead, tweak their Battle Skills, and heal them in the infirmary on the Upper Deck.

To trigger the departure cutscene, talk to all 14 crew members (including Mirage, Cliff, and Maria) on the upper deck and lower deck. Don't be misled by Maria's command that you rest for a while; there is no room allotted to you onboard the Diplo. After speaking to everyone, change floors and an announcement comes over the intercom ordering the away party to the transporter room.



Talk to the technician in the Infirmary for free healing.



If you're having trouble getting this announcement to sound, go back around the two decks and make sure that you've found all of the crew members. There are 11 on the upper deck and three on the lower one.

DIPLOMATIC FLAGSHIP DIPLO

PAGE 093

ME 63 BRIDGE

Cutscene: Maria Returns to the Helm. The game switches to Disc Two midway through this event. To trigger the end of the event, talk to everyone on the Upper and Lower Decks of the Diplo. **EVENT TRIGGER:** Once on board the Diplo, go to the ship's Bridge.

KIRLSA TRAINING FACILITY

PAGE 094

ME 64 ARENA, 4F

Cutscene: Rescuing Dr. Leingod. **EVENT TRIGGER:** Meet Maria and the rest of the away team by the Transporter Room on the Diplo.

BB ARENA, 4F

Defeat the two Vendeeni Soldiers.

ME 65 WORKSHOP, 3F

Cutscene: The Vendeeni's Treachery. To continue the event, return to the 4th floor. **EVENT TRIGGER:** Defeat the first group of Vendeeni Soldiers.

BB ARENA, 4F

Defeat Biwig and two Vendeeni Soldiers.

BT ARENA, 4F

Battling Biwig provides the opportunity to win the following Battle Trophies: BT #103 and BT #104.

DIPLOMATIC FLAGSHIP DIPLO

PAGE 094

ME 66 INFIRMARY

Cutscene: Farewell, Elicoor. **EVENT TRIGGER:** Defeat Biwig.

BATTLESHIP AQUAELIE PAGE 096

ME 67 CONFERENCE ROOM

Cutscene: A New Enemy Emerges. At the end of this event, Sophia Esteed and whomever of the Elicoorians you chose to become your seventh permanent party member in Chapter Three (Albel, Nel, or Roger) officially joins your party. At the end of the cutscene, talk to Commodore Wittcomb and Maria before heading to the Guest Room to rest. **EVENT TRIGGER:** Continuation of ME #66.

PA 46 AQUAELIE, PRIVATE ROOM (CLIFF'S)

Ask Cliff, infamous member of rebel group Quark, how he feels about riding in a Federation Battleship. **AVAIL:** After ME #67, before you rest in the Guest Room.

PA 47 AQUAELIE, PRIVATE ROOM (SOPHIA'S)

Talk to Sophia about the events of the day, especially the revelation of Professor Leingod's secret research. **AVAIL:** After ME #67, before you rest in the Guest Room.

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PRIVATE ACTIONS

MINI-GAMES AND
SUB-QUESTS

ITEM CREATION

ITEMS
AND EQUIPMENT

BESTIARY

RETURN TO ELICOOR II AND THE KIRLSA TRAINING FACILITY

MAP COMPLETE: N/A

THE RETURN OF AN OLD FRIEND

Back on Elicoor II, Fayt thinks he sees something out of the corner of his eye. It turns out to be nothing... or so he thinks. In actuality, as you will soon learn, what he sees is the figure of the character who will become your seventh permanent party member.

Nel, Roger, or Albel makes his/her official appearance once you head back up to the Arena during ME #65, after the initial battle with Biwig's guards. Unfortunately, like Sophia, your chosen pal sustains an injury that keeps him/her out of battle for a while.

Remember, the character who joins you in this event is determined by your actions during the last part of Chapter Three. Please refer to the sidebar about choosing your seventh party member in the walk-through section for Chapter Three.



So who did you choose as your seventh party member?



Of course, you won't be able to use your old friend in the next battle. He or she officially rejoins your party when you return to the Diplo.

AQUAELIE, PRIVATE ROOM (SERGEANT GILM'S)

PA 48

While making preparations to go down to the Moonbase, visit Sergeant Gilm's room. **AVAIL:** After ME #67, after you rest in the Guest Room.

BRIDGE

ME 68

Cutscene: Beaming Down to the Moonbase. After Commodore Wittcomb's briefing, head to the Aft Long-Distance Transporter Room at the end of the Central Corridor. **EVENT TRIGGER:** Return to the Bridge after resting in the Guest Room.

MOONBASE

PAGE 098

MAIN RECREATIONAL ZONE

ME 69

Cutscene: Arrival on the Moon. **EVENT TRIGGER:** Using the Aft Long-Distance Transporter Room on the Aqualie.

NORTH HABITATION ZONE OR SOUTH RECREATIONAL ZONE

BB

Defeat the Proclaimer. At the end of the battle, Peppita Rossetti temporarily joins the party.

NORTH HABITATION ZONE OR SOUTH RECREATIONAL ZONE

BT

Battling the Proclaimer provides the opportunity to win two Battle Trophies: BT #105 and BT #106.

MOONBASE, MAIN RECREATIONAL ZONE, "THE RED EYE" BAR

PA 49

Peppita works her magic on Leon in the Tavern, causing him to open up the treasure-filled storeroom.

MAIN RESEARCH ZONE

ME 70

Cutscene: Answers at Last! **EVENT TRIGGER:** Enter Professor Leingod's Lab.

MAIN RECREATIONAL ZONE

ME 71

Cutscene: Return to the Aqualie. At this point, you have the opportunity to make Peppita Rossetti the final permanent member of the party. To leave the Moonbase, return to the Transporter pad. **EVENT TRIGGER:** Enter the Main Recreational Zone after viewing the film in Professor Leingod's Lab.

BATTLESHIP AQUAELIE PAGE 096

BRIDGE

ME 72

Cutscene: Attack Against the Final Line. **EVENT TRIGGER:** Once onboard the Aqualie, go to the bridge.

AQUAELIE, PRIVATE ROOM (SOPHIA'S)

PA 50

Talk to Sophia at her computer terminal. **AVAIL:** After ME #71, before you rest in the Guest Room.

BOSS FIGHT BIWIG

IN* 052 HP 26000 MP 13816
BIWIG

IN* 439 HP 13000 MP 500
VENDEENI SOLDIER



How well this battle goes depends largely upon the strength of the battle party. With the departure of the Elicoerians at the end of Chapter Three, you are left with Fayt, Cliff, and Maria. If you relied on one or more of the Elicoerians (like Nel) during Chapters Two and Three, then it is likely that at least one of your party members is lacking in battle experience. However, if you used the basic triumvirate of Nel, Cliff and Fayt the whole time, then it's only Maria you have to worry about. Fortunately, there are plenty of Vendeeni troops on the third floor to train against if you want to level her up a little bit. The other good thing about Maria is that it is very easy to chain her Battle Skills into Cancel Bonuses. Set Aiming Device to both the weak, long position and the strong, long position and then—keeping her on the perimeter of the battlefield—alternate between the X and Circle buttons.



Biwig enters the battle with a guard of two Vendeeni Soldiers. You've faced this type of enemy in the Shrine of Kaddan, so use your experiences when fighting this group.



Use Maria to attack from afar while Cliff and Fayt attack from the front lines. Aiming Device is very easy to chain and create Cancel Bonuses with.

The Vendeeni Soldiers are a mixed bag as an enemy. They aren't very fast and they don't possess any flashy Battle Skills like some of the other recent bosses. They rely entirely on their guns, but that's really all they need. A single, extended shot from one tends to cause enough damage to either severely wound one of your seasoned characters or outright kill a weaker one. The lesson from all this is to engage them at short range with your stronger characters and from a good distance with your weaker ones.

Biwig is basically an enhanced version of the standard Vendeeni Soldier. He has the same basic attacks and a couple of Battle Skills. He also has a scary amount of MP, putting MP killing as a tactic out of the picture. As with most boss fights, focus on eliminating the subordinates before concentrating on the main boss. Have Maria work on picking off the Soldier escorts from afar with Cancel Bonus-boosted Aiming Device attacks, while Fayt and Cliff try to keep Biwig too busy to pull off any of his powerful attacks. After disposing of the two soldiers, add her shots to the other two and finish Biwig off. Ultimately, though, the strategy you employ here will be based on the state of your party.



ME 73

BRIDGE

Cutscene: Trouble Around Styx. After the cutscene, proceed to the Aft Long-Distance Transporter Room to teleport to the Shuttle. **EVENT TRIGGER:** Resting in Fayt's Guest Room.

SHUTTLE CALNUS

PAGE 101

ME 74

SHUTTLE

Cutscene: The Aquelie Takes on the Executioners. At the end of the event, exit the Shuttle through the transporter. **EVENT TRIGGER:** Transport on the Shuttle Calnus from the Aquelie.

STYX

PAGE 101

ME 75

STYX

Cutscene: Let's Go to the Time Gate! After leaving the shuttle, look for the Time Gate at the north end of the area to continue the event. **EVENT TRIGGER:** Teleport to the surface of Styx from the Shuttle.

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BESTIARY

BATTLESHIP AQUAELIE

MAP COMPLETE: N/A

The Aquaellie falls into the Battle Class of ships. As one of the newest types of ships in the Federation's arsenal, it sports the latest defensive and stealth technology. Its arsenal isn't bad either. Commodore Wittcomb, a highly decorated chief of the Federation forces, commands the Aquaellie.

A NEW FACILITY

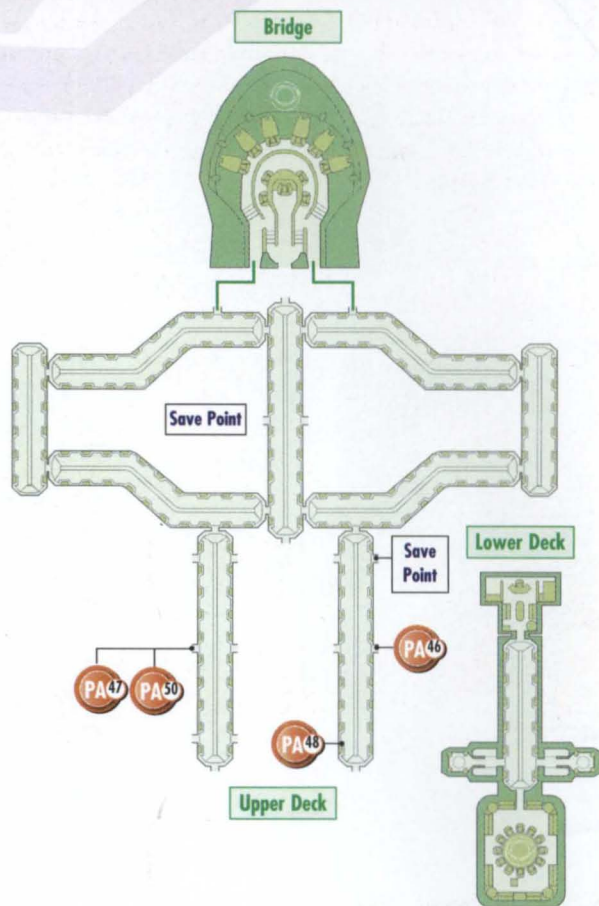
The Battleship Aquaellie introduces a new element to the game: The Game Room. These are similar to the ones you encountered way back on Hyda IV at the Grantier Resort Hotel, except now you can use them to access virtual versions of the Armorer, Outfitter, and Workshop in Peterny. These "Game Rooms" also appear on the Moonbase and in the town of Arkives. While you might not be able to use the Armorer or Outfitter very much, the Workshop is always useful, especially since you can still transfer any of the inventors you've signed to this virtual shop.

SUMMIT STREET ARMORER

ITEM	PRICE
Bestard Sword	750 Fol
Fine Gauntlet	700 Fol
Silver Dagger	660 Fol
Heavy Armor	950 Fol
Anointed Chain Mail	3500 Fol
Scholar's Bracelet	2750 Fol
Warrior's Bracelet	3250 Fol

TWILIGHT HOUR OUTFITTERS

ITEM	PRICE
Compounding Elixirs	120 Fol
Cooking Ingredients	120 Fol
Silver Ring	1750 Fol
Clone Generator	350 Fol
Fresh Sage	310 Fol



TWO NEW PARTY MEMBERS

In between the time you return to the Diplo and transfer over to the Aquaelie, two characters re-join your party on a permanent basis. The first is Sophia Esteed, Fayt's best friend. Sophia is a dedicated magic user but, at Level 1, you'll need to spend some serious time training her. The second party member who re-joins the crew is the Elicoorian who rescued you during ME #65. From this point on, you only have one empty slot left in your party. (Mirage and Adray, party members #5 and #6, join your party permanently in Chapter Five.)

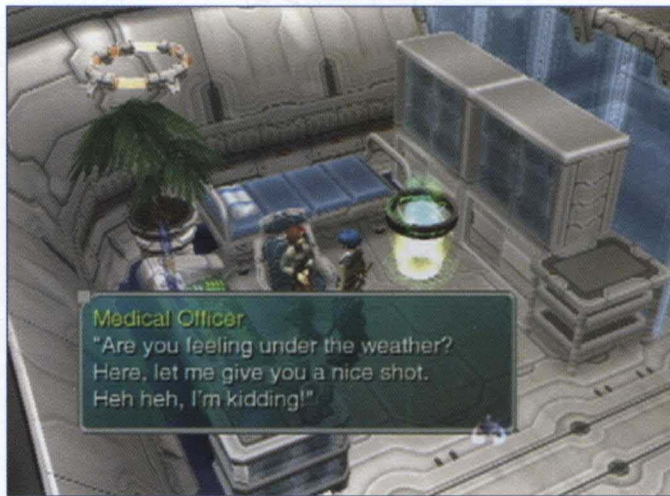


Albel
"Moonbase, hmm?
Sounds interesting.
I think I'm ready for a new world."

Albel signals his intent to remain with the party.

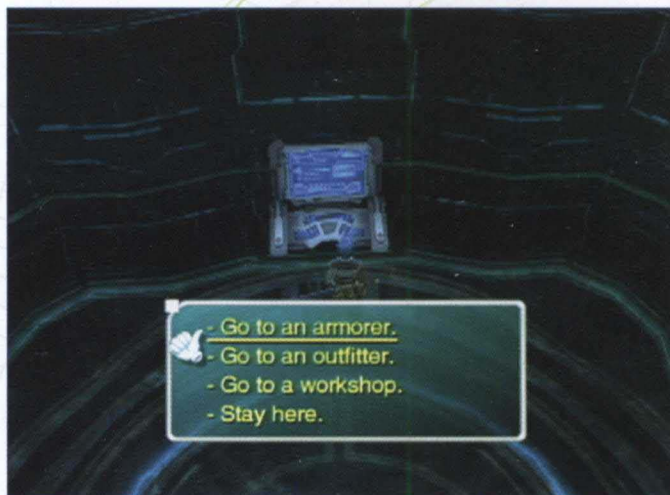
TRIP TO THE MOON

For the trip to the Moonbase and Prof. Leingod's Lab, the party travels on the Federation Battleship Aquaelie. This large ship has enough room for everyone to have their own stateroom. This means that when the Commodore suggests that you rest for a while, you have a place to do so. It even comes complete with a Save Point. Remember its location (the first room on the right in the aft starboard residential corridor), especially when you need to move the action along! Just be sure that you talk to everyone before you go to sleep, for fear that you miss out on something cool!



Medical Officer
"Are you feeling under the weather?
Here, let me give you a nice shot.
Heh heh, I'm kidding!"

Healing is free when you go to the infirmary in the central corridor.



- Go to an armorer.
- Go to an outfitter.
- Go to a workshop.
- Stay here.

You can visit virtual replicas of Peterny's Outfitter, Armorer, and Workshop through this VR terminal.



Fayt
(There's still time.
Take a little nap?)

Ready for a nap? A stateroom has been set aside specifically for your use.



GETTING STARTED

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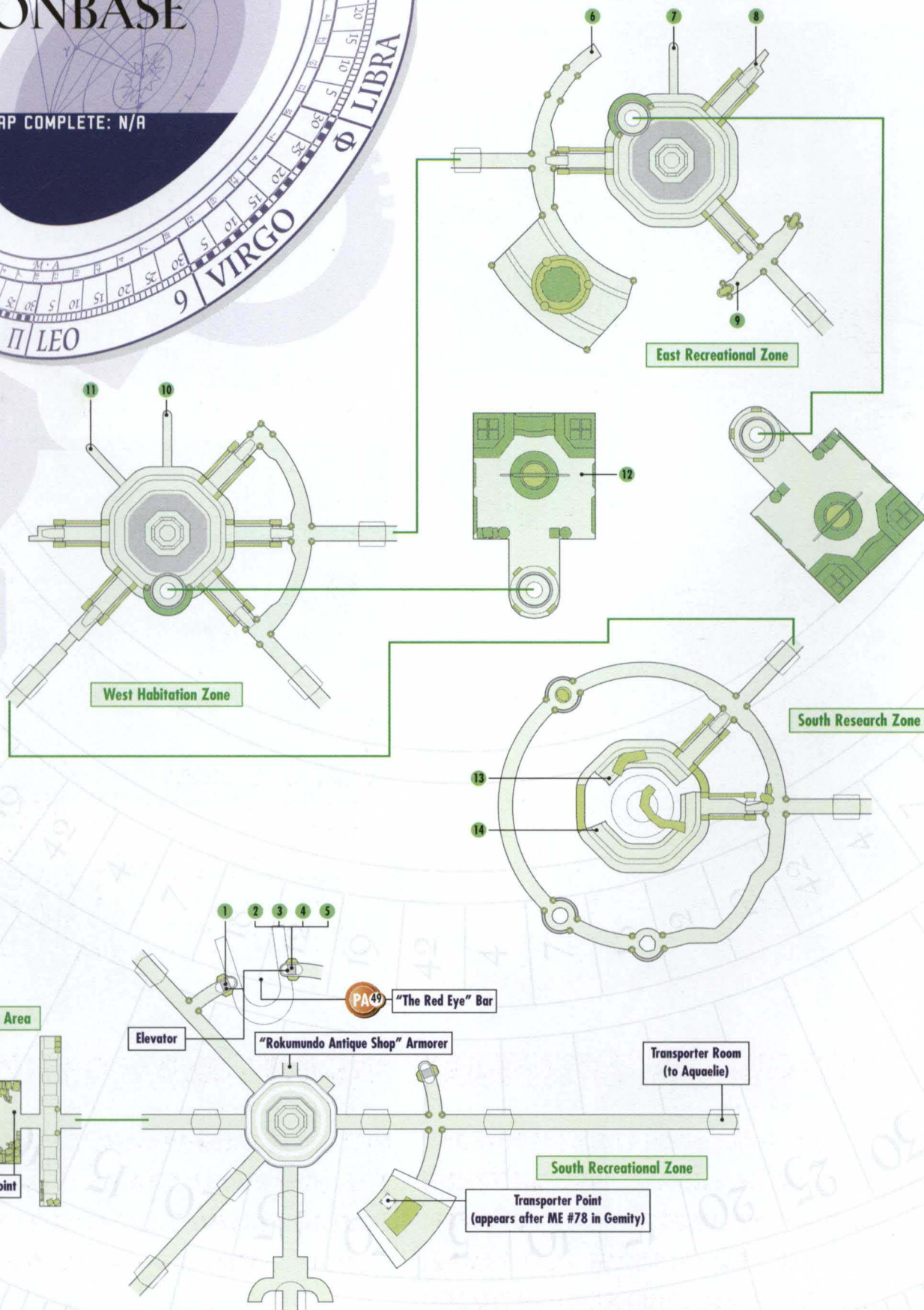
ITEMS
AND EQUIPMENT

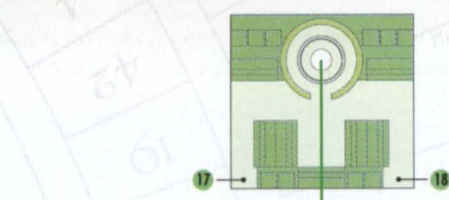
BESTIARY

MOONBASE

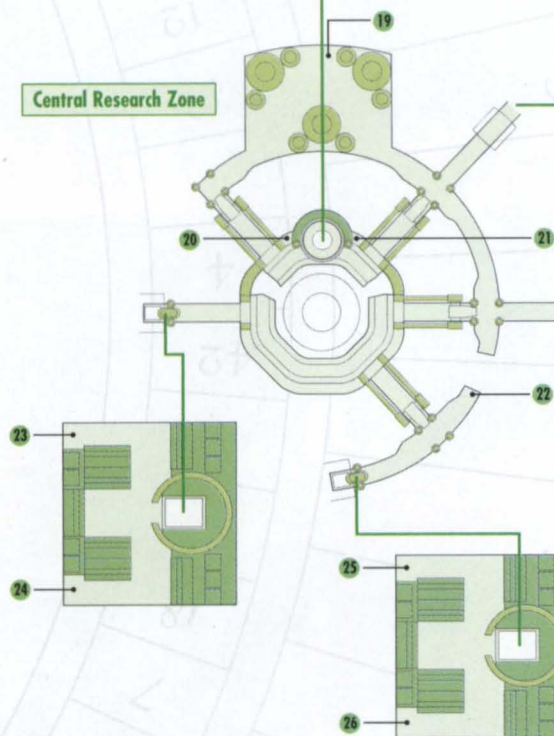
MAP COMPLETE: N/A

The Moonbase is the commonly used nickname of Federation Station #5, a multi-purpose facility built in orbit around Earth's moon, Luna. It is here in the center of the Research Zone that Fayt's parents built their research lab.

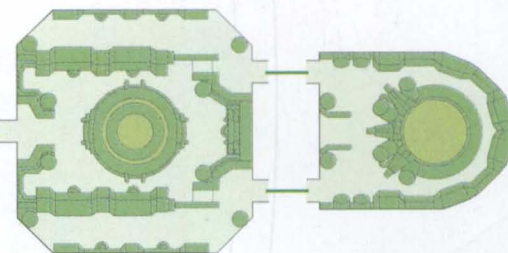
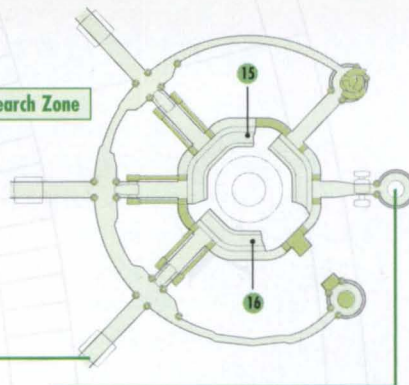




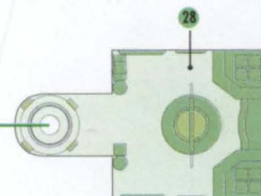
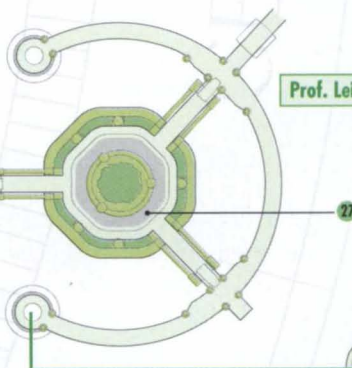
Central Research Zone



West Research Zone



Prof. Leingod's Research Lab



Item List

- 1 32000 Fol 2 Ablative Shield 3 Runic Cloak 4 Spike Shoes
- 5 Bottle Armor 6 Trading Card I 7 Ablative Armor
- 8 Ripe Berry 9 Cooking Ingredients 10 Trading Card EX1
- 11 Blackberries 12 Life Saver 13 Sunrise Dictionary
- 14 Synthesis Materials 15 Carbonite Armor 16 NC Program Disk
- 17 Ripe Berries 18 Magical Berries 19 Magical Berries
- 20 Jewel of Alertness 21 Ripe Berries 22 19000 Fol
- 23 Perfect Berries 24 24000 Fol 25 Synthesis Materials
- 26 Laser Weapon 27 Aquaberries 28 Mind Saver

FL Enemy List

MONSTER NAME	ID#	HP	MP
Destroyer	135	28000	1600
Incapacitator	222	15500	500
L2 Stinger	242	15000	1800
Mini-Fly	292	12000	2000
Proclaimer	344	50000	50000

ROKUMONDO ANTIQUE SHOP

ITEM	PRICE
Ceramic Sword	32000 Fol
Ceramic Gauntlet	35000 Fol
Broad Axe	15800 Fol
Clown Shoes	32200 Fol
Magician's Rod	21000 Fol
Flaming Gun	37000 Fol
Ceramic Dagger	32000 Fol
Titanium Claw	35000 Fol
Ablative Armor	33200 Fol
Carbonite Armor	30000 Fol

THE ROSSETTI TROUPE REAPPEARS!

When you first arrive at the Moonbase, it looks pretty deserted. However, before long, you run into a familiar face. It seems that Peppita Rossetti and her family of circus performers are stranded on the Moonbase with many of the other residents. Look for them in the Auditorium.



What is Peppita doing here?

SHOPPING CENTER

ITEM	PRICE
Physical Enhancer	800 Fol
Mental Enhancer	1000 Fol
Analeptic	3000 Fol
Basil	20 Fol
Sage	20 Fol
Lavender	20 Fol
Clone Generator	350 Fol
Fresh Sage	310 Fol

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BESTIARY

BOSS FIGHT THE PROCLAIMER

WALKTHROUGH

Chapter One

Chapter Two

Chapter Three

Chapter Four

Chapter Five

ID#

344

HP

50000

MP

50000

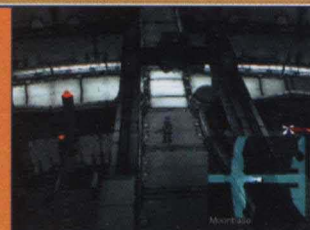
If you talked to any of the people holed up in the Auditorium, you know that the Research Zones are under heavy guard by the Executioners. The reality is that the Proclaimers, angel-like subordinates of the Executioners, protect the entrances to the Research Zone. Which direction you choose to take from the main Recreational Zone determines where you encounter this ominous enemy.

Proclaimers are interesting enemies. They are extremely powerful creatures capable of darting around the field with their Speed Hack spell or draining HP from your party members with Dark Sphere. The rest of the Proclaimer's attacks cause both HP and MP damage, endangering your characters on both fronts. If you have the FoI and materials, consider upgrading your characters' weapons and armor or even investing the FoI in refining your battle party's weapons with Orichalcum. With 50,000 HP and MP, the Proclaimer is a tough enemy likely to put up quite a fight.

The main objective in this battle should be to prevent the Proclaimer from pulling off any of its major attacks like Divine Wave. Since the boss's attacks have some range, run away if you see it start emitting light. Two of the boss's attacks feature swirling orbs or waves of energy, trapping and inflicting multiple attacks on those in their way. If you get caught in one, your character is basically toast! As usual, put two melee fighters (like Fayt and Cliff) on her, while a third character attacks from the sidelines. Multiple-hit attacks, like Cliff's Electric Fists or Fists of Fury, work especially well at preventing the Proclaimer from doing much.



The Proclaimer appears in either one of these locations. Where you encounter the Proclaimer depends on whether you leave the main Residential Zone from the northwest or the southwest corridor.



Proclaimers look like angels but they are anything but!



Cancel Bonuses with Mario's Aiming Device are a quick and efficient way to defeat the Proclaimer. If you can build the Cancel Bonus up to 250%, the total damage inflicted is pretty steep.



The Proclaimer using its Divine Wave attack. Keep away from this one!

PEPPITA TAGS ALONG

After the Proclaimer boss fight, Peppita takes her turn as a temporary party member. Like Sophia, she also joins at Level 1, so if you really want to try her out, level her up somewhat and get her better quality equipment.

Fortunately, Peppita knows the people who work in the main Residential Zone. While she's in your party, and before you participate in ME #70 at Professor Leingod's lab, visit Leon in "The Red Eye" Bar. He knows where to get some good quality equipment that will definitely come in handy later on.



How can you resist such a cute kid?



Leon has the key to the storeroom and Peppita has the key to Leon's heart!

SIDE EVENTS

PEPPITA MAKES A BID TO STAY WITH THE PARTY

Upon returning to the Main Recreational Zone from Professor Leingod's lab, you can recruit Peppita into your party as the eighth permanent member. If you choose to take Peppita, then your days of choosing party members

are over. You cannot recruit the other two alternate characters (whomever is left from Roger, Nel, or Albel) when you return to Elicoor II in Chapter Five. However, if you decide to make Peppita stay on the Moonbase with the rest of the Rossetti Troupe at this time, that decision is final too. You cannot return to the Moonbase and re-recruit Peppita at a later time. So, what's it going to be? Do you take Peppita along with you or do you choose from the characters remaining on Elicoor II (i.e. Nel, Albel, or Roger; whomever did not become your seventh party member)?



This is the only opportunity to recruit Peppita, so make your choice wisely. However, if your heart is set on having a second Elicoorian in your party, you have to say "no."

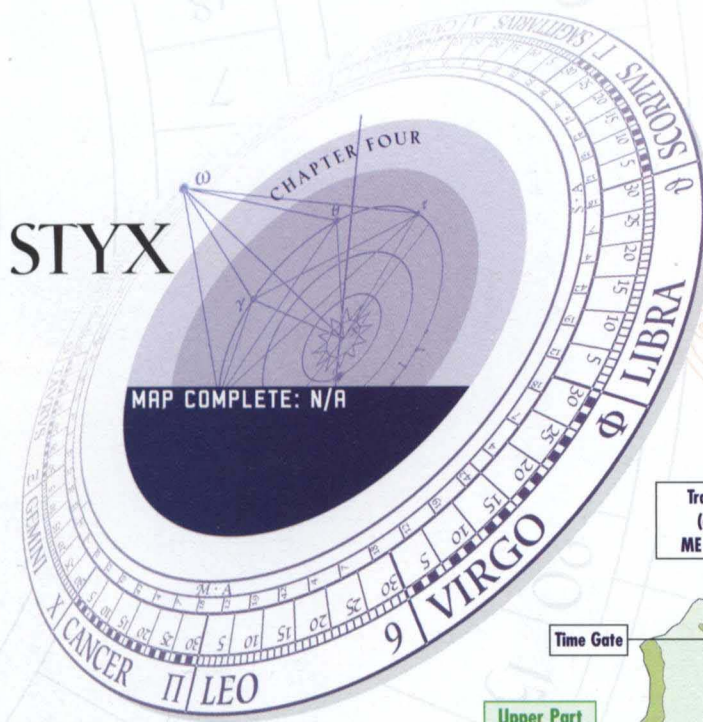
TIME TO LEAVE?

After finding the necessary information in Leingod's lab, it's time to return to the Aquaelie. Of course, you don't have to leave right now if you don't want to. As you've discovered, the Moonbase is a great place to level up your characters. The Destroyers alone are worth the time and effort and you have free healing and a convenient Save Point nearby. When you're ready to leave, return to the transporter outside the main Recreational Zone.



If you are in the mood to level up your characters, look for clusters of Destroyers and fight them over and over. They provide good amounts of EXP and FOL, especially during Bonus Battles!

STYX



The planet Styx is a mysterious place that's been marked as a prohibited zone by the Federation. On its surface are the remains of an ancient civilization, the most striking feature of which is the mysterious Time Gate. Little is known about the Time Gate except that it seems to enable people to travel through time.

TRIP TO THE SURFACE OF THE PLANET STYX

The trip to Styx takes place on the Aquaelie. To make the time pass, rest in your stateroom after speaking to the other party members and checking with the crew. When you awake, head to the Bridge to find out the current situation, then head to the Aft Long-Distance Transporter Room and teleport to the shuttle, Calnus. When it arrives on the surface, leave through the back door.

THE TIME GATE

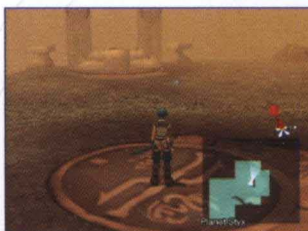
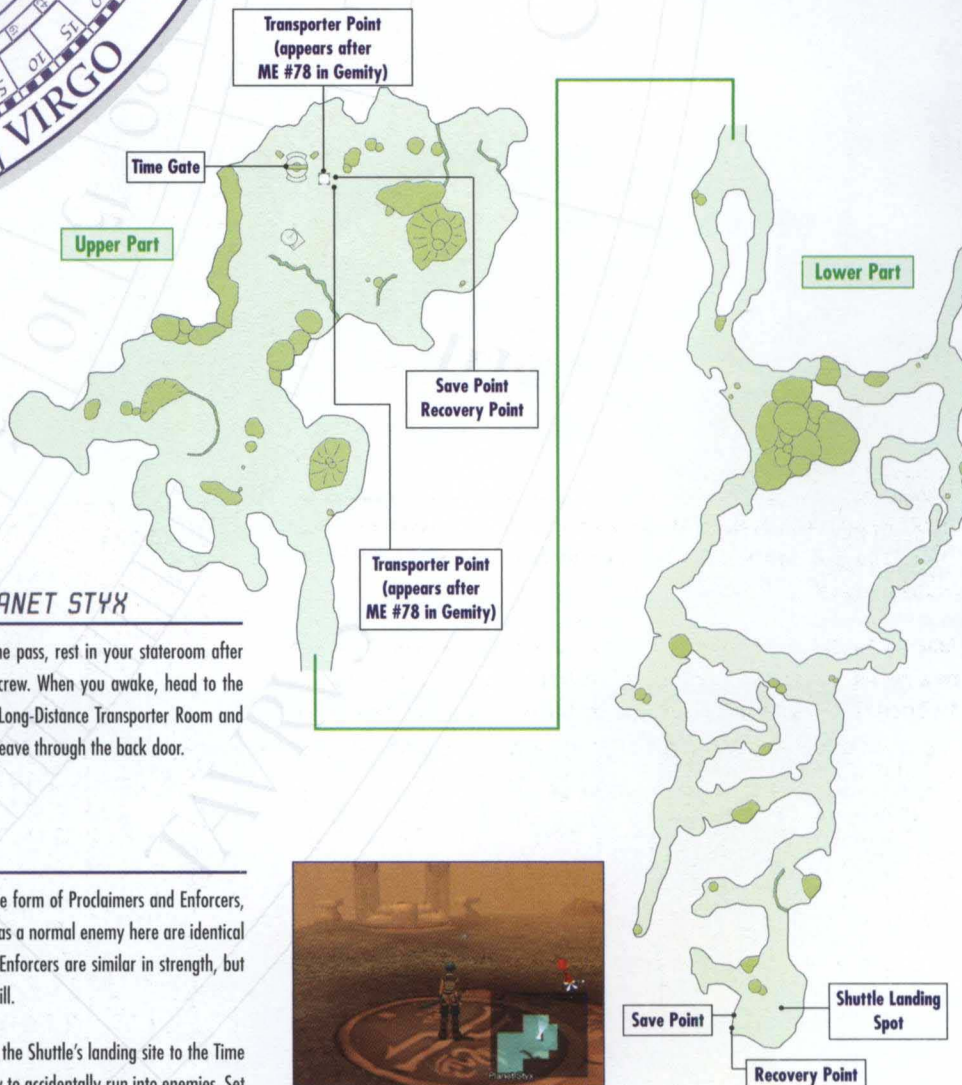
The trip to the Time Gate is fraught with dangers, mainly in the form of Proclaimers and Enforcers, two of the Creator's subordinates. The Proclaimers that appear as a normal enemy here are identical to the one you faced as a boss enemy on the Moonbase. The Enforcers are similar in strength, but you can use their lack of MP against them and try for an MP Kill.

Be careful while traveling to the Time Gate. The distance from the Shuttle's landing site to the Time Gate is great and the heavy fog and twisting paths make it easy to accidentally run into enemies. Set your party's formation to Escape if accidental enemy encounters continue to occur. You'll have plenty of opportunities to level up in a safer environment later on, before you go up against the next group of bosses. There is no need to needlessly endanger your party (or inventory) at this point.

FI

Enemy List

MONSTER NAME	ID#	HP	MP
Enforcer	157	55000	3500
Lu2 Robo Gunner	272	36000	4000
Mini-Fly	292	12000	2000
Proclaimer	344	50000	50000



The Time Gate is unmistakable. If you feel like you're lost, don't be afraid to refer to the map!

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ITEM CREATION

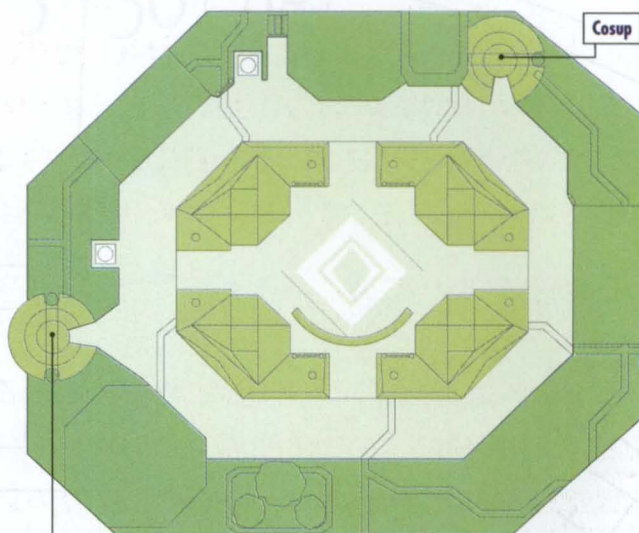
ITEMS AND EQUIPMENT

BESTIARY

ARKIVES

MAP COMPLETE: N/A

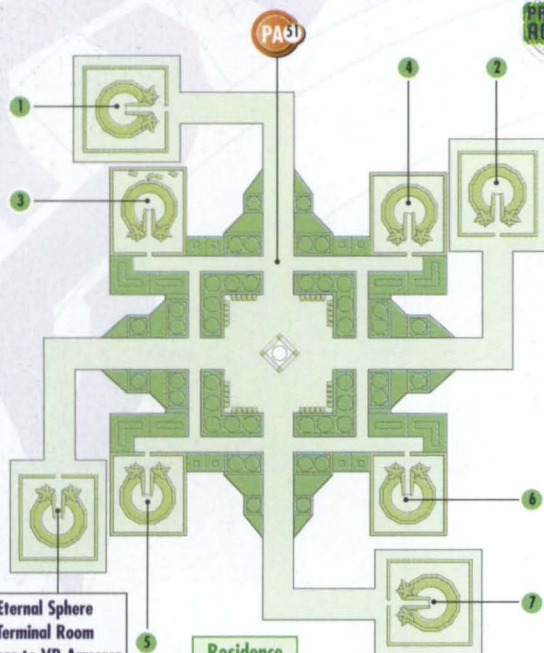
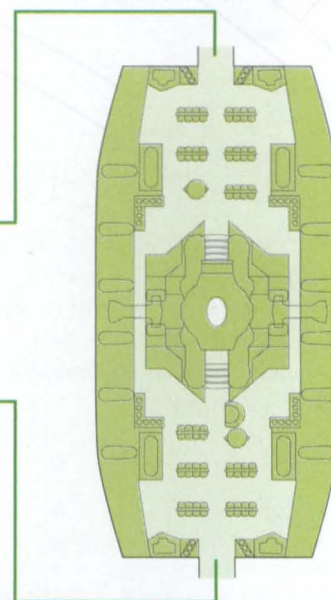
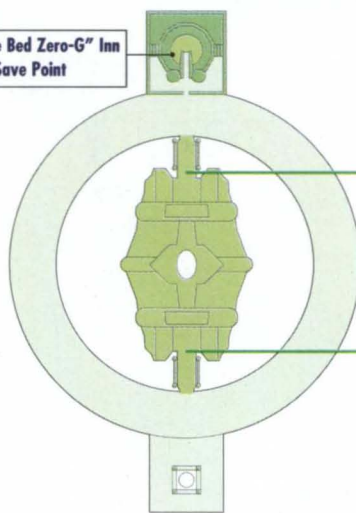
Arkives is one of the satellite cities where many of the citizens of the 4D Universe make their home. It is comprised of three segments: the Satellite City itself where Fayt and his friends make their first appearance, the residential area where Flad and his mom live, and the Spacetime Station that ties together all of the cities in the 4D Universe. The strange sterility and calmness of the city seems odd to Fayt and his group.



"The Amazing Don Quixote"

Satellite City

Spacetime Station

"Capsule Bed Zero-G" Inn
Save PointEternal Sphere
Terminal Room
(Access to VR Armorer
Outfitter or Workshop)

Residence

ARKIVES

PAGE 102

ME 76

ARKIVES

Cutscene: Welcome to 4D Space! Obtain the Authentication Disk. **EVENT TRIGGER:** Continuation of ME #75.

BB

ARKIVES, FLAD'S HOUSE

Defeat six Security Service soldiers.

PA 51

ARKIVES, OFF MAIN SQUARE

Talk to Albel and try to keep him from losing his temper and causing a scene. **AVAIL:** After ME #76 to the end of the game.

GEMITY

PAGE 104

ME 77

SPACETIME STATION

Cutscene: The Amusement City, Gemity. **EVENT TRIGGER:** Take the Spacetime transporter from Arkives to Gemity, then exit the station to view the city.

PA 52

GEMITY, FIGHTING ARENA

Register your team's name for the Ranking Battle mode. **AVAIL:** After ME #77 through the end of the game.

IC

GEMITY, ETERNAL SPHERE TERMINAL

When you enter the Eternal Sphere Terminal the first time, Inventor Entry #7 occurs. You can now try to recruit Ansala (Castle Aquaria, Magistrate Lasselle's Room); Puffy (Maze of Tribulations, 5F); Aqua and Evia (Peterny, Center Area, Temple).

ME 78

ETERNAL SPHERE TERMINAL

Cutscene: Hacking the Eternal Sphere. After the Cutscene, talk to all of your party members while Maria works on the computer terminal, then talk to Maria to start the second half of the event. **EVENT TRIGGER:** Talk to the woman in charge of the Eternal Sphere Terminal and enter the Eternal Sphere.

KIRLSA/AIRE HILLS

PAGE 104

PA 53

AIRYGLYPH, AIRYGLYPH CASTLE, WATCHTOWER

Atop the Castle's Watchtower, Fayt and Sophia reminisce about their past. **AVAIL:** Between ME #78 and ME #79.

PA 54

AQUIOS, CASTLE AQUARIA, WEST LIBRARY

The Bookwormish Runologist wants someone to explain to him the source of the light that destroyed the Vendeen ship. **AVAIL:** Between ME #78 and ME #79.

Item List

- 1 Ripe Berries 2 Smithy Hammer (available after ME #77)
- 3 Ripe Berries 4 35000 Fol 5 Cooking Ingredients
- 6 Jewel of Alertness 7 Physical Enhancer

THE AMAZING DON QUIXOTE

ITEM	PRICE
Physical Enhancer	800 Fol
Mental Enhancer	1000 Fol
Analeptic	3000 Fol
Basil	20 Fol
Sage	20 Fol
Lavender	20 Fol
Clone Generator	350 Fol
Fresh Sage	310 Fol

COSUP

ITEM	PRICE
Ceramic Sword	32000 Fol
Ceramic Gauntlet	35000 Fol
Broad Axe	15800 Fol
Clown Shoes	32200 Fol
Magician's Rod	21000 Fol
Flaming Gun	37000 Fol
Ceramic Dagger	32000 Fol
Titanium Claw	35000 Fol
Ablative Armor	33200 Fol
Carbonite Armor	30000 Fol
Capsule Bed Zero-G Inn	1000 Fol/night

MAIN EVENT 76

FLAD AND THE AUTHENTICATION DISK

Upon first arriving in 4D Space, you meet a young boy named Flad. Flad has a lot of things to tell you about the situation with the Creator. The most important thing that he gives you at this point is an **Authentication Disk**, which you can use at an Eternal Sphere Terminal in the amusement park Gemity. Use the Spacetime Terminal at the heart of Arkives to travel there.



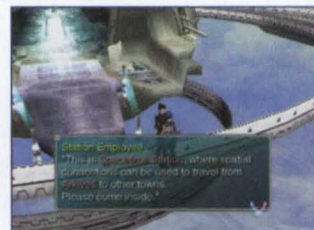
Your first view of the 4D world!

THE SPACETIME STATION

The Spacetime Station links all of the cities of the 4D Universe together. However, citizens are only granted access to the places they have clearance to visit. In your party's case, you can travel freely between Arkives and Gemity, but nowhere else. Well, at least not yet.



Travel between the sections of Arkives using these transporters.



To travel to Gemity, go to the Spacetime Station.

BOSS FIGHT SECURITY SERVICE



HP 382
MP 60

Six Security Service soldiers stand between you and the freedom to explore Arkives and the rest of 4D Space. Fortunately, these soldiers are extremely weak and easy to defeat. If only the rest of the 4D enemies were as weak!



The Security Service goons are easily defeated.

PA 55 KIRLSA, "MASTER SLAYER" ARMORER

Find Roger on the second floor talking to... his girlfriend? **AVAIL:** Between ME #78 and ME #79. **REQ:** Must have Roger in your party.

PA 56 URSSA LAVA CAVE, CROSELL'S LAIR

Look for Albel in Cressell's Lair. If you can defeat him in a single battle with Fayt, you can recruit him as your 8th party member. **AVAIL:** From ME #78 to the end of the game. **REQ:** Cannot have Albel in your party. Must speak to Wolgar in Kirlsa to trigger PA.

BB URSSA LAVA CAVE, CROSELL'S LAIR

Defeat Albel

BT THE BATTLE AGAINST ALBEL

Provides the opportunity to win the following Battle Trophies: BT #198 and BT #199.

GEMITY

PAGE 104

ME 79 ETERNAL SPHERE

Cutscene: Off to the Sphere Corporation. **EVENT TRIGGER:** Leave the Eternal Sphere.

SPHERE 211

PAGE 109

BB ENTRANCE

Defeat the four Security Soldiers.

BB ENTRANCE

Defeat Azazer.

BT ENTRANCE

The battle against Azazer provides the chance to win the following Battle Trophies: BT #107 and BT #108.

ME 80 SPHERE 211, LEVEL 4F

Cutscene: Help from the Developers. Obtain **Uninstaller**. **EVENT TRIGGER:** Approach the crossroads on the fourth floor, then follow Blair to the developers' room.

BB SPHERE 211, LEVEL 4F, LARGE TRANSPORTER ROOM

Defeat Berial and Belzeber.

BT SPHERE 211, LEVEL 4F, LARGE TRANSPORTER ROOM

The battle against Berial and Belzeber provides the opportunity to win the following Battle Trophies: BT #125 and BT #126.

ME 81 SPHERE 211, LEVEL 4F, LARGE TRANSPORTER ROOM

Cutscene: Looking for Another Way Out. Find the Elevator Control Panel in the northern part of the fourth floor, then use the elevators to travel up to the 211th floor. **EVENT TRIGGER:** Defeat Berial and Belzeber.

GETTING STARTED

CHARACTERS

WALKTHROUGH

BONUS DUNGEONS

PRIVATE ACTIONS

MINI-GAMES AND SUB-QUESTS

ITEM CREATION

ITEMS AND EQUIPMENT

BESTIARY

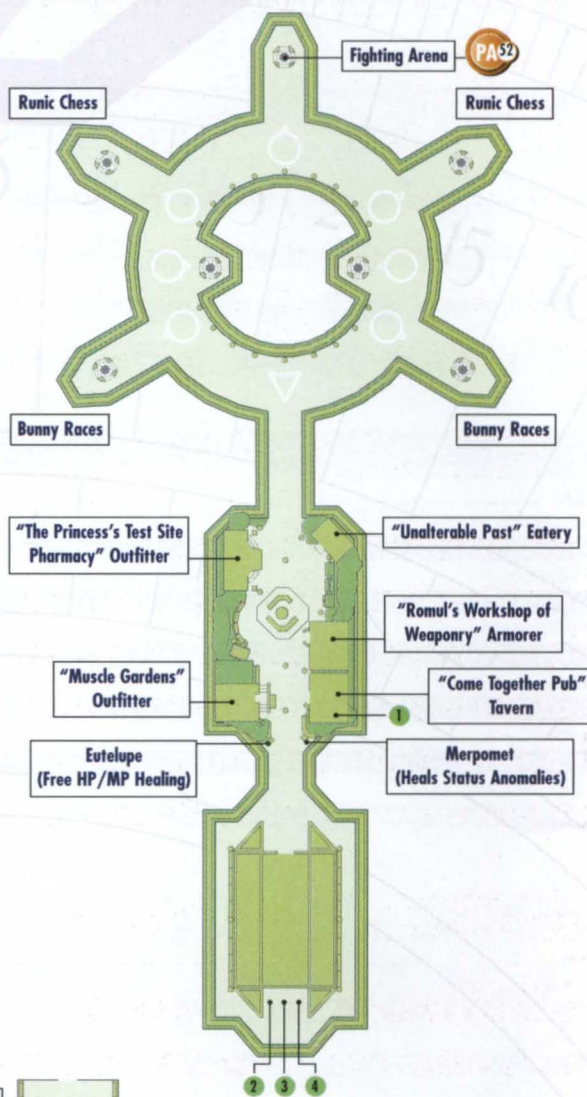
GEMITY

MAP COMPLETE: N/A

Gemity is the great amusement park created in honor of the Sphere Corporation's masterpiece, Eternal Sphere. The candy colored streets and plazas are lined with buildings, merchandise, and mini-games that come straight from the virtual world. The park is also home to the largest Eternal Sphere terminal.

Item List

- 1 Synthesis Materials 2 Ripe Berries 3 Book of Prophecies 5
4 Rapid Invocation



SPHERE 211, 211F



Cutscene: Escape? **EVENT TRIGGER:** Enter the main Eternal Sphere terminal room on the 211th floor.

STYX

PAGE 114



TIME GATE

Cutscene: Tricked Again? Defeat the Proclaimer and Enforcer, then prepare for the Convictor. **EVENT TRIGGER:** Continuation of ME #82.



TIME GATE

Defeat the Proclaimer.



TIME GATE

Defeat the Enforcer.



TIME GATE

Defeat the Convictor.



TIME GATE

The battle with the Convictor provides the chance to win the following Battle Trophies: BT #109 and BT #110.



SHUTTLE LANDING SITE

Cutscene: A Friendly Voice. **EVENT TRIGGER:** Approach the shuttle landing site.

DIPLOMATIC FLAGSHIP DIPLO

PAGE 114



DIPLO, UPPER DECK

Talk to Marietta and Steeg to learn about the Diplo's love triangle. **AVAIL:** Between ME #84 and ME #85.



UPPER DECK

Cutscene: Mirage Joins in the Fun! After **Mirage Koas** joins the party, head to the Transporter Room. **EVENT TRIGGER:** Talk to everybody onboard, then talk to Mirage on the bridge.

AIRIS FIELDS

PAGE 104



AIRYGLYPH, AIRYGLYPH CASTLE, 2F

Albel goes to King Airyglyph XIII to ask for use of the Sword of the Crimson Scourge. Obtain the **Crimson Scourge**. **AVAIL:** From ME #85 to the end of the game. **REQ:** Must have chosen Albel as your seventh party member.



AQUIOS, CASTLE AQUARIA, GREAT TEMPLE

Look for Nel and Rozaria on the temple floor. **AVAIL:** After ME #85 through the end of the game. **REQ:** Must have seen PA #43 and the other related events.

SACRED CITY OF AQUIOS

PAGE 104



AQUIOS

Upon entering the city of Aquios after returning from 4D Space, Inventor Entry #8 occurs. You can now attempt to recruit Meryl (Paterny, East Area); Count Noppen (Airyglyph Castle, 2F); and Boyd (Arias, "Jack Potato" General Store).

REMUL STUDIO ARMORER

ITEM	PRICE
Laser Weapon	42500 Fol
Ablative Shield	46000 Fol
Ceramic Sword	32000 Fol
Ceramic Gauntlet	35000 Fol
Poleaxe	43000 Fol
Clown Shoes	32200 Fol
Magician's Rod	21000 Fol
Flaming Gun	37000 Fol
Ceramic Dagger	32000 Fol
Titanium Claw	35000 Fol
Ablative Armor	33200 Fol
Carbonite Armor	30000 Fol

MUSCLE GARDEN OUTFITTER

ITEM	PRICE
Physical Enhancer	800 Fol
Mental Enhancer	1000 Fol
Analeptic	3000 Fol
Basil	20 Fol
Sage	20 Fol
Lavender	20 Fol
Life Saver	4800 Fol
Mind Saver	4800 Fol
Rapid Invocation	22400 Fol
Keen Kitchen Knife	55000 Fol
Clone Generator	350 Fol
Fresh Sage	310 Fol

THE PRINCESS'S TEST SITE PHARMACY

ITEM	PRICE
Physical Enhancer	800 Fol
Mental Enhancer	1000 Fol
Analeptic	3000 Fol
Basil	20 Fol
Sage	20 Fol
Lavender	20 Fol
Pomello Juice	Varies
Fresh Sage	310 Fol

UNALTERABLE PAST EATERY

ITEM	PRICE
Apple Pie	400 Fol
Steamed Bun	200 Fol
Cooking Ingredients	120 Fol

MAIN EVENT ??

WELCOME TO GEMITY!

Upon arriving in Gemity, you have full reign to explore the entire park. Gemity houses all of the mini-games in the game, so check them out and have some fun. The prizes you can win here are pretty cool, although you might not be able to win some of the best ones until after you've completed the story portion of the game. For more information on how to play and win at the Bunny Races, Runic Chess, and the Fighting Arena, check out the "Mini-Games & Sub-Quests" chapter. Keep in mind that unless you plan to suspend your actual gameplay and spend a lot of time here in Gemity, your access to these games (and their prizes) is limited to this one visit. After leaving Gemity for the Sphere Corporation, you cannot return until after you complete the game!



Gemity is designed to look similar to the Eternal Sphere. As a result, you'll find many of the same types of shops and stands that you've used at other times in the game.

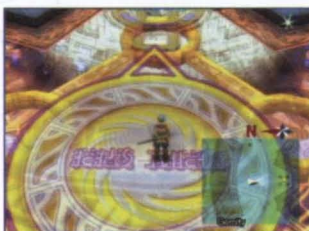


If you need healing items, examine some of this stand's wares. Across the way, you'll find someone willing to heal status anomalies for free, too.



INTERLUDES IN THE ETERNAL SPHERE

The Eternal Sphere terminal in Gemity provides access to most of the worlds you've visited over the course of the game. The only one you cannot re-visit is Hyda IV. If you missed any treasures (don't forget you have the Ring of Disintegration now!) or just want to revisit old friends, take advantage of this unlimited access. Once you leave Gemity for the Sphere Corporation, you forfeit the opportunity to visit any other world other than Elicoor II until the end of the game.



The Eternal Sphere terminal is clearly marked with the decal shown in the screenshot above. Entrances to the terminal are found on both sides of the circle.



Once Maria enters all of your party's information into the computer, you can choose to enter the Eternal Sphere at one of four locations.

ME 86 CASTLE AQUARIA, AUDIENCE CHAMBER

Cutscene: The Queen Gives Her Permission. **EVENT TRIGGER:** Enter the Queen's Audience Chamber.

SEALED CAVERN PAGE 114

BB DEFEAT LESSER EYE

SHRINE OF KADDAN PAGE 114

BB SOUTH AREA

Defeat the two Dark Armor enemies.

BT SOUTH AREA

The battle with the two Dark Armor enemies creates the opportunity to win the following Battle Trophies: BT #111 and BT #112.

BB MIDDLE AREA

Defeat the Crystal Statue.

BT MIDDLE AREA

The battle with the Crystal Statue provides the opportunity to win the following Battle Trophies: BT #113 and BT #114.

BB NORTH AREA

Defeat the Dark Eye.

BT NORTH AREA

The battle with the Dark Eye provides the chance to win the following Battle Trophies: BT #115 and BT #116

ME 87 FINAL AREA

Cutscene: The Sacred Orb. Obtain the Sacred Orb. **EVENT TRIGGER:** Approach and examine the Sacred Orb.

ROYAL CITY OF AQUIOS PAGE 114

IC CASTLE AQUARIA, GREAT TEMPLE

Upon entering the Great Temple after completing the quest in the Shrine of Kaddan, Inventor Entry #9—the final entry—occurs. You can now attempt to recruit Chilico (Surferio, "The Faerie Tear" General Store); Osman the Sage (Airglyph, Abandoned Temple); and Louise the Diviner (Surferio, Private Home).

ME 88 CASTLE AQUARIA 2F, AUDIENCE CHAMBER

Cutscene: The Next Stop Revealed. **EVENT TRIGGER:** Enter the Queen's Audience Chamber.

PA 60 AQUIOS, CASTLE AQUARIA 2F, "WHITE DEW" GARDEN

Sophia takes a moment to wax poetic about the fairy tale beauty of Castle Aquaria. **AVAIL:** After ME #88 (must leave the city of Aquios first) through the end of the game.

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ITEMS AND EQUIPMENT

BESTIARY

VANGUARD III

WALKTHROUGH

Chapter One

Chapter Two

Chapter Three

Chapter Four

CHAPTER FIVE

While on Vanguard III, pay a quick visit to Niklas and Meena to see how they are doing. Of course, while you're there, finish clearing out the treasure chests in the blocked parts of the Ruins of Coffir. With the Ring of Disintegration, nothing can stand in your way!



Entrance/exit on Vanguard III.



Check on Niklas and Meena while on Vanguard III.

ELICOOR II

There's a lot to do in Elicoor II during this return trip. You should recruit your eighth permanent party member (if you didn't accept Peppita's offer to help, that is) and check up on all of your friends and allies.



Entrance/exit on Elicoor II.

To recruit Nel, visit her in her room in Castle Aquaria. When she asks you to sit and talk, choose the second option—that you don't have the time—to encourage Nel to join your party. If you choose the first option—that you have plenty of free time—Nel loses interest in rejoining the adventure. It should be noted that you cannot attempt to recruit her a second time.



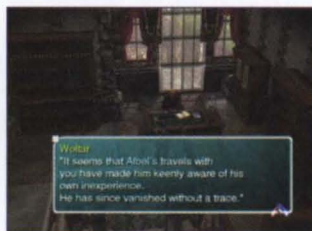
If you want Nel to occupy the eighth slot in your party, visit her at Castle Aquaria.



To recruit Roger as an eighth party member, talk to him in his parents' home in Surferio.

Head to Roger's home in Surferio if you want to recruit him as your eighth party member. In this event, you have three options: 1. You can opt to recruit the little guy; 2. Say no to his offer; or 3. Just walk away. The third choice allows you to attempt to recruit him again if you change your mind about having him as a partner. Mind you, this only works if you have that eighth party member slot open!

If you want Albel in your party, you must defeat him in battle first! First, visit Wolter in his Kirlsa Mansion to find out where he's hanging out these days. Wolter sends you to the Urssa Lava Cave, where Albel has been training night and day for another chance to defeat you. This battle pits Fayt against Albel, *mano-a-mano*! If you choose to fight, consider upgrading Fayt's current sword through Item Creation and/or leveling him up to about Lv 50 or so (this version of Albel is at Lv 49). By winning the fight with Albel, you can choose to recruit him or leave him alone. If you don't recruit him at this point, you can wait for a later point in the game and/or take him on a second time.



Talk to Wolter in Kirlsa to trigger the event with Albel.



Look for Albel in Crosell's Lair in the Urssa Lava Caves. He's aching for a fight, so come prepared.

MOSEL DUNES

PAGE 119

BB

ENTRANCE

Defeat the Chimera.

BT

ENTRANCE

The battle with the Chimera provides the opportunity to win the following Battle Trophies: BT #117 and BT #118

ANCIENT RUINS OF MOSEL

PAGE 119

BB

ROUND TABLE ROOM

Defeat the Stone Golem.

BT

ROUND TABLE ROOM

The battle with the Stone Golem creates the chance to win the following Battle Trophies: BT #119 and BT #120

ME 89

GATE ROOM

Cutsene: Sophia Opens the Gate. **EVENT TRIGGER:** Take the right staircase in the Round Table Room to the Gate Room.

At this point, consider clearing the rest of the Ancient Ruins of Mosel before continuing into the Firewall. If you choose *not* to explore the rest of the Ruins, jump ahead to ME #90 in the Firewall.

BB

FLOOR B1F, SUBTERRANEAN PASSAGE

Defeat the Amoeba Giant.

BB

FLOOR B1F, SUBTERRANEAN PASSAGE

Defeat the Aurora Monster.

BT

FLOOR B1F, SUBTERRANEAN PASSAGE

The battle with the Aurora Monster provides the opportunity to win the following Battle Trophies: BT #095 and BT #096

BB

FLOOR B2F, DEEPEST REACHES

Defeat Spirit Trio.

BT

FLOOR B2F, DEEPEST REACHES

The battle with the Spirit Trio creates the chance to win the following Battle Trophies: BT #121 and BT #122

FIREWALL

PAGE 123

ME 90

FIRST HALF, ENTRANCE

Cutsene: Blair Offers to Help. **EVENT TRIGGER:** Continuation of ME #89.

ME 91

SECOND HALF, MAIN TRANSPORTER ROOM

Cutsene: Lucifer's Teleporter. **EVENT TRIGGER:** Enter the Main Transporter Room.

BOSS FIGHT ALBEL

16 HP 50000 MP 10000
ALBEL [2]

17 HP 120000 MP 60000
ALBEL [3]

18 HP 340000 MP 120000
ALBEL [4]



If you thought the first battle with Albel was difficult, you haven't seen anything yet! Albel is twice as powerful now and even more determined to defeat Fayt! To make matters worse, he grows more powerful as time goes by in the storyline. If you plan to recruit Albel as your eighth party member, by all means recruit him during the trip to Elicoor II from the Eternal Sphere terminal in Gemity instead of waiting until later on in the game.



Albel is as swift as ever. He can block or parry most attacks, so be careful!



Bombs with the ability to stun their targets, are a good investment for this battle.

Expect this battle to be tough. Albel is lightning fast and his fondness for charge attacks will have him in your face before you can start one of Fayt's combo or special attacks. In fact, even if you aren't going for the "Items Only Defeat" Battle Trophy, the use of stun bombs is highly recommended, if only to get multiple hits on Albel. If you do want to win the Battle Trophy associated with this battle, stock up on powerful, MP damage-inflicting stun bombs! Magic Points are still Albel's weak point, especially if you take him on during the first window.

If you didn't recruit Adray before the Airyglyph-Aquios war, an event occurs when you enter the Queen's Audience Chamber in the Castle. After this event, Adray automatically joins the party. If you chose to take Adray in Chapter Two, then this event doesn't occur. Instead, Adray joins the party when you return to Elicoor II later on in the chapter.



There's no real reason to return here unless you want to take advantage of the great leveling up possibilities of the Moonbase. Head to the South Research Zone and take on the two Destroyers in the park by the northeast exit over and over again until your party reaches about level 50 or so. The Destroyers are great opponents because each one is worth 5600 EXP and 2630 Fol. If you get a good Bonus Battle Gauge chain going, your characters will level up at the end of every battle or two and you'll earn enough Fol for Item Creation, buying new weapons and armor or just recruiting Inventors. Remember, the time you spend leveling up now is time that you won't have to spend later on. At least on the Moonbase you have free healing and a convenient Save Point nearby!



Entrance/Exit on the Moonbase.



Leveling up at the Moonbase is a great use of your time at this point in the game!

BB

MAIN TRANSPORTER

Defeat the Battlecopter.

BT

The battle with the Battlecopter provides the opportunity to win the following Battle Trophies: BT #123 and BT #124

ME 92

ENTRANCE, LEVEL 1

Cutscene: What happened to Blair? **EVENT TRIGGER:** Take the large Transporter to the Spiral Tower.

ME 93

LEVEL 2

Cutscene: Psuedo Blair. After defeating Psuedo Blair, continue north to find the real Blair. After doing so, defeat the three monsters defending the crystal structures to free Blair. Return to the teleporter and Blair will repair it. **EVENT TRIGGER:** Approach the center room on Level 2.

256

SPIRAL TOWER

PAGE 125

BB

LEVEL 2

Defeat Psuedo Blair.

BB

LEVEL 2

Defeat Ruktogias.

BB

LEVEL 2

Defeat the three Chimera Hawks.

BB

LEVEL 2

Defeat the two Death Monsters.

ME 94

LEVEL 2

Cutscene: The Gem Puzzles. To open the locked color-coded doors, find the corresponding set of crystals and turn the crystals with the Ring of Disintegration to match the color of the door within the turn limit. **EVENT TRIGGER:** Examine the initial set of crystals inside the building.

ME 95

LEVEL 10

Cutscene: Luther's Final Act. **EVENT TRIGGER:** Enter Luther's Room at the top of the stairs on Level 10.

BB

LEVEL 10

Defeat Luther.

BT

LEVEL 10

The battle against Luther provides the opportunity to win the following Battle Trophies: BT 127, #128, #129, #130, #131, #132, #133, #134, #135, #136, #137, #185, #189, #193, #201, #205, #209, #213, and #221.

- GETTING STARTED
- CHARACTERS
- WALKTHROUGH
- BONUS DUNGEONS
- PRIVATE ACTIONS
- MINI-GAMES AND SUB-QUESTS
- ITEM CREATION
- ITEMS AND EQUIPMENT
- BESTIARY



Entrance/Exit on the planet Styx.

Return to Styx if you're in the mood for a more challenging place to level up your characters. Look for monsters on the southern half of the rocky path. If you're afraid to take on the Proclaimers, there are plenty of other monsters to fight instead.

MAIN EVENT 79

CLEARANCE TO ENTER SPHERE 211

When you're done in the Eternal Sphere, return to the Spacetime Station. While you are waiting for access to the Sphere, heal your party and save your game. After all, if you get in, you can bet you'll run into some sort of security force!



When you're ready to leave Gemity, go to the Spacetime Station.


BLACKSMITHING BOOST!

Once you enter the Sphere building, there's no leaving it! Actually, you will get to leave it but you won't be returning to Gemity or Arkives any time soon. Before you take the Spacetime transporter over there, revisit Arkives and Flad's home. Look for a treasure chest on the second floor around the perimeter of the room. The treasure chest with the Smithy Hammer is upstairs. You'll find the 20-point talent boost to your Blacksmithing skill very handy as you prepare for the battles yet to come!



Look for the elevator to the second floor around the perimeter of the room. The treasure chest with the Smithy Hammer is upstairs.





This building situated in the Lost City of the 4D Universe is the home of the famed company, Sphere, creator of the virtual world Eternal Sphere. Access is restricted to employees and carefully screened guests. If you are granted access to Sphere 211, don't be surprised when you are transported directly inside the building. This is just one of a number of safety precautions in place to prevent terrorism or theft.

Item List

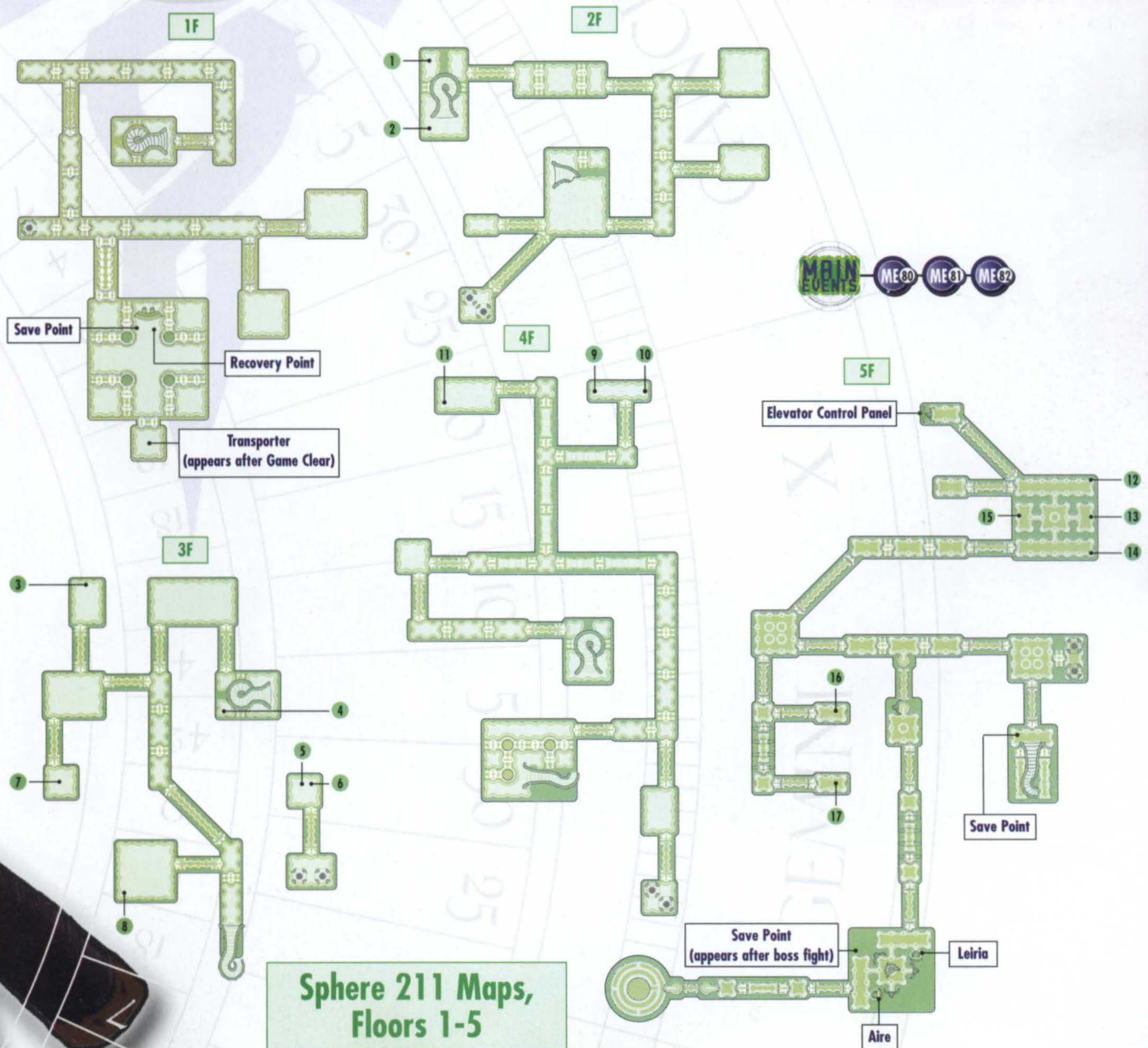
- 1 Perfect Berries 2 Cooking Ingredients 3 Ripe Berries
- 4 Analeptic 5 Trading Card EX2 6 ISQ00 FoI
- 7 Synthesis Materials 8 Mental Enhancer 9 Physical Enhancer
- 10 Dremela's Tool Set 11 Wind Pixie 12 Synthesis Materials
- 13 Ceramic Dagger 14 Ripe Berries 15 Trading Card 2
- 16 Laser Weapon 17 Mental Enhancer

- Item List**

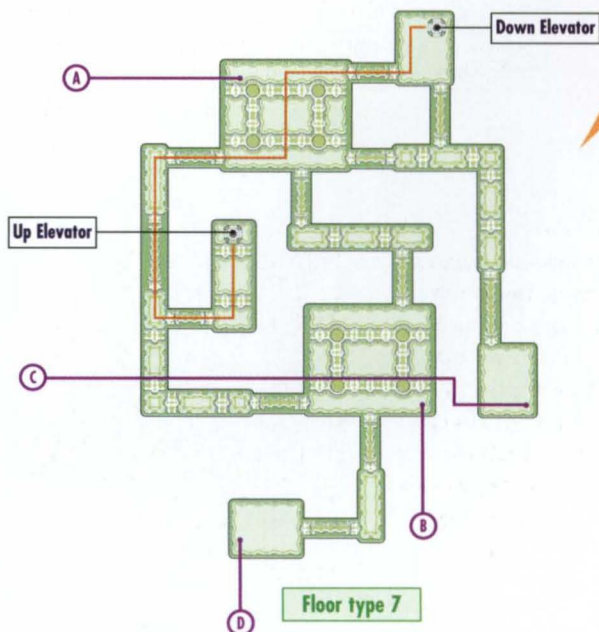
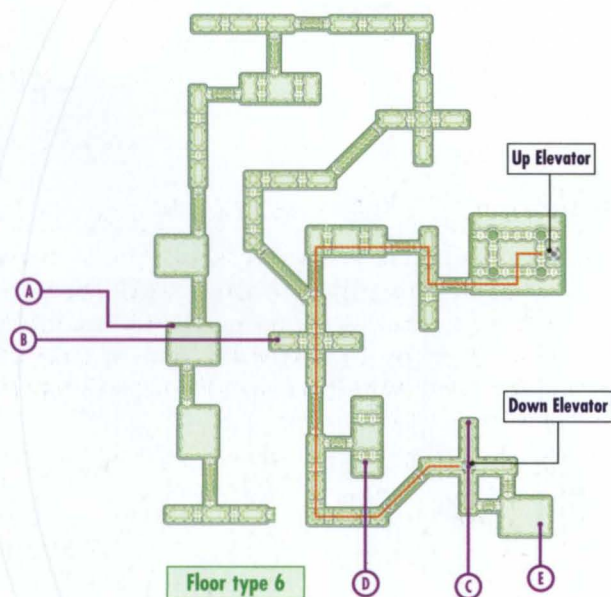
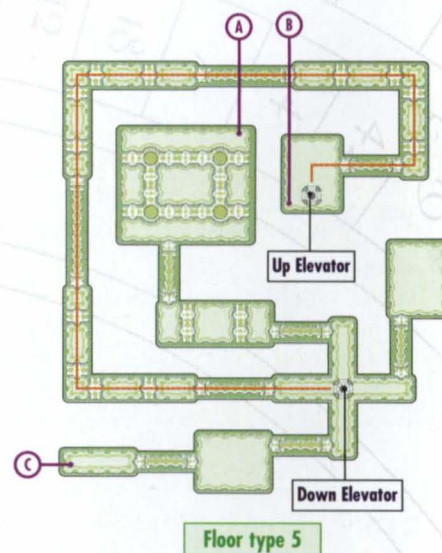
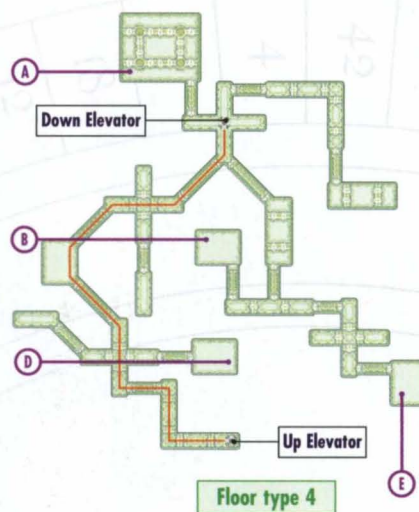
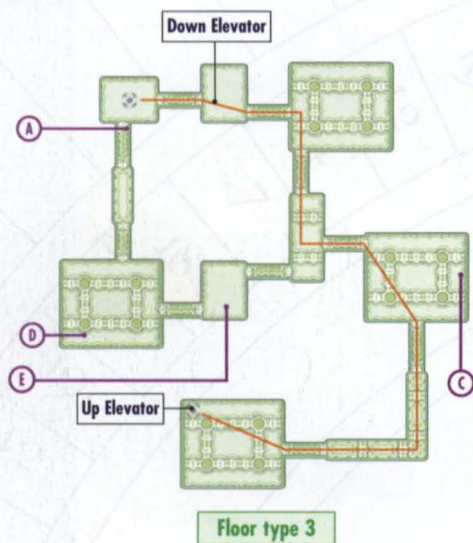
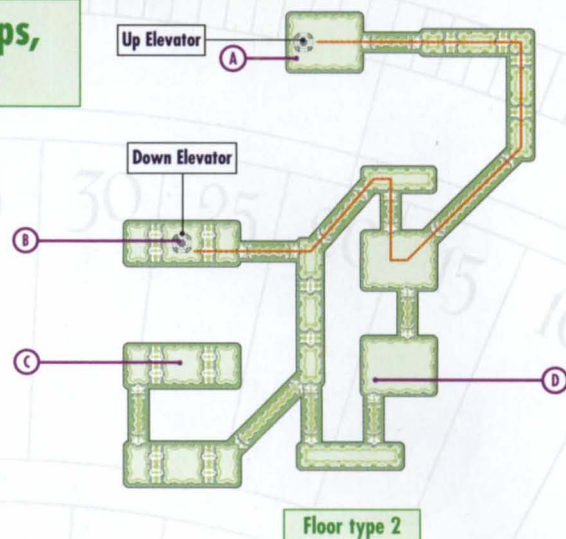
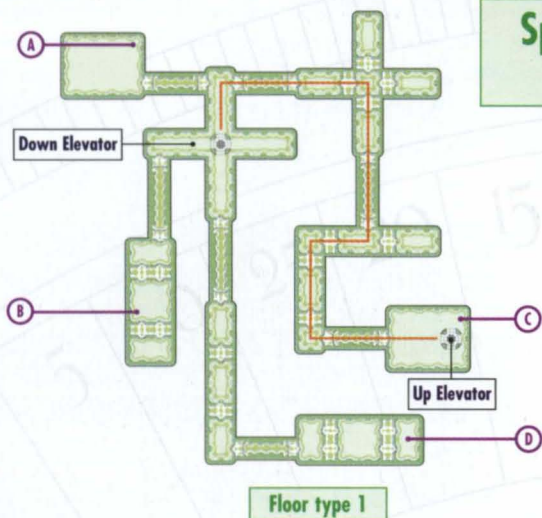
 - 1 Perfect Berries 2 Cooking Ingredients 3 Ripe Berries
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 - 7 Synthesis Materials 8 Mental Enhancer 9 Physical Enhancer
 - 10 Dremela's Tool Set 11 Wind Pixie 12 Synthesis Materials
 - 13 Ceramic Dagger 14 Ripe Berries 15 Trading Card 2
 - 16 Laser Weapon 17 Mental Enhancer

MONSTER NAME	ID#	HP	MP
40 Security Soldier	1	14000	900
Azazel	40	99000	9000
Belzeber	45	62000	30000
Berial	46	70000	5000
Incapacitator 4	223	17000	2600
Lu3 Robo Gunner	273	45000	4500
Security Soldier	383	12000	600

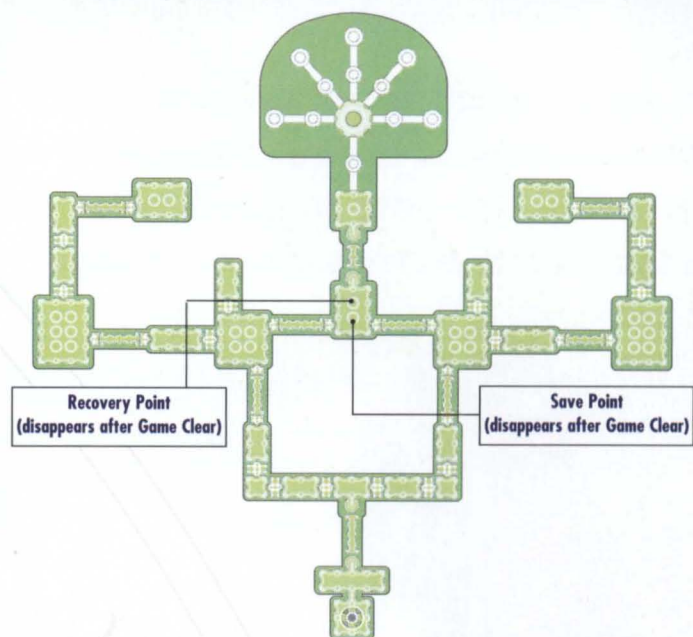
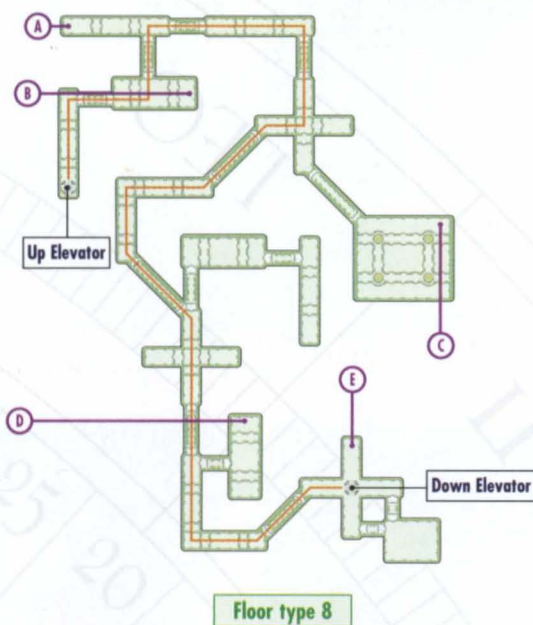
MONSTER NAME	ID#	HP	MP
40 Security Soldier	1	14000	900
Azazel	40	99000	9000
Belzeber	45	62000	30000
Berial	46	70000	5000
Incapacitator 4	223	17000	2600
Lu3 Robo Gunner	273	45000	4500
Security Soldier	383	12000	600



Sphere 211 Maps, Floors 6-210



*The lettered callouts correspond to the large table on page 113.



BOSS FIGHT AZAZER



After defeating Azazer's squad of Security Soldiers, it's time to take on the man himself. Azazer uses a strange collection of attacks. Most common is his basic slash/whip attack that inflicts precious MP damage. If you're concentrating on magic or MP using Battle Skills, stay away from this attack. His two Battle Skills are Sniping, a gun attack with good reach, and Crystal Prison, a rarely used freezing spell. If you've spent some time leveling up your characters to the upper 40s or 50s and/or improving your battle party's weapons through Item Creation, you should find this battle pretty easy. If not, prepare to spend a lot of time healing MP damage and running away. Azazer is very quick and his attacks combine in such a way as to bind you long enough for him to catch up and attack, putting weaker parties in the dire position of being killed off so quickly that you cannot respond appropriately.



Nel gets caught in a Crystal Prison.



Three attacks at once always keeps an enemy unable to move and counterattack.

SPHERE 211

Sphere 211 is the corporate headquarters of Sphere, the company responsible for the Eternal Sphere and the root of your current troubles. The 211 refers to the number of floors in the building. At this point in the game, you have access to 101 floors. The rest (from Floor 101 to 210) remain sealed until you complete the story portion of the game—and even then you must pass the Maze of Tribulations first!



Upon first entering Sphere 211, the elevators are turned off. Keep track of their locations on each floor for later reference.

At this point, you must walk up to the fifth floor. From there, once you meet up with Blair and the rest of her team of developers, you can turn on the elevators and use them to travel from floor to floor. But we are getting ahead of ourselves...

MAIN EVENT 80

BLAIR AND THE DEVELOPERS

Blair and her team of developers have their offices on the fifth floor of Sphere 211. They've prepared a bunch of goodies to help you, in addition to the Uninstaller disk. Talk to Aire, if you need healing. He corrects character parameters and is glad to reset yours free of charge! Shar Zeit's sister, Leiria, has created some great items. Talk to Shar Zeit first, then Leiria to get **Blueberries**, **Blackberries**, **Fruity Potion**, **Verdurous Potion**, **Resurrection Elixir**, and the **AI Program**. Talk to Leiria a second time to visit her impromptu shop.



Meet Blair, your new best friend. She knows most everything there is to know about the Eternal Sphere and the Sphere corporation.



If you are in need of healing, talk to Aire.

GETTING STARTED

CHARACTERS

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PRIVATE ACTIONS

MINI-GAMES AND SUB-QUESTS

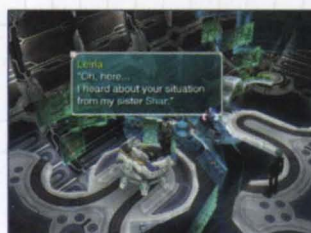
ITEM CREATION

ITEMS AND EQUIPMENT

BESTIARY

DEBUGGING MODE

ITEM	PRICE
Clone Generator	350 Fol
Basil	20 Fol
Sage	20 Fol
Lavender	20 Fol
Fresh Sage	310 Fol
Physical Enhancer	800 Fol
Mental Enhancer	1000 Fol
Analeptic	3000 Fol



Leiria has some goodies. Afterwards, you can purchase basic items at her shop.

20 15 10

BOSS FIGHT BERAL AND BELZEBER

45 HP 62000 MP 30000
BELZEBER

46 HP 70000 MP 5000
BERIAL



This duo possesses contrasting fighting styles that make this battle a lot of fun. Again, if your characters are at Lv 50 or above with improved weapons (from +1000-2000 ATK), this battle shouldn't be too difficult. Berial relies mostly on gun attacks, while the swift Belzeber uses his electric whip to great effect. Berial is like a Destroyer-type tank in human form; out of nowhere he pulls out a giant rocket launcher and fires volley after volley of missiles! These basic launcher attacks are his preferred method of dispatching his enemies. You must cause some serious damage to him if you want to see his aptly named Fire Dance battle skill or the explosive Auto-Aim.

Belzeber is a sneakier opponent. He's very quick and accurate with his whip. To make things more interesting, his whip attacks take on various elemental attributes, granting him the ability to freeze, paralyze or simply poison his targets. His special attacks are both HP draining skills with a large range. Their dark, swirling clouds are fairly easy to dodge.

In tandem, this team is pretty harsh. Therefore, it's best to take one out, then the other. Whichever one you choose to eliminate first, make sure that one of the computer-controlled allies is right there with you, keeping him too busy fending off attacks to release an attack of his own. After defeating one of them, the second one should be easy to defeat with three party members piling on the attacks.



Nel fires Ice Daggers at Berial from behind while he gets in a few shots.



Belzeber relies heavily on these mid-range drain attacks. The vivid color of the field makes it easy to dodge.

TAKING THE ELEVATOR TO FLOOR 211

After the battle with Berial and Belzeber, it becomes obvious that you must infiltrate the Creator's offices on the 211th floor of Sphere. To do this, you need to turn on the elevators at the breaker box in a room at the north end of the 5th floor.



Examine the panel to discover how to turn on the elevators.

After doing so, you have a choice: you can continue immediately to the 211th floor, or you can explore floors 6-100 first. Exploring the intermediate floors enables you to pick up lots of Synthesis Materials as well as some other rare items. However, once you arrive on a floor, the elevator you took changes its programming, allowing you to travel downwards only. To continue an upward trek, you must find the other elevator on that floor.



The only elevator that can take you to the upper levels is the one on the 5th floor.

Floors 6-100 do not have floor plans unique to each specific floor. Refer to the following table to determine which of the eight floor plans your destination floor follows, along with potential treasures available. Each floor plan has up to five treasure chests located on it; this table indicates whether the chests are full, empty, or simply non-existent at that time. The "must-visit" floors include: floor 13 (Silver Chalice), floor 16 (Trading Card EX7), floor 18 (Intellect+ Berries), floor 30 (Book of Prophecies 4), floor 47 (Intellect+ Berries), floor 50 (Trading Card EX8), floor 85 (Book of Prophecies 3), and floor 86 (Intellect+ Berries).

FLOOR NO.	FLOOR TYPE	(A)	(B)	(C)	(D)	(E)
6	1	--	Synthesis Materials	Empty	Empty	--
7	2	Empty	--	--	--	--
8	3	--	Empty	Empty	--	--
9	4	Empty	--	--	--	--
10	1	--	--	Synthesis Materials	Empty	--
11	5	Empty	Empty	--	--	--
12	6	Empty	Empty	--	--	--
13	1	Empty	Silver Chalice	Jewel of Refuge	Empty	--
14	2	--	Empty	--	Empty	--
15	3	--	Empty	Empty	Empty	--
16	2	Trading Card EX7	--	--	--	--
17	4	Synthesis Materials	Empty	--	Empty	--
18	7	Empty	--	Jewel of Alertness	Intellect+ Berries	--
19	3	Jewel of Avarice	--	Empty	--	Empty
20	5	--	Empty	Empty	--	--
21	6	Synthesis Materials	Synthesis Materials	--	Empty	Empty
22	8	Empty	--	Empty	--	Empty
23	2	Jewel of Avarice	--	--	Empty	--
24	1	--	--	--	Empty	--
25	4	Empty	--	--	Empty	Empty
26	3	--	--	Empty	--	Empty
27	5	Empty	Synthesis Materials	Jewel of Avarice	--	--
28	1	--	Synthesis Materials	Empty	Empty	--
29	7	Empty	--	--	--	--
30	4	--	Book of Prophecies 4	Empty	--	--
31	2	Empty	Synthesis Materials	Empty	--	--
32	5	--	--	Synthesis Materials	--	--
33	3	Empty	--	Synthesis Materials	--	--
34	7	--	--	Empty	Empty	--
35	5	Empty	--	--	--	--
36	6	--	Empty	--	Empty	Empty
37	4	Empty	--	--	Synthesis Materials	Empty
38	7	--	Empty	Synthesis Materials	--	--
39	8	Empty	Empty	Synthesis Materials	--	Empty
40	3	--	Empty	Empty	Empty	Empty
41	8	Empty	Empty	Empty	--	Empty
42	2	--	Jewel of Avarice	Empty	--	--
43	6	--	Empty	--	--	--
44	5	Empty	--	Empty	--	--
45	4	Empty	Jewel of Alertness	--	Synthesis Materials	--
46	1	--	Empty	Empty	Empty	--
47	7	Empty	Intellect+ Berries	--	Empty	--
48	6	Empty	--	Empty	--	--
49	2	Empty	Synthesis Materials	Jewel of Alertness	--	--
50	1	--	--	Trading Card EX8	Empty	--
51	3	--	Empty	Empty	Synthesis Materials	--
52	7	Empty	--	Synthesis Materials	Synthesis Materials	--
53	5	--	Empty	--	--	--
54	5	--	--	Empty	--	--
55	7	Empty	Empty	--	Empty	--
56	6	Empty	Empty	Empty	--	Empty
57	7	--	Empty	Empty	Empty	--
58	4	--	Empty	Empty	--	Empty
59	1	--	Synthesis Materials	--	Synthesis Materials	--
60	8	Empty	Empty	Empty	Empty	--
61	6	Empty	--	--	Synthesis Materials	--
62	3	Empty	--	Empty	--	Empty
63	2	Empty	--	Empty	Empty	--
64	4	--	Empty	Empty	--	--
65	1	--	Empty	Empty	Empty	--
66	8	--	Empty	Empty	--	Synthesis Materials
67	7	--	--	Empty	Empty	--
68	2	Empty	Empty	--	--	--
69	8	--	--	--	--	--
70	3	Empty	--	Synthesis Materials	--	Empty
71	2	--	Empty	Empty	Jewel of Avarice	--
72	3	Empty	Empty	--	--	Empty
73	5	Jewel of Avarice	Jewel of Refuge	Empty	--	--
74	3	--	Empty	Empty	--	Jewel of Avarice
75	1	Empty	Empty	Synthesis Materials	Empty	--
76	8	--	Empty	Empty	--	Empty
77	4	Empty	--	--	Empty	Empty
78	6	--	Empty	--	--	Jewel of Alertness
79	7	Empty	Empty	Empty	Synthesis Materials	--
80	8	Empty	Empty	--	Synthesis Materials	--
81	4	--	Empty	--	Empty	Synthesis Materials
82	6	Empty	--	--	Empty	--
83	3	Empty	Empty	--	Empty	--
84	1	--	Empty	Empty	--	--
85	2	Synthesis Materials	Jewel of Alertness	Synthesis Materials	Book of Prophecies 3	--
86	7	Jewel of Refuge	Empty	Intellect+ Berries	--	--
87	4	--	--	--	--	Empty
88	5	--	Empty	Empty	--	--
89	6	Empty	Synthesis Materials	Empty	--	Empty
90	1	--	--	Jewel of Refuge	Empty	--
91	5	Jewel of Alertness	--	Empty	--	--
92	7	Empty	--	Empty	Synthesis Materials	--
93	8	Empty	--	--	--	--
94	6	Empty	Empty	Empty	Empty	Empty
95	2	Empty	Empty	Empty	Synthesis Materials	--
96	3	--	--	Empty	Empty	Empty
97	2	Empty	--	--	--	--
98	8	--	--	Empty	--	--
99	4	Empty	--	--	Empty	Empty
100	3	Empty	--	Jewel of Alertness	--	Empty

* Please refer to maps on page 110 for exact item locations.

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BACK TO STYX

MAP COMPLETE: N/A

Reaching Floor 211 of Sphere is somewhat anticlimactic. You face little resistance and the trip out of 4D Space back to the Time Gate on the planet Styx goes very smoothly. However, things heat up quickly once you rematerialize on Styx. Prepare ahead of time for the three consecutive boss fights that follow your arrival! Beware! After these boss fights, the geography of Styx is changed forever!



FI Enemy List

MONSTER NAME	ID#	HP	MP
Convictor	106	45000	4000
Convictor	109	120000	10000
Enforcer	158	82000	35000
Incapacitator 4	223	17000	2600
Lv3 Robo Gunner	272	45000	4500
Phantom Striker	328	70000	5000
Proclaimer	345	65000	4000
Yuan-ti	461	45000	1500

BOSS FIGHT

PROCLAIMER, ENFORCER, AND CONVICTOR

ID* HP MP
109 12000 10000

CONVICTOR

ID* HP MP
158 82000 35000

ENFORCER

ID* HP MP
345 65000 4000

PROCLAIMER

What makes this battle difficult is that it is a series of three consecutive battles. First, you take on a Proclaimer followed by an Enforcer; two familiar monsters from previous battles. After defeating the Enforcer, you have a few minutes to relax before the Convictor falls out of the sky.

The most important thing to keep in mind during the first two battles is that you don't have a break in between to heal your party. You must keep up the healing during the fights so that you don't get caught at the start of the final battle with low HP and MP!

The Convictor is just another evolution of the Creator's minions. This one uses wind and thunder-based attacks like Aeroblast and Lightning Beam. You may remember Aeroblast from a battle with the sprite, Robin Wind. It is a very powerful attack that causes both HP and MP damage to its target(s). When you see that telltale tornado appear, move all of your fighters out of its way.

Finally, the Creator is immune to Fire and Ice damage (and, therefore, weapons with Fire and Ice attributes) and only takes half damage from Wind-based attacks. Prepare your party accordingly. There is nothing worse than having computer-controlled characters sitting out on the sidelines because their attacks won't inflict any damage.



These beasts lie in wait for you to arrive on Styx.



Fayt gets caught in the Convictor's Aeroblast.



The final blow hits the Enforcer, making the party in bad shape for the last battle!



Fayt and Nel get caught in one of the Convictor's tornado attacks.

THE DIPLO SAVES THE DAY

The southern half of the Styx map changes after the earthquakes caused by the Convictor's summoning. This time, the path to the Shuttle landing site is much narrower, making it difficult to escape from the enemies inhabiting the space.



Cheers erupt when Maria manages to raise the Diplo on her communicator.



Mirage finally joins your party!

Back at the Shuttle landing site, an old friend picks you up and flies back to Elicoor II and the Sacred Orb. Once on the Diplo, catch up with the crew and check on your party members. There's plenty of intrigue to be found, as Lieber attempts to work up the courage to confess his affection for Maria. After speaking with everyone, return to the bridge and check on the flight's progress with Mirage. When you arrive in orbit around Elicoor II, she finally joins the party.

BACK ON ELICOOR II

The transporter on the Diplo sets you down on Elicoor II in the Irisa Fields. Head over to Aquios and seek an audience with the Queen at Castle Aquaria. Once you get her permission, it's down the secret passage to the Sealed Cavern and the Shrine of Kaddan.



The Queen is quite concerned about the Vile Wind.



Get permission first before seeking the Sacred Orb.

The biggest change you'll notice on Elicoor II is the new monsters inhabiting certain areas (basically the ones you are likely to travel through during this part of the game). It seems that a Vile Wind is passing through the kingdoms of Airyglyph and Aquaria, causing stronger, more powerful monsters to congregate near populated areas. These new monsters bring with them new leveling up opportunities, so don't be afraid to spend some time beating them up. The end of the game is coming soon, and you'll need all the strength you can muster for the final battle! Plus, the extra Fol will come in handy too!

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RUDDLE & RUMINA

If you correctly completed the Ruddle and Rumina sub-quest, then you'll find them in a house in northwest Aquios. When you return to Elicoor II on the Diplo (as opposed to returning through the Eternal Sphere terminal in Gemity), you'll find that Ruddle has updated his wares just for you. These are the most powerful weapons and armor you can purchase in the game, so happy shopping!

REVISITING THE SHRINE OF KADDAN

Aside from the different enemies in the area, not much has changed here since your last visit. There are new bosses protecting the entrance to the Shrine and the entrance to the Middle Area of the Shrine. In addition, new Crystal Statues have replaced the old. There is no new treasure inside, but if you haven't taken the opportunity to get the Ring of Disintegration treasures, do so now. For this quest, simply fight to the Sacred Orb and take it back to Aquios with you!

RUMINA AND RUDDLE'S SUPREME SHOP

ITEM	PRICE
Mythril Sword	47500 Fol
Ice Falchion	61500 Fol
Gravity Laser	35500 Fol
Saint's Halberd	35500 Fol
Biter	48800 Fol
Crest Gauntlet	37500 Fol
Lunatic Shoes	36000 Fol
Adept's Staff	29500 Fol
Battle Armor	49500 Fol
Battle Chain Mail	38000 Fol
Wizard's Robe	19000 Fol
Clone Generator	350 Fol
Fresh Sage	310 Fol

BOSS FIGHT LESSER EYE



ID # 259
HP 230000
MP 56000

The Lesser Eye is a frightening looking, tentacled, floating eye. It specializes in "circle" attacks, where it draws a magical circle on the floor beneath it to ensnare and damage those caught inside. These circles are easy to dodge with your active character, but it is unlikely that the computer-controlled allies will take the same precautions. These attacks tend to affect your melee fighters, like Cliff, the most. Fortunately, the melee characters are blessed with higher defense and HP stats than others, so they can take damage from the Lesser Eye's circles as long as you prepare healing potions or spells for them afterwards.

Of course, the other danger spot with the Lesser Eye is the monster's cornucopia of eye beam attacks. These attacks can cause status anomalies, like freeze, paralyze or petrify. If a party member gets hit by one of these maladies, cure them quickly.



When the Lesser Eye unleashes Misery Circle, manually move the other party members out of the way!



Watch out for those eye beams!

BOSS FIGHT DARK ARMOR [X2]



ID # 124
HP 67000
MP 6000

The Dark Armor enemies in this second trip through the Shrine of Kaddan are similar to the Flying Knights that you encountered on the first trip. These are slow, ponderous beasts whose main attack is the powerful Hemmer Quake. However, if you surround them with melee fighters and pummel them from afar with spells—or Nel or Maria's long distance Battle Skills—then you will have much better luck defeating them before they can cause many quakes. This is merely one boss fight on your way to the Sacred Orb's chamber.



The Dark Armor's Quake Hammer has a wide range.

BOSS FIGHT CRYSTAL STATUE

ID #
118
HP
168000
MP
10000

This Crystal Statue (and the ones guarding the northern section of the shrine) is pretty much identical to the ones you faced during your first trip through the Shrine. The same strategies apply here, too: keep the boss's movement confined, if possible, by barricading it in one of the two niches with your melee fighters, while shooting at the boss from afar with a long-distance fighter.



This Crystal Statue has the same moves as the older version, but it is faster and stronger.

BOSS FIGHT DARK EYE

ID #
122
HP
330000
MP
56000

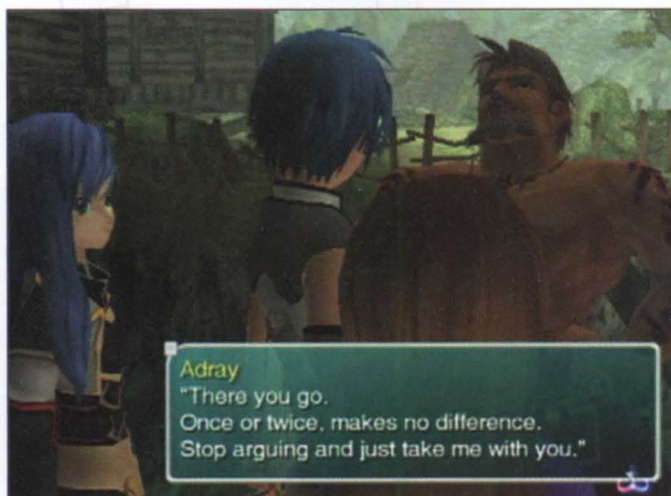
The Dark Eye is a fiercer version of the Lesser Eye that once protected the entrance to the Shrine. They share the same basic and special attacks, however, the Dark Eye is five experience levels stronger than the Lesser Eye. Use the same strategy here that you used against the Lesser Eye.



Neil is ambushed by the Dark Eye's beam attack.

NEXT STOP: THE ANCIENT RUINS OF MOSEL!

Once you have the Sacred Orb in hand and you've heard Blair in ME #88, it's time to head to the Mosel Dunes and pay another visit to the Ancient Ruins of Mosel. Again, not much has changed other than the types of monsters that now inhabit the area.



Adray
"There you go.
Once or twice, makes no difference.
Stop arguing and just take me with you."

As you leave Surferio on your way to the Mosel Dunes, the final party member rejoins your group. This event only occurs if you elected to recruit Adray during PA #34 after ME #37.

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BOSS FIGHT CHIMERA



ID # 100
HP 200000
MP 28000

When you enter the Mosel Dunes to find the gate to Luther's realm, you are confronted with a very large Chimera. The Chimera is a monster whose level of difficulty depends upon the composition of your team, their level, and the strength of their weapons. If you have an over-prepared team, this monster is a piece of cake.

But if you are trying to play without giving your team too much of an advantage, this battle will be more difficult.

The Chimera is a multiple beast concoction that can really pack a wallop if you enter the area unprepared. It is fond of fire and charge attacks and its tail is just as deadly as its mouth. Prepare to see the computer-controlled fighters take some damage just from walking into it!

The good news is that you only have to fight one Chimera and you have your entire battle team to complete the task. The bad news is that the Chimera is a normal enemy once you enter the Mosel Dunes area proper. If you find this battle difficult, then go back and level up your party and/or strengthen their weapons through Item Creation. At this point in the game, you can recruit all of the Inventors except one (Puffy) and use them to create important synthesis materials like the Boots of Prowess. If you refine this item twice, the factor associated with the accessory changes from "ATK/DEF +5% (1)" to "ATK/DEF +30%." This factor stacks, so you can synthesize as many as possible to your characters' weapons and really increase their ATK and DEF stats. In fact, the ultimate cheat weapon is now yours to create: a Laser Weapon with all eight factor slots filled with "ATK/DEF +30%!"

In this battle, watch out for the Chimera's tail attack as it can paralyze its target. The Chimera is very fast and likes to charge its opponents from across the battlefield. If you see this beast preparing to do just that, get your party members out of the way. Basically, long-distance attacks are the way to go against this enemy. Nel's Flying Guillotine works extremely well, as do combinations of Maria's long-distance gun attacks.



The ability of the Chimera to attack from both ends makes it hard for melee fighters to attack with impunity.



Watch out for the Chimera's charge-type attacks!

FINDING THE GATE ROOM

If you look at the map of the first floor of the Ancient Ruins of Mosel, you'll notice that there's one room you haven't entered. That's because, up until now, it has been inaccessible. The only visible way in is through a one-way door that opens—of course—the wrong way. To get to the room, you must take a secret passageway from the Round Table room. The Round Table room is where the King of Airyglyph and the Queen of Aquios held their embassy back in Chapter Three. Go there now, but be prepared for anything! After defeating the Stone Golem, go down the staircase to the right and enter the Gate Room.



How does one enter this room?

BOSS FIGHT STONE GOLEM



ID # 415
HP 300000
MP 20000

Before you can access the staircase to the Gate Room, you must defeat the Stone Golem guarding the way. The Stone Golem is a massive enemy, slow but with several powerful attacks. It is immune to any elemental-based attacks or weapons, so prepare accordingly.

The easiest way to defeat this monster is to use its slowness against it. Have two melee-type fighters pound away at it constantly, preventing it from moving and/or attacking. Have a third party member heal or attack from the sidelines.



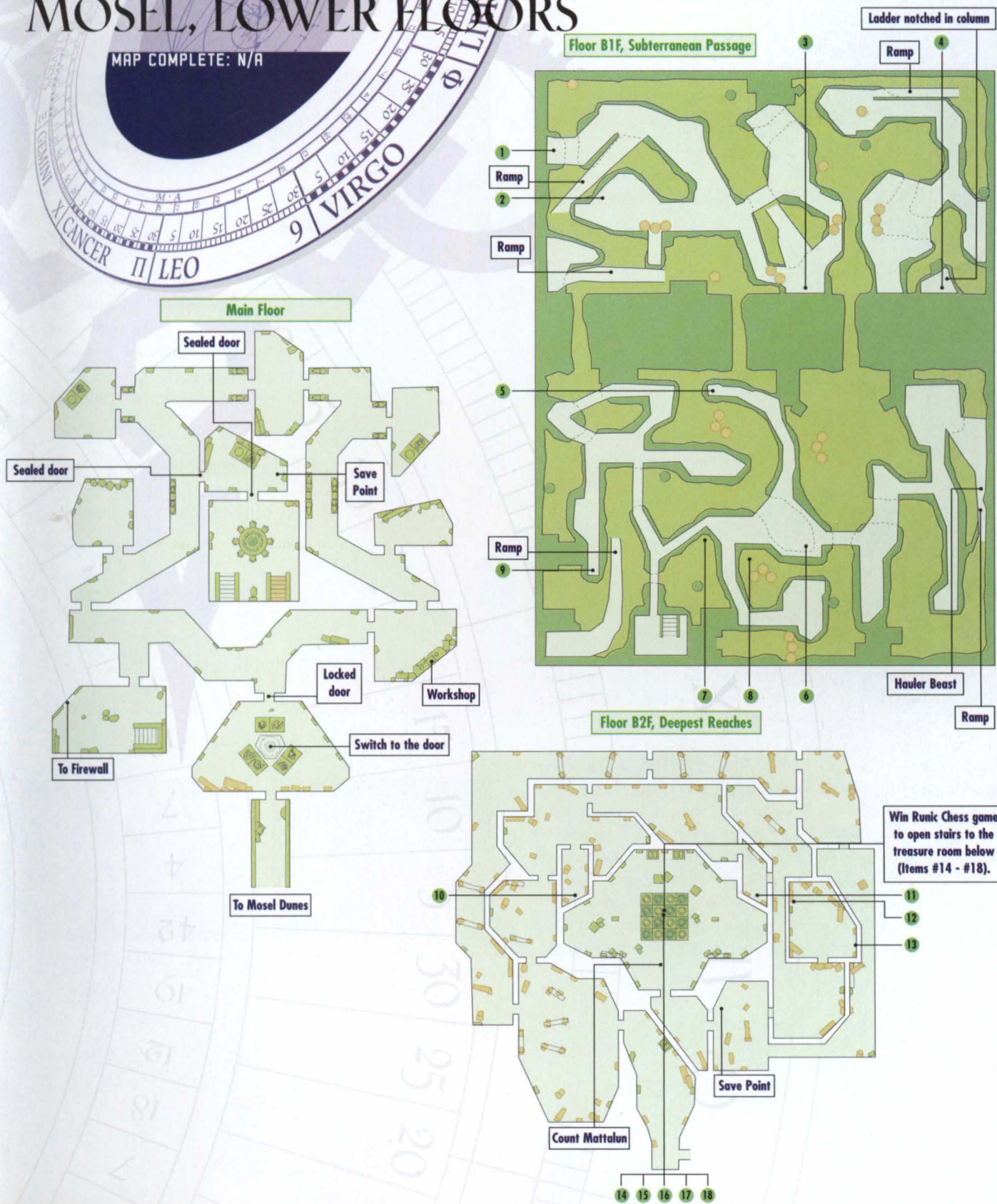
The Stone Golem is so sluggish that you can get several attacks in before it even begins to respond.

ANCIENT RUINS OF MOSEL, LOWER FLOORS

MAP COMPLETE: N/A

Item List

- 1 16000 FoI 2 Smithery Materials 3 Ripe Berries
- 4 Ring of Vigor 5 Blueberries 6 Synthesis Materials
- 7 Trading Card EXB 8 Perfect Berries 9 Blueberries
- 10 Smithery Materials 11 Synthesis Materials 12 Trading Card 4
- 13 Magical Berries 14 Blemished Textbook 15 Star Guard
- 16 Decrepit Tome 17 Synthesis Materials 18 Synthesis Materials



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MONSTER NAME	ID#	HP	MP
Amoeba Giant	22	220000	25000
Aquaregia	31	39000	3000
Aurora Monster	38	285000	212025
Current Rider	119	38000	3000
Dorado	0141	40000	3500
Rainbow Core	352	17860	812
Will-o'-the-Wisp	451	37000	3700

*Floor B1F, Subterranean Passage

FI

Enemy List

MONSTER NAME	ID#	HP	MP
Aquaregia	034	115400	50000
Greater Demon	204	180000	30000
Nova Blaze	317	68000	6000
Nova Blaze	320	135000	40000
Poisonous Lobster	333	155000	12000
Robin Wind	365	120000	30000
Yellow Wisp	454	58000	4000

*Floor B2F, Deepest Reaches

DRAINING FLOOR B1F, THE SUBTERRANEAN PASSAGE

Take the left stairs down to Floor B1F, the Subterranean Passage. To get to the next floor, you must first drain the water. To do so, follow the pathway to the northeast corner and look for an aquatic Hauler Beast at the water's edge.



The Hauler Beast is the only mode of transportation around the floor until you drain the water.



The Amoeba Giant lurks in the southwest corner of the room, on a platform next to the staircase to the first floor.

You can ride this Hauler beast freely around the floor. To get off it, simply dock the beast at one of the five ramps around the floor. To drain the water, travel to the southwest corner of the floor to the platform next to the staircase from the Round Table Room. Drive the hauler through the right tunnel to the upper section of the floor, then around the walkways to the left, back to middle tunnel and the lower section. From there, snake your way between the walkways until you reach the ramp at the southwest corner. To drain the water, you must defeat the Amoeba Giant.

BOSS FIGHT

AMOEBA GIANT



The Amoeba Giant is a beefed-up version of the Earth Smasher from the Kirisä Mines. Like its predecessor, it's not very fast so it is easy to surround and confine with constant attacks.



With Cliff fighting on the front line, Fayt casting spells from afar and Nel's Flying Guillotine, the Amoeba Giant doesn't have room to breathe.

After draining the water, it's easier to walk around the floor. Now it's time to return to the center of the south wall. The route back is virtually the reverse of the path you took earlier. After walking through the middle tunnel to the lower portion of the room, look for an area blocked off by three columns by the south wall. Use the Ring of Disintegration to destroy the columns and walk through. You should see a pile of faintly glowing crystals on the ground in front of a sealed door. Lure a Will-o'-the-Wisp over to the crystals to open the door to the next floor and trigger the appearance of the next boss! If your timing is good, you can use the Will-o'-the-Wisp that lurks nearby. If you get caught up in a battle with it, either escape from the battle or lure a Will-o'-the-Wisp from another area.



After draining the water out of the room, look for unusual features in the landscape, like this ladder cut into the pillar. Climb this to get to an isolated treasure chest.



Lure the Will-o'-the-Wisp over to the glowing crystals to trigger the next boss fight.

BOSS FIGHT

AURORA MONSTER



ID#

38

HP

285000

MP

212025

The Aurora Monster is quite tough. You've faced this type of monster before in the form of the Phantom Strikers on the Planet Styx and the Blood Monsters in the Sealed Cavern and the Palmira Plains, so they shouldn't hold any surprises. The Aurora Monster is king of the lightning attacks, so be careful when you get close to it, in case you get caught up in one of the monster's electrified tentacles. To make matters worse, most of its attacks cause MP damage, making MP death more likely than anything else. Keep an eye on your party's MP and heal when necessary. Consider using two mid-range distance fighters in your party to attack outside the range of the monster's attacks.



The Aurora Monster literally bristles with electricity!

THE SPIRIT TRIO, COUNT MATTALUN, AND THE TREASURE ROOM

The next floor marks the deepest reaches of the ruins. Take the outer or inner path to the antechamber before the final two rooms. This room is marked by a Save Point and can only be reached through a one-way door, of which there are three in this area. Save your game and heal your party before taking on the Spirit Trio in the next room.

BOSS FIGHT

SPIRIT TRIO

ID#

365

HP

120000

MP

30000

ROBIN WIND

ID#

034

HP

115400

MP

50000

AQUAREGIA

ID#

320

HP

13500

MP

40000

NOVA BLAZE

This battle is tough because you must battle three of the fastest enemies in the game: the breezy Robin Wind, the icy Aquaregia, and the fiery Nova Blaze. You know from experience how tough Robin Wind is alone, so just imagine the chaos with two other enemies as a distraction! Each enemy specializes in a different type of elemental magic.

Therefore, you might get assaulted by Ice Coffin, Flame Wave or Rising Stream—or a combination of them all—at any one time!

To end this battle quickly, try to herd the three enemies together as much as possible so that your attacks affect multiple targets at once. Since the enemies are prone to chasing down your characters to attack at close range, you may want to use all melee fighters in this battle. Nel's close-range Mirror Slice is really handy here, as long as it isn't interrupted by an enemy attack. Interruption is the biggest factor in this battle, as the enemies' speed enables them to unleash quick attacks while you're still preparing yours. Plus, expect to have two enemies attacking at once until you start dispatching them. Keep your cool and watch your characters' HP/MP totals and you should have no problem defeating the Spirit Trio.



Robin Wind's arrow shot knocks Nel out of her Mirror Slice attack.



Three enemies and three allies, all with different types of attacks, makes the battlefield a chaotic place to be.

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After the battle with the Spirit Trio, head into the final chamber and talk to Count Mattalun. He challenges you to a round of Runic Chess. If you played the Runic Chess mini-game in Gernity, then you should be in good shape for this. If you didn't and you need a refresher course on how the game is played, let the Count give you an explanation. Otherwise, there is a solution to the puzzle in the board solutions for the Runic Chess mini-game (use Level #5) in the "Mini-Games & Sub-Quests" chapter. After placing your pieces on the board, the game plays itself. If you win, the board disappears and you gain access to the treasure room below. Next, head back upstairs to the Gate Room and the Firewall.



To win the hidden treasure, you must defeat the Count at Runic Chess. Be careful where you put your pieces!



The chessboard disappears to reveal a staircase.

PREPARING FOR THE FINAL ASSAULT

The Firewall really does mark the start of the final assault on Luther, the Creator. Upon entering the Firewall, it is unlikely that you are going to want to return to Elicoor and restock on goods or do more Item Creation. For that reason, make your final preparations before entering the Ruins of Mosel for the last time. Some recommendations are as follows:

Have your battle party between Lv. 65-70 at the least. If you have to make a choice, level up the characters who you are most skilled at using.

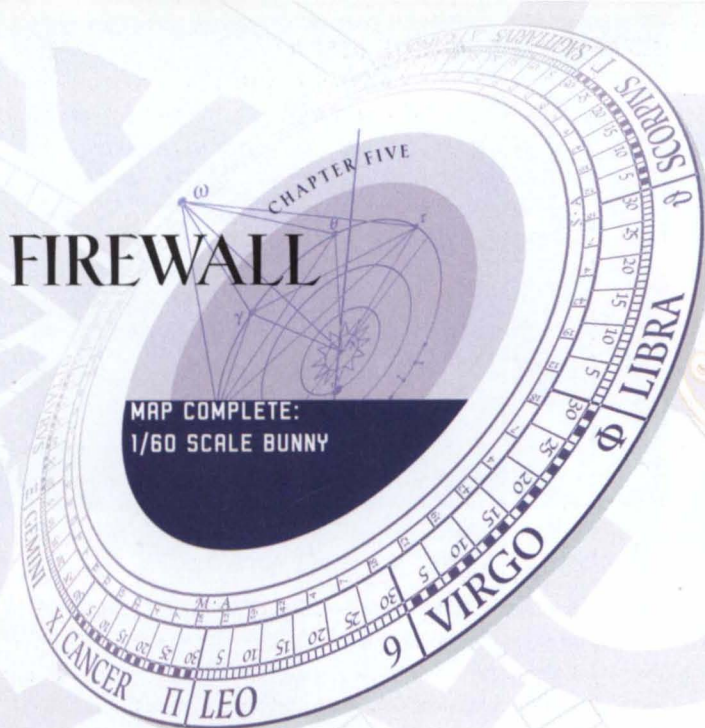
Spend some time in Item Creation creating the best weapons possible for the battle party. Those would include: Veinslay [Fayt]; Mythril Gauntlets [Cliff and Mirage]; Gravity Laser [Maria]; Rod of the Evil Eye [Sophia]; Ice Blades [Nel]; Paladin's Helm [Roger]; Claw of Judgment [Albel]; Lunatic Shoes [Peppita] and The Immortal [Adray]. Due to the elemental attributes on Nel's Ice Blades, you may want to consider using a Laser Weapon instead. Then increase the weapon's ATK stats with Orichalcum, or refined Boots of Prowess or a combination of both. The ATK stat should be between 3000-4000 points. Fully refined Boots of Prowess also make a nice Accessory for the battle team.

Stock up on MP recovery items and food. Use the food items to replenish MP between battles and save the potions for battle. HP healing items should take second place, since you have at least two characters in your party who know the Healing spell. Put them to use between battles and save the HP recovery items for more important times!

Make or buy as many Resurrection Elixirs and Resurrection Mists as possible. Refine them if you want, although it's not necessary. Resurrection Mist is especially handy in the final battle.



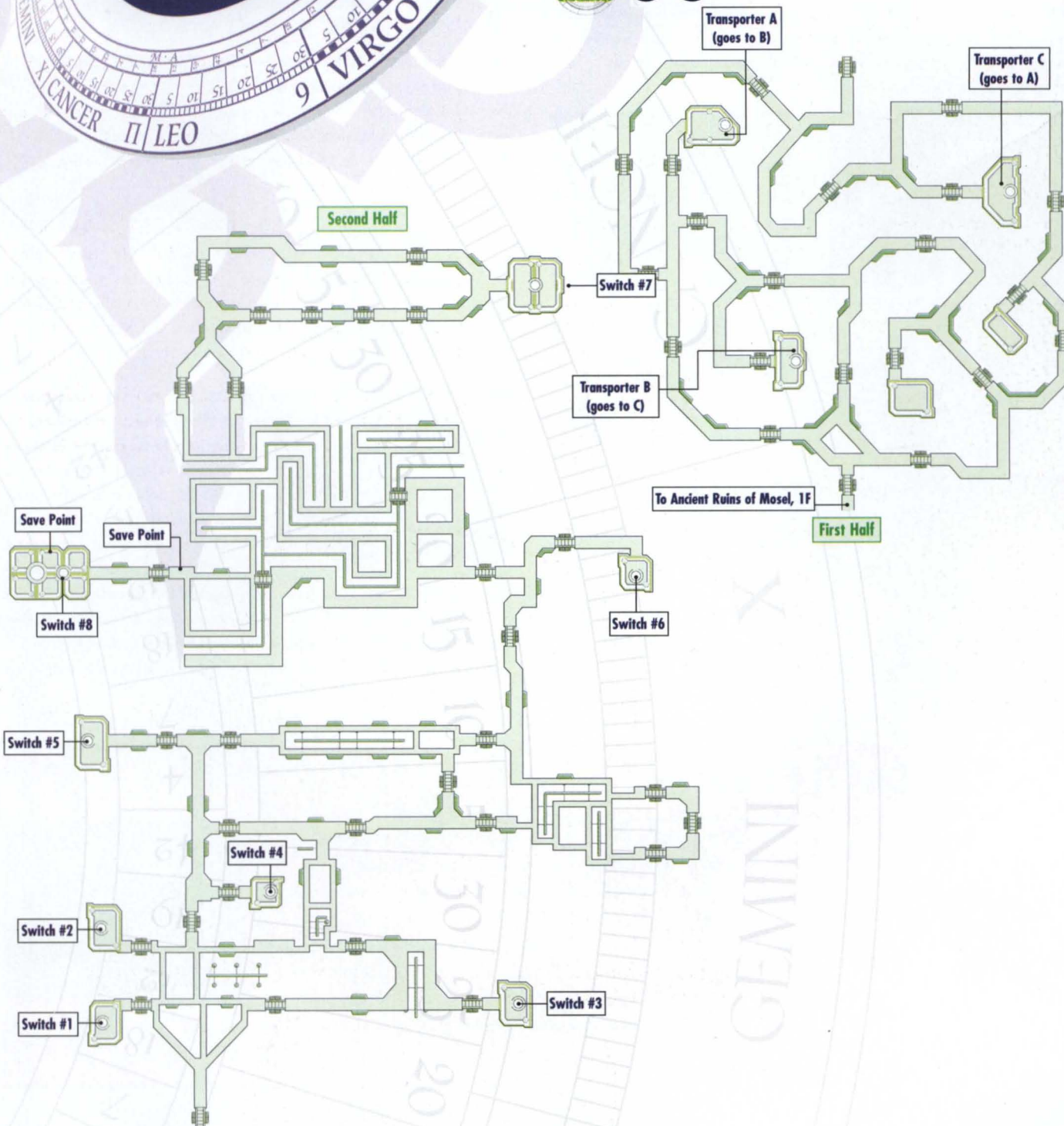
FIREWALL



The Firewall is a powerful security zone created to protect the Eternal Sphere and the personal data cache of Luther Lansfeld, creator of the Eternal Sphere and president of Sphere. The technology used in the creation of the firewall is highly proprietary and contains powerful defensive barriers guaranteed to keep hackers and viruses out.

FI Enemy List

MONSTER NAME	ID#	HP	MP
Attack Bot	37	58000	6000
Battlecopter	44	200000	30000
Elder Eye	154	268000	20000
Lu4 Robo Gunner	274	118000	30000
Masque	282	68000	6000
Stalker	411	58000	6000



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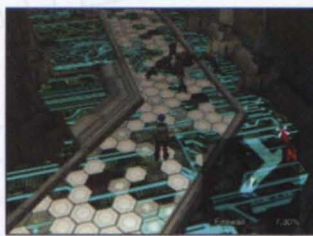
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BESTIARY

There's no treasure to find in the Firewall, so unless you are striving to get the Map Complete prize, it's not necessary to explore every nook and cranny. The first part of the Firewall is fairly straightforward: get to the entrance to the second part located at the northern tip. Ignore the transporters; they just send you elsewhere on the floor. The most trouble comes in the form of roaming enemies along narrow hallways.



The corridors in the Firewall are pretty narrow, making it difficult to avoid some enemies.

The second part of the Firewall is characterized by locked passageways and roaming polyhedrons that send you back to the start of the area you're in when touched. To get to the main transporter into Luther's realm, you must find a path through the twisting maze of hallways and avoid the polyhedrons. Door fields that resemble the generic green of the firewall's circuitry are passable; doors that are bright blue are not passable. Each door has a green and a blue side, so when you pass through a green door, you cannot exit the area because the opposite side will be blue. The only way to flip the colors is to find a switch.



You can pass through green door fields.



You cannot pass through blue door fields.



Watch out for the polyhedrons rolling around the Firewall. If one touches you, you're sent back to the spot where you entered the area.

The first switch is marked as Switch #6 on the map. From the entrance, take the top-right door and immediately head north. Take the door at the end of the passageway to the left and head north to the end of the hallway. Go through the right door and head down the passageway until you reach the door facing south. Go through that door, then go through the door at the east end of the passage. Proceed through the maze of narrow walkways, heading north, through the next green door and past the Elder Eye. The green door to the right leads you to Switch #6.



To activate the switch, step inside!



This is the door to the main transporter room. From here, it's off to Luther's hideout.

Activating the switch causes the door colors to flip-flop. So if a door was blue before (like the door out of this room), then it will be green and passable after using the switch. Leave the switch room and go as far west as possible until you reach a Save Point in front of a large blue door. To open this door, you need to activate Switch #7 at the northeast corner of the map. Save your game and take the maze of narrow walkways to the northwest door, being careful not to get hemmed in by the polyhedrons. Once through the door, head to the right down the upper hallway and turn the switch back to green. Return to the Save Point and go through the large door to the room behind.

BOSS FIGHT BATTLECOPTER



10*

44

HP

200000

MP

30000

Before you can enter Luther's realm, the Spiral Tower, he sends you a little present: a Battlecopter. This is a new, larger version of the flying mechas you've encountered previously. Expect gunfire/missile-type attacks similar to the Destroyer-type mechas and a special attack called Back Throw. If you can dodge the Battlecopter's attacks while keeping the attacks up, the Battlecopter will go down quickly. Have one or two characters attack from the side, while someone like Cliff—with his multi-hit battle skills—pummels the Battlecopter up close.



The Battlecopter can hover over the battlefield, dropping missiles while keeping out of reach of the party's attacks.

SPIRAL TOWER

MAP COMPLETE:
1/60 SCALE BUNNY

The Spiral Tower is a special space where Luther stores his personal data. Located deep inside the code of the Eternal Sphere, this area is guarded by many powerful defensive programs. Anyone entering this area, other than Luther, is considered a threat by the operating system.

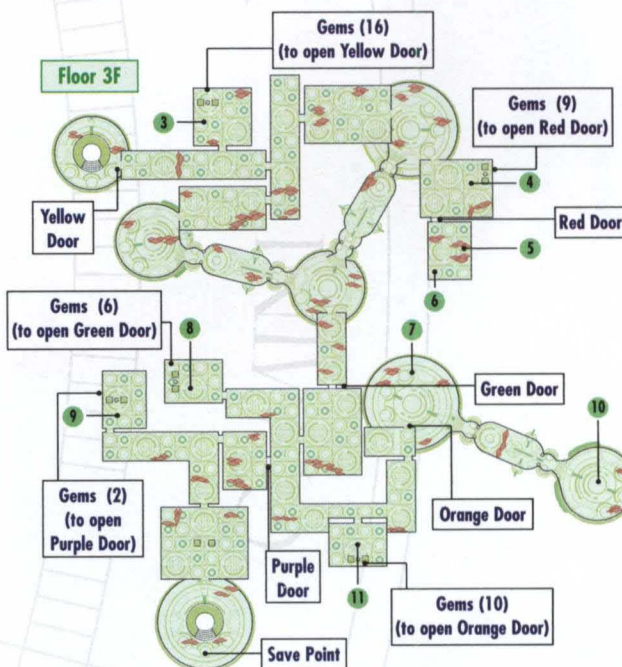
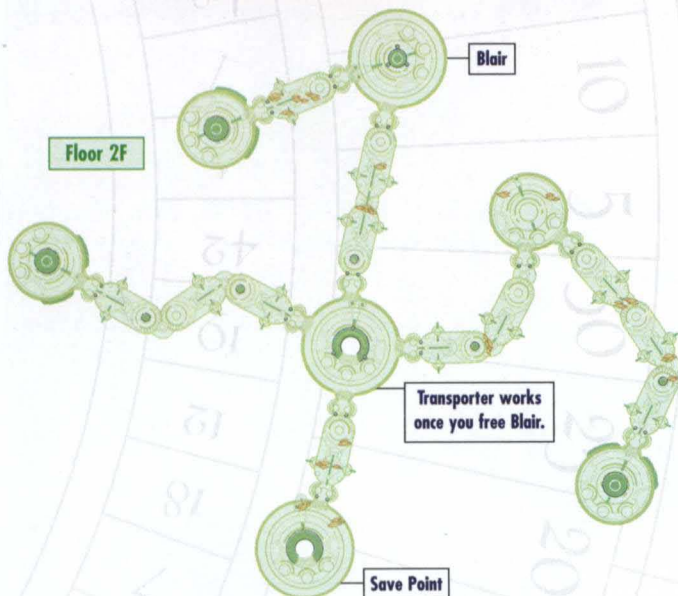


Item List

- 1 Blackberries 2 Trading Card 3 Bunny Shoes
- 4 Fenrir's Crystal 5 Perfect Berries 6 62700 Fol
- 7 Blackberries 8 Fenrir's Crystal 9 Efrete Crystal
- 10 Worn-Out Textbook 11 Efrete Crystal 12 Magical Berries
- 13 Compounding Materials 14 Synthesis Materials
- 15 Blackberries 16 Compounding Materials 17 Ripe Berries
- 18 Synthesis Materials 19 Fire Absorption

FI Enemy List

MONSTER NAME	ID#	HP	MP
Biochimera	51	240000	30000
Blood Monster	60	70000	5000
Chimera Hawk	102	85000	28000
Death Monster	127	120000	30000
Elder Eye	154	268000	20000
Luther	269	200000	60000
Luther	270	400000	120000
Masque	282	68000	6000
Pseudo Blair	349	100000	13992
Ram Guardian	353	70000	6000
Ruktagios	375	280000	30000
Shadow Savant	386	65000	30000



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Floor 4F



Floor 5F



Floor 7F



Floor 8F



Floor 9F



Floor 6F

Transporter works once you turn on the three switches.

Switch

Switch

14

16

17

18

Save Point

Switch

Floor 10F

Save Point

Bunny
(appears after you defeat Luther)

BOSS FIGHT PSEUDO BLAIR



ID#

349

HP

100000

MP

13992

When Blair is pulled away at the start of the first floor, you somehow know that you'll see her again shortly. Of course, the surprise is when her "evil twin" appears so soon on the second floor.

Pseudo Blair is one of the easiest bosses in the Spiral Tower. Looking at her stats you wouldn't believe it, but she's not that difficult to defeat.

Pseudo Blair's default attack is an energy lash that does HP damage. Her other preferred move is the special attack, Death Howl, which sends rings of shockwaves across the battlefield. However, before you see much of her wrath, your other teammates can decimate her.



The Creator unveils his evil version of Blair.



Blair unleashes her Eddy of Light attack against the crew.

To rescue the real Blair from her prison, you need to reactivate the three crystals at the end of the north, east, and west corridors. Each crystal is guarded by a different group of monsters. Defeat the monsters to activate the crystals.



Look for three crystal statues like this one at the end of each of the three color-coded corridors.

At the end of the green corridor, you must fight the Ruktogias. The Ruktogias is a powerful monster that is a master of pugilistic fighting. Stay out of the way of its Chain Smash attack and out of range of its fists!



Watch out for the Ruktogias' Chain Smash!

Down the blue corridor, you'll encounter three Chimera Hawks. These three are less dangerous than the Ruktogias, but just as challenging. Try large area attacks against them or try to attack one-on-one.



The three Chimera Hawks gather for an attack.

The final corridor, the red one, is home to two Death Monsters. Watch out for their poisoned breath and fearsome charges.



Nel tames a Death Monster with her Mirror Slice attack.

Once you purify the three crystal statues, head back to Blair's cage and pick her up. With her help you can get the transporter working again and head to the next floor.

MONSTER NAME	ID#	HP	MP
Chimera Hawk	102	85000	28000
Death Monster	127	120000	30000
Ruktogias	375	280000	30000

THE GEM PUZZLES

The third floor is home to the gem puzzles. Solving them requires a basic knowledge of color mixing and some logic skills. When you enter the first room, you'll find two crystals, one on a red pedestal and the other on a blue one. Examine them closely and you'll find that they each change color in a specific pattern.

COLOR CHANGE ORDER

Red Pedestal

Black→White→Yellow→Blue→Red

Blue Pedestal

Red→Blue→Yellow→White→Black

There are five colored doors with corresponding sets of crystals located throughout the buildings on this floor. At the time you examine a colored door, a quick cutscene displays the location of the corresponding set of crystals and a number. The number refers to the number of times you can turn the two gems so that their colors combine to create the color of the door. Sounds simple, right?

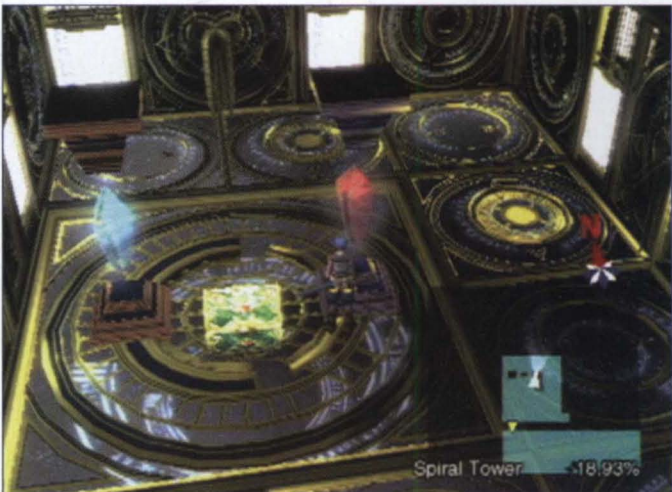
The first door, the purple one, must be solved in two turns. The starting colors of the two gems are yellow (on the red pedestal) and black (on the blue pedestal). Checking the change order of the two gems, you'll find that if you turn each one once—using the Ring of Disintegration—the crystals turn blue and red respectively, a color combination that creates purple, the same as the corresponding door. Creating the target color within the number of turns allotted opens the purple door; creating the target color using the exact number of turns opens the door and gets you a treasure chest in return.



Approach the colored door to reveal the location of the gem puzzle and the number of turns you have in which to solve it.



Find the gem puzzle and use the starting color of the crystals and the number of turns allowed to determine the solution. Alternatively, you can use the information provided in this guide!



If you solve the puzzle within the turn limit, the door opens. If you solve the puzzle using exactly the number of turns allowed, you also get a treasure chest.

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The goal is two-fold: to open the doors *and* get the treasures. However, you cannot redo a puzzle after you complete a puzzle, so you must complete the puzzle correctly using the exact number of turns the first time. If you think that you're in danger of failing, leave the room to reset the puzzle. The higher the number of turns you get to solve the puzzle, the more difficult solving it will be.

GEM PUZZLE SOLUTIONS

DOOR COLOR	TURN #	COLOR COMBINATION	SOLUTION
Purple	2	Red + Blue	Red Pedestal: 1 Turn; Blue Pedestal: 1 Turn
Green	6	Yellow + Blue	Red Pedestal: 3 Turns; Blue Pedestal: 3 Turns
Orange	10	Red + Yellow	Red Pedestal: 9 Turns; Blue Pedestal: 1 Turn
Red	9	Red + Red	Blue Pedestal: 8 Turns; Red Pedestal: 1 Turn
Yellow	16	Yellow + Yellow	Blue Pedestal: 14 Turns; Red Pedestal: 2 Turns

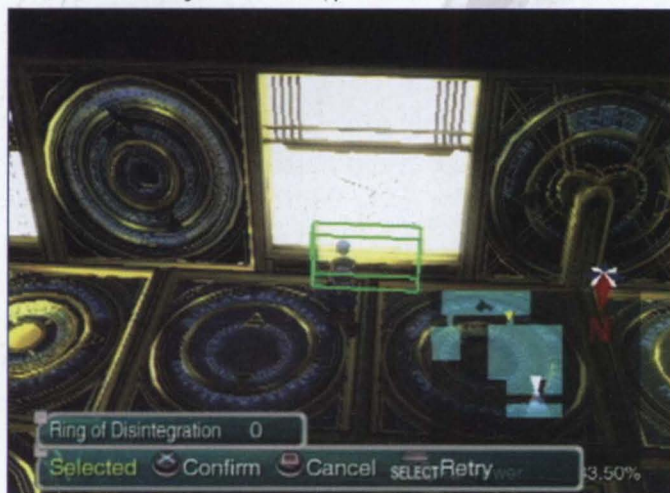
WHERE ARE THE SWITCHES?

The next puzzle is on the 6th floor. To activate the elevator to the next floor, you must turn on three switches. Unfortunately, the switches are hidden from view. To find them, examine the walls in the three buildings to the north, east, and west of the deactivated transporter. You may find that it helps if you have the Ring of Disintegration on while looking.



The elevator on the 6th floor is turned off. Find the three switches to reactivate it.

One of the walls in each of the three top buildings has cracks in it. When you use the Ring of Disintegration on the crack, a passageway appears in the wall. The switch is on the other side; stand on it to activate it. After turning on all three switches, you can use the elevator to continue to the 7th floor.



The cracked walls are difficult to locate with the bright light obscuring the details. Use the Ring of Disintegration to locate them.



After you find a cracked wall, open up a passageway with the Ring of Disintegration.



Stand on the switch to activate it.

BOSS FIGHT

LUTHER, THE CREATOR

10*
269 HP 200000 MP 60000
LUTHER

270 HP 400000 MP 120000
LUTHER

First, this is a two-part battle with no rest in between to heal your party members. Keep this in mind while fighting the first part of the battle.

The first part is fairly easy, since he doesn't have many special attack skills other than Laser Beams. Fortunately, the Laser Beams attack is predicated by the standard drawing of a magic circle on the ground. When you see one appear, get out of the way! However, Luther is more likely to use his basic attacks with his spear. Some of them have decent range, but are accompanied by a very noticeable plume of electricity, so they're easy to dodge. For this battle, consider using a triumvirate of Cliff, Fayt, and Nel. Cliff can work on the front line pummeling Luther and otherwise keeping him busy, while Fayt can work the front line fighting, or take a mid-line post casting spells. You may consider keeping Nel on the run between the actual battle and the perimeter of the battlefield, alternately sniping at Luther with her Flying Guillotine attack and healing the group as needed. With only 60,000 MP, it's possible to take down Luther with MP damage attacks, so utilize whatever is in your arsenal.

The second time around, Luther is much more difficult to defeat. He has more HP and has five powerful and dangerous special attacks. Perhaps the most powerful of these moves is Insanity Prelude. When this attack name flashes on-screen, take control of each character, put them on manual, and move them to the perimeter of the battlefield (look for the narrow edges that surround about 50% of the circle), outside of the stalagmites that spring up before the damage really starts. If you can get your party to the perimeter of the battlefield, they won't take any damage. If you don't, there's a very high probability that party members caught inside the circle will not survive the attack. This is where bottles of Resurrection Mist come in handy! For this battle, you may want to have one character do nothing but heal your other teammates' HP, MP, and cure status ailments. If you are willing to give over one of your characters' Accessories slot to an Amulet of Freedom, then do so. Paralysis is the side effect of two of Luther's attacks and since you can prevent it, it is a good idea to do so.



Watch out for the telltale magic circle that signals Luther's Laser Beams attack!



Insanity Prelude starts by covering the battlefield in a dense crimson fog. At this point, you must act fast to get the entire party to the edge of the battlefield where it is safe.



As long as you are outside the claws when the light show begins, the party shouldn't take any damage.

THE END?

The game ends after Luther's defeat. Well, at least the story part of the game. After the ending and the credits roll, your game is automatically saved with a "Clear" tag. This save enables you to return to Elicoor (or other locations accessible through the Eternal Sphere terminal in Gemity) and take on the three remaining Bonus Dungeons.



After loading the "Clear" save, head down the stairs and look for the Bunny. He provides the following options: returning to Elicoor on your own, or transporting you free of charge to the Ruins of Mosel or Surferio.

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THE BONUS DUNGEONS

After you defeat Luther and watch the ending cinemas, your game is automatically saved with the "Clear" flag. This save status allows access to three special "bonus" dungeons. The main storyline may be over, but there is still a lot of fun to be had.

After loading the "Clear" save, you are returned to the Save Point in the Spiral Tower on the staircase leading into Luther's chamber. Go back down the staircase and look for a large rabbit at the foot of the stairs. He has the power to transport you to the entrance of the Fire Wall, the entrance to the Ancient Ruins of Mosel or Surferio, if you don't want to walk all the way back. He also provides directions to the first two "bonus" dungeons: the Maze of Tribulations and the Urssa Cave Temple. Where you go first is up to you!

During this part of the game, you'll notice that little has changed in the major areas of the game. The only real difference is that you now have access to Gemity and the 4th Dimension via the Eternal Sphere port in the Aire/Kirisa Hills area on Elicoar II. From Gemity, you have access to the other Eternal Sphere destinations (Vanguard III, Moonbase, and Styx), or you can revisit Arkives and Sphere 211 (which now features an exit transporter in the lobby). If you missed any treasure chests anywhere in the game's worlds, now is the time to collect them. Also, take the time to recruit any Inventors that you may have missed during the course of the main game. Lastly, take part in the mini-games in Gemity!

PREPARATION FOR THE BONUS DUNGEONS

After defeating Luther, two of the three bonus dungeons are open to exploration. Try starting with the Maze of Tribulations first. Since your party withstood the battle with Luther, they can deal with the challenges of the Maze of Tribulations. In general, use a party that is between Lv. 70-80 with decent ATK and DEF stats (ATK between 3500-4500 and DEF above 500). You can even use the weapons you used against Luther until you find new ones in the Maze.

The key to survival in the Bonus Dungeons is to keep upgrading your materials. When you get new armor, check to see if it has any good factors that can be duplicated through Specify Plan and do it! At this stage of the game, shy away from the "ATK +500" factor from Orichalcum and use the "+30% ATK/DEF" factor from fully refined Boots of Prowess instead. This has the added effect of raising that all-important DEF stat, too. Basically, don't be afraid to leave the dungeons behind for the quiet of the workshop. At this point in the game, leveling up and Item Creation must go hand in hand if you want to survive.

COMPARING THE BONUS DUNGEONS

There are a few differences to note between the Bonus Dungeons in *Star Ocean: Till the End of Time*, *Star Ocean: The Second Story*, and *Valkyrie Profile*.

If you're a Tri-Ace fanatic, you probably already knew to expect a "Cave of Trials" or other Bonus Dungeon once you finished the game. So how do the Bonus Dungeons in *SO: TTEOT* stand up against those in previous Tri-Ace games?

Actually, they're quite different from the past games. The Cave of Trials in *Star Ocean: The Second Story* was HARD personified. Although it was only 13 levels long, each level was filled with difficult puzzles and harsh enemies. To make matters worse, there were no Save Points and the construction of the dungeon itself really discouraged you from leaving once you got more than a few levels down. The bonus dungeon in *Valkyrie Profile* wasn't much better.

In *SO: TTEOT*, the bonus dungeons are much more user-friendly. Each dungeon, with the exception of the Maze of Tribulations, has a Save Point at the beginning and a source of healing nearby. Since the Maze of Tribulations is located in the city of Kirisa (remember that boarded-up mine?), you can heal and save at the Inn. In addition, the dungeons feature elevators (or a long central corridor in the case of the Urssa Cave Temple) that enable you to leave the dungeon and return to where you left off with little backtracking. This makes sense once you realize how much Item Creation is involved in getting through the dungeons and especially the final bosses. [Successful Item Creation equals time, Föl, and the ability to save and restart in case things go wrong!] The tradeoff is that instead of one marathon-style dungeon, you get three different dungeons! And you also get an after-game experience that really becomes just as important and fun—if not more so—as the main part of the game itself.



AQUATIC GARDENS OF SURFERIO

MAP COMPLETE:
1/1 SCALE BUNNY

This dungeon is only included in this chapter because it's a completely optional dungeon that doesn't really fit into the main storyline. Look for the entrance in the Surferio Annex section of the Irisa Fields. It is marked by a very visible Save Point at the top of the staircase that descends into the garden.

The best time to explore this dungeon is either right before or right after you are sent to the Shrine of Kaddan for the first time. If you attempt this dungeon before that quest, you'll find it to be a difficult task but not impossible. If you take on the dungeon after clearing the Shrine of Kaddan, it will likely be easier depending upon how much you leveled up during that quest.

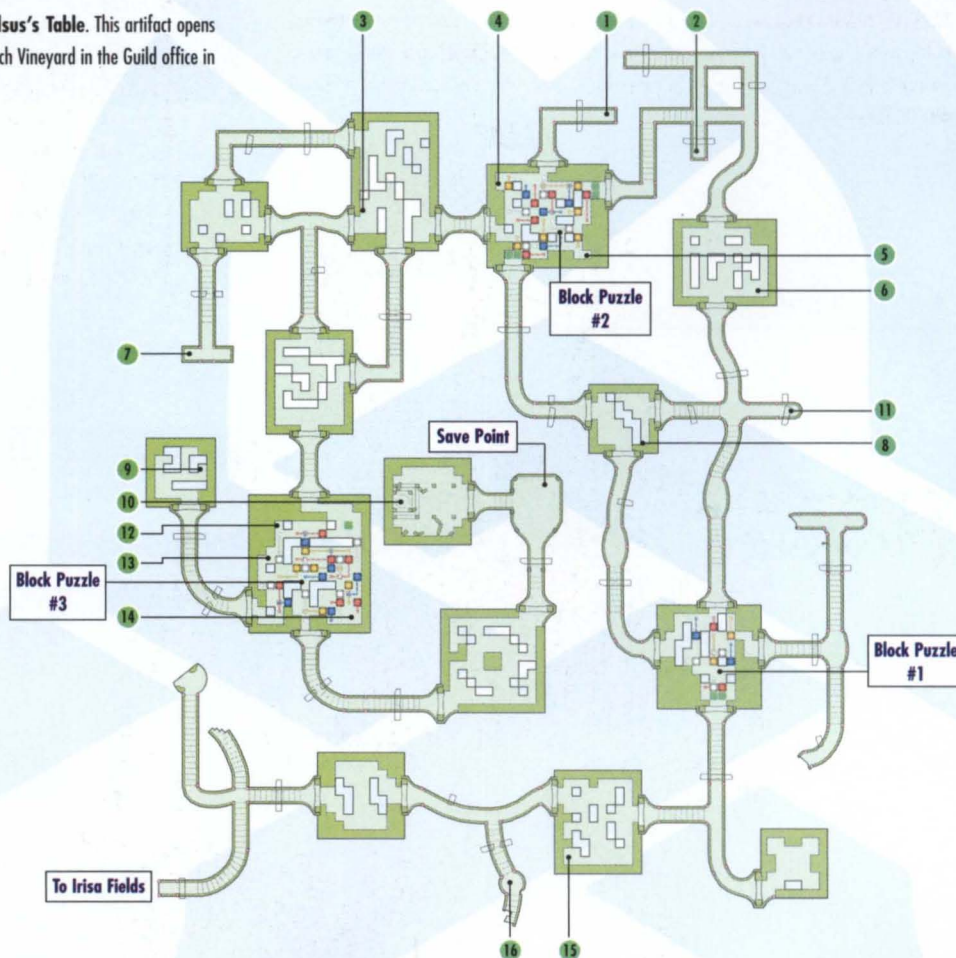
Of course, the main treasure in the Aquatic Gardens is **Paracelsus's Table**. This artifact opens up the Versus Mode mini-game when you show the table to Welch Vineyard in the Guild office in Peterny.

Item List

- 1 Holy Sword 2 Blackberries 3 Fresh Sage
- 4 Smithery Materials 5 Synthesis Materials 6 Blackberries
- 7 Earth Charm 8 B200 Fal 9 15000 Fal 10 Paracelsus' Table
- 11 Symbol of Courage 12 Wind Absorption 13 Blueberries
- 14 Anointed Chain Mail 15 Eldrich Fire Stone
- 16 Crafting Materials

FL Enemy List

MONSTER NAME	ID#	HP	MP
Axe Beak	039	10000	600
Bestial	050	11000	3200
Chameleon	098	4000	168
Intellectual	227	7600	4840
Lady Beast	252	8600	400
Puppet Golem	350	3608	164
Sculpture Guard	380	11000	3200
Sculpture Lord	381	40000	30000



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The only obstacles in the Aquatic Garden come in the form of three sliding block puzzle rooms. They are easily recognizable by the colored tracks in the level and the green buttons by the entrance. To turn on the puzzle, step on one of the buttons.



When you enter the first two rooms, you have no other choice but to turn on the puzzle. The switch for the third one is set further in the room. This enables you to attempt to walk through possible solutions before turning on the puzzle.



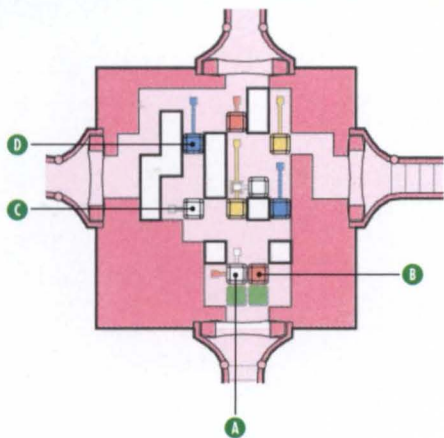
To push a block, stand in front of it [in the direction you want to push it] and press the X button. Since the blocks travel on tracks, the direction in which you can push the block is limited. If the block is hemmed in on that side, you can't move it until you clear away any obstacles.

There's no real way to "cheat" through the puzzles. If you enter the room without turning on the puzzle, you'll find any treasure chests in the room covered with a clear block and the "true" exit blocked by a gate. There's no way to get the goods, then leave other than by sliding the blocks! Of course, if you get stuck, you can always press the Select button to reset the puzzle.



It is disappointing to realize that you can't get anywhere without solving the puzzle! When the puzzle is off, treasure chests are covered and the main exit is gated!

PUZZLE ROOM ONE

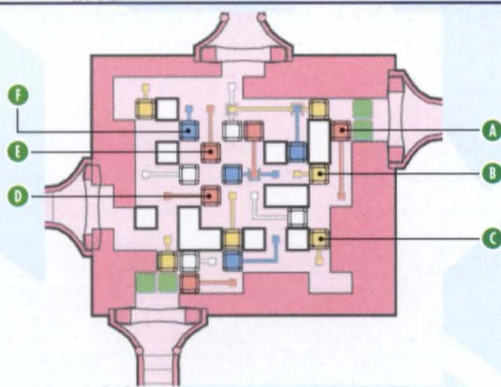


This puzzle is straightforward and easy to solve. Simply push the blocks out of your way. Follow the steps listed here:

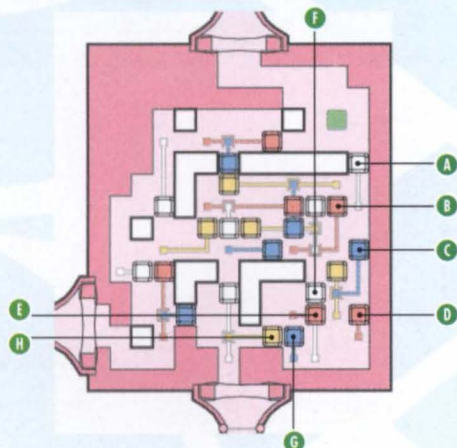
SOLUTION, PUZZLE ROOM ONE

STEP	BLOCK #	BLOCK COLOR
1	A	White
2	B	Red
3	C	White
4	D	Blue

PUZZLE ROOM TWO



PUZZLE ROOM THREE



The second puzzle is a bit more complex and requires that you move pieces around and even move one back. This is the first room with treasure chests in it, so you might want to consider doing some sliding on the side to get to them.

SOLUTION, PUZZLE ROOM TWO

STEP	BLOCK #	BLOCK COLOR
1	A	Red
2	B	Yellow
3	C	White
4	D	Red
5	E	Red
6	F	Green
7	D	Red

This puzzle is a tough one! It takes 12 steps to solve and you can find yourself in a big mess if you miss a step or push the wrong block. Getting to the main exit is tough, but it pales in comparison to accessing the treasure chest in the northwest corner!

SOLUTION, FOR PUZZLE ROOM THREE

STEP	BLOCK #	BLOCK COLOR
1	A	White
2	B	Red
3	C	Blue
4	D	Red
5	E	Red
6	F	White
7	E	Red
8	G	Blue
9	H	Yellow
10	I	Yellow
11	J	White
12	K	Yellow

BOSS FIGHT

ID* 380 HP 11000 MP 3200

SCULPTURE GUARD (X2)

ID* 381 HP 40000 MP 30000

SCULPTURE LORD

THE SCULPTURE LORD

This fight will be tough if your party is around Lv. 20-21. One of the benefits of exploring this dungeon after completing the Shrine of Kadden is that your party can level up over the trip.

The Guards and the Sculpture Lord have normal tolerance for Ice and Fire attacks, making it okay to use Fire Bolts, Ice Daggers, Fiery Tackles, etc. The Sculpture Lord is partially resistant to Wind attacks, and both enemies can convert the damage from Earth attacks into HP for themselves, so turn off Earth Glaive and/or Lightning Blast or any other similar attacks on computer-controlled characters before heading into battle.

First, take out the two Sculpture Guards. These boulders are quick and agile and their attacks really hurt. Concentrate on defeating them while staying out of the way of their master.

When the Guards are history, it's time to gang up on the big guy. This two-sided sculpture attacks from both sides, making it difficult to get close. Watch closely for the Lord's big spinning attack, though, when you do get close. The multiple hits this attack can inflict will severely damage any character caught in the line of fire. Have at least one character attack from the sidelines so he or she can pull double duty as a healer. After the fight, grab the *Paracelsus's Table* from the chest and go to the Guild Headquarters in Peterny to activate this artifact!



Ice attacks seem to work well against the Sculpture Guards. They have the added bonus of potentially freezing the Guards, thus enabling you to instantly defeat them.



This fiery attack causes a lot of damage to those caught in the line of fire.



Take Paracelsus's Table to Welch. She can tell you what it is used for.

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MAZE OF TRIBULATIONS

MAP COMPLETE:
1/1 SCALE BUNNY

There is a small teleporter inside a once blockaded mine within the city of Kirlsa, behind a cave-in. Step inside to go to one of the three bonus dungeons. Inside the Maze of Tribulations you'll find difficult challenges and dangerous monsters, all very appropriate for a seasoned adventurer.

Item w/ Ring

- 1 Helm of the Dark Eye 2 Shadow Phase Gun
- 3 Compounding Elixirs 4 Synthesis Materials
- 5 Perfect Berries 6 Elemental Ticklers 7 Dark Foerie Claw
- 8 Empty 9 Empty 10 Complicated Scroll
- 11 Experimental Remedy 12 Aquaberries 13 Trading Card EX13
- 14 Raven Gauntlets 15 Synthesis Materials 16 Perfect Berries
- 17 Smithery Materials 18 Magical Berries 19 Ripe Berries
- 20 Magical Berries 21 Ripe Berries 22 122000 Fol 23 Blueberries
- 24 Blueberries 25 Trading Card EX15 26 Perfect Berries
- 27 Divine Avenger 28 Synthesis Materials 29 162000 Fol

Item List

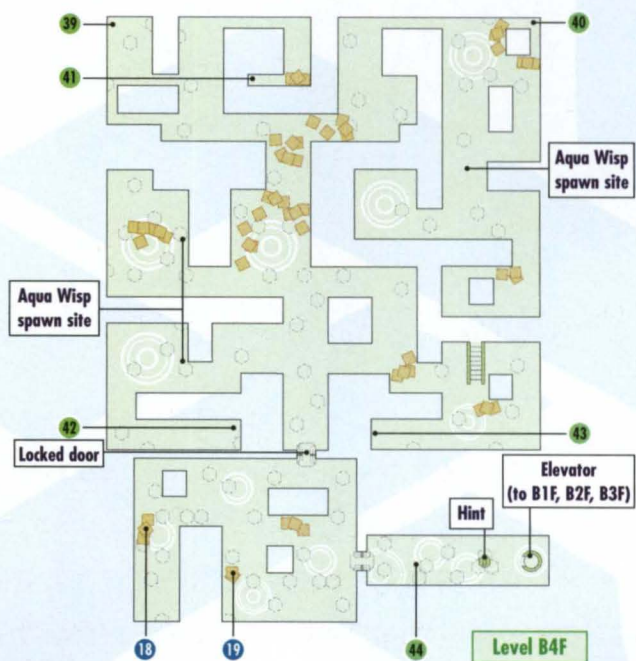
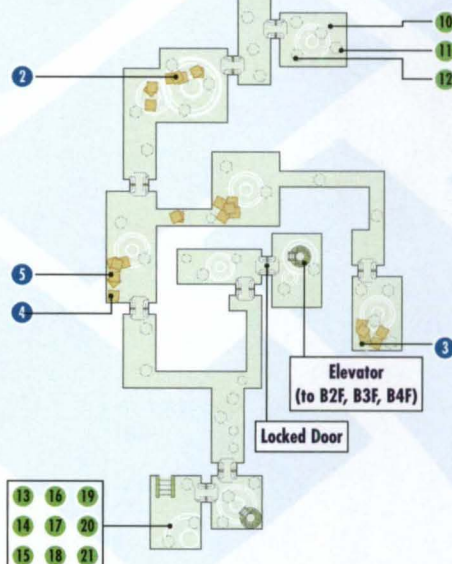
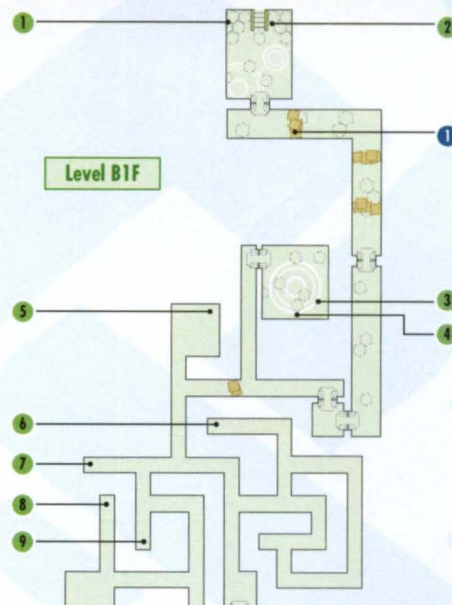
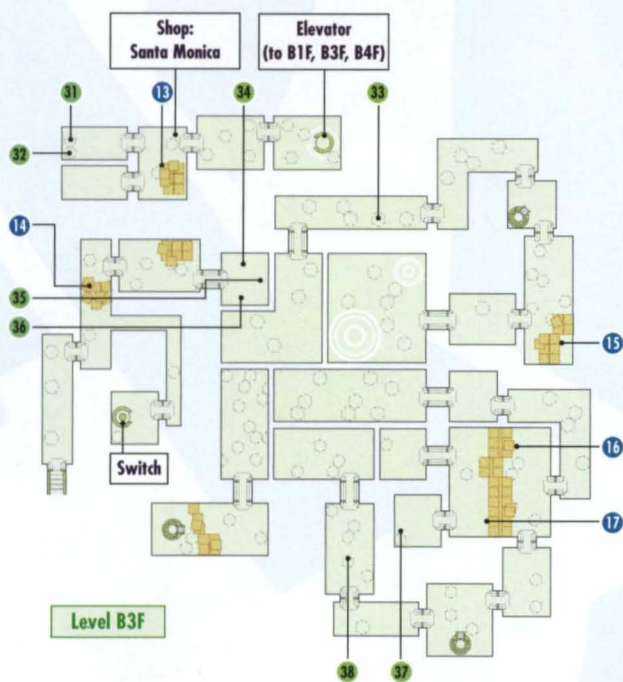
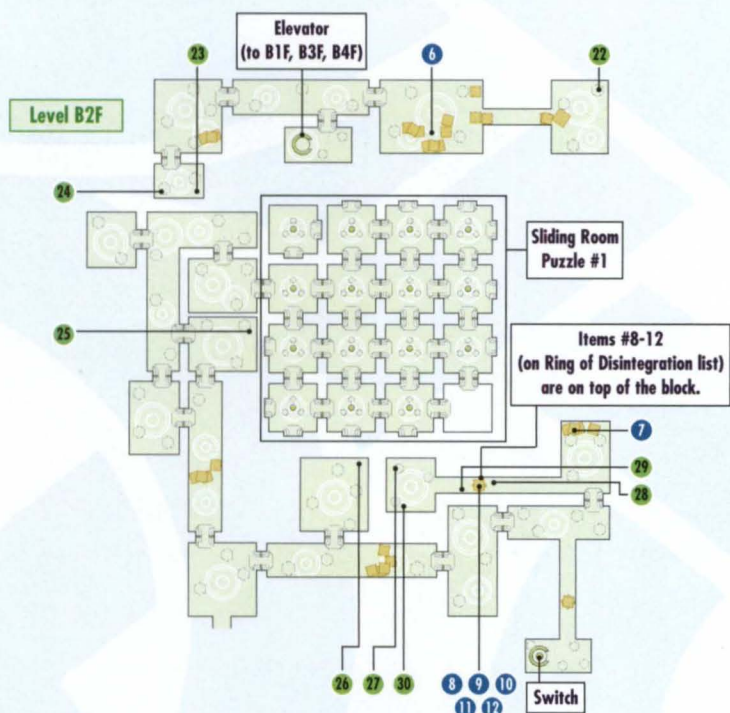
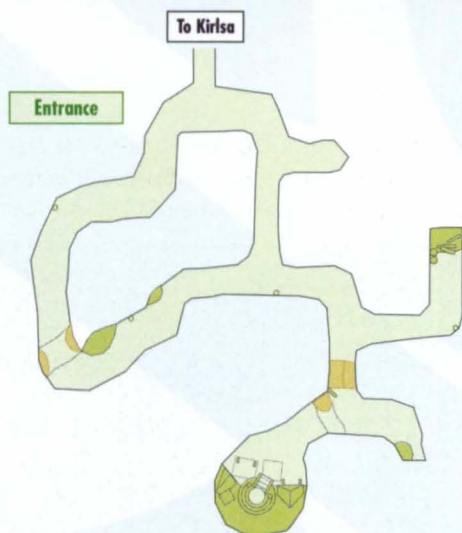
- 1 Pumpkin Wraith Rod 2 Synthesis Materials 3 Ripe Berries
- 4 Smithery Materials 5 60000 Fol 6 Synthesis Materials
- 7 Blackberries 8 Aquaberries 9 Compounding Elixirs
- 10 Alchemy Materials 11 Blackberries 12 Cooking Ingredients
- 13 Cooking Ingredients 14 Blueberries 15 Abstruse Scroll
- 16 Blackberries 17 Blackberries 18 Aquaberries
- 19 Reflecting Plate 20 Synthesis Materials 21 40000 Fol
- 22 74000 Fol 23 Compounding Elixirs 24 Cooking Ingredients
- 25 Magical Berries 26 Cooking Ingredients 27 Perfect Berries
- 28 Empty 29 Blackberries 30 Robe of Deception 31 58000 Fol
- 32 Aquaberries 33 Blueberries 34 Mystic Chain
- 35 Reflecting Plate 36 Compounding Materials
- 37 Cooking Ingredients 38 Enigmatic Scroll 39 61000 Fol
- 40 Magical Berries 41 Magical Berries 42 Ripe Berries
- 43 Mystic Chain 44 Efrete Cape 45 Burdensome Folia
- 46 Ripe Berries 47 Hefty Folia 48 Magical Berries
- 49 Synthesis Materials 50 Perfect Berries
- 51 Synthesis Materials 52 Obscure Scroll 53 Blackberries
- 54 Smithery Materials 55 Blueberries 56 Unwieldy Folia
- 57 Blackberries 58 Blueberries 59 Aquaberries
- 60 Magical Berries 61 Mystic Chain 62 Bulky Folia
- 63 Smithery Materials 64 Trading Card EX14 65 Magical Berries
- 66 Magical Berries 67 Robe of Deception 68 Synthesis Materials
- 69 Reflecting Plate 70 Perfect Berries 71 Fire Faerie
- 72 Star Guard

SANTA MONICA

ITEM	PRICE
Cooking Ingredients	120 Fol
Alchemy Materials	120 Fol
Writing Materials	120 Fol
Machinery Materials	120 Fol
Smithery Materials	120 Fol
Crafting Materials	120 Fol
Compounding Elixirs	120 Fol
Santa's Boots	5000000 Fol
Tri-Emblem	6068400 Fol
Grab Bag	9800000 Fol

FI Enemy List

MONSTER NAME	ID#	HP	MP	LEVEL
Alei	019	182900	3645	85F
Aqua Wisp	027	80000	8000	84F
Basilisk King	042	79365	3607	83F
Black Pearl Statue	056	212000	3607	85F
Bogle Leader	070	80000	8000	84F
Bogle Soldier	078	56000	3570	84F
Bomb Zombie	081	75000	7000	83F
Current Rider	120	68000	7000	81F
Death Noble	128	76890	3495	82F
Demon Beast	130	160000	7000	81F
Disaster Eye	140	3522000	30000	82F
Dragon Corpse	145	240000	7000	81F
Dragon Viper	147	528000	150000	87F
Earth Dragon	152	420000	48000	86F
Elder Viper	156	400600	3570	84F
Gabriel Celesta	181	1000000	200000	88F
Giant Fly	191	150000	50000	87F
Gold Monster	198	382600	20000	83F
Guardian Haunt	206	95000	3720	88F
Huge Chimera	218	182900	3645	86F
Kish Bat	234	80000	8000	83F
Land Prawn	253	322000	30000	82F
Lesser Devil	259	82000	8000	85F
Magnetic Beast	278	81500	6000	87F
Masque Looter	284	79365	3607	85F
Master Demon	285	500000	30000	82F
Mecha Scumbag	287	82000	3450	82F
Medusa Beast	289	80000	20000	83F
Mighty Vox	290	455000	50000	86F
Night-Eye Snake	310	68000	3645	86F
Nova Blaze	319	85000	1800	84F
Petra Slime	327	77500	3532	83F
Polyhedron	339	79365	3607	85F
Porcupine	342	79365	1000	85F
Render	359	350000	50000	81F
Render Tyrant	360	500000	13728	87F
Shadow Savant	388	100000	4000	88F
Shorow	390	82000	5000	86F
Sootie	403	468000	47800	87F
Springer	408	182900	3645	85F
Succubus	417	400000	50000	82F
Tongue Beast	429	100000	10000	87F
Tri-Chimera	431	682000	38500	88F
Vile Chimera	442	662000	35000	88F
Vile Lizard	443	76065	3457	81F
Winged Mantis	452	80190	3645	86F
Yellow Reaper	453	84000	7000	81F



GETTING STARTED

CHARACTERS

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BONUS DUNGEONS

PRIVATE ACTIONS

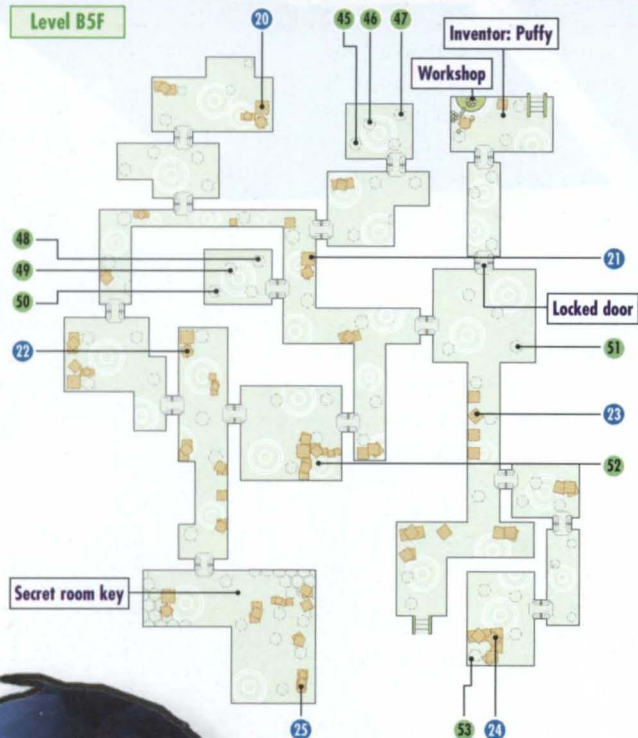
MINI-GAMES AND
SUB-QUESTS

ITEM CREATION

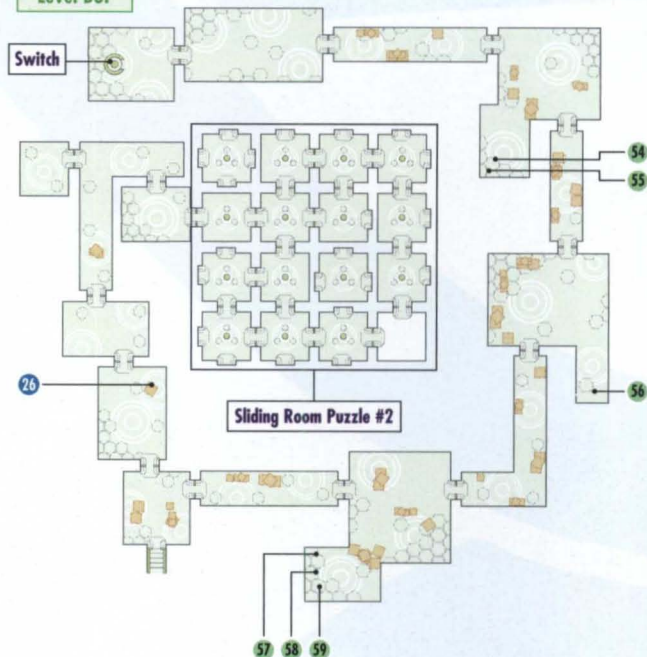
ITEMS
AND EQUIPMENT

BESTIARY

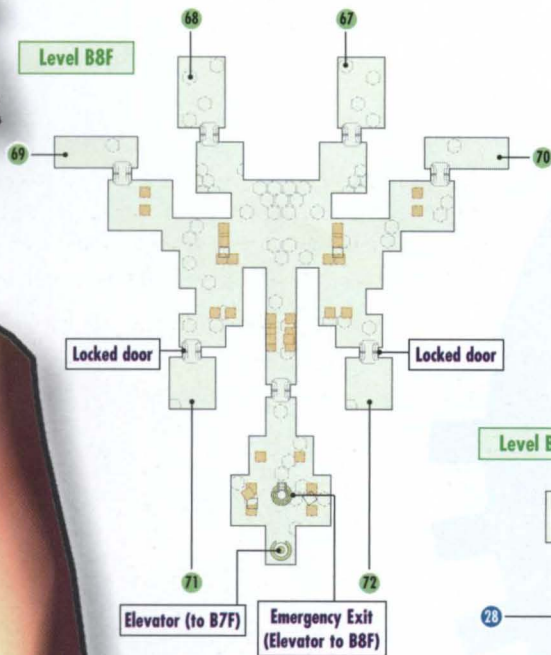
Level B5F



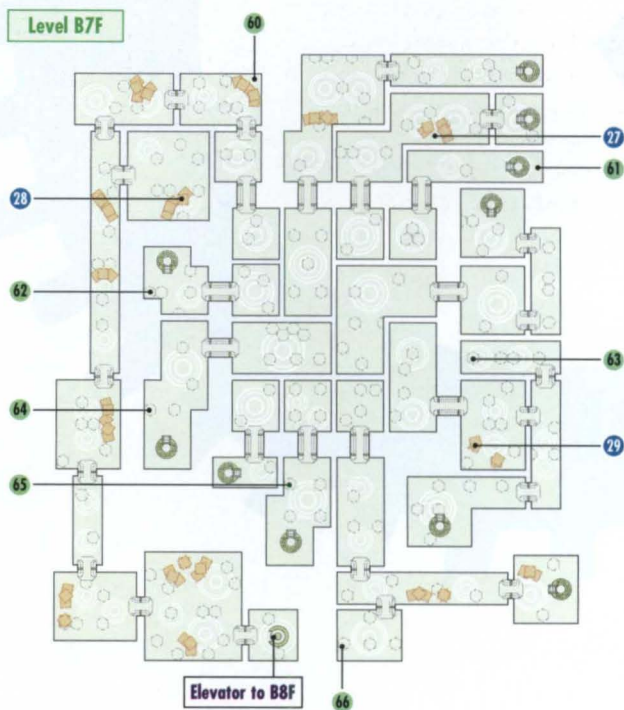
Level B6F



Level B8F



Level B7F



OVERVIEW

For the most part, this dungeon is very straightforward. Venture through a level to the boss that is guarding the stairs to the next level. After defeating this foe, descend to the next level and do the same thing all over again. You must complete Levels 2 and 3 and Levels 6 and 7 in tandem, because they feature a 4x4 room sliding puzzle on the upper level. To collect all of the treasures on the lower level and reach the stairs to the next level, you must move the rooms around and jump down the lower level at certain points.



The entrance to the Maze of Tribulations is located in the mine in the southwest corner of Kirlsa. Look for an area blocked by debris and use the Ring of Disintegration to clear a path. The transporter inside takes you inside the Maze.



No one knows who built the Maze of Tribulations, but everyone seems to have a lot of guesses.

A word about the bosses: With the exception of Gabriel Celesta, the "real" boss of the dungeon, all of the rest are monster-types that you've fought before. In general, if you don't encounter any problems fighting the monsters on a current level, you won't have problems defeating the boss. If the normal battles are rough, then level up your characters or upgrade your equipment before fighting the boss.



Even Cliff is afraid of Vox's reincarnated form!

LEVELS B2 AND B3: SLIDING ROOMS I

You must complete Levels B2 and B3 in tandem to collect all of the treasures. From the first room, head right down the hallway. At the end, go to the north to find a switch. Turn on this switch to access the sliding rooms puzzle in the northern half of the level.



Turn on the puzzle to play.

Here's how it works: In a 4 x 4 grid of rooms, you must slide the rooms around in such a way that you move the open hole from the southeast corner to the northwest corner of the grid. Then jump down to the level below (B3F), defeat that level's boss, and continue on your way. To get all of the treasure on level B3, though, you need to slide the rooms around on B2F so that you can jump down to B3F at specific points. By looking at the maps for those two levels, you'll see that the grid of rooms on B2F lines up exactly with a hub of unconnected rooms on B3F.



Examine the control in the center of the room. If the room can be moved (i.e., if it's next to the open space), you can opt to move the room there.



Use the large map screen to pinpoint your location within the grid. You may occasionally need to travel all around the puzzle to get to the next room! The red lines indicate that the door on that wall is sealed shut. These doors open once you've solved the puzzle once.

Once you align the gap in the puzzle over the room on level B3 that you want to explore, jump down from one of the ramps outside the exits facing the hole. Each hallway on level B3, with the exception of the hallway containing the boss, has a teleporter that will return you to level 2B. However, jumping down to level 3B resets the puzzle above, forcing you to start over again.



To jump down to the level below, use one of the doors that lead into the empty space and jump off the ramp.

GETTING STARTED

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BONUS DUNGEONS

PRIVATE ACTIONS

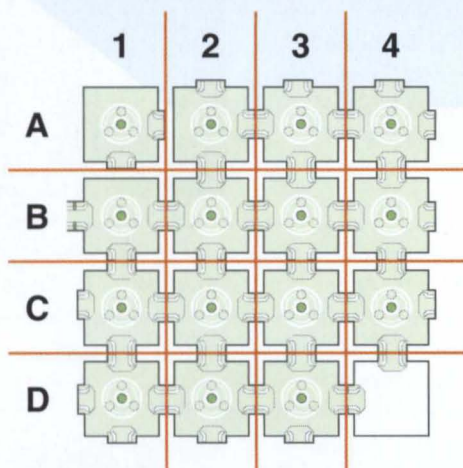
MINI-GAMES AND SUB-QUESTS

ITEM CREATION

ITEMS AND EQUIPMENT

BESTIARY

If you're still having trouble, a more descriptive solution follows. The room numbers listed in the table refer to the room in that position on the grid at that time, instead of one specific room all the time.



SOLUTION TO THE SLIDING ROOM PUZZLE ON LEVEL B2

MOVE #	ROOM
1	D-3
2	C-3
3	C-2
4	B-2
5	B-1
6	C-1
7	C-2
8	B-2
9	A-2
10	A-1



THE ELEVATOR

The reward for completing the Sliding Room puzzle is passage to the next level. However, this comes in an unusual form. Before you leave the level by the staircase in the boss room, make sure you locate the switch and turn it on. This switch activates an elevator that runs from level B1 to level B4. However, if you take the stairs and leave the treasure room without activating this switch, you're forced to go back to level B3 the hard way!



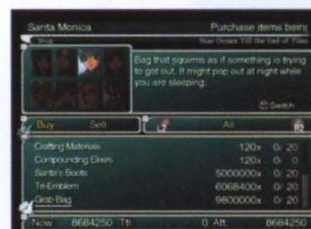
This switch on B3F activates the elevator on B1F. This elevator is the only way down to levels B4 and below!

THE SANTA CLAUS MERCHANT

With the elevator now active, you can explore the annexes on levels B2 and B3. There's a character known as Santa on B3F. This traveling merchant makes the section of the Maze of Tribulations his home for the rest of the game. Santa sells a variety of rare and precious items, including all of the basic Item Creation materials (except for Synthesis Materials), Tri-Emblems, and Santa's Boots.



Santa is one of the most useful salespersons in the game!



Forget the Grab Bag and even the Tri-Emblems! Spend your hard earned *Fol* on this potential moneymaker!

The Santa's Boots have the power to grant the wearer (Fayt) a present when he spends the night at an Inn. You don't receive a present each time, nor are you guaranteed to get a great present. However, if you try long enough, you may get something awesome!



You are more likely to end up with a useless item rather than something really great. However, getting a Tri-Emblem for free—which retails for 6068400 *Fol*—makes the work totally worthwhile.

POSSIBLE PRESENTS FROM THE SANTA'S BOOTS

Synthesis Materials	Crude Ring
Bunny Shoes	Heavy Ring
Tri-Emblem	Loose Ring
Tri-Emblem	Tacky Earring
Scumbag Slayer	Humiliating Earring
Earth Pixie	Pitiful Earring
Water Pixie	Heavy Bracelet
Fire Pixie	Third-Rate Bracelet
Wind Pixie	Laughable Bracelet
Celestial Pixie	Embarrassing Earring

The main problem here is that waiting for a worthwhile item from the Santa's Boots can be somewhat boring. However, it doesn't have to be. If you have a turbo controller, set it up so that it plays the game automatically. Just equip Fayt with the Santa's Boots and go to a cheap Inn (like the Iron Maiden in Kirlsa). Put the X button on turbo, then tape down the button securely. Since that's the only button you press when you purchase a room for the night at an Inn, your character will continue to buy a room and go to sleep over and over until you stop it.

However, it won't take long before your inventory fills up with the lots of presents. Naturally, you'll get the max amount of the common items before you get more than 5-10 of the rarer ones. To efficiently use this as a way to make Fol, check back every 2-3 hours and sell off your presents. You'll be amazed at how much Fol you can make from selling 20 Tri-Emblems and Celestial Pixies! The high-ticket items (like the Bunny Shoes and Tri-Emblems) are handed out less often, but you only need three of each one in your inventory before you can start selling the rest of them for Fol.

LEVEL B4: TOILING IN THE DARKNESS

The fourth level offers a unique challenge. The entire level is dark, except for the areas lit up by the glow of the Aqua Wisp. To summon the boss and open the staircase to the next level, you need to extinguish the light from the Aqua Wisps. Head into the main chamber and defeat those creatures. There are three areas (marked on the map) where these enemies spawn. After defeating all of the Wisps in one of these areas, head to the next one and start over again. When no more Aqua Wisps remain, the main room becomes dark and this level's boss appears. Head for the southeast corner of the room and look for the dimly lit staircase.



There are several locations in the main level where the Aqua Wisps spawn. Defeat them all in one area, then head over to the next area.



When the room gets totally dark, head to the stairway to the next level in the southeast corner of the room. If you've done everything right, a monster will be waiting in the doorway.

LEVEL B5: PUFFY

If you completed the Cave of Trials in *Star Ocean: The Second Story*, then Puffy should look familiar. The set up here is virtually identical. When you meet Puffy near the start of the level, she summons a monster and orders it to attack. Defeat the creature to make Puffy run away. After exploring the level, you run into her again. This time you can choose to help her or not. By helping out, you can recruit her as an Inventor. Puffy is the best at Compounding in the game and makes a nice addition to your crew. Simply defeat the monster menacing her and acquire the **Experimental Remedy** from level B2F.



Remember this girl's name!

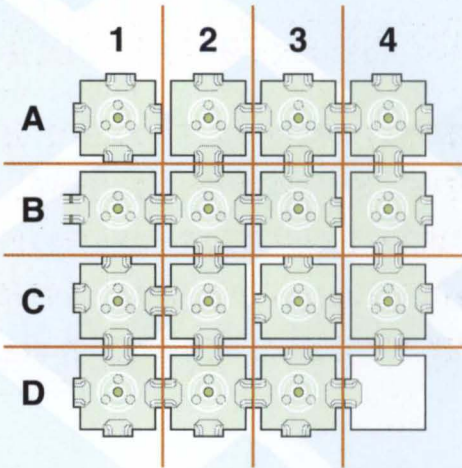
LEVEL B6 AND B7: SLIDING ROOMS II

There's quite a bit of traveling involved to reach the switch that turns on this puzzle. Once again, take the passage to the right of the entrance and follow it to the end, past an exciting battle with Mighty Vox.



You may recognize Vox, but who's the kid who summons him?

When you get back to the start of the puzzle, brace yourself. In the second Sliding Rooms puzzle, more than half of the rooms have one sealed door, which makes the task even more challenging. In addition, the number of rooms you can jump down into on the level below grows from seven to 11. Check out the following section for the solution.



SOLUTION, SLIDING ROOM PUZZLE ON LEVEL B6	
MOVE #	ROOM
1	D-3
2	D-2
3	D-1
4	C-1
5	C-2
6	D-2
7	D-3
8	C-3
9	B-3
10	B-2
11	A-2
12	A-3
13	B-3
14	B-2
15	C-2
16	C-1
17	B-1
18	A-1

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BONUS DUNGEONS

Aquatic Gardens of Surferia

EZE OF TRIBULATIONS

ASSA CAVE TEMPLE

Sphere 211



ID # 181

HP 1000000

MP 200000

To trigger the final battle of the dungeon, you must fight the monsters in the four rooms at the top of the level. When they're vanquished, heal up prior to returning to the center of the main room. That's where and when you meet Gabriel Celesta!



Gabriel Celesta is one of the game's super-bosses.

Maria explains that Gabriel Celesta is one of a pair of celestials. This fight is fairly difficult the first time through (you can fight him whenever you like after you defeat him once), but you'll soon catch on to his attack style.

Gabriel has two big attacks that cover almost the entire battlefield. The first, and most common, is Lightning Feather, a giant lightning storm. This one centers itself around Gabriel Celesta, so its range is determined largely by the boss's current position. If Gabriel uses this special attack while in a corner, it won't affect any characters on the opposite side of the field. This attack is somewhat weak, so you can defend against it.

When Gabriel Celesta's HP/MP reaches about one-half, he starts using the Dragons attack. This attack is focused on the center of the field and has a wide area of effect. Because this attack doesn't affect the entire field, you can find places outside the circle of effect that are safe.

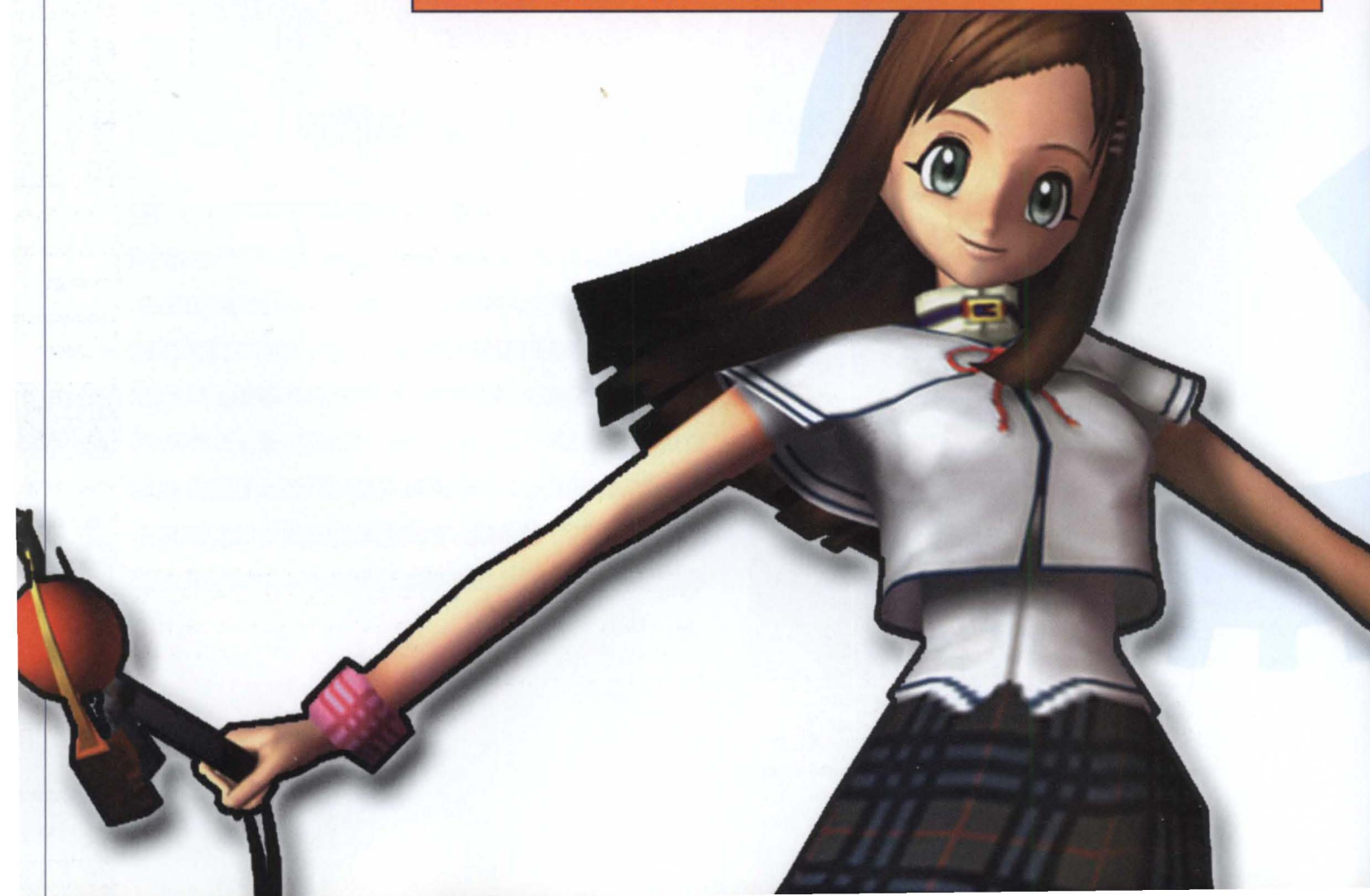
As with most major boss battles, survival comes from good healing practices and your party's ability to keep the boss from pulling off major attacks. Defeating Gabriel Celesta unlocks the Sealed Levels of Sphere 211, as well as the two treasure rooms along the south wall of this main chamber.



Maria guards against Lightning Feather.

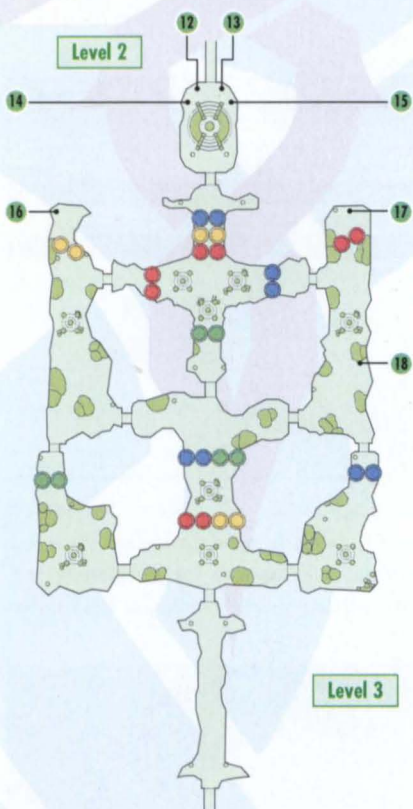
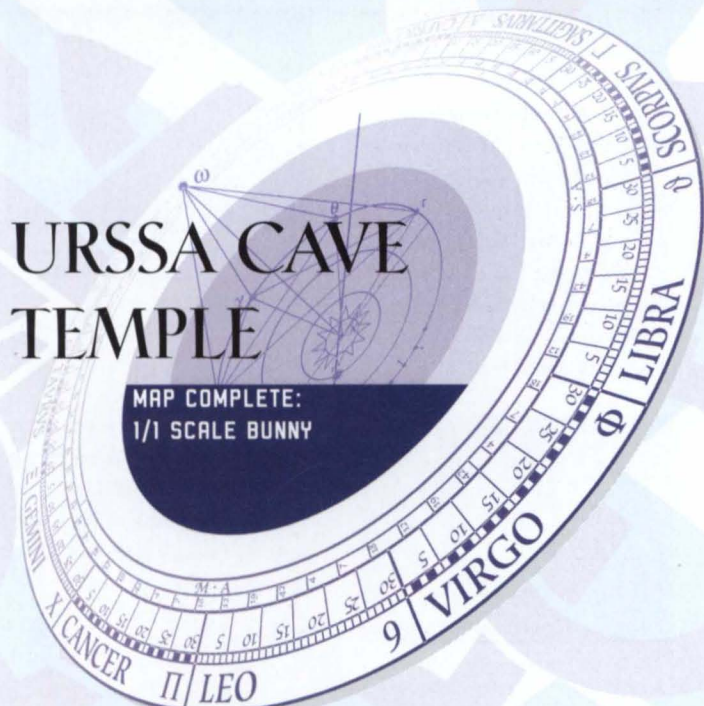


If your characters are outside the magic circle of the Dragons attack, they can watch the display without taking any damage.

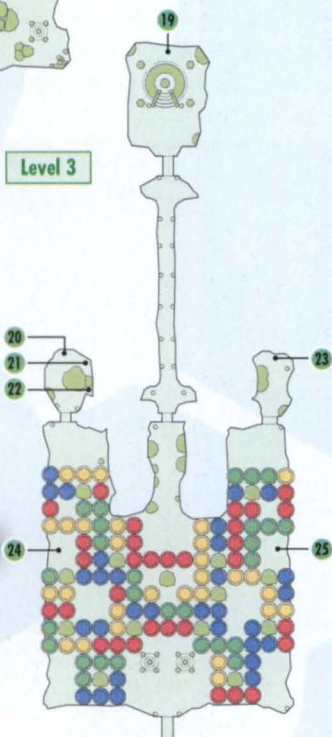


URSSA CAVE TEMPLE

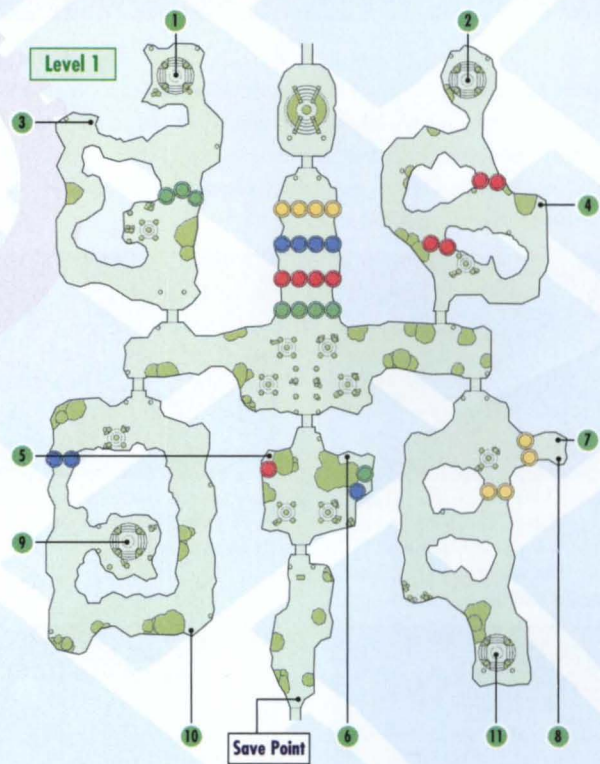
MAP COMPLETE:
1/1 SCALE BUNNY



Level 3



The entrance to this temple appears after you defeat Luther at the end of the main game. Look inside the room in the northeast part of Crossell's Lair to find it. No one really knows what lies inside this temple, but the rumors are dire! Look to the Books of Prophecies to uncover the secret inside the temple!



Item List

- | | | | |
|-----------------------|----------------------|----------------------|-----------------|
| 1 Orb of Air | 2 Orb of Fire | 3 Raven Gauntlets | 4 41000 Fol |
| 5 Water Shielding | 6 Heaven's Blade | 7 Alchemy Materials | |
| 8 Trading Card EX9 | 9 Orb of Water | 10 Alchemy Materials | |
| 11 Orb of Earth | 12 Orb of Wind | 13 Orb of Fire | 14 Orb of Water |
| 15 Orb of Earth | 16 Burdensome Folia | 17 Fire Shielding | |
| 18 Compounding Elixir | 19 Trading Card EX11 | 20 Trading Card EX10 | |
| 21 Perfect Berries | 22 Ripe Berries | 23 Massive Folia | |
| 24 Wind Shielding | 25 Earth Shielding | | |



WHICH COMES FIRST?

It's tough to judge the difficulty of this area. Therefore, it's wise to undertake the Urssa Cave Temple after completing the Maze of Tribulations. This way, you'll be better prepared for the boss fights at the end of the first and second levels. Save the final boss fight until you're about one-third to one-half of the way through the Sealed Levels of Sphere 211. This will provide time to level up your battle party and refine new weapons and armor.

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ITEMS
AND EQUIPMENT

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THE ELEMENT PUZZLES

The puzzles in the Urssa Cave Temple are based around the four elements: Water, Fire, Earth, and Air. This theme is echoed throughout the dungeon in its barricades, enemy units, and treasures. To solve the puzzles, you must understand the relationship between the elements.

THE ELEMENTAL LOWDOWN

ELEMENTAL ORB	COLOR	CORRESPONDING MONSTERS	OPPOSITE ELEMENT
Orb of Fire	Red	Core Wisp, Nova Blade	Water
Orb of Water	Blue	Acid Gel, Aquaregia	Fire
Orb of Earth	Yellow	Grand Shrieker, Botanic Savage	Air
Orb of Air	Green	Ancient Bat, Breeze Hunter	Earth

Basically, the puzzles work like this: In each level you must find four special Orbs (the Orb of Water, Orb of Fire, Orb of Earth, and Orb of Air). These orbs correspond with the barricade placed strategically throughout the dungeon. To dispose of the barriers, place the Orb of the opposite element on the special pillar in that room. However, there is a catch. After placing an Orb on a pillar, all of the monsters whose elements correspond with the orb's become invincible.



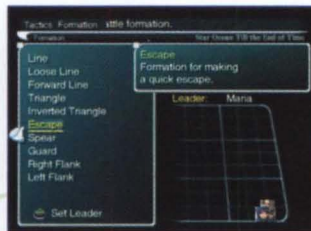
The orb pillars are easy to recognize. Once you place an orb on top, the platform starts to pulse with the orb's corresponding color, saturating the room.



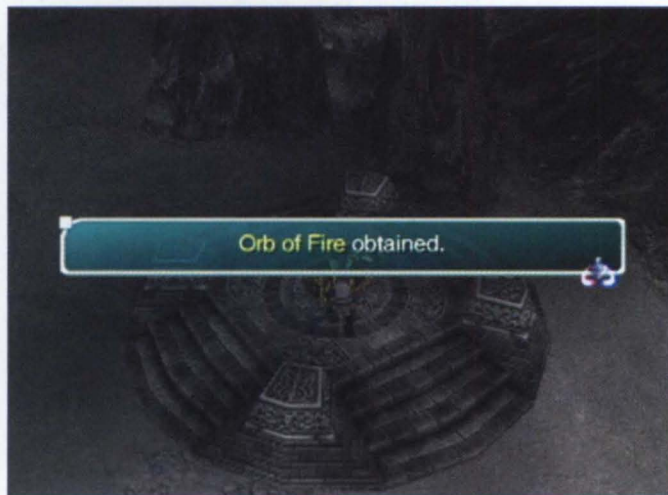
You must activate more than one pillar in some areas to rid the room of its barricades.



If an invincible enemy ambushes your party, escape from the battle! To make this task easier, equip the Bunny Shoes accessory and/or set your party to the Escape battle formation.



The puzzles are straightforward, but they get more difficult the further you get into the dungeon. In the first level, simply grab the orbs from their chests in the four rooms and place each one on one of the four pillars in the center of the main chamber.



In the second level, all four orbs are already placed on pillars so go around the level and collect them. The easiest way to determine whether or not an orb is in a room is by the color of the light. Look for the orbs in the southwest and northeast chambers and in both center rooms. To access the third level, place the **Orb of Earth** on the pillar in the middle of the two lines of barricades in the first room. Then head north to the second of these center chambers and place the remaining Orbs on the three pillars in front of the exit.



The trick to this level is keeping track of where each orb is located at any one time.



The fun part is trying out different orb combinations to see which ones open up which areas in the room.

The third chamber is filled with the barrier pots! Grab the four orbs from their chests in the boss chamber at the end of Level 2, and use different combinations on the two pillars in the main chamber of the third level to access different areas.

GETTING AROUND LEVEL 3

ORB COMBINATION	LOCATION
Fire and Water	Item #24 (see map)
Fire and Earth	Northwest Room (Items #20-22, see map)
Air and Water	Northeast Room (Item #23, see map)
Earth and Air	Item #7 (see map)
Fire and Air	Final boss chamber

HELL HATH NO FURY LIKE POTENTIAL TEAMMATES SCORNE!

The bosses in the Urssa Cave Temple are actually friends! Or at least, ex-friends... Who you face at the end of the first two levels is determined by which of the optional characters you chose for your party. The two characters left behind get to seek their revenge at this time. The battle at the end of Level 1 features one of the characters you didn't recruit, while the other character starts in the boss battle at the end of Level 2.



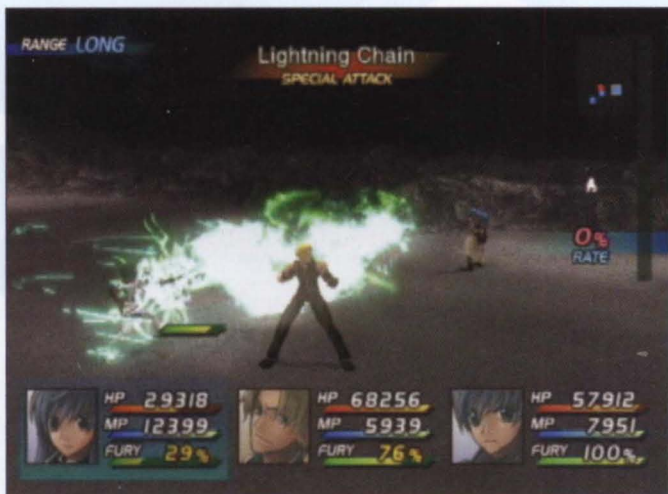
Who will appear out of the fountain when you play through this battle?

The difficulty level of these battles depends largely upon which characters you left behind. If you took Albel and Nel on the rest of your adventure, then you get to fight Peppita and Roger. If you took Peppita and Roger, you'll battle Nel and Albel. If you recruited each one on a temporary basis and played around with them, you should understand their battle strategies and attack capabilities.



With the exception of spells, all of the mirror images of the playable characters come equipped with their standard Battle Skills.

In this battle, a complimentary enemy accompanies each spurned character. Peppita fights along side the chimera Hodge Podge, Nel fights with the crystal statue Zorto, Roger with the mecha Farbnail, and Albel with a demonic Romero. In the first battle, the characters are at Level 80, while in the second battle, they increase 40 levels in experience and strength. If you attempt the Urssa Cave Temple right after completing the Maze of Tribulations, your battle party should be around Level 100. This should make the first fight somewhat easy, but the second one may be more challenging, depending on your opponent.



It comes as no surprise to see Albel accompanied by a demon prince.

THE ULTIMATE BOSS: FAYT



Ethereal Blast is a beautiful, but deadly, attack.

At the end of the third level, Fayt makes an appearance. In this battle, Fayt's mirror image appears at Lv 160 and has the ability to use Fayt's "ultimate" attack, Ethereal Blast, in the strong position. Since you find the scroll with this spell in the Sealed Levels of Sphere 211, there is a chance that you may not actually have it yourself.

While this enemy might be manageable on its own, it is paired with the same character who starred in Fayt's "couple" ending. If you received Fayt's solo ending, then he appears here coupled with Luther. Fayt's partner really sets the tone of the battle to come. If Fayt was paired with Sophia or Adray, prepare for a magic-imbued battle. If Fayt was paired with Nel or Albel, prepare to run a lot.



Reset your battle party's costumes to the 1P set (if you have the ability to change them). There is nothing worse than entering this battle with one or more characters in your party wearing the same 2P outfit as the enemies.

If you enter this battle with your battle party at around Lv. 100 or lower, you may be overmatched. Fayt is a powerful opponent, but there's a good chance that his partner will be even more so. Consider taking part in this fight once your battle team has reached Lv. 160 or higher. Clear out as much as possible from the rest of the dungeon, then head to the Maze of Tribulations or Sphere 211.



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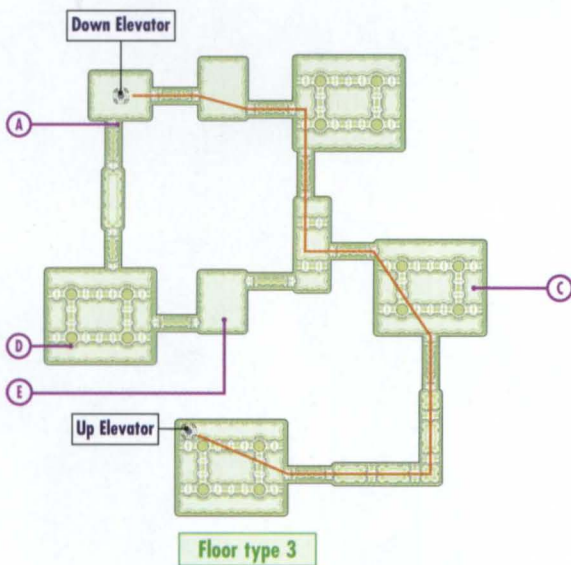
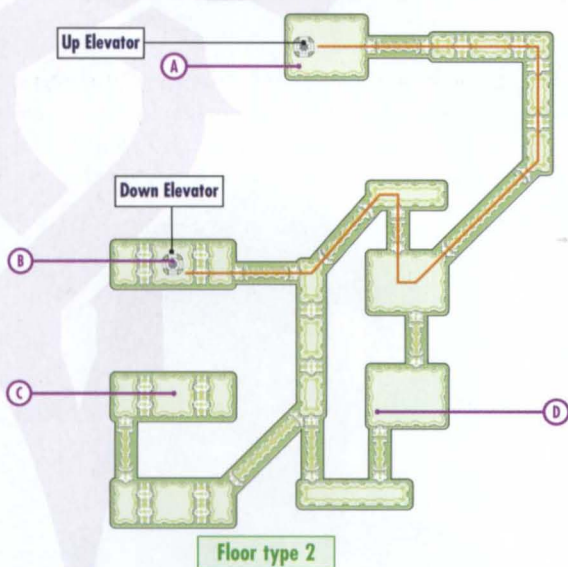
ITEM CREATION

ITEMS AND EQUIPMENT

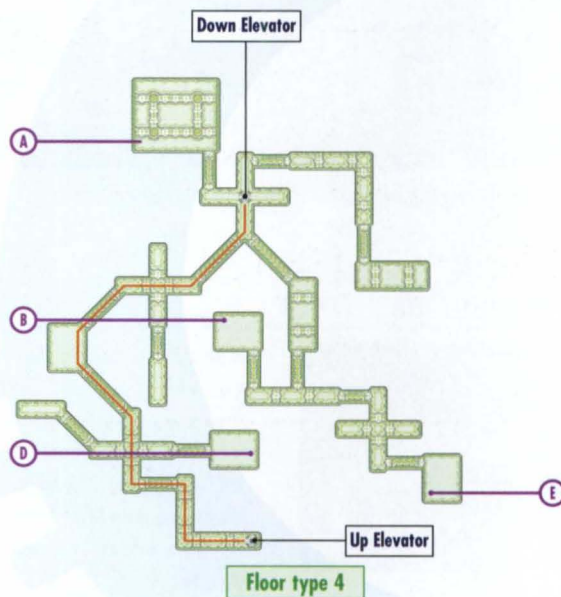
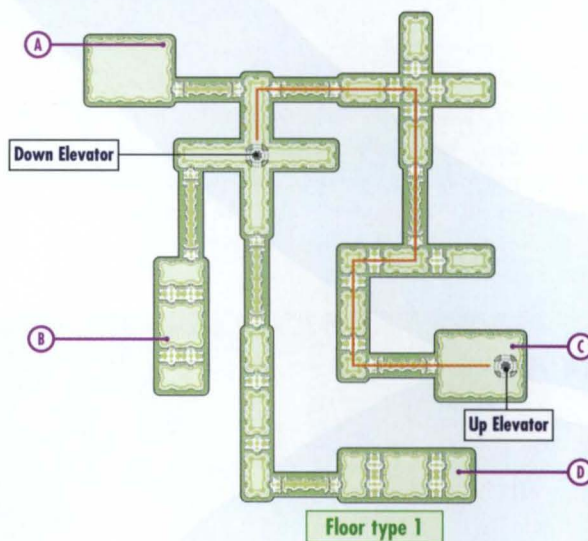
BESTIARY

SPHERE 211, SEALED LEVELS

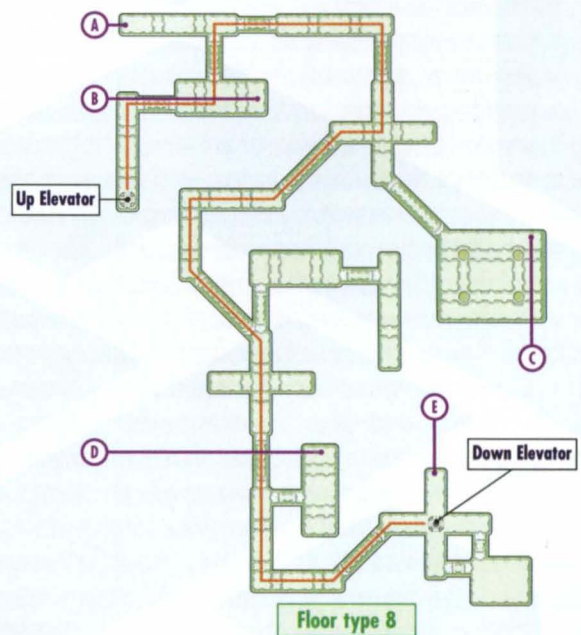
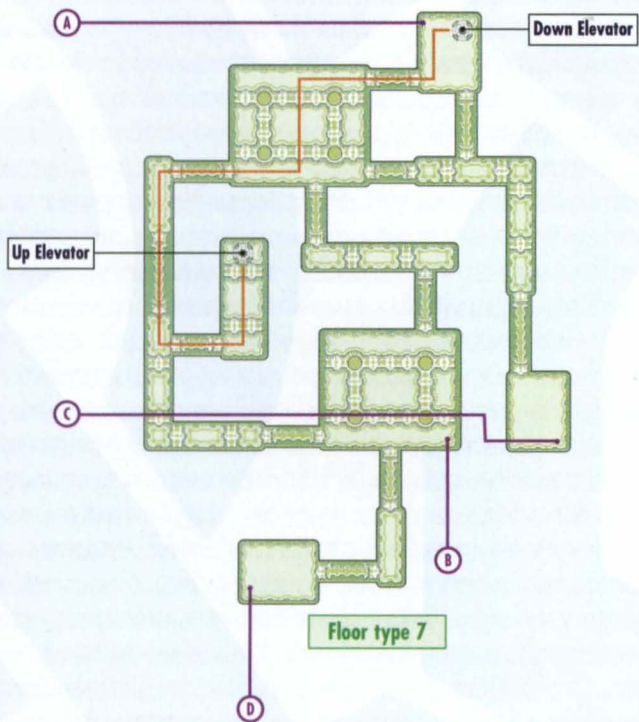
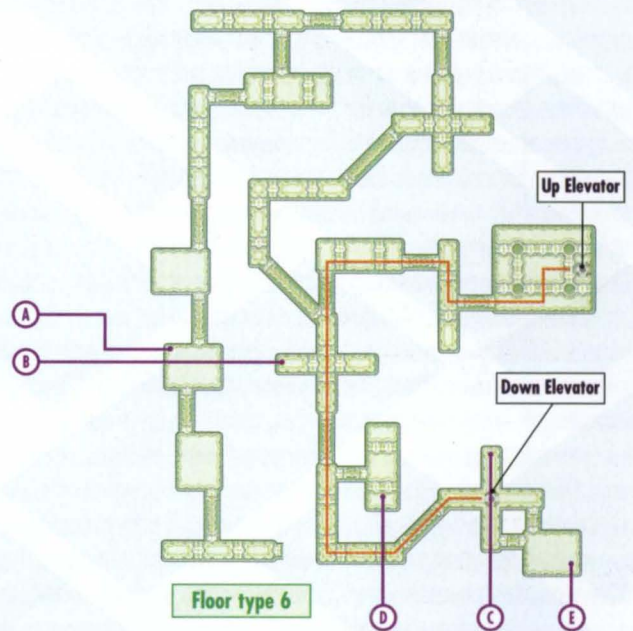
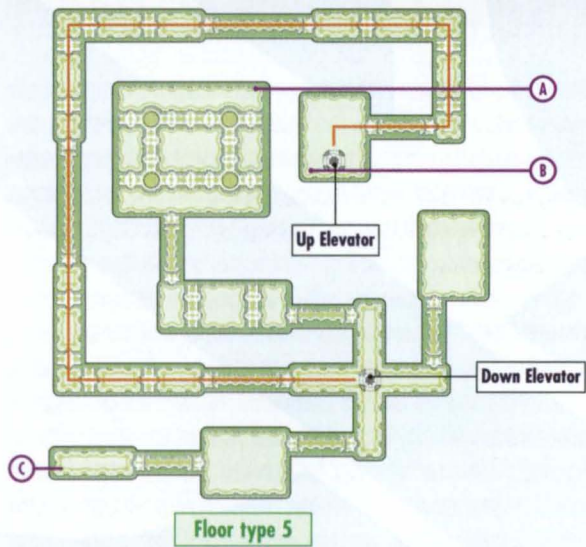
MAP COMPLETE:
1/1 SCALE BUNNY



It's back to the Sphere Corporation's Headquarters at Sphere 211 for the final bonus dungeon. Defeating Gabriel Celesta unlocks the seal on Levels 101-210, providing access to their treasures and dangers.



*Lettered callouts correspond to the table on page 146.



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Aquatic Gardens of
Surferia

aze of Tribulations

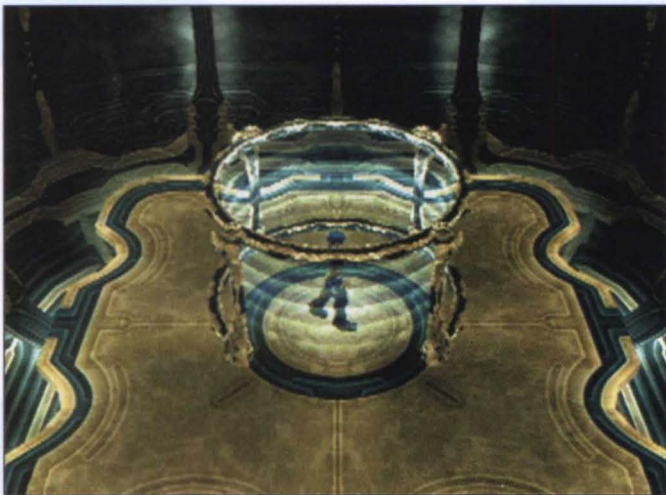
Urssa Cave Temple

SPHERE 211

LEVEL #	LEVEL TYPE	A	B	C	D	E
101	5	--	Synthesis Materials	Strength+ Berries	--	--
102	7	Gold Chalice	Empty	Jewel of Avarice	--	--
103	7	--	Jewel of Alertness	EMPTY	Intellect+ Berries	--
104	5	Synthesis Materials	Synthesis Materials	--	--	--
105	1	Earth Faerie	--	Synthesis Materials	--	--
106	2	--	Valiant Mail	Magi+ Berries	--	--
107	1	--	Health+ Berries	--	--	--
108	2	--	Puzzling Scroll	--	--	--
109	6	EMPTY	Trading Card EX17	EMPTY	--	--
110	8	EMPTY	--	EMPTY	--	Dexterity+ Berries
111	4	Dragon Leather	Jewel of Avarice	--	Defense+ Berries	EMPTY
112	1	--	Synthesis Materials	Jewel of Avarice	--	--
113	6	Jewel of Avarice	--	Synthesis Materials	Jewel of Alertness	--
114	5	Strength+ Berries	Huge Folio	Star Guard	--	--
115	7	EMPTY	EMPTY	--	EMPTY	--
116	8	EMPTY	Jewel of Avarice	Jewel of Alertness	--	EMPTY
117	3	--	--	EMPTY	--	Agility+ Berries
118	6	Jewel of Alertness	Seraphic Garb	Agility+ Berries	EMPTY	EMPTY
119	2	Earth Faerie	--	Magi+ Berries	--	--
120	8	Dragon Leather	Jewel of Refuge	EMPTY	EMPTY	EMPTY
121	3	--	--	EMPTY	--	--
122	5	Strength+ Berries	Valiant Mail	EMPTY	--	--
123	6	EMPTY	--	Jewel of Alertness	EMPTY	--
124	8	EMPTY	EMPTY	EMPTY	Dexterity+ Berries	EMPTY
125	4	Jewel of Alertness	EMPTY	--	EMPTY	Defense+ Berries
126	7	Weighty Folio	EMPTY	EMPTY	Intellect+ Berries	--
127	3	Dragon Leather	--	Agility+ Berries	--	--
128	7	--	Jewel of Avarice	Jewel of Refuge	Valiant Mail	--
129	4	EMPTY	--	EMPTY	Defense+ Berries	EMPTY
130	8	EMPTY	Synthesis Materials	Jewel of Avarice	EMPTY	EMPTY
131	5	Earth Faerie	Strength+ Berries	Jewel of Avarice	--	--
132	7	--	--	EMPTY	--	--
133	6	EMPTY	EMPTY	Agility+ Berries	EMPTY	EMPTY
134	7	Earth Absorption	Intellect+ Berries	EMPTY	EMPTY	--
135	4	Large Folio	Defense+ Berries	EMPTY	EMPTY	EMPTY
136	8	Seraphic Garb	EMPTY	EMPTY	Dexterity+ Berries	--
137	4	EMPTY	Jewel of Avarice	Synthesis Materials	EMPTY	Jewel of Refuge
138	6	EMPTY	Jewel of Alertness	EMPTY	--	EMPTY
139	8	Jewel of Refuge	EMPTY	EMPTY	--	Synthesis Materials
140	2	EMPTY	Synthesis Materials	Trading Card EX18	--	--
141	6	EMPTY	Jewel of Avarice	EMPTY	Trading Card EX19	--
142	7	Seraphic Garb	Earth Faerie	Jewel of Refuge	--	--
143	1	Health+ Berries	--	--	--	--
144	5	Synthesis Materials	EMPTY	Jewel of Alertness	--	--
145	2	EMPTY	EMPTY	--	Magi+ Seeds	--
146	3	--	Jewel of Alertness	Synthesis Materials	--	Agility+ Berries
147	4	--	Synthesis Materials	EMPTY	EMPTY	EMPTY
148	5	--	Strength+ Berries	--	--	--
149	2	Jewel of Alertness	EMPTY	Synthesis Materials	EMPTY	--
150	8	Cumbrous Folio	Dexterity+ Berries	--	--	Jewel of Alertness
151	1	--	--	--	Jewel of Refuge	--
152	7	--	Synthesis Materials	EMPTY	--	--
153	3	Jewel of Refuge	Synthesis Materials	--	--	EMPTY
154	6	EMPTY	EMPTY	EMPTY	--	--
155	8	--	EMPTY	Dexterity+ Berries	EMPTY	EMPTY
156	2	EMPTY	EMPTY	--	Substantial Folio	--
157	5	Strength+ Berries	--	Jewel of Refuge	--	--
158	4	--	Jewel of Refuge	EMPTY	--	Earth Faerie
159	1	Health+ Berries	--	--	--	--
160	6	EMPTY	EMPTY	Jewel of Refuge	Agility+ Berries	EMPTY
161	8	--	--	Dexterity+ Berries	--	EMPTY
162	5	Synthesis Materials	--	Strength+ Berries	--	--
163	7	EMPTY	Jewel of Alertness	EMPTY	Intellect+ Berries	--
164	4	EMPTY	Jewel of Alertness	Defense+ Berries	--	EMPTY
165	2	EMPTY	Synthesis Materials	EMPTY	Magi+ Berries	--
166	6	EMPTY	Agility+ Berries	EMPTY	--	Star Guard
167	8	Jewel of Refuge	Dexterity+ Berries	Jewel of Avarice	Earth Faerie	EMPTY
168	4	--	Defense+ Berries	EMPTY	EMPTY	EMPTY
169	3	--	--	EMPTY	Voluminous Folio	EMPTY
170	5	Strength+ Berries	EMPTY	EMPTY	--	--
171	2	EMPTY	EMPTY	EMPTY	--	--
172	3	EMPTY	--	Jewel of Avarice	Water Faerie	--
173	6	Trading Card EX20	--	EMPTY	Synthesis Materials	--
174	1	--	--	EMPTY	Jewel of Alertness	--
175	4	Jewel of Refuge	--	EMPTY	Jewel of Avarice	--
176	8	Dexterity+ Berries	Synthesis Materials	EMPTY	--	Synthesis Materials
177	1	--	EMPTY	Jewel of Avarice	Health+ Berries	--
178	3	EMPTY	EMPTY	Immense Folio	Agility+ Berries	EMPTY
179	8	Crystal Chalice	--	Dexterity+ Berries	EMPTY	Water Absorption
180	5	--	Jewel of Refuge	Jewel of Alertness	--	--
181	7	--	EMPTY	Intellect+ Berries	--	--
182	4	EMPTY	--	--	Defense+ Berries	EMPTY
183	1	--	--	Jewel of Refuge	EMPTY	--
184	8	EMPTY	EMPTY	--	--	Synthesis Materials
185	3	Fire Faerie	EMPTY	EMPTY	EMPTY	EMPTY
186	7	Jewel of Avarice	Intellect+ Berries	EMPTY	--	--
187	6	Jewel of Alertness	EMPTY	Intricate Scroll	Jewel of Avarice	--
188	1	--	EMPTY	Trading Card EX21	--	--
189	8	--	--	Dexterity+ Berries	EMPTY	Jewel of Refuge
190	7	Synthesis Materials	--	Jewel of Refuge	Synthesis Materials	--
191	2	--	EMPTY	EMPTY	Synthesis Materials	--
192	4	EMPTY	Defense+ Berries	EMPTY	--	EMPTY
193	6	EMPTY	Jewel of Alertness	Agility+ Berries	--	EMPTY
194	2	Magi+ Berries	--	EMPTY	EMPTY	--
195	3	EMPTY	EMPTY	EMPTY	Jewel of Refuge	EMPTY
196	1	Jewel of Alertness	--	--	--	--
197	5	--	Synthesis Materials	--	--	--
198	4	--	Defense+ Berries	EMPTY	EMPTY	EMPTY
199	8	--	--	EMPTY	EMPTY	Trading Card EX22
200	2	EMPTY	Jewel of Alertness	--	--	--
201	4	EMPTY	Defense+ Berries	Synthesis Materials	EMPTY	EMPTY
202	6	EMPTY	Agility+ Berries	Ponderous Folio	Jewel of Alertness	EMPTY
203	3	Wind Faerie	EMPTY	Synthesis Materials	Synthesis Materials	Jewel of Alertness
204	1	--	EMPTY	Synthesis Materials	Health+ Berries	--
205	5	Strength+ Berries	Book of Prophecies 6	--	--	--
206	7	--	Intellect+ Berries	EMPTY	EMPTY	--
207	1	Jewel of Avarice	EMPTY	EMPTY	Jewel of Refuge	--
208	3	Celestial Faerie	EMPTY	EMPTY	Jewel of Alertness	Agility+ Berries
209	2	--	Recondite Scroll	--	EMPTY	--
210	5	Strength+ Berries	--	Profound Scroll	--	--

NAVIGATING SPHERE 211'S SEALED LEVELS

Levels 101 to 210 are unsealed once you defeat Gabriel Celesta at the bottom of the Maze of Tribulations and form the final bonus dungeon in the game. You need to clear this dungeon much in the same way that you cleared the first 100 levels in Sphere 211 during the main game.



The transporter is a new addition to the lobby. It is programmed to take you directly to the Gemity Spacetime Station.

The setup is identical with the exception of one thing: Each level follows one of eight level plans. The items chart indicates which level plan each level follows and any associated treasures. To reach the top of the building, however, you must walk from level to level. Unlike the main game, the elevators between Levels 101-210 only go up a single level. To get to the next level, explore the level until you find a second elevator. After climbing a level, it is locked into the elevator's memory, allowing you to take the down elevator to the lobby and return to the last level you visited when you are ready to continue the trek.



Return to the Lobby often to heal and save your game.

The monsters that inhabit the tower change about every 10 levels. There is a sub-boss near the exit around every 10 levels as well. It's a good idea to head back down to the lobby to save your game either before or after you face each boss. This also provides an opportunity to leave Sphere 211 to do Item Creation.

LEVEL BOSSES AND THEIR PRIZES

LEVEL #	BOSS NAME	PRIZE
101	Norton Redux	Spirit of Lilith
115	Enraged Crosell	Valorous Gauntlets
126	Shadow Dragon	Heavenly Spirit
137	Vengeful Shelby	Death Bringers
147	Frenzied Biwig	Fangs of the Wicked
159	Green Mojara	Hybrid Helm
170	Arch Demon	Dragoon Laser
181	Angry Azazer, Raging Belzeber	Valorous Gauntlets
192	Furious Berial	Angelic Cape
200	Super Blair	Levantine
210	Lenneeth	Valkyrie Garb
211	Ethereal Queen	Spirit of Lilith

It's relatively easy to level up in Sphere 211, so take advantage of the opportunities. Try to level up each character at least one level—if not two or three—on each level. The goal is to have your battle party at level 255 by the time they reach Level 210.

The sub-bosses are the same mixture of familiar faces and big monsters who later become basic enemies. Since you should be familiar with most of these enemies, you should be able to dispatch the ones lurking in Sphere 211 without any problems. Just keep in mind that while they may have many of the same attacks as before, they are much more powerful.



It's Super Blair, the enemy Psuedo Blair wanted to be!

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PREPARING FOR THE BIG BOSSES AT THE TOP!

Before you get to the 210th level, make sure your battle party is really ready for the super bosses that await them. Don't use your performance against the previous bosses as a guide! They were child's play in comparison to what Lenneth, Ethereal Queen, and Freya have to offer. The basic guidelines for these battles (in Galaxy Mode, mind you) are listed in the sidebar to the right.

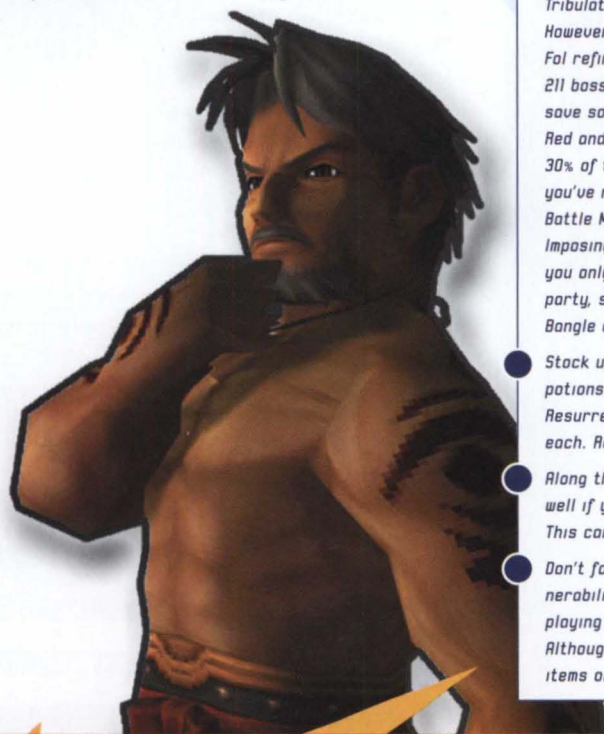
BONUS DUNGEONS

Aquatic Gardens of Surferia

Maze of Tribulations

Urssa Cave Temple

SPHERE 211



Your battle party should be at Lv 255. Their ATK stat should be maxed out at 9999, with DEF at 3000-4000 points or higher.

To attain those stats, make sure that your battle party is wearing the best armor (Valiant Mail, Dragon Leather, or Seraphic Garb) refined so that all eight slots are filled with the DEF bonus with which the armor starts out. Fill the Accessory slots with a Tri-Emblem and a fully refined pair of Boots of Prowess. For weapons, use the ones you found in the Maze of Tribulations and the Urssa Cave Temple as a base for your super weapon. However, if you are playing on Universe or 4D mode, spend some time and foil refining the Ultimate Weapons you obtained as prizes from the Sphere 211 bosses. Fill the eight slots with "+30% ATK/DEF" factors if you like, or save some room for some of the other helpful factors (like the fully refined Red and Blue Talismen's "No HP damage 30% of the time" and "No MP damage 30% of the time.") If you don't plan to use the Ultimate Weapons (once you've refined the negative factors off), consider clearing the Single Battle Mode at the Fighting Arena to get the "ATK +1000" factor on the Imposing Scroll prize. Be careful when Synthesizing this to a weapon, as you only get one of these items. If you are using Sophia or Adray in your party, synthesize the "+30% INT increase" factor from a fully refined Bangle of Intellect accessory to increase their weapons' INT stat.

Stock up on all of your favorite, battle-usable, healing and resurrection potions. Consider making or buying 20 Resurrection Elixirs and 20 Resurrection Mists. Also, take along 20 Physical and Mental Enhancers each. Regardless, the idea is to have a full inventory of healing options.

Along the same line, stock up on Stun-type bombs. These items work very well if you need to knock an enemy out of a particularly dangerous attack. This can often mean the difference between life and death.

Don't forget about the Shielding Device. It provides 30 seconds of invulnerability to the user, but the user can't attack. Use this on characters playing a support role to protect them during super powerful attacks. Although the character can't attack, he or she can still use recovery items or bombs.

BOSS FIGHT LENNETH



ID #
256
HP
7000000
MP
700000

If you played *Valkyrie Profile*, you should be familiar with Lenneth's attacks. (For those who haven't played *Valkyrie Profile*, Lenneth is the main character.) Her main Special Attack is Nibelung Valesti, a super-powerful, shockwave-type attack that covers the entire field. It can easily wipe out your entire party in no time. To make matters worse, Lenneth only uses this attack when she's running low on life.

To combat the massive damage potential of Nibelung Valesti, try stunning Lenneth out of the attack with any one of the game's stun bombs. Or, use a Shielding Device to protect any specially vulnerable party members.

Expect this to be a long battle. One of the many Battle Trophies here is rewarded for beating Lenneth within 10 minutes.



Nibelung Valesti is a nasty attack. You can't defend against it, so just hope that your DEF stat enables you to survive it.



Shielding Device is good for characters with low DEF stats who are usually assigned healing duty. Protected from all harm, they can hand out Resurrection Elixirs or other recovery items while waiting for the effects to wear off so they can join the fray again.

BOSS FIGHT

ETHEREAL QUEEN



ID # 161
HP 10000000
MP 2000000

It seems unlikely, but the Ethereal Queen is a bit easier to defeat than Lenneth. While she does have a potentially deadly all-encompassing attack similar to Nibelung Valesi (the lovely Celestial Star), it appears to do less damage and it's easier to interrupt. In fact, the Ethereal Queen is easier to control with a couple of melee fighters. Like the battle with Lenneth, this one may last about 10 minutes.

Ethereal Queen relies on a couple of attacks. First, she uses a lot of physical attacks. Since they usually travel along a straight line, they are easy to dodge. However, one of them causes Paralysis, so be ready to heal if more than one character gets caught. The Ethereal Queen also has a unique Special Attack called Blinding Field. This attack wraps the target in a bright, golden sphere of light, trapping it and preventing it from moving. You must wait for the sphere to dissipate before your character can move again. To make matters worse, you can't heal this status, forcing you to wait it out.

After her defeat, the Ethereal Queen relinquishes a special orb that enables you to summon a great evil to fight. To use the Angel Orb, return to Elicoor II and go to Crosell's Lair in the Urssa Lava Cave. Approach his usual resting place on the stairs. You're then asked whether or not you want to use the orb. If you choose to use it, the final boss in the game appears—Freya. Like the Celestial bosses, Gabriel and the Ethereal Queen, you can fight her multiple times. Simply return to the stairs in the Urssa Lava Caves and seek her out.



Celestial Star is another attack that covers the entire battlefield in its effect range.



Blinding Field is a prison made of light.



The Angel Orb: Present or trap?

BOSS FIGHT

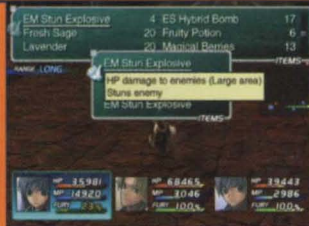
FREYA



ID # 179
HP 20000000
MP 3000000

Freya is another character from *Valkyrie Profile*. She is very difficult to defeat, even with all of the appropriate precautions taken. Her all-encompassing attack, Ether Strike, is impossible to dodge and can easily kill even the toughest characters. To make matters worse, she uses it routinely throughout the battle. Your best bet to survive this attack is to prevent it all together. Use stun bombs (in fact, dedicate a character specifically to bomb patrol!) to knock her out of the attack before it begins.

Timing is truly the key here, as she summons the attack very quickly. Another tactic is to use a Shielding Device on the character you're playing as to at least survive the attack. Then use a Resurrection Mist to heal those who didn't survive. It is very easy to lose focus near the end of the fight only to have her unleash Ether Strike while your character is running to get within attack range. You don't want to start the whole battle all over again! After you defeat her, you can summon her again by taking the Angel Orb back to Crosell's Lair.



If Freya pulls off Ether Strike before you're ready, it's Game Over! Stun her as soon as the name of the attack flashes on-screen.



Ether Strike will most likely pummel your party when you are close to victory.

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PRIVATE ACTIONS

While playing through *Star Ocean: Till the End of Time*, you'll encounter small events that help shape the relationships between Fayt and the other main characters. These events are called Private Actions (PA) and they exist to expand the storyline, increase your knowledge of the characters' lives, and determine what happens to the characters when the game ends. If you played *Star Ocean: Second Story*, then you are probably familiar with this system. If you're new to the *Star Ocean* world, however, then read on!

Private Actions are unique events that provide glimpses into the characters' personalities and relationships outside of the main storyline. Basically, they explain more about the party members. However, participation in these Private Actions impacts the relationships between characters (described in Affection Points) both negatively and positively. Although this doesn't impact their performance in the game, it does determine which character Fayt is coupled with at the end of the game. So, if you really like Sophia and want to ensure that Fayt and Sophia end up together at the end of the game, then make sure that Fayt doesn't alienate or insult her during any of the Private Actions in which you participate.

At the start of the game, the characters are assigned a spread of Affection Points (see the following table) that describe the relationships between them. Reading the table horizontally indicates how each of the characters feel about a single character. Reading the table vertically indicates how a character feels about each of his or her teammates. For example, the information in this table indicates that Fayt begins the game predetermined to like Sophia, his childhood friend, and Mirage, his instant crush, more than any other character. In contrast, Mirage likes Cliff and Maria, her buddies in Quark, slightly more than she likes Fayt. During the course of the game, you can use the Private Action system to change those figures and either strengthen or weaken those bonds.

STARTING AFFECTION POINTS

	FAYT	SOPHIA	CLIFF	MARIA	NEL	ROGER	ALBEL	PEPPITA	MIRAGE	ADRAY
Fayt	—	26	19	22	19	21	17	20	20	22
Sophia	24	—	20	20	18	22	20	20	19	22
Cliff	19	21	—	23	18	19	18	20	23	22
Maria	21	20	22	—	21	23	19	19	21	22
Nel	17	19	19	21	—	24	20	19	19	22
Roger	19	22	17	18	18	—	18	20	19	22
Albel	16	19	16	21	15	18	—	19	18	22
Peppita	20	23	18	19	20	21	19	—	20	22
Mirage	23	22	24	24	20	19	20	19	—	22
Adray	21	20	20	21	19	22	19	21	19	—

Private Actions begin automatically when you enter a designated room, initiate a conversation with a certain person, or perform some other controlled action within a set time frame. Few Private Actions are associated with Main Events, so you can determine which ones you want to participate in and which ones you want to avoid.

PAS EXPLAINED

PAs associated with Main Events cannot be skipped, so read up on their effects ahead of time!

How a PA affects the relationships between characters largely depends upon the PA itself. Some PAs require that you, as Fayt, respond to the situation, leading to multiple outcomes, while other PAs affect party relationships simply through the act of participation. Remember: PAs don't affect the main storyline, but rather whom Fayt ends up spending time with at the end of the game. As a result, unless you have a preferred ending in mind, feel free to experience as many PAs as possible and respond freely. If you want to view a particular ending (or attempt to see them all), then the distribution of Affection Points in the PAs will be of particular interest.

As stated earlier, Affection Points are added and subtracted to the base stat based upon what occurs in the PA. If you are asked to respond to a situation, then how you respond determines the final point spread. Affection Points are added and subtracted based upon how all of the playable characters in the game would respond to the situation or your response. This includes characters who you may not have even met or allied with yet. So, if you choose to treat Sophia badly in an early PA, not only does this affect how Sophia feels about Fayt, but you will likely lose the respect of the other female characters as well! In general, if you participate in PAs that are virtuous in nature or choose the most respectful response, the other party members will—as a whole—like Fayt more. But if you choose PAs that involve Fayt snooping through trash or being overly curious, or if you select responses that are mean or hurtful, the other party members are more likely to dislike Fayt. Again, this doesn't really matter unless you want to see a specific ending.

The game's ending is divided into two parts: the end of the storyline and the character endings. There are two types of character endings: solo endings and the couple ending. The endings are determined based upon the final tally of the Affection Points. The couple ending is chosen based upon the following criteria:

- 1 The partner character must be a member of your party by the time of the final boss fight.
- 2 Fayt's affection stat for this person must be 21 points or higher; while the partner character's affection for Fayt must be 50 points or higher.

If two or more characters meet the last criteria, then the person with the highest number of points wins. If no one fulfills the second criteria, then Fayt's solo ending is shown in place of a couple's ending.

There are nine possible couple's endings in *Star Ocean: Till the End of Time*. Check out the end of this chapter for instructions on how to see them all.

READING THE PRIVATE ACTION ENTRIES

The following section provides all of the information about the 60 Private Actions in the game. It explains where and when they are available, how to trigger them, and how the points are allotted.

PRIVATE ACTION ENTRIES EXPLAINED

1	PA # and Name:	The number and name associated with the Private Action.
2	Location:	Area in which the Private Action occurs.
3	Availability:	Time frame in which the PA can be experienced.
4	Requirements:	Any special requirements needed to trigger a particular PA.
5	Type:	There are three types of PAs: <i>Conversation</i> , <i>Automatic</i> , and <i>Special</i> . Conversation types occur when speaking to a designated person at the time and location specified. Automatic PAs occur automatically upon entering a room, approaching a specific person, and so on. To trigger Special PAs, you must perform a specific action or do something that falls outside the realm of a Conversation or Automatic type of PA. Private Actions connected to Main Events are also classified as Special.
6	Map Page:	The page on which the PA's location is illustrated on a map.
7	Description:	Lists instructions on how to trigger the PA, along with a general description of what occurs.
8	Affection Points:	The number of points that are added or subtracted based upon the outcome of the PA. If points are allotted based on how you respond to a question, separate tables are provided based on the option you choose.

PA0 CHECKING THE GARBAGE CAN

LOCATION Grantier Resort Hotel, Private Beach

AVAILABILITY Between Main Events 1 and 2

REQUIREMENTS Must not have spoken with Fayt's parents before starting this PA.

TYPE Conversation

MAP PAGE 121

As soon as Sophia changes outfits and joins Fayt outside her room, you can participate in this unusual invasion of privacy. Enter Room 105 (Sophia's room) and examine the garbage can by the first bed. Fayt finds evidence of a secret chocolate binge inside the container. Naturally, this discovery doesn't please Sophia very much, nor does it reflect well on Fayt's character with the rest of the gang.

IF YOU PARTICIPATE IN THIS PA:

	FAYT	SOPHIA	CLIFF	MARIA	NEL	ROGER	ALBEL	PEPPITA	MIRAGE	ADARY
Fayt	-1	-3	-1	-3	-3	+1	-1	-1	-3	+1
Sophia	-1	-	0	0	0	0	-1	0	0	+2

PA0 CHECKING THE GARBAGE CAN

LOCATION Grantier Resort Hotel, Private Beach

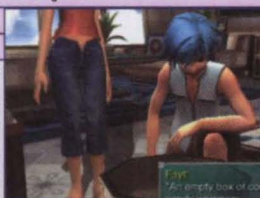
AVAILABILITY Between Main Events 1 and 2

REQUIREMENTS Must not have spoken with Fayt's parents before starting this PA.

TYPE Conversation

MAP PAGE 22

As soon as Sophia changes outfits and joins Fayt outside her room, you can participate in this unusual invasion of privacy. Enter Room 105 (Sophia's room) and examine the garbage can by the first bed. Fayt finds evidence of a secret chocolate binge inside the container. Naturally, this discovery doesn't please Sophia very much, nor does it reflect well on Fayt's character with the rest of the gang.



IF YOU PARTICIPATE IN THIS PA:

	FAYT	SOPHIA	CLIFF	MARIA	NEL	ROGER	ALBEL	PEPPITA	MIRAGE	ADARY
Fayt	-	-3	-1	-3	-3	+1	-1	-1	-3	+1
Sophia	-1	-	0	0	0	0	-1	0	0	+2

PA2 PARENTAL REFLECTION

LOCATION Grantier Resort Hotel, Private Beach

AVAILABILITY Between Main Events 1 and 2

REQUIREMENTS Must not have spoken with Fayt's parents before starting this PA.

TYPE Conversation

MAP PAGE 22

While on the resort's private beach and before you meet up with Fayt's parents, strike up a conversation with Sophia. It seems that she has something on her mind regarding Fayt's parents. However, the entire conversation seems like nagging to Fayt, causing him to dislike Sophia a bit. On the other hand, Sophia likes him more for patiently listening.



IF YOU PARTICIPATE IN THIS PA:

	FAYT	SOPHIA	CLIFF	MARIA	NEL	ROGER	ALBEL	PEPPITA	MIRAGE	ADARY
Fayt	-	+5	-3	+5	-3	0	+5	-3	0	+2
Sophia	-5	-	0	+3	+3	0	-5	0	+3	+2

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BONUS DUNGEONS

PRIVATE ACTIONS

MINI-GAMES AND
SUB-QUESTS

ITEM CREATION

ITEMS
AND EQUIPMENT

BESTIARY

PA 1 - 2

PA 3 - 12

PA 13 - 21

PA 22 - 32

PA 33 - 41

PA 42 - 51

PA 52 - 58

PA 59 - 60

PA3 THE FLIRT

LOCATION	Grantier Resort Hotel, Private Beach
AVAILABILITY	Between Main Events 1 and 2
REQUIREMENTS	None
TYPE	Conversation
MAP PAGE	22

While relaxing on the beach, talk to the attractive young women wandering around. The girl in the blue bathing suit is particularly responsive to Fayt's tentative advances. However, Sophia isn't pleased at all. How you respond to the flirt's query about Sophia's relationship to Fayt changes opinions in the following ways:

**CHOOSE "UH, YEAH. SOMETHING LIKE THAT."**

	FAYT	SOPHIA	CLIFF	MARIA	NEL	ROGER	ALBEL	PEPPITA	MIRAGE	ADARY
Fayt	-	-5	+2	-5	-1	+3	+3	0	-1	+2
Sophia	-5	-	+2	-5	+2	-2	+4	-1	+1	-2

CHOOSE "HUH? OH, JUST SOME LITTLE KID. NEVER SEEN HER."

	FAYT	SOPHIA	CLIFF	MARIA	NEL	ROGER	ALBEL	PEPPITA	MIRAGE	ADARY
Fayt	-	-8	-3	-5	-3	-3	0	-3	-3	-1
Sophia	-5	-	+3	0	+3	-1	+3	-1	0	0

CHOOSE "MY GIRLFRIEND! SHE'S PRETTY CUTE, HUH?"

	FAYT	SOPHIA	CLIFF	MARIA	NEL	ROGER	ALBEL	PEPPITA	MIRAGE	ADARY
Fayt	-	+6	-3	0	+2	-2	-3	+1	+1	-2
Sophia	+8	-	+2	0	-1	+4	-3	+3	-2	+2

PA6 SOPHIA AND FAYT MAKE UP

LOCATION	Grantier Resort Hotel, Transporter to Private Beach
AVAILABILITY	Between Main Events 1 and 2
REQUIREMENTS	Must have chosen one of the first two options on PA #3.
TYPE	Automatic
MAP PAGE	22

If you choose to have Fayt dismiss Sophia during PA #3, the two friends will automatically make up upon entering the Teleporter room between the beach and the hotel lobby. However, this private action helps Sophia out more than Fayt. In fact, it causes most of the playable characters to dislike him even more.

**IF YOU PARTICIPATE IN THIS PA:**

	FAYT	SOPHIA	CLIFF	MARIA	NEL	ROGER	ALBEL	PEPPITA	MIRAGE	ADARY
Fayt	-	0	-3	-3	-3	+3	-5	+1	-3	-2
Sophia	+3	-	+3	+3	+3	-2	+3	+3	+2	+1

PA5 MEET THE ROSSETTIS!

LOCATION	Grantier Resort Hotel, Rossetti Troupe's Waiting Room
AVAILABILITY	Between Main Events 1 and 2
REQUIREMENTS	None
TYPE	Automatic
MAP PAGE	22

Enter the dressing room in the northeast corner of the hotel lobby to automatically meet Peppita Rossetti, child star of the famous Rossetti circus troupe. Although, she has yet to make her debut, Peppita is convinced that she'll be a mega-star. Will you humor her delusions or try to bring her back to earth?

**CHOOSE "NO, I BELIEVE YOU."**

	FAYT	SOPHIA	CLIFF	MARIA	NEL	ROGER	ALBEL	PEPPITA	MIRAGE	ADARY
Fayt	-	+2	+1	+1	+1	+1	-1	+3	+1	+2
Sophia	+1	-	0	0	0	0	+1	+3	0	-1
Peppita	+3	+3	+2	+1	+1	+1	+2	-	+1	+1

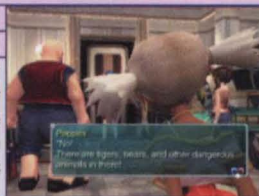
CHOOSE "YOU'RE EXAGGERATING A BIT, AREN'T YOU?"

	FAYT	SOPHIA	CLIFF	MARIA	NEL	ROGER	ALBEL	PEPPITA	MIRAGE	ADARY
Fayt	-	-2	+2	0	+1	-2	+3	-5	-1	-1
Sophia	0	-	0	+1	0	0	0	-3	0	+1
Peppita	-3	-1	-2	-1	-2	-1	+3	-	-1	+3

PA6 RESTRICTED ACCESS

LOCATION	Grantier Resort Hotel, Rossetti Troupe's Waiting Room
AVAILABILITY	Between Main Events 1 and 2
REQUIREMENTS	None
TYPE	Automatic
MAP PAGE	22

Be very careful while exploring the Rossetti's dressing room, for fear that you get too close to the door to the animal stables. Get too close to this barricaded door on the south wall and prepare for a scolding from Peppita. This is another occasion in which being too curious can negatively impact characters' feelings toward Fayt.

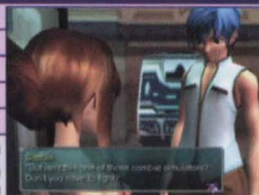
**IF YOU PARTICIPATE IN THIS PA:**

	FAYT	SOPHIA	CLIFF	MARIA	NEL	ROGER	ALBEL	PEPPITA	MIRAGE	ADARY
Fayt	-	-3	0	0	0	+3	0	-3	0	+2
Peppita	0	0	+3	0	+3	0	-3	-	0	-1

PA7 SOPHIA AND THE BATTLE SIMULATOR

LOCATION	Grantier Resort Hotel, Lounge
AVAILABILITY	During Main Event 2
REQUIREMENTS	None
TYPE	Special
MAP PAGE	22

Main Event 2 starts when you access one of the four Game Room panels in the hotel's lounge. To play in the Battle Simulator, you must persuade Sophia to join Fayt. How this task is accomplished affects the way in which the playable characters feel about Fayt.

**CHOOSE "DON'T WORRY. I'LL PROTECT YOU."**

	FAYT	SOPHIA	CLIFF	MARIA	NEL	ROGER	ALBEL	PEPPITA	MIRAGE	ADARY
Fayt	-	+3	0	+1	0	+2	0	+1	+1	+4
Sophia	+1	-	+1	0	0	+3	+2	+2	+1	+2

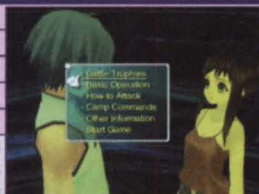
CHOOSE "I SEE. YOU DON'T LIKE HANGING OUT WITH ME."

	FAYT	SOPHIA	CLIFF	MARIA	NEL	ROGER	ALBEL	PEPPITA	MIRAGE	ADARY
Fayt	-	-3	-2	-2	-2	-2	-3	-1	-2	-2
Sophia	+3	-	-2	-3	-3	+2	-3	0	-2	-2

PA0 SHOULD FAYT READ THE INSTRUCTIONS OR NOT?

LOCATION	Grantier Resort Hotel, Lounge, Game Room
AVAILABILITY	During Main Event 2
REQUIREMENTS	None
TYPE	Special
MAP PAGE	22

When the Battle Simulator boots up, you are presented with a menu of options. This PA tests how much of a "man" Fayt is. Is he the type who reads the instructions first, or will he plunge headfirst into the first battle with no training at all? Reading the instructions tends to make the girls like Fayt more, while choosing to start a battle makes Fayt more popular with the guys. Note that choosing the Battle Trophy option doesn't count either way. In fact, it's probably better to choose Battle Trophies and initiate the Battle Trophy collection system before doing anything else!



IF YOU CHOOSE ANY OPTION BESIDES "START GAME:"

	FAYT	SOPHIA	CLIFF	MARIA	NEL	ROGER	ALBEL	PEPPITA	MIRAGE	ADARY
Fayt	-	+1	0	+1	+1	0	0	0	+1	-1
Sophia	+1	-	-1	+2	+1	+1	-2	0	+2	-1

IF YOU CHOOSE THE "START GAME" OPTION:

	FAYT	SOPHIA	CLIFF	MARIA	NEL	ROGER	ALBEL	PEPPITA	MIRAGE	ADARY
Fayt	-	+1	+1	0	0	+1	+1	+1	0	+1
Sophia	+2	-	+2	-2	-1	+2	+3	+1	-1	+1

PA0 SHALL WE PLAY AGAIN?

LOCATION	Grantier Resort Hotel, Lounge, Game Room
AVAILABILITY	During Main Event 2
REQUIREMENTS	Must have won the first round of battle.
TYPE	Special
MAP PAGE	22

If you win the first battle, you can choose whether or not to play a second round.



IF YOU CHOOSE "LET'S TRY AGAIN."

	FAYT	SOPHIA	CLIFF	MARIA	NEL	ROGER	ALBEL	PEPPITA	MIRAGE	ADARY
Fayt	-	-3	+2	-1	-3	+3	+2	-2	+3	+2
Sophia	-2	-	0	-2	-2	-2	-2	+2	+3	0

IF YOU CHOOSE "LET'S JUST GIVE UP."

	FAYT	SOPHIA	CLIFF	MARIA	NEL	ROGER	ALBEL	PEPPITA	MIRAGE	ADARY
Fayt	-	0	-1	+1	0	-3	-4	+2	+1	-2
Sophia	-2	-	+2	+2	0	-2	+2	0	0	0

PA0 ARE YOU GAME FOR A THIRD ROUND?

LOCATION	Grantier Resort Hotel, Lounge, Game Room
AVAILABILITY	During Main Event 2
REQUIREMENTS	Must have won the second round of battle.
TYPE	Special
MAP PAGE	22

This PA is virtually identical to PA #9. Do you continue your luck in the Battle Simulator, or do you call it quits and do something that Sophia likes?



IF YOU CHOOSE "THIS IS GOOD EXERCISE FOR HER."

	FAYT	SOPHIA	CLIFF	MARIA	NEL	ROGER	ALBEL	PEPPITA	MIRAGE	ADARY
Fayt	-	-3	-3	-2	-4	-2	+4	-4	-3	+4
Sophia	-2	-	+1	-3	-1	0	0	-1	0	-3

IF YOU CHOOSE "I GUESS THAT'S ABOUT IT FOR TODAY."

	FAYT	SOPHIA	CLIFF	MARIA	NEL	ROGER	ALBEL	PEPPITA	MIRAGE	ADARY
Fayt	-	+2	+1	+2	+2	+1	0	+2	+3	-1
Sophia	+2	-	0	-1	-3	0	-1	0	+1	-1

PA0 THE ALTERNATIVES TO WINNING

LOCATION	Grantier Resort Hotel, Lounge, Game Room
AVAILABILITY	During Main Event 2
REQUIREMENTS	Must lose or escape from a battle.
TYPE	Special
MAP PAGE	22

If you lose a battle or decide to run in the middle of one, this PA occurs.



IF YOU ESCAPE FROM BATTLE:

	FAYT	SOPHIA	CLIFF	MARIA	NEL	ROGER	ALBEL	PEPPITA	MIRAGE	ADARY
Fayt	-	-1	0	-2	-3	0	-4	+2	0	-4
Sophia	0	-	0	0	+1	-2	0	-2	0	-2

IF YOU ARE DEFEATED BY THE ENEMY:

	FAYT	SOPHIA	CLIFF	MARIA	NEL	ROGER	ALBEL	PEPPITA	MIRAGE	ADARY
Fayt	-	+2	-1	0	-3	-2	-4	0	+2	-2
Sophia	+1	-	+1	+1	-2	+1	-1	+1	-1	-2

PA0 CHECKING UP ON THE ROSSETTIS!

LOCATION	Grantier Resort Hotel, Rossetti Troupe's Waiting Room
AVAILABILITY	After Main Event 3, before entering one of the transporters.
REQUIREMENTS	None
TYPE	Conversation
MAP PAGE	22

Before hopping into one of the transporters and fleeing to the safety of the Evacuation Shelter, stop by the Rossetti Troupe's dressing room and make sure that Fayt's new friends are preparing to evacuate as well.



IF YOU PARTICIPATE IN THIS PA:

	FAYT	SOPHIA	CLIFF	MARIA	NEL	ROGER	ALBEL	PEPPITA	MIRAGE	ADARY
Fayt	-	+3	0	-3	+3	0	-3	+5	0	+3
Sophia	+3	-	0	0	+3	0	-3	+5	0	0
Peppita	+3	+3	0	+5	0	+3	-3	-	+3	+3

GETTING STARTED

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MINI-GAMES AND SUB-QUESTS

ITEM CREATION

ITEMS AND EQUIPMENT

BESTIARY

PA 1 - 2

PA 3 - 12

PA 13 - 21

PA 22 - 32

PA 33 - 41

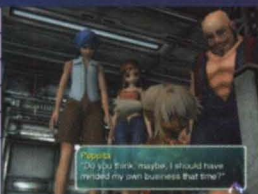
PA 42 - 51

PA 52 - 58

PA 59 - 60

PA03 PEPPITA'S CONCERNS

LOCATION	Evacuation Facility
AVAILABILITY	Between Main Events 5 and 6.
REQUIREMENTS	None
TYPE	Automatic
MAP PAGE	26



After meeting Peppita and the rest of the Rossetti Troupe in Room 509, continue to explore the Evacuation Facility. Before proceeding to Fayt's room (Room 506), look for Peppita and Ursus by the staircase on the eastern side of the floor (across from the east Transporter Room). It seems the little lady is having doubts as to whether or not she should have prevented Fayt from searching for his parents. Do you let her off the hook or worsen her guilt trip?

IF YOU CHOOSE "NO, THAT'S NOT TRUE."

	FAYT	SOPHIA	CLIFF	MARIA	NEL	ROGER	ALBEL	PEPPITA	MIRAGE	ADARY
Fayt	-	+3	+3	+3	+3	+3	+1	+5	+3	+3

IF YOU CHOOSE "WHY COULDN'T YOU JUST MIND YOUR OWN BUSINESS?"

	FAYT	SOPHIA	CLIFF	MARIA	NEL	ROGER	ALBEL	PEPPITA	MIRAGE	ADARY
Fayt	-	-5	-5	-5	-5	-5	-5	0	-5	-5
Sophia	-3	-	0	0	0	0	0	0	0	0
Peppita	-5	+5	+5	+5	+3	+3	-2	-	+3	+4

PA04 WHAT'S YOUR BLOOD TYPE?

LOCATION	Transport Ship Helre, Bridge
AVAILABILITY	After Main Event #5, before entering the Escape Pod.
REQUIREMENTS	None
TYPE	Conversation
MAP PAGE	27



On the way to the Escape Pods and after the Vendeeni attack, visit the bridge of the Helre and speak to the brave, self-sacrificing crew. An obnoxious crew member asks Fayt's blood type. In Japan, blood types are used as a personality indicator, much as astrological signs here in the US. Here is a brief run-down on what a particular blood type says about a person's personality, so that you can answer the crewman honestly. (Or, simply check the following tables to see which answer makes the appropriate people like Fayt more!) An A blood type is associated with a calm, composed, serious person. In contrast, blood type B people are known for their cheerfulness and curiosity. Those with an O type are known for being easygoing, bighearted, and generous. People with an AB blood type are sensitive, artistic souls.

IF YOU CHOOSE "TELL HIM IT'S TYPE A."

	FAYT	SOPHIA	CLIFF	MARIA	NEL	ROGER	ALBEL	PEPPITA	MIRAGE	ADARY
Fayt	-	0	-1	+1	+1	0	0	0	-1	-1

IF YOU CHOOSE "TELL HIM IT'S TYPE B."

	FAYT	SOPHIA	CLIFF	MARIA	NEL	ROGER	ALBEL	PEPPITA	MIRAGE	ADARY
Fayt	-	-1	0	0	-1	+1	0	0	+1	+1

IF YOU CHOOSE "TELL HIM IT'S TYPE O."

	FAYT	SOPHIA	CLIFF	MARIA	NEL	ROGER	ALBEL	PEPPITA	MIRAGE	ADARY
Fayt	-	+1	0	-1	0	0	+1	-1	0	0

IF YOU CHOOSE "TELL HIM IT'S TYPE AB."

	FAYT	SOPHIA	CLIFF	MARIA	NEL	ROGER	ALBEL	PEPPITA	MIRAGE	ADARY
Fayt	-	0	+1	0	0	-1	-1	+1	0	0

PA15 CHECKING ON THE ROSSETTIS—AGAIN!

LOCATION	Transport Ship Helre, Central Starboard Corridor
AVAILABILITY	After Main Event #5, before entering an Escape Pod
REQUIREMENTS	The door to the Escape Pods must be unblocked.
TYPE	Conversation
MAP PAGE	27



Here's yet another opportunity to hasten the Rossetti Troupe along during the evacuation. First, head up to the Upper Starboard Corridor and check with the attendants to see how the loading of the Escape Pods is going. Then run back downstairs and speak to any one of the Rossettis to let them know that they need to get upstairs to evacuate.

IF YOU PARTICIPATE IN THIS PA:

	FAYT	SOPHIA	CLIFF	MARIA	NEL	ROGER	ALBEL	PEPPITA	MIRAGE	ADARY
Fayt	-	+2	+3	+1	+1	+3	-2	+5	+1	+3
Sophia	+3	-	+3	+3	+1	+3	0	+5	+1	+3
Peppita	+2	+2	-1	+1	+3	0	+2	-	-1	+4

PA16 THE PRIME DIRECTIVE

LOCATION	Escape Pod
AVAILABILITY	During Main Event #7
REQUIREMENTS	None
TYPE	Special
MAP PAGE	27



This PA is similar to PA #8 in that it tests Fayt's desire to read instructions. Will you choose to read the Underdeveloped Planet Protection Pact while heading toward Vanguard III when given the chance?

IF YOU CHOOSE "LET'S CHECK IT OUT..."

	FAYT	SOPHIA	CLIFF	MARIA	NEL	ROGER	ALBEL	PEPPITA	MIRAGE	ADARY
Fayt	-	+2	+1	+1	+1	-2	-2	+1	+1	-1

IF YOU CHOOSE "I'M SURE IT'S OKAY."

	FAYT	SOPHIA	CLIFF	MARIA	NEL	ROGER	ALBEL	PEPPITA	MIRAGE	ADARY
Fayt	-	-2	0	+1	0	+2	+2	-1	+2	+1

PA17 WHERE'S MIRAGE?

LOCATION	Royal City of Airyglyph, Entrance to Airyglyph Aqueducts
AVAILABILITY	After ME #19 and before you leave Kirlsa for the Granah Hills region after ME #21.
REQUIREMENTS	None
TYPE	Conversation
MAP PAGE	34

Look for Cliff near the entrance to the Airyglyph Aqueducts to commiserate with him over Mirage's potential whereabouts. Did she escape or not?



IF YOU CHOOSE "I'M WORRIED ABOUT MIRAGE."

	FAYT	SOPHIA	CLIFF	MARIA	NEL	ROGER	ALBEL	PEPPITA	MIRAGE	ADARY
Fayt	-	+1	+1	+2	+1	+1	-1	+1	+1	+2
Cliff	-2	-3	-	-1	0	-1	0	-3	+2	-1

IF YOU CHOOSE "I NEVER DREAMED SOMETHING LIKE THIS WOULD HAPPEN."

	FAYT	SOPHIA	CLIFF	MARIA	NEL	ROGER	ALBEL	PEPPITA	MIRAGE	ADARY
Fayt	-	-1	-2	-3	-1	-1	-3	0	-2	-2
Cliff	+2	+1	-	-1	-3	0	+1	0	+1	+2

PA18 NEL'S GRATITUDE

LOCATION	Mining Town of Kirlsa, "Iron Maiden" Inn
AVAILABILITY	Between ME #24 and #25.
REQUIREMENTS	Must view this before entering Arias after finishing the quest at the Kirlsa Training Facility.
TYPE	Conversation
MAP PAGE	40

While returning to Arias from the Kirlsa Training Facility, visit the "Iron Maiden" Inn in Kirlsa. You don't have to spend the night, but instead look for Cliff and Nel in the upstairs sleeping chamber. Talk to Nel and she'll express her gratitude for rescuing her. Your answer to the question of why you risked your life impacts



IF YOU CHOOSE "I JUST FELT LIKE IT."

	FAYT	SOPHIA	CLIFF	MARIA	NEL	ROGER	ALBEL	PEPPITA	MIRAGE	ADARY
Fayt	-	+1	+3	-1	-3	+1	-2	+1	+1	+5
Cliff	+1	+1	-	0	-2	0	-2	+1	+1	+2
Nel	-2	+1	-2	+3	-	+1	+3	-3	0	-3

IF YOU CHOOSE "I THOUGHT I SHOULD MAKE IT UP TO YOU."

	FAYT	SOPHIA	CLIFF	MARIA	NEL	ROGER	ALBEL	PEPPITA	MIRAGE	ADARY
Fayt	-	-1	+2	-2	-1	0	+3	-1	0	+2
Cliff	0	0	-	0	-1	0	-2	0	0	0
Nel	-2	0	-2	+3	-	+1	+3	-3	+1	-2

IF YOU CHOOSE "YOU CAN'T EXPECT US TO ABANDON YOU?"

	FAYT	SOPHIA	CLIFF	MARIA	NEL	ROGER	ALBEL	PEPPITA	MIRAGE	ADARY
Fayt	-	+3	+3	+1	+3	+2	0	+3	+2	+2
Cliff	+3	+2	-	+2	+1	+1	0	+1	+1	-2
Nel	+2	+1	+3	+3	-	+2	+3	0	+1	-2

PA19 RUMORS OF THE MOONSHADOW CLAN

LOCATION	Peterny, "The Biting Kid" Tavern
AVAILABILITY	During ME 26
REQUIREMENTS	Must complete this PA before going to sleep at the inn during ME #26.
TYPE	Conversation
MAP PAGE	52

Strike up a conversation with one of the bar patrons and he asks about the Moonshadow Clan. Do you respond honestly and reveal your ignorance (gaining some information in return), or do you bluff and pretend like you know what he's talking about?



IF YOU CHOOSE "YEAH, I'VE HEARD OF THEM."

	FAYT	SOPHIA	CLIFF	MARIA	NEL	ROGER	ALBEL	PEPPITA	MIRAGE	ADARY
Fayt	-	-2	+2	+1	-2	+4	+3	-3	-1	-2

IF YOU CHOOSE "NO, I'VE NEVER HEARD OF THEM."

	FAYT	SOPHIA	CLIFF	MARIA	NEL	ROGER	ALBEL	PEPPITA	MIRAGE	ADARY
Fayt	-	+2	+1	0	-2	0	0	+2	+1	+2

PA20 OOPS, WRONG SPRING!

LOCATION	Duggus Forest, Grapebind Area
AVAILABILITY	During ME #27
REQUIREMENTS	None
TYPE	Special
MAP PAGE	55

The Fairy you meet in Duggus Forest needs a refreshing drink of spring water. However, there are three types of spring to draw from: boiling, gushing, and glittering. Ideally, it's best to bring her a drink of water from the "glittering" spring. If you bring her a glass of water from the red and steamy "boiling" spring, this PA occurs.



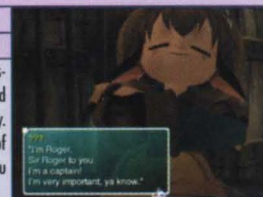
IF YOU GIVE THE FAIRY WATER FROM THE "BOILING" SPRING:

	FAYT	SOPHIA	CLIFF	MARIA	NEL	ROGER	ALBEL	PEPPITA	MIRAGE	ADARY
Fayt	-	-3	-2	-2	-2	-2	-1	-3	-1	-1

PA21 INTRODUCING ROGER S. HUXLEY

LOCATION	Duggus Forest, Moonshadow Clan's Hideout
AVAILABILITY	During ME #28
REQUIREMENTS	None
TYPE	Special
MAP PAGE	55

This is another PA that occurs during a Main Event. After releasing Roger from the cage the Moonshadow Clan's Chief locked him in, you can recruit him temporarily into your party. Regardless of what you choose, you will alienate about half of your party. On the other hand, if you don't accept him now, you will never be able to recruit him. Take this choice seriously.



IF YOU CHOOSE "ASK ROGER TO HELP."

	FAYT	SOPHIA	CLIFF	MARIA	NEL	ROGER	ALBEL	PEPPITA	MIRAGE	ADARY
Fayt	-	+2	-2	-1	+2	+3	-3	+2	-2	+2
Cliff	-2	-2	-	-2	-3	-3	-3	-1	-1	0
Nel	+1	-2	+1	+2	-	+4	+3	-1	+1	+1
Roger	+2	+2	-2	+1	+1	-	-2	+2	+2	-1

IF YOU CHOOSE "TURN DOWN HIS OFFER TO HELP."

	FAYT	SOPHIA	CLIFF	MARIA	NEL	ROGER	ALBEL	PEPPITA	MIRAGE	ADARY
Fayt	-	-1	+3	+2	-1	-3	+3	-2	+2	-2
Cliff	-2	-2	-	-2	-3	-1	-4	-1	-1	0
Nel	-1	+2	+1	-2	-	+2	-1	-1	+1	-1
Roger	-2	-2	-2	-2	-4	-	-3	+1	-2	-1

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PA22 RUDDLE AND RUMINA, PART ONE

LOCATION	Peterny, West Side, "The Front Door" Luxury Inn
AVAILABILITY	Between ME #30 (must leave town first before Ruddle and Rumina appear at the Inn) and ME #38.
REQUIREMENTS	None
TYPE	Automatic
MAP PAGE	52

Look for two merchants named Ruddle and Rumina in the second guest room of "The Front Door" Inn in Peterny. This mismatched duo is in search of the town of Kirlsa. However, neither one has a trustworthy sense of direction, so once you become involved with this duo, you will be directing and re-directing them over the course of your time on Elicor II. Ultimately, all of your hard work pays off later in the game when they open their final store in Aquios and sell the best armor and weapons in the game. Of course, to get them to open this store in Chapter Five, you must guide them correctly. This is one of three PAs dealing with this couple. To continue the series, you must give the correct answer each time. If you provide them with the wrong directions, they'll get lost and you can visit them in the town they reached instead of Kirlsa (for this PA, that would be Surferio or Aquios). The correct answer for this PA is the third choice: To get to Kirlsa, they need to exit from the south gate.

**IF YOU CHOOSE "YOU SHOULD TAKE THE NORTH GATE."**

	FAYT	SOPHIA	CLIFF	MARIA	NEL	ROGER	ALBEL	PEPPITA	MIRAGE	ADARY
Fayt	-	-2	-2	-2	-2	-2	-1	-2	-2	-2

IF YOU CHOOSE "GO EAST, OF COURSE."

	FAYT	SOPHIA	CLIFF	MARIA	NEL	ROGER	ALBEL	PEPPITA	MIRAGE	ADARY
Fayt	-	-2	-2	-2	-2	-2	-1	-2	-2	-2

IF YOU CHOOSE "IT'S SOUTH. DIDN'T YOU KNOW THAT?"

	FAYT	SOPHIA	CLIFF	MARIA	NEL	ROGER	ALBEL	PEPPITA	MIRAGE	ADARY
Fayt	-	+2	+2	+2	+2	+2	+1	+2	+2	+2

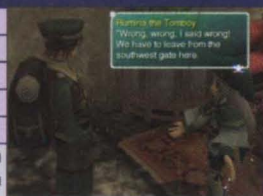
IF YOU CHOOSE: WEST. NO QUESTION ABOUT IT."

	FAYT	SOPHIA	CLIFF	MARIA	NEL	ROGER	ALBEL	PEPPITA	MIRAGE	ADARY
Fayt	-	-2	-2	-2	-2	-2	-1	-2	-2	-2

PA23 RUDDLE AND RUMINA, PART TWO

LOCATION	Riverfront Village of Arias, "The Dozing" Inn
AVAILABILITY	Between ME #30 and ME #36
REQUIREMENTS	Must have chosen answer #3 in PA #22.
TYPE	Automatic
MAP PAGE	46

Once again, Ruddle and Rumina are lost and at odds over which direction to take. This time, you can choose to send them via three routes, two of which are correct. The correct paths enable them to leave from the southwest gate and travel over the Aire/Kirlsa Hills to Kirlsa, or they can take the northwest path through Bequerel Mountain Path and the Kirlsa Caverns. Sending them through the northwest gate makes your party members like you more, so choose that option if you are trying to win their favor. The third route sends them to Surferio.

**IF YOU CHOOSE "GO OUT THROUGH THE NORTHWEST GATE."**

	FAYT	SOPHIA	CLIFF	MARIA	NEL	ROGER	ALBEL	PEPPITA	MIRAGE	ADARY
Fayt	-	+2	+2	+2	+3	+2	+2	+2	+2	+1

IF YOU CHOOSE "EASIEST WAY IS THROUGH THE SOUTHWEST GATE."

	FAYT	SOPHIA	CLIFF	MARIA	NEL	ROGER	ALBEL	PEPPITA	MIRAGE	ADARY
Fayt	-	+2	+2	+2	0	+2	0	+2	+2	+3

IF YOU CHOOSE "ACTUALLY YOU SHOULD GO EAST."

	FAYT	SOPHIA	CLIFF	MARIA	NEL	ROGER	ALBEL	PEPPITA	MIRAGE	ADARY
Fayt	-	-2	-2	-2	-2	-2	-1	-2	-2	-3

PA24 RUDDLE AND RUMINA, PART THREE

LOCATION	Royal City of Airyglyph, "Wyvern's Tail" Inn
AVAILABILITY	Between ME #30 and ME #61 (end of Chapter Three).
REQUIREMENTS	Must have chosen answers #1 or #2 during PA #23.
TYPE	Automatic
MAP PAGE	35

Somehow Ruddle and Rumina misinterpreted the directions again, overshooting Kirlsa and ending up in Airyglyph! Tell them for the last time how to get where they need to be. To make sure that they arrive in Kirlsa safely, visit them later on in the "Iron Stomach" Tavern.

**IF YOU CHOOSE "YOU ALREADY PASSED KIRLSA."**

	FAYT	SOPHIA	CLIFF	MARIA	NEL	ROGER	ALBEL	PEPPITA	MIRAGE	ADARY
Fayt	-	+2	+2	+2	+2	+2	+1	+2	+2	+2

IF YOU CHOOSE "YOU'RE ALMOST AT KIRLSA."

	FAYT	SOPHIA	CLIFF	MARIA	NEL	ROGER	ALBEL	PEPPITA	MIRAGE	ADARY
Fayt	-	-2	-2	-2	-2	-2	-1	-2	-2	-2

PA25 ROGER AND HIS FRIENDS

LOCATION	Lost City of Surferio
AVAILABILITY	Between ME #30 and ME #61 (end of Chapter Three).
REQUIREMENTS	Must have chosen answer #1 in PA #21.
TYPE	Automatic
MAP PAGE	59

While in Surferio, look for Roger and his friends playing outside in the residential district. When you approach, Roger introduces his crew, Dribe and Melt. It seems that they have a bunch of Ancient Books that hint at the hidden locations of some rare items. If you recruit Roger to help out temporarily, you receive the Ancient Books in return. Note that if you didn't let Roger help you in Duggus Forest, this PA will not occur.

**IF YOU CHOOSE "COOPERATE."**

	FAYT	SOPHIA	CLIFF	MARIA	NEL	ROGER	ALBEL	PEPPITA	MIRAGE	ADARY
Fayt	-	+2	-2	-1	0	+5	-2	+1	+2	+4
Cliff	-1	-2	-	0	-1	+1	-3	+1	+1	+3
Roger	0	+1	-1	-1	-1	-	+2	+2	+1	+2

IF YOU CHOOSE "REFUSE TO COOPERATE."

	FAYT	SOPHIA	CLIFF	MARIA	NEL	ROGER	ALBEL	PEPPITA	MIRAGE	ADARY
Fayt	-	-1	+2	+2	-1	-5	+2	+2	-2	-2
Cliff	0	-1	-	+1	-1	-3	-2	+1	0	-1
Roger	-2	+2	-1	-2	0	-	-5	-2	+2	+2

PA26 THE SUSPICIOUSLY NERVOUS MAN

LOCATION	Aquios, East Side Private Home
AVAILABILITY	Before ME #32.
REQUIREMENTS	None
TYPE	Conversation
MAP PAGE	61

This is a two-part Private Action. It begins when you talk to the Nervous Man in the house two doors down from the Grocer on the east side of the city. He's a strange person, overly interested in your business with the Queen. With that in mind, perhaps it shouldn't come as quite a shock when he turns up outside the Audience Chamber in the Castle after you finish your audience with the Queen? After Nel puts the Nervous Man under surveillance, check back as the game progresses to see how the investigation is going!



IF YOU PARTICIPATE IN THIS PA:

	FAYT	SOPHIA	CLIFF	MARIA	NEL	ROGER	ALBEL	PEPPITA	MIRAGE	ADARY
Fayt	-	0	0	0	-2	0	-1	0	0	0
Cliff	0	0	-	0	-2	0	-1	0	0	0
Nel	+2	+1	+3	+3	-	+1	+5	+1	+2	+3

PA27 FOLLOW ME, PART ONE

LOCATION	Aquios, Castle Aquaria 1F
AVAILABILITY	During ME #32.
REQUIREMENTS	None
TYPE	Conversation
MAP PAGE	61

If you get lost or choose to explore the first floor of the castle against Nel's orders, you can bet she's going to be mad when you catch up with her at the staircase. It looks like the rest of your party won't be too happy either.



IF YOU PARTICIPATE IN THIS PA:

	FAYT	SOPHIA	CLIFF	MARIA	NEL	ROGER	ALBEL	PEPPITA	MIRAGE	ADARY
Fayt	-	-2	-2	-3	-3	-1	-3	-1	-3	-1

PA28 FOLLOW ME, PART TWO

LOCATION	Aquios, Castle Aquaria 2F
AVAILABILITY	During ME #32.
REQUIREMENTS	None
TYPE	Conversation
MAP PAGE	61

This PA is identical to PA #27, except that it takes place on the second floor. There's not much to see on the second floor, but if you decide to wander around, be prepared to face Nel's wrath when you meet her in front of the Queen's Audience Chamber. As with PA #27, her disapproval of your wanderlust resonates throughout the rest of the party.



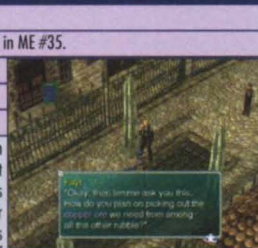
IF YOU PARTICIPATE IN THIS PA:

	FAYT	SOPHIA	CLIFF	MARIA	NEL	ROGER	ALBEL	PEPPITA	MIRAGE	ADARY
Fayt	-	-2	-2	-3	-3	-1	-3	-1	-3	-1

PA29 FAYT THE WORRYWORT

LOCATION	Peterny, North Side
AVAILABILITY	After ME #32, before you find the Copper Ore in ME #35.
REQUIREMENTS	None
TYPE	Conversation
MAP PAGE	52

On the way to the Bequeral Mines, you must pass through Peterny. If you talk to Cliff, Fayt will unload his concerns about mining the Copper Ore. Cliff takes a humorous approach to this problem, reminding Fayt that they can scan for the ore with their Quad Communicators. What's another breach of the UP3 at this point, anyway? Voicing your concerns to Cliff makes the rest of the team doubt Fayt's leadership abilities, so think twice before starting this conversation.



IF YOU PARTICIPATE IN THIS PA:

	FAYT	SOPHIA	CLIFF	MARIA	NEL	ROGER	ALBEL	PEPPITA	MIRAGE	ADARY
Fayt	-	-3	-3	-2	-3	-2	-2	-2	-4	-2
Cliff	+2	+1	-	+2	+5	+4	+3	+2	+2	+2

PA30 FERVENT MAN AT THE GATES

LOCATION	Arias, South Gate
AVAILABILITY	Between ME #33 and ME #35.
REQUIREMENTS	None
TYPE	Conversation
MAP PAGE	46

If you're in need of encouragement, talk to the Fervent Man by the South Gate. He promises to defend the city while you help the runologists in Aquios prepare their weapon. The response to his enthusiasm impacts Fayt's reputation with his comrades.



IF YOU CHOOSE "I'LL DO WHAT I CAN."

	FAYT	SOPHIA	CLIFF	MARIA	NEL	ROGER	ALBEL	PEPPITA	MIRAGE	ADARY
Fayt	-	-3	+2	-5	+5	-1	-2	-5	+3	-4

IF YOU CHOOSE "LEAVE IT TO ME."

	FAYT	SOPHIA	CLIFF	MARIA	NEL	ROGER	ALBEL	PEPPITA	MIRAGE	ADARY
Fayt	-	-5	-2	-7	+4	+3	+5	-7	-4	+4

IF YOU CHOOSE "SO YOU'RE SAYING THE SITUATION IS GRAVE?"

	FAYT	SOPHIA	CLIFF	MARIA	NEL	ROGER	ALBEL	PEPPITA	MIRAGE	ADARY
Fayt	-	0	0	0	+3	0	-4	0	0	-2

PA31 THE FERVENT MAN REDUX

LOCATION	Arias, South Gate
AVAILABILITY	Between ME #33 and ME #35.
REQUIREMENTS	Must have chosen option #3 in PA #30.
TYPE	Conversation
MAP PAGE	46

Talk to the Fervent Man a second time and he starts eulogizing about Clair and Nel's bravery and loyalty. This makes everyone in your party appreciate Nel a whole lot more!



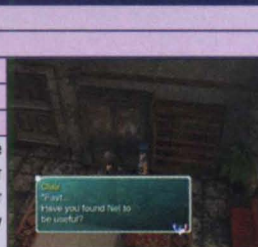
IF YOU PARTICIPATE IN THIS PA:

	FAYT	SOPHIA	CLIFF	MARIA	NEL	ROGER	ALBEL	PEPPITA	MIRAGE	ADARY
Nel	+3	+2	+4	+3	-	+4	+6	+2	+2	+6

PA32 NEL'S PROGRESS REPORT

LOCATION	Arias, Lord's Mansion, Conference Room
AVAILABILITY	Between ME #33 and ME #35.
REQUIREMENTS	None
TYPE	Conversation
MAP PAGE	46

Look for Clair in the Conference Room of the Lord's Mansion. She asks if Nel is being helpful in your quest. Your response to her question can make everyone like you more or, if you tell Clair that you are disappointed in Nel, make everyone—especially Nel!—like you less.



IF YOU CHOOSE "SHE'S BEEN MORE THAN USEFUL."

	FAYT	SOPHIA	CLIFF	MARIA	NEL	ROGER	ALBEL	PEPPITA	MIRAGE	ADARY
Fayt	-	+1	+2	0	+2	+1	-3	+1	+1	-1
Nel	+4	+2	+3	+3	-	-2	+5	-2	+2	+5

IF YOU CHOOSE "I'M DISAPPOINTED, TO TELL YOU THE TRUTH."

	FAYT	SOPHIA	CLIFF	MARIA	NEL	ROGER	ALBEL	PEPPITA	MIRAGE	ADARY
Fayt	-	-4	-3	-1	-6	-2	0	-3	-1	+3
Nel	-5	-2	-1	-3	-	+2	-3	+3	-3	-5

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PA33 LET HER SLEEP!

LOCATION	Arias, Lord's Mansion, Bedroom
AVAILABILITY	Only after ME #36.
REQUIREMENTS	None
TYPE	Conversation
MAP PAGE	46

After the ambush outside the Arias gates, you'll likely want to check on the recovering Tynave and Farleen before heading back to Aquios. By attempting to speak with Farleen, you discover that she's sleeping. What do you do next?



IF YOU CHOOSE "LEAVE HER ALONE."

	FAYT	SOPHIA	CLIFF	MARIA	NEL	ROGER	ALBEL	PEPPITA	MIRAGE	ADRAY
Fayt	-	+1	0	0	+2	0	0	+1	+1	-2

IF YOU CHOOSE "TRY POKING AT HER CHEEK."

	FAYT	SOPHIA	CLIFF	MARIA	NEL	ROGER	ALBEL	PEPPITA	MIRAGE	ADRAY
Fayt	-	-2	0	-1	0	+1	-2	+2	-1	-1

IF YOU CHOOSE "TRY TICKLING THE END OF HER NOSE."

	FAYT	SOPHIA	CLIFF	MARIA	NEL	ROGER	ALBEL	PEPPITA	MIRAGE	ADRAY
Fayt	-	-3	0	-2	0	+2	-1	0	-2	+3

PA34 MEET ADRAY LASBARD!

LOCATION	Aquios, Castle Aquaria, Audience Chamber
AVAILABILITY	Between ME #37 and ME #38.
REQUIREMENTS	None
TYPE	Automatic
MAP PAGE	64

If you are in need of a Symbolist for your party and you don't want to wait until you see Sophia again, then return to the Castle for a quick visit with the queen before leaving for the war. When you attempt to leave the Audience Chamber, you are confronted by Adray Lasbard, feared warrior and father of Clair. Do you want to recruit him now (on a temporary basis) or wait until much later in the game?

On a practical note, this PA impacts a couple of things. First, if you recruit Adray in this PA, he stays in your party until the end of Chapter Three when all of the Elicorians return to their homes. You regain him as a party member on a permanent basis later in Chapter Five. However, recruiting him in Chapter Two means that you regain him much later in Chapter Five than if you decide to pass on his offer right now. On the other hand, if you refuse to take Adray during this PA, you lose the opportunity to see his "coupled" ending with Fayt. Consider this fact if you're trying to see all of the "coupled" endings. If you can't live without a magic-user in your party, recruit him now. Between the time you lose him at the end of Chapter Three and regain him on a permanent basis in Chapter Five, you'll have Sophia to fill in as Symbolist.

IF YOU CHOOSE "YES."

	FAYT	SOPHIA	CLIFF	MARIA	NEL	ROGER	ALBEL	PEPPITA	MIRAGE	ADRAY
Fayt	-	0	+1	-1	-1	+3	+2	+2	+1	+3
Adray	+2	+1	+1	0	0	+1	0	+1	0	-

IF YOU CHOOSE "NO."

	FAYT	SOPHIA	CLIFF	MARIA	NEL	ROGER	ALBEL	PEPPITA	MIRAGE	ADRAY
Fayt	-	-1	0	+1	+2	-2	-1	-1	0	-1
Adray	-2	-1	0	0	-2	+2	-1	+2	+1	-

PA35 READY FOR THE WAR TO START?

LOCATION	Arias, Lord's Mansion, Conference Room
AVAILABILITY	End of ME #38.
REQUIREMENTS	None
TYPE	Special
MAP PAGE	46

The PA occurs at the end of ME #38. After resting at the Lord's Mansion, it's time to go to war with Airyglyph. To start the battle proceedings, head down to the Conference Room and speak with Clair. When she asks if you're ready, give her your answer. This PA is unusual because you only score points if you say "No." This answer causes the women in your party to like you more. If you need their emotional points, then by all means ask for more time to prepare. If not, let the battle begin!



IF YOU CHOOSE "NO."

	FAYT	SOPHIA	CLIFF	MARIA	NEL	ROGER	ALBEL	PEPPITA	MIRAGE	ADRAY
Fayt	-	+2	-3	+3	+4	-3	-5	-4	+4	-6

PA36 DO YOU WANT TO KNOW ABOUT THE FLYING SHIPS?

LOCATION	Peterny, Center Plaza
AVAILABILITY	Between ME #41 and ME #46
REQUIREMENTS	None
TYPE	Conversation
MAP PAGE	52

You'll find a Gossiping Peddler at a table around the food stand in the middle of Peterny's Center Plaza. Talk to him to hear the latest rumors about the flying ship that appeared during the war.

Keep in mind, however, that some members of your party aren't really into gossipmongers.



IF YOU CHOOSE "YES, I REALLY WANT TO HEAR ABOUT IT."

	FAYT	SOPHIA	CLIFF	MARIA	NEL	ROGER	ALBEL	PEPPITA	MIRAGE	ADRAY
Fayt	-	-2	+2	-2	+3	+2	-3	+2	-2	+3

IF YOU CHOOSE: "I THINK I'LL PASS."

	FAYT	SOPHIA	CLIFF	MARIA	NEL	ROGER	ALBEL	PEPPITA	MIRAGE	ADRAY
Fayt	-	+2	-1	+3	-3	-3	+2	-2	+2	-3

PA37 THE COST OF WAR

LOCATION	Arias, Cemetery
AVAILABILITY	Between ME #41 and ME #46.
REQUIREMENTS	None
TYPE	Automatic
MAP PAGE	46

Look for Maria in the cemetery by the chapel. She's overwhelmed by the loss of life caused in the wars between Airyglyph and Aquios. When she mentions that Fayt's powers would cause an even greater loss of life, how do you respond?



IF YOU CHOOSE "BUT YOU HAVE THE SAME STRANGE POWER, RIGHT?"

	FAYT	SOPHIA	CLIFF	MARIA	NEL	ROGER	ALBEL	PEPPITA	MIRAGE	ADRAY
Fayt	-	-1	-2	+4	-1	-1	0	-2	-1	-2
Maria	-1	+3	+4	-	+3	+3	-3	+5	+4	-3

IF YOU CHOOSE "NO! I'M JUST A NORMAL HUMAN BEING!"

	FAYT	SOPHIA	CLIFF	MARIA	NEL	ROGER	ALBEL	PEPPITA	MIRAGE	ADRAY
Fayt	-	-2	-4	-1	-4	-3	-5	-2	-3	-4
Maria	-3	-5	+2	-	+3	-2	+5	-2	+3	+2

IF YOU CHOOSE "YOU MAY BE RIGHT, BUT..."

	FAYT	SOPHIA	CLIFF	MARIA	NEL	ROGER	ALBEL	PEPPITA	MIRAGE	ADRAY
Fayt	-	+3	+4	+7	+3	+3	+4	+4	+3	+6
Maria	+3	+1	+2	-	+3	0	-1	+1	+2	+2

PA38 THE CONCERNS OF THE YOUNG

LOCATION	Kirlsa, House by the "Iron Maiden" Inn
AVAILABILITY	Between ME #41 and ME #61 (before battle with Crossell).
REQUIREMENTS	None
TYPE	Conversation
MAP PAGE	40

In the house by the "Iron Maiden" Inn in Kirlsa lives an Unrealistic Girl with some serious concerns about the recent Airyglyph-Aquios war. Talk to her and see if you can straighten her out and ease her mind.



IF YOU CHOOSE "YES, IT'S TRUE."

	FAYT	SOPHIA	CLIFF	MARIA	NEL	ROGER	ALBEL	PEPPITA	MIRAGE	ADRAY
Fayt	-	-3	-3	-3	-5	-3	0	-3	-3	0

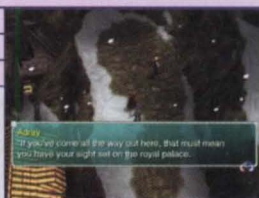
IF YOU CHOOSE "NO, IT'S NOT TRUE."

	FAYT	SOPHIA	CLIFF	MARIA	NEL	ROGER	ALBEL	PEPPITA	MIRAGE	ADRAY
Fayt	-	+3	+3	+3	+5	+3	+3	+3	+3	+3

PA39 A TALK WITH ADRAY

LOCATION	Airyglyph, Entrance to the Airyglyph Aqueducts
AVAILABILITY	Between ME #47 and ME #50.
REQUIREMENTS	None
TYPE	Conversation
MAP PAGE	35

If you're in the neighborhood—and you're trying to get endings with the guys—look for Adray on the cliff by the entrance to the Airyglyph Aqueducts and have a chat with him. The resulting conversation makes the women in your party think less of you, but the guys will like you a bit more. I wonder what the Queen, with whom you are traveling at the time, thinks of all of this?



IF YOU PARTICIPATE IN THIS PA:

	FAYT	SOPHIA	CLIFF	MARIA	NEL	ROGER	ALBEL	PEPPITA	MIRAGE	ADRAY
Fayt	-	-2	+1	-1	-4	+2	+1	-2	-1	+3
Adray	+1	-2	+1	-1	-5	+1	+3	-2	-1	-

PA40 HURRY UP, WOLTAR!

LOCATION	Airyglyph, Airyglyph Castle, 1F
AVAILABILITY	During ME #52
REQUIREMENTS	None
TYPE	Conversation
MAP PAGE	34

This PA may occur during the event in which Woltar leads you through Airyglyph Castle to the dungeons downstairs, where Albel Nox is waiting to join the party. To trigger it, you must do one of two things: 1. Not follow Woltar to the Guard Room; or 2. Talk to Woltar twice, asking him to walk faster. Ignoring Woltar's instructions and exploring the castle on your own doesn't sit well with any of the party members. Asking the elderly Woltar to walk faster also doesn't make them think any better of you.



IF YOU DON'T FOLLOW WOLTAR TO THE GUARD ROOM:

	FAYT	SOPHIA	CLIFF	MARIA	NEL	ROGER	ALBEL	PEPPITA	MIRAGE	ADRAY
Fayt	-	-2	-2	-3	-2	-1	-3	-1	-3	+1

IF YOU SPEAK TO WOLTAR TWICE, PROMPTING HIM TO HURRY UP:

	FAYT	SOPHIA	CLIFF	MARIA	NEL	ROGER	ALBEL	PEPPITA	MIRAGE	ADRAY
Fayt	-	-4	-2	-2	-3	-2	+2	-4	-3	+3

PA41 TO WANDER OR NOT TO WANDER

LOCATION	Airyglyph, Airyglyph Castle, Guard Room B1F
AVAILABILITY	During ME #52.
REQUIREMENTS	None
TYPE	Conversation
MAP PAGE	34

This PA is similar to PA #40 except that it takes place in the basement/dungeon. This PA occurs if you decide to explore the treasure room off the Guard Room or return to the first floor instead of following Woltar into the dungeon cell where Albel is being held. Woltar won't scold you for your truancy, but the party certainly feels the disapproval!



IF YOU GO BACK TO THE FIRST FLOOR OR DECIDE TO EXPLORE THE TREASURE ROOM:

	FAYT	SOPHIA	CLIFF	MARIA	NEL	ROGER	ALBEL	PEPPITA	MIRAGE	ADRAY
Fayt	-	-2	-2	-3	-2	-1	-3	-1	-3	+1

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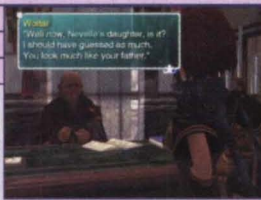
PA 52 - 58

PA 59 - 60

PA42 THE TRUTH ABOUT NEL'S FATHER

LOCATION	Kirisa, Mansion of Lord Wolter, Official Office 2F
AVAILABILITY	Between ME #52 and ME #61.
REQUIREMENTS	None
TYPE	Automatic
MAP PAGE	40

With Albel in your party and the truce between Airyglyph and Aquios is finalized, certain areas that were off limits before are now accessible. One of these is Lord Wolter's Mansion and the Storm Brigade Garrison in Kirisa. Visit Wolter's Mansion to find Nel having an earnest conversation with her old foe. Eavesdrop while they discuss her father's death and while Wolter returns something of value to Nel—just don't get caught! At the end of the event, Nel receives the **Blades of Ryusen**, the best weapons available until later in the game.



IF YOU PARTICIPATE IN THIS PA:

	FAYT	SOPHIA	CLIFF	MARIA	NEL	ROGER	ALBEL	PEPPITA	MIRAGE	ADARY
Fayt	-	0	0	0	-1	0	0	0	0	0
Nel	+3	+3	+3	+1	-	+3	+5	+3	+3	+5

PA43 ERRAND FOR THE KING

LOCATION	Airyglyph, Airyglyph Castle, King's Official Office
AVAILABILITY	Between ME #52 and ME #61 (before battle with Crossell).
REQUIREMENTS	None
TYPE	Automatic
MAP PAGE	34

Once Albel Nax joins the party, head upstairs to the King's Office. While the King isn't initially thrilled by this visit, he does present an opportunity to do a favor for him. Agreeing to the errand opens up a chain of events that culminates in a joyous scene in Chapter Five of the game during PA #59. If you're trying to get the coupled ending with Nel, these PAs are a must!



The sequence of events unfolds as follows: First, take a Letter from the King of Airyglyph to Elena Frahm in her room in Castle Aquaria in the city of Aquios. She asks you to relay her response to the King. Next, return to Airyglyph and tell the King Elena's response. Both of these events *must* be viewed before you defeat Crossell at the end of ME #61. Then, before you leave Elicor at the end of Chapter Three during ME #62, visit Elena's room to hear a frank discussion between Arzei and the Runologist.



After defeating Crossell (before the end of Chapter Three), head to Elena's room again to see a quick cutscene between Elena and the King of Airyglyph. This sets the scene for the return to Elicor II in Chapter Five. At that point, return to Airyglyph Castle and speak to the Unflappable Old Woman in the room set aside for the future Queen of Airyglyph. Upon hearing her news, rush to Aquios and Castle Aquaria for PA #59.



With the exception of the events that comprise PA #43 and PA #59, none of these vignettes affect the relationships between your characters, but they are required if you want to see the happy ending in PA #59.

IF YOU CHOOSE "OKAY, I'LL DELIVER THE LETTER."

	FAYT	SOPHIA	CLIFF	MARIA	NEL	ROGER	ALBEL	PEPPITA	MIRAGE	ADARY
Fayt	-	+2	-3	-2	-3	+2	0	+3	-1	+3

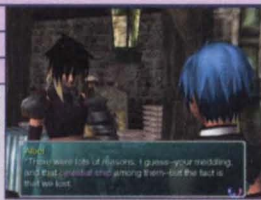
IF YOU CHOOSE "I'M SORRY, BUT I MUST REFUSE."

	FAYT	SOPHIA	CLIFF	MARIA	NEL	ROGER	ALBEL	PEPPITA	MIRAGE	ADARY
Fayt	-	-2	+3	+2	+3	-2	0	-3	+1	-3

PA44 ALBEL TRIES TO UNDERSTAND THE WAR'S OUTCOME

LOCATION	Peterny, West Side
AVAILABILITY	Between ME #52 and ME #61 (before battle with Crossell).
REQUIREMENTS	None
TYPE	Conversation
MAP PAGE	52

Considering that he spent the war confined in a jail cell in Airyglyph Castle, it seems understandable that Albel would have questions and concerns about the war's outcome. Talk to him in Peterny and see if you can help him get over his existential crisis. If you are carrying Albel's favor, choose answer #3.



IF YOU CHOOSE "YOU LACKED COMPASSION FOR OTHERS."

	FAYT	SOPHIA	CLIFF	MARIA	NEL	ROGER	ALBEL	PEPPITA	MIRAGE	ADARY
Fayt	-	+4	+2	-2	-4	-3	-5	+6	+2	+4
Albel	-2	-2	+4	+3	+5	+4	-	-3	+2	+2

IF YOU CHOOSE "I SUPPOSE IT WAS BAD LUCK."

	FAYT	SOPHIA	CLIFF	MARIA	NEL	ROGER	ALBEL	PEPPITA	MIRAGE	ADARY
Fayt	-	+3	+4	+2	+1	0	+2	-2	0	-1
Albel	+3	+4	-2	+4	+3	+6	-	+4	+4	-1

IF YOU CHOOSE "THE KING SHOULD'VE BEEN MORE RUTHLESS."

	FAYT	SOPHIA	CLIFF	MARIA	NEL	ROGER	ALBEL	PEPPITA	MIRAGE	ADARY
Fayt	-	-7	-5	-4	-6	+2	+6	-7	-4	-3
Albel	+5	-5	-2	-2	-4	0	-	-4	-4	-3

PA45 A NIGHTTIME VISIT

LOCATION	Peterny, West Side, "The Front Door" Inn
AVAILABILITY	Between ME #52 and ME #61 (before battle with Crossell).
REQUIREMENTS	Must spend night in the Inn.
TYPE	Automatic
MAP PAGE	52

To trigger this PA, purchase a room for the night. Unable to sleep, Albel wakes you up for a man-to-man chat. Basically, Albel wants to know how you feel about him. Do you hate him? Or, do you just really not care?



IF YOU CHOOSE "I HATE YOU."

	FAYT	SOPHIA	CLIFF	MARIA	NEL	ROGER	ALBEL	PEPPITA	MIRAGE	ADARY
Fayt	-	-2	+2	0	+2	0	-3	-2	0	-2

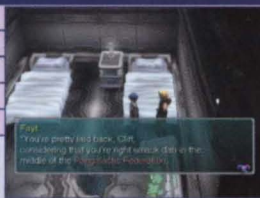
IF YOU CHOOSE "NOT REALLY."

	FAYT	SOPHIA	CLIFF	MARIA	NEL	ROGER	ALBEL	PEPPITA	MIRAGE	ADARY
Fayt	-	+1	-1	-1	0	+2	+5	+2	0	+3

PA46 REBEL CLIFF

LOCATION	Battleship Aquaelie, Private Room (Cliff's)
AVAILABILITY	After ME #67, before you rest in your guest room.
REQUIREMENTS	None
TYPE	Conversation
MAP PAGE	96

Want to know how Cliff, founding member of Quark, an anti-Federation organization, feels about being on a Federation Battleship? Ask him!



IF YOU PARTICIPATE IN THIS PA:

	FAYT	SOPHIA	CLIFF	MARIA	NEL	ROGER	ALBEL	PEPPITA	MIRAGE	ADARY
Fayt	-	0	0	+1	0	0	+1	-1	0	0
Cliff	+2	0	-	-1	0	+1	-1	+3	+1	+3

PA47 SOPHIA'S DOUBTS

LOCATION	Battleship Aquaelie, Private Room (Sophia's)
AVAILABILITY	After ME #67, before you rest in the Guest Room.
REQUIREMENTS	None
TYPE	Conversation
MAP PAGE	96

After that eventful debriefing on the Aquaelie, check on Sophia and make sure that she's feeling okay. A lot has been revealed in a short amount of time and your childhood friend must be reeling in shock! If you choose to soothe her worried brow, you'll gain the respect of all the party members.



IF YOU CHOOSE "SHE MUST HAVE KNOWN, DON'T YOU THINK?"

	FAYT	SOPHIA	CLIFF	MARIA	NEL	ROGER	ALBEL	PEPPITA	MIRAGE	ADARY
Fayt	-	0	0	+1	0	0	+1	-1	0	0
Cliff	+2	0	-	-1	0	+1	-1	+3	+1	+3

IF YOU CHOOSE "SHE MUST NOT HAVE KNOWN ABOUT IT."

	FAYT	SOPHIA	CLIFF	MARIA	NEL	ROGER	ALBEL	PEPPITA	MIRAGE	ADARY
Fayt	-	+5	+3	+4	+3	+3	+4	+4	+3	+2
Sophia	+1	-	+1	-1	+2	+1	+2	+2	+1	0

PA48 DID YOU SLEEP WELL?

LOCATION	Battleship Aquaelie, Private Room (Sergeant Gilm's)
AVAILABILITY	After ME #67, after you rest in the Guest Room.
REQUIREMENTS	None
TYPE	Conversation
MAP PAGE	96

After resting in the Guest Room, and before you assemble on the bridge for the trip down to the Moonbase, visit Sergeant Gilm's room down the hall. Mind your manners when he asks how you slept!



IF YOU CHOOSE "YES."

	FAYT	SOPHIA	CLIFF	MARIA	NEL	ROGER	ALBEL	PEPPITA	MIRAGE	ADARY
Fayt	-	-1	+3	-1	+2	+3	+5	+2	+1	+5

IF YOU CHOOSE "NO."

	FAYT	SOPHIA	CLIFF	MARIA	NEL	ROGER	ALBEL	PEPPITA	MIRAGE	ADARY
Fayt	-	+2	-2	+2	-1	-1	-3	-1	-1	-3

PA49 PEPPITA AND THE STOREROOM OF WONDER

LOCATION	Moonbase, Main Recreational Area, "The Red Eye" Bar
AVAILABILITY	After the battle with the Proclaimer, until the start of ME #71.
REQUIREMENTS	Must have Peppita in your party.
TYPE	Automatic
MAP PAGE	99

Once Peppita joins the party after the battle with the Proclaimer, return to the Main Recreational Zone and take the elevator down to the bar. Peppita is good friends with the guy running the place, Leon. They are such good friends that she persuades him to open the storeroom in the back where they keep a cache of weapons and other stuff. Grab what you need, then head back out into the Moonbase to find Professor Leingod's lab.



IF YOU PARTICIPATE IN THIS PA:

	FAYT	SOPHIA	CLIFF	MARIA	NEL	ROGER	ALBEL	PEPPITA	MIRAGE	ADARY
Peppita	+1	-2	+2	+1	-1	+2	+3	-	-1	+3

PA50 SOPHIA PREPARES FOR THE WORST

LOCATION	Battleship Aquaelie, Guest Room (Sophia's)
AVAILABILITY	After ME #72, before you rest in the Guest Room.
REQUIREMENTS	None
TYPE	Conversation
MAP PAGE	96

A trip to Sophia's room finds her hard at work at the computer terminal trying to uncover what happened to her family. The prognosis is not exactly favorable, as neither Ryoko Leingod or the Esteeds are listed on any of the rescue lists. Still, Sophia and Fayt refuse to give up hope.



IF YOU PARTICIPATE IN THIS PA:

	FAYT	SOPHIA	CLIFF	MARIA	NEL	ROGER	ALBEL	PEPPITA	MIRAGE	ADARY
Fayt	-	+6	+2	+6	+4	+2	+4	+4	+2	+3
Sophia	+8	-	+3	+8	+5	+3	+5	+5	+3	+4

PA51 WHAT'S WRONG WITH ALBEL?

LOCATION	Arkives, Off the Main Square
AVAILABILITY	After ME #76, through the end of the game.
REQUIREMENTS	None
TYPE	Conversation
MAP PAGE	102

The strange serenity of Arkives is driving the bloodthirsty Albel insane! Talk to him and try to keep him from doing anything stupid—like killing someone! How you accomplish the task determines who likes you better: Albel or the rest of your party.



IF YOU CHOOSE "AS LONG AS YOU UNDERSTAND."

	FAYT	SOPHIA	CLIFF	MARIA	NEL	ROGER	ALBEL	PEPPITA	MIRAGE	ADARY
Fayt	-	-4	-1	+2	-2	-1	+3	-5	-2	-2
Albel	+1	-5	-3	0	-2	-1	-	-5	-2	-3

IF YOU CHOOSE "JUST CUT IT OUT ALREADY!"

	FAYT	SOPHIA	CLIFF	MARIA	NEL	ROGER	ALBEL	PEPPITA	MIRAGE	ADARY
Fayt	-	+3	+2	+1	0	+1	-2	+3	+2	+2
Albel	-3	-5	-3	-2	-3	-3	-	-6	-3	-2

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PAS2 PICK A NAME

LOCATION	Gemity, Fighting Arena Mini-Game
AVAILABILITY	After ME #77, through the end of the game.
REQUIREMENTS	None
TYPE	Conversation
MAP PAGE	104



When you first register to play the Ranking Battle mode at the Arena Fighting World in Gemity, you must choose a name for your team. Everyone on your team has a name preference, but you can't please them all. If you have a couple's ending in mind, choose the name that person likes!

IF YOU CHOOSE "KNIGHTS BETWEEN TIME:"

	FAYT	SOPHIA	CLIFF	MARIA	NEL	ROGER	ALBEL	PEPPITA	MIRAGE	ADARY
Fayt	-	+1	0	+2	+1	-1	-2	-1	+1	-1

IF YOU CHOOSE "STEEL KNIGHTS:"

	FAYT	SOPHIA	CLIFF	MARIA	NEL	ROGER	ALBEL	PEPPITA	MIRAGE	ADARY
Fayt	-	-2	+2	+1	-1	+1	+1	-1	0	-1

IF YOU CHOOSE "ARTHUR AND THE KNIGHTS OF THE TEATABLE:"

	FAYT	SOPHIA	CLIFF	MARIA	NEL	ROGER	ALBEL	PEPPITA	MIRAGE	ADARY
Fayt	-	-1	-1	-1	-1	+2	-1	+1	0	+2

IF YOU CHOOSE "REBELS WITHOUT AN EXISTENCE:"

	FAYT	SOPHIA	CLIFF	MARIA	NEL	ROGER	ALBEL	PEPPITA	MIRAGE	ADARY
Fayt	-	-1	+1	+1	+2	-1	+1	-2	0	-1

IF YOU CHOOSE "ARCANE WARRIORS OF THE BLACK BRIGADE:"

	FAYT	SOPHIA	CLIFF	MARIA	NEL	ROGER	ALBEL	PEPPITA	MIRAGE	ADARY
Fayt	-	-1	+1	+1	+2	-1	+1	-2	0	-1

IF YOU CHOOSE "MYSTIC DRAGON EYES:"

	FAYT	SOPHIA	CLIFF	MARIA	NEL	ROGER	ALBEL	PEPPITA	MIRAGE	ADARY
Fayt	-	+1	0	+1	-1	0	-1	0	+1	-1

IF YOU CHOOSE "ONWARD! DEFAOSTED TUNA TEAM:"

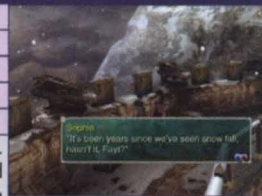
	FAYT	SOPHIA	CLIFF	MARIA	NEL	ROGER	ALBEL	PEPPITA	MIRAGE	ADARY
Fayt	-	0	-1	-1	-2	0	-1	+2	-1	+2

IF YOU CHOOSE "FAYT AND COMPANY:"

	FAYT	SOPHIA	CLIFF	MARIA	NEL	ROGER	ALBEL	PEPPITA	MIRAGE	ADARY
Fayt	-	+2	-1	0	+1	-1	0	+1	0	+1

PAS3 REMEMBRANCES OF DAYS GONE BY

LOCATION	Airyglyph, Airyglyph Castle, Watchtower
AVAILABILITY	Between ME #78 and #79.
REQUIREMENTS	None
TYPE	Conversation
MAP PAGE	34



Talk to Sophia at the top of the Watchtower in Airyglyph Castle. The perpetual snow that falls over Airyglyph puts Fayt and Sophia in the mood to reminisce. But, how do you react when Sophia starts feeling guilty for taking the time out to simply enjoy the snow?

IF YOU CHOOSE "THERE'S NO NEED TO WORRY SO MUCH, IS THERE?"

	FAYT	SOPHIA	CLIFF	MARIA	NEL	ROGER	ALBEL	PEPPITA	MIRAGE	ADARY
Fayt	-	-1	-1	+2	+1	-1	+3	-2	-1	+3
Sophia	+1	-	+1	-1	-1	+1	+1	+1	+1	+2

IF YOU CHOOSE "EVERYTHING HAPPENS FOR A REASON."

	FAYT	SOPHIA	CLIFF	MARIA	NEL	ROGER	ALBEL	PEPPITA	MIRAGE	ADARY
Fayt	-	+4	+1	-2	+2	+1	-1	+2	+1	+2
Sophia	+1	-	0	-1	0	0	0	0	0	-2

IF YOU CHOOSE "YOU SHOULD BE A LITTLE MORE SERIOUS"

	FAYT	SOPHIA	CLIFF	MARIA	NEL	ROGER	ALBEL	PEPPITA	MIRAGE	ADARY
Fayt	-	-3	-1	+2	+3	-1	+3	-2	+2	-3
Sophia	-2	-	-1	-2	-3	+1	-3	-1	-1	+2

PAS4 "WHAT IN THE WORLD WAS THAT LIGHT?"

LOCATION	Aquios, Castle Aquaria, West Library of Runology
AVAILABILITY	Between ME #78 and #79.
REQUIREMENTS	None
TYPE	Conversation
MAP PAGE	61



If you visit Castle Aquaria (perhaps to visit Nel?), stop by the West Library of Runology and talk to the Bookwormish Runologist. He wonders what the light was that destroyed the Vendeen ship a while ago. What you tell him impacts your party's feelings.

IF YOU CHOOSE "THAT 'LIGHT' MUST'VE BEEN FASTER THAN NORMAL LIGHT."

	FAYT	SOPHIA	CLIFF	MARIA	NEL	ROGER	ALBEL	PEPPITA	MIRAGE	ADARY
Fayt	-	-3	-2	-5	+3	+5	+3	-3	-5	-3

IF YOU CHOOSE "THE CELESTIAL SHIP PROBABLY EXPLODED FROM THE INSIDE."

	FAYT	SOPHIA	CLIFF	MARIA	NEL	ROGER	ALBEL	PEPPITA	MIRAGE	ADARY
Fayt	-	-1	-2	-3	-3	-3	-3	-1	-3	+3

IF YOU CHOOSE "IT'S PROBABLY JUST LIKE YOU SAID."

	FAYT	SOPHIA	CLIFF	MARIA	NEL	ROGER	ALBEL	PEPPITA	MIRAGE	ADARY
Fayt	-	-1	-2	-3	-3	-3	-3	-1	-3	+3

PA55 ROGER HAS A GIRLFRIEND?

LOCATION	Kirisa, "Master Slayer" Armorer, 2F
AVAILABILITY	Between ME #78 and #79.
REQUIREMENTS	Must have Roger in your party.
TYPE	Conversation
MAP PAGE	40

Head up to the second floor of the "Master Slayer" Armorer, where the young invalid Reen lies in her bed. There you'll find Roger, something that comes as quite a shock to Roger and Fayt. Talk to him to find out why he's there. Is Reen his girlfriend or something?



IF YOU PARTICIPATE IN THIS PA:

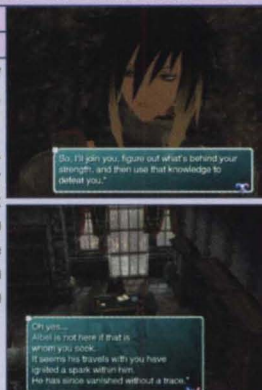
	FAYT	SOPHIA	CLIFF	MARIA	NEL	ROGER	ALBEL	PEPPITA	MIRAGE	ADARY
Fayt	-	-2	0	0	-1	-3	-3	-2	-1	+2
Roger	+2	+3	+3	+2	+3	-	0	+3	+1	+2

PA56 FIGHTING ALBEL

LOCATION	Urssa Lava Cave, Crosell's Lair
AVAILABILITY	Between ME #78 through the end of the game.
REQUIREMENTS	Albel can't be in your party and you must have talked to Wolter in his mansion in Kirisa first.
TYPE	Automatic
MAP PAGE	90

If you didn't make Albel your seventh party member earlier, now is the first opportunity to recruit him as your eighth. However, you must fight him first!

To trigger this PA, talk to Wolter in his mansion office in Kirisa. He tells you that Albel is training in the Urssa Lava Cave for your next encounter. Head to Crosell's Lair in the Lava Cave and talk to Albel, who challenges you to a battle, man-to-man, that you cannot refuse! If you defeat him with Fayt alone, you have the opportunity to recruit Albel. You can also choose not to take him with you, leaving him to train for yet another confrontation. You can still participate in this PA even if your party is full.



IF YOU CHOOSE "LET HIM COME WITH YOU."

	FAYT	SOPHIA	CLIFF	MARIA	NEL	ROGER	ALBEL	PEPPITA	MIRAGE	ADARY
Fayt	-	-1	0	+1	-2	+2	+3	+2	0	+2
Sophia	+1	-	+1	0	+1	+2	0	-2	-2	0
Cliff	-4	-3	-	+1	-3	-4	-6	-4	-4	-2
Maria	-3	-3	+2	-	-3	-4	-6	-4	-2	-2
Albel	-2	-2	-2	-3	-4	+3	-	-1	+1	+3

IF YOU CHOOSE "DON'T LET HIM COME WITH YOU."

	FAYT	SOPHIA	CLIFF	MARIA	NEL	ROGER	ALBEL	PEPPITA	MIRAGE	ADARY
Fayt	-	+2	+2	0	+2	+4	+4	-2	-2	-3
Sophia	+1	-	+1	0	+1	+2	0	-2	-2	0
Cliff	-4	-3	-	+1	-3	-4	-6	-4	-4	-2
Maria	-3	-3	+2	-	-3	-4	-6	-4	-2	-2
Albel	-1	-2	0	-4	-2	+1	-	0	+1	+2

IF YOU DEFEAT ALBEL, BUT YOU DON'T HAVE ROOM IN YOUR PARTY:

	FAYT	SOPHIA	CLIFF	MARIA	NEL	ROGER	ALBEL	PEPPITA	MIRAGE	ADARY
Fayt	-	+1	+1	+2	+1	+1	-2	0	+1	0
Sophia	+1	-	+1	0	+1	+2	0	-2	-2	0
Cliff	-4	-3	-	+1	-3	-4	-6	-4	-4	-2
Maria	-3	-3	+2	-	-3	-4	-6	-4	-2	-2
Albel	-4	-5	-4	-2	-6	-5	-	+1	-2	-4

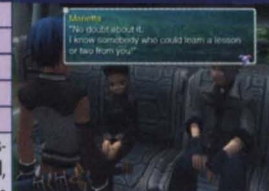
IF YOU ARE DEFEATED BY ALBEL (REGARDLESS OF YOUR PARTY SITUATION):

	FAYT	SOPHIA	CLIFF	MARIA	NEL	ROGER	ALBEL	PEPPITA	MIRAGE	ADARY
Fayt	-	-2	-2	-2	-3	-5	-5	-2	-2	-3
Sophia	+1	-	+1	0	+1	+2	0	-2	-2	0
Cliff	-4	-3	-	+1	-3	-4	-6	-4	-4	-2
Maria	-3	-3	+2	-	-3	-4	-6	-4	-2	-2
Albel	-4	-5	+2	-2	-2	+2	-	-4	-3	+5

PA57 THE DIPLO'S LOVE TRIANGLE

LOCATION	Diplo, Upper Deck
AVAILABILITY	Between ME #84 and ME #85.
REQUIREMENTS	None.
TYPE	Automatic
MAP PAGE	93

By talking to Marietta and Steeg, you learn that Lieber is nursing a big crush on Maria. However, the feelings are not mutual, as Lieber can't get the nerve to tell Maria how he feels. In the meantime, it appears that Lieber is content to worship Maria from afar, while despising Fayt for being important to his lady love. Poor Fayt. What's he going to do now?



IF YOU PARTICIPATE IN THIS PA:

	FAYT	SOPHIA	CLIFF	MARIA	NEL	ROGER	ALBEL	PEPPITA	MIRAGE	ADARY
Fayt	-	0	0	-1	0	0	0	0	0	0
Maria	0	0	-1	-	0	0	+1	0	-1	-1

PA58 THE SWORD OF THE CRIMSON SCOURGE

LOCATION	Airglyph, Airglyph Castle, 2F
AVAILABILITY	After ME #85, through the end of the game.
REQUIREMENTS	Must have chosen Albel to be your seventh party member.
TYPE	Automatic.
MAP PAGE	34

Albel goes to the King of Airglyph to ask a favor. To help defeat the Creator, Luther, he wants the use of the kingdom's most powerful artifact: the Sword of the Crimson Scourge. This sword is known for its power and fickleness in choosing an owner. Can Albel overcome his negative ways to prove himself worthy of the sword, or will the sword poison his mind and body even further?

At the end of this event, you receive the **Crimson Scourge**, Albel's strongest weapon until you clear the game and get to the Maze of Tribulations. However, if you didn't choose Albel as your seventh party members, then this PA does not occur.



IF YOU PARTICIPATE IN THIS PA:

	FAYT	SOPHIA	CLIFF	MARIA	NEL	ROGER	ALBEL	PEPPITA	MIRAGE	ADARY
Fayt	-	0	0	0	-1	+1	-3	+1	0	0
Albel	+5	+2	+4	+4	+6	+4	-	+2	+3	+6

GETTING STARTED

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ITEM CREATION

ITEMS AND EQUIPMENT

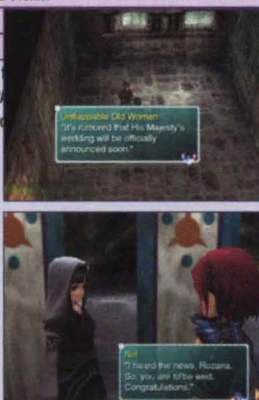
BESTIARY

PA59 KING AIRYGLYPH XIII'S FIANCEE

LOCATION	Aquios, Castle Aquaria, Great Temple
AVAILABILITY	After ME #85, through the end of the game.
REQUIREMENTS	Must have viewed PA #43 and the other related events.
TYPE	Automatic
MAP PAGE	61

Finally, the end to King Arzei's wedding woes is here. To trigger the four non-PA events that accompany this sub-plot. To review, P proposal from the King of Airyglyph to Elena Frahm in Aquios. Elena vey such intimate thoughts and tells you to relay her response to Arzei, namely that he is to present his offer in person. The King isn't pleased with this news, but meets with Elena when he visits Castle Aquaria to help Aquios prepare for war against the Vendeeni. When Elena turns down his proposal, you'd think the story would end. However, if you talk to the Unflappable Old Woman in the room set aside for the future Queen, she tells you that a wedding is in the works!

After talking to the Unflappable Old Woman and hearing the good news, return to Castle Aquaria to discover the identity of the lucky lady. Look for Nel and her friend Rozaria in the Great Temple to meet the bride-to-be. How do you respond when the bride's identity is revealed? Are you happy with choice or sad that things didn't work out for Lady Elena? Naturally, this reaction impacts the feelings of your party members. If you are trying to get the couple's ending with Nel, congratulate her old friend on her happiness. If that's the ending you are trying to avoid, then choose the second answer and Nel's affection for Fayt will drop by 10 points.



IF YOU CHOOSE "CONGRATULATIONS."

	FAYT	SOPHIA	CLIFF	MARIA	NEL	ROGER	ALBEL	PEPPITA	MIRAGE	ADARY
Fayt	-	+3	-3	+5	+5	+5	-5	+3	-1	-2
Nel	+5	+5	+3	+5	-	+5	+5	+5	+3	0

IF YOU CHOOSE "ISN'T THAT A POLITICAL MARRIAGE?"

	FAYT	SOPHIA	CLIFF	MARIA	NEL	ROGER	ALBEL	PEPPITA	MIRAGE	ADARY
Fayt	-	-5	-1	-3	-10	0	+3	-5	-3	+4
Nel	0	+3	+3	+3	-	+3	+3	+3	+3	-1

IF YOU CHOOSE "WAIT A SECOND. WHAT ABOUT LADY ELENA?"

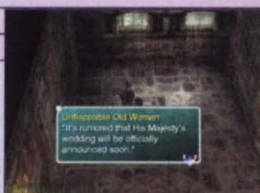
	FAYT	SOPHIA	CLIFF	MARIA	NEL	ROGER	ALBEL	PEPPITA	MIRAGE	ADARY
Fayt	-	+1	0	-1	-3	+1	+3	0	+1	+2
Nel	-3	-1	-1	-3	-	-3	-5	-3	-1	-3

PA60 ONE DAY MY PRINCE WILL COME...

LOCATION	Aquios, Castle Aquaria 2F, "White Dew" Garden
AVAILABILITY	After ME #88 (you must leave the city of Aquios first), through the end of the game.
REQUIREMENTS	None
TYPE	Conversation
MAP PAGE	61

Sophia takes time out from the busy quest to wax poetic about the fairytale aspects of Castle Aquaria. When Sophia informs you that she's waiting for a handsome prince to arrive and sweep her off her feet, how do you respond?

This PA is complicated by the fact that Sophia's response to the first answer is determined by the number of affection points she currently has for Fayt. If Sophia likes Fayt, this is a good PA for cementing the couple's ending between she and Fayt. If Sophia doesn't like Fayt enough, she'll blow him off, causing the rest of the team to give Fayt sympathy points. Similarly to PA #59 with Nel and Rozaria, this is a good PA if you want to prevent an ending from occurring. If you choose either of the last two responses, Fayt and Sophia's affection for each other will be compromised!



IF YOU CHOOSE "ARE YOU UNHAPPY WITH ME, MY PRINCESS?" (IF SOPHIA HAS MORE THAN 40 AFFECTION POINTS FOR FAYT)

	FAYT	SOPHIA	CLIFF	MARIA	NEL	ROGER	ALBEL	PEPPITA	MIRAGE	ADARY
Fayt	-	+12	-5	-5	-5	-5	-2	-7	-7	-8
Sophia	+10	-	-7	-5	-7	-8	-5	-8	-7	-7

IF YOU CHOOSE "ARE YOU UNHAPPY WITH ME, MY PRINCESS?" (IF SOPHIA HAS LESS THAN 40 AFFECTION POINTS FOR FAYT)

	FAYT	SOPHIA	CLIFF	MARIA	NEL	ROGER	ALBEL	PEPPITA	MIRAGE	ADARY
Fayt	-	-3	+2	-5	+3	+3	+1	+3	-1	0
Sophia	-8	-	-2	-1	-4	-1	-4	-1	-1	+1

IF YOU CHOOSE "WHY EVEN SAY THAT? THERE'S NO PRINCESS, ANYWAY."

	FAYT	SOPHIA	CLIFF	MARIA	NEL	ROGER	ALBEL	PEPPITA	MIRAGE	ADARY
Fayt	-	-5	-3	-3	-5	+5	0	+3	-5	-3
Sophia	-3	-	+1	-3	-5	+5	0	+3	-5	+3

IF YOU CHOOSE "YOU'RE AN IDIOT."

	FAYT	SOPHIA	CLIFF	MARIA	NEL	ROGER	ALBEL	PEPPITA	MIRAGE	ADARY
Fayt	-	-8	-2	+2	0	-3	+2	-3	+2	+2
Sophia	-4	-	+1	-3	-5	+5	0	+3	-5	+3

GETTING ALL THE ENDINGS

There's a trick you can use to get to see all of the endings. First, you must play through the game twice: once recruiting Nel and Peppita, and the second time recruiting Roger and Albel. This enables you to set up an Emotion Point array that is easy to manipulate at the end of the game, before the fight against Luther. The possible Couple Endings you can get per game are listed here:

POSSIBLE ENDINGS	
NEL AND PEPPITA GAME	ROGER AND ALBEL GAME
Sophia	Maria
Cliff	Roger
Nel	Albel
Peppita	Adray
Mirage	Solo Ending
Solo Ending	

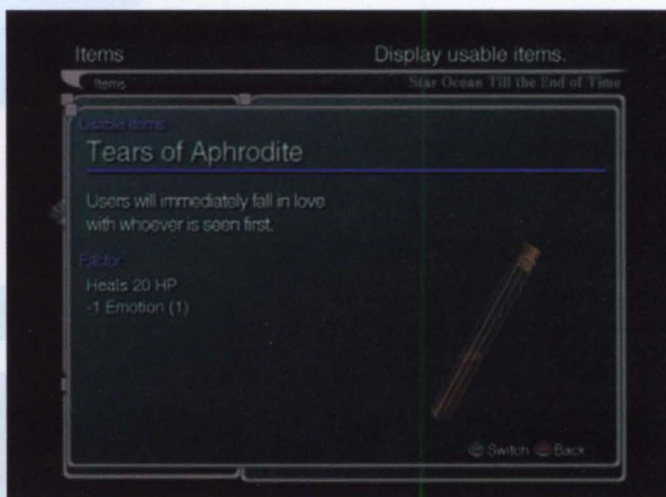
Next, you have to see the PAs listed in the following tables and give the answers provided (there is a "—" if the PA doesn't require an answer). You cannot participate in any other PAs, other than those in the tables or else you'll mess up the Affection Point totals, so be very careful.

PAS YOU NEED TO SEE	
PA #	ANSWER #
5	1
7	1
8	1
9	2
13	1
14	4
15	—
16	2
18	3
19	1
21	1
25	1
22	3
23	1
24	1
32	1
34	1
36	1
38	2
37	3
43	1

PAS FOR THE NEL AND PEPPITA ROUTE	
PA #	ANSWER #
44	1
45	1
46	—
47	2
48	1
53	3

PAS FOR THE ROGER AND ALBEL ROUTE	
PA #	ANSWER #
44	3
45	2
46	—
47	2
48	1
50	—
51	1
53	1
58	—
59	3
60	3

Third, before the fight against Luther, you must create a bunch of potions through Compounding Item Creation that affect a character's Emotion points. There are four of these potions: **Pheromone Enhancer**, **Tears of Aphrodite**, **Tears of Ishtar**, and **Tears of Venus**. Each one does the same thing: it reduces the user's Emotion points by 1. Before you fight Luther, save the game, decide on the ending you want to see and start handing out these Potions to the characters listed in the table and in the quantity noted. For example, in the Nel and Peppita game, if you want to get the Nel ending, give eight potions to Sophia, five to Peppita, three to Mirage, and three to Adray.



There are four of these Emotion-reducing Potions that you can make through Item Creation.

NEL AND PEPPITA ROUTE						
	FAYT	SOPHIA	NEL	PEPPITA	MIRAGE	ADRAY
Sophia	—	—	—	5	—	3
Cliff	1	7	—	5	—	3
Nel	—	7	—	5	3	3
Peppita	—	—	—	—	—	—
Mirage	—	7	2	5	—	3
Adray	—	—	—	4	—	—
Solo	2	7	—	5	—	3

ROGER AND ALBEL ROUTE			
	FAYT	ROGER	ADRAY
Maria	1	1	3
Roger	—	—	3
Albel	—	1	3
Adray	—	—	—
Solo	3	1	3

After you've defeated Luther and watched the credits, you can reload the pre-Luther game, choose another ending, and use the Emotion-reducing potions all over again!

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SUB-QUESTS

ITEM CREATION

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AND EQUIPMENT

BESTIARY

Star Ocean: Till the End of Time is full of sub-quests and mini-games. If you are in need of tips, tricks or simply the solutions, you're in the right place.

MINI-GAMES AND SUB-QUESTS

Runic Chess

Bunny Races

Fighting Arena

Versus Mode

Battle Trophies

The Retail Rabbit

Luminia and Ruddie

The Treasure Hunt

GEMITY MINI-GAMES

The majority of the mini-games occur in the Amusement Park in Gemity: **Runic Chess**, the **Bunny Races**, and the **Fighting Arena**.

The first shot at mastering them occurs upon your arrival in Gemity during Main Event #77. However, unless you plan to suspend your progress through the game's storyline, you'll probably spend more time playing these mini-games after you finish the game.



A large circular icon on the floor marks the entrance to each of the mini-games. There are two entrances each for the Bunny Races and Runic Chess. The lone entrance to the Fighting Arena is located at the very top of the circular walkway.



RUNIC CHESS



An icon with the following three chess pieces marks the entrance to the Runic Chess venue: the Warrior, the Thief, and the Symbologist. You learn about the basic rules of Runic Chess in the Ancient Ruins of Mosel, but it's still important to listen to Duke Guttarin's explanation of how the game is played.

PLAYING RUNIC CHESS

The basics are still the same. You have three basic pieces (Symbologist, Thief, Warrior), each of which is strong against one piece and weak against the other. If you were to plot their relationships with one another in a triangular format, here's what you would get:



In other words:

The Warrior overpowers the Thief, but is easily conquered by the Symbologist.

The Thief overpowers the Symbologist, but is easily conquered by the Warrior.

The Symbologist overpowers the Warrior, but is easily conquered by the Thief.

In a match, your pieces are white and the opponent's black. Each piece moves at a given time. Thieves move first, Symbologists second, and Warriors third.

Each level has its own board and the opponent gets to place his pieces first. Then you get to examine the board and place your pieces accordingly. Once you confirm the placement of your pieces, the game begins and you cannot make any changes.



The computer AI plays Runic Chess automatically, so whether you win or lose is ultimately determined by how you place your pieces before the game begins. To win, consider the order in which each piece moves and their strengths and weaknesses. Or, you can refer to the following information.

There are 11 levels of difficulty and, thus, 11 prizes. You can win up to four prizes for each level of difficulty. The higher the difficulty, the better the prize.

LEVEL EIGHT

Entrance Fee: 1600 Fol

Prize: Perfect Berries

1			
2	3		4
		2	3
1			4

ENEMY #1	ENEMY #2	ENEMY #3	ENEMY #4
Thief	Thief	Symbologist	Warrior
Thief	Thief	Warrior	Symbologist
Thief	Symbologist	Thief	Warrior
Thief	Symbologist	Symbologist	Warrior
Thief	Symbologist	Warrior	Thief
Thief	Symbologist	Warrior	Symbologist
Thief	Symbologist	Warrior	Warrior
Thief	Warrior	Symbologist	Thief
Thief	Warrior	Warrior	Symbologist
Symbologist	Thief	Warrior	Symbologist
Symbologist	Thief	Warrior	Warrior
Symbologist	Symbologist	Thief	Warrior
Symbologist	Warrior	Thief	Thief
Symbologist	Warrior	Thief	Symbologist
Symbologist	Warrior	Symbologist	Thief
Symbologist	Warrior	Warrior	Thief
Warrior	Thief	Thief	Symbologist
Warrior	Thief	Symbologist	Thief
Warrior	Thief	Symbologist	Symbologist
Warrior	Thief	Symbologist	Warrior
Warrior	Thief	Warrior	Symbologist
Warrior	Symbologist	Thief	Thief
Warrior	Symbologist	Thief	Warrior
Warrior	Symbologist	Warrior	Thief
Warrior	Warrior	Thief	Symbologist
Warrior	Warrior	Symbologist	Thief

PLAYER #1	PLAYER #2	PLAYER #3	PLAYER #4
Warrior	Thief	Symbologist	Warrior
Symbologist	Warrior	Symbologist	Thief
Thief	Warrior	Warrior	Symbologist
Thief	Thief	Symbologist	Warrior
Thief	Symbologist	Warrior	Warrior
Thief	Symbologist	Thief	Warrior
Thief	Symbologist	Symbologist	Warrior
Symbologist	Warrior	Thief	Symbologist
Symbologist	Warrior	Symbologist	Thief
Warrior	Thief	Thief	Symbologist
Warrior	Symbologist	Symbologist	Thief
Thief	Thief	Warrior	Symbologist
Symbologist	Thief	Warrior	Thief
Symbologist	Thief	Thief	Warrior
Symbologist	Thief	Warrior	Thief
Symbologist	Symbologist	Warrior	Thief
Warrior	Warrior	Thief	Symbologist
Warrior	Thief	Warrior	Symbologist
Warrior	Thief	Thief	Symbologist
Warrior	Thief	Symbologist	Symbologist
Warrior	Symbologist	Thief	Symbologist
Thief	Symbologist	Warrior	Symbologist
Symbologist	Thief	Warrior	Symbologist
Thief	Symbologist	Warrior	Thief
Thief	Symbologist	Warrior	Symbologist
Symbologist	Warrior	Thief	Symbologist
Symbologist	Symbologist	Warrior	Thief

LEVEL NINE

Entrance Fee: 1800 Fol

Prize: 50000 Fol

1			
2	3		
		1	2
		3	

ENEMY #1	ENEMY #2	ENEMY #3
Thief	Symbologist	Warrior
Thief	Warrior	Symbologist
Symbologist	Thief	Warrior
Symbologist	Warrior	Thief
Warrior	Thief	Symbologist
Warrior	Symbologist	Thief

PLAYER #1	PLAYER #2	PLAYER #3
Thief	Warrior	Symbologist
Symbologist	Thief	Warrior
Warrior	Symbologist	Thief
Symbologist	Thief	Warrior
Warrior	Symbologist	Thief
Thief	Warrior	Symbologist

LEVEL TEN

Entrance Fee: 2000 Fol

Prize: Synthesis Materials

1			
2	3	4	
1	2	3	
		4	

ENEMY #1	ENEMY #2	ENEMY #3	ENEMY #4
Thief	Thief	Warrior	Symbologist
Thief	Symbologist	Thief	Warrior
Thief	Symbologist	Symbologist	Warrior
Thief	Symbologist	Warrior	Thief
Thief	Symbologist	Warrior	Symbologist
Thief	Symbologist	Warrior	Warrior
Thief	Warrior	Symbologist	Thief
Thief	Warrior	Warrior	Symbologist
Symbologist	Thief	Thief	Warrior
Symbologist	Thief	Warrior	Symbologist
Symbologist	Thief	Warrior	Warrior
Symbologist	Thief	Warrior	Warrior
Symbologist	Warrior	Thief	Thief
Symbologist	Warrior	Thief	Warrior
Symbologist	Warrior	Symbologist	Thief
Warrior	Thief	Thief	Symbologist
Warrior	Thief	Symbologist	Thief
Warrior	Thief	Symbologist	Symbologist
Warrior	Thief	Symbologist	Warrior
Warrior	Thief	Warrior	Symbologist
Warrior	Symbologist	Thief	Thief
Warrior	Symbologist	Thief	Warrior
Warrior	Symbologist	Symbologist	Thief
Warrior	Warrior	Thief	Symbologist
Warrior	Warrior	Symbologist	Thief

LEVEL S

Entrance Fee: 2200 Fol

Prize: Lezard Flask

1	2	3	4
1	2	3	4

ENEMY #1	ENEMY #2	ENEMY #3	ENEMY #4
Thief	Thief	Symbologist	Warrior
Thief	Thief	Warrior	Symbologist
Thief	Symbologist	Thief	Warrior
Thief	Symbologist	Symbologist	Warrior
Thief	Symbologist	Warrior	Thief
Thief	Symbologist	Warrior	Symbologist
Thief	Symbologist	Warrior	Warrior
Thief	Warrior	Symbologist	Warrior
Thief	Warrior	Warrior	Symbologist
Symbologist	Thief	Thief	Warrior
Symbologist	Thief	Warrior	Symbologist
Symbologist	Thief	Warrior	Warrior
Symbologist	Symbologist	Thief	Warrior
Symbologist	Warrior	Thief	Thief
Symbologist	Warrior	Thief	Symbologist
Symbologist	Warrior	Thief	Warrior
Symbologist	Warrior	Warrior	Thief
Warrior	Thief	Thief	Symbologist
Warrior	Thief	Symbologist	Symbologist
Warrior	Thief	Symbologist	Warrior
Warrior	Thief	Warrior	Symbologist
Warrior	Symbologist	Thief	Thief
Warrior	Symbologist	Thief	Symbologist
Warrior	Symbologist	Thief	Warrior
Warrior	Symbologist	Symbologist	Thief
Warrior	Symbologist	Warrior	Thief
Warrior	Warrior	Thief	Symbologist
Warrior	Warrior	Symbologist	Thief

PLAYER #1	PLAYER #2	PLAYER #3	PLAYER #4
Thief	Warrior	Symbolologist	Thief
Symbolologist	Warrior	Symbolologist	Thief
Warrior	Thief	Warrior	Symbolologist
Warrior	Thief	Symbolologist	Symbolologist
Thief	Symbolologist	Warrior	Symbolologist
Warrior	Thief	Symbolologist	Thief
Warrior	Thief	Thief	Symbolologist
Warrior	Thief	Warrior	Symbolologist
Symbolologist	Warrior	Symbolologist	Thief
Thief	Warrior	Symbolologist	Thief
Thief	Symbolologist	Warrior	Thief
Thief	Warrior	Symbolologist	Symbolologist
Warrior	Thief	Warrior	Symbolologist
Thief	Symbolologist	Warrior	Warrior
Thief	Warrior	Symbolologist	Thief
Thief	Symbolologist	Warrior	Symbolologist
Thief	Symbolologist	Symbolologist	Warrior
Symbolologist	Warrior	Warrior	Thief
Symbolologist	Warrior	Warrior	Thief
Warrior	Thief	Warrior	Symbolologist
Warrior	Warrior	Symbolologist	Thief
Symbolologist	Warrior	Warrior	Thief
Symbolologist	Thief	Symbolologist	Warrior
Symbolologist	Thief	Warrior	Symbolologist
Symbolologist	Thief	Warrior	Symbolologist
Symbolologist	Thief	Symbolologist	Warrior
Symbolologist	Warrior	Symbolologist	Thief
Symbolologist	Thief	Warrior	Symbolologist

BUNNY RACES



The Symbol for the Bunny Races is none other than a big bunny. It is difficult to provide winning strategies for this mini-game because the details of the race are kept secret until *after* you place a bet. This makes winning on a consistent basis quite a challenge.

PLAYING THE BUNNY RACES

Simply choose a type of bet ("to win" or "perfecta"), buy a ticket, and select a winner. Then sit back and watch and cheer as the race is run.



The races are divided into three grades: A, B, and C. The higher the grade, the bigger the point payout and the more expensive the ticket. The game offers two types of bets: "to win" and the "perfecta." A "to win" ticket enables you to choose which of the four competitors is likely to win. A "perfecta" ticket enables you to choose which two bunnies will come in first and second. Since you don't actually specify in the bet who places first and second, a win is simply based upon those two bunnies finishing in the top two.

PRICES AND PAYOUTS

RACE CLASS	TICKET COST	SINGLE WIN	PERFECTA WIN
Class C	100 Fol	1 Point	3 Points
Class B	200 Fol	2 Points	6 Points
Class A	300 Fol	3 Points	9 Points

By winning a race, you are credited a certain number of points based on the class of the race and the type of bet. "Perfecta" wins are worth more points than a "to win" win and Class A race wins are worth more than Class C races.

Points can be exchanged for prizes at the Prize Exchange Counter across from the Ticket Seller. Prizes are rewarded on a cumulative basis, so you win a prize whenever you meet a certain point goal. This means that you can win all of the prizes by accumulating 1000 points!



PRIZE LIST

PRIZE	POINTS NEEDED
Commemorative Prize	1 Point
Laser Weapon	10 Points
Giant King Crab	50 Points
Bent Mystic Blade	100 Points
Scumbag Slayer	200 Points
Bunny Shoes	350 Points
Pomello Juice	500 Points
Bunny Race Trophy	1000 Points

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BESTIARY

BEATING THE ODDS

There is one way to outsmart this mini-game if you're willing to bend the rules a little bit. In fact, when you get 1000 points, the game actually accuses you of using this trick.

If you were to play 100 races in a row, you'd discover that the wins were pretty equally distributed among all four bunnies. One bunny isn't more likely to win than the others, so it doesn't matter which one you choose as long as you stick with the same bunny. If you were to play this game manually and chose Bunny #1, you'd ultimately end up doing nothing but pressing the X button over and over again. So why not take away the middleman (you!) and use a turbo controller to handle the mindlessness of repetitious button pushing!

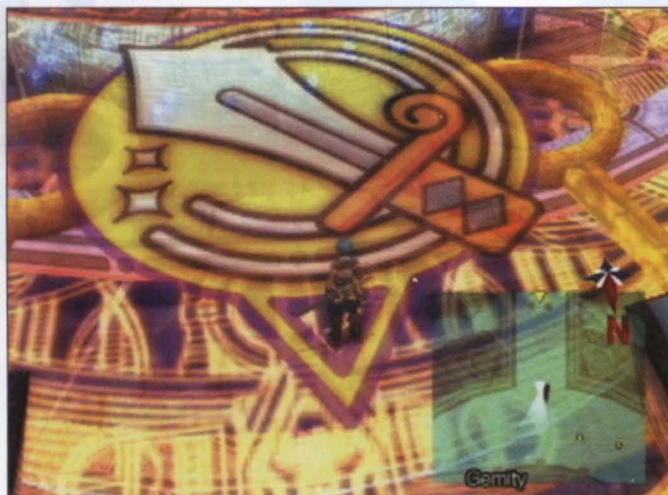


Just plug in a turbo controller and turn the turbo function on for the X button while standing in front of the ticket seller. Then tape down the button and let the game play automatically. Because the Bunny Races take a while to play, you will only earn about 100-200 points for every 8-hour period of game-play. Since 100 points is all that you need to get the **Bent Mystic Blade** (an item that is required to recruit the blacksmith Boyd), you may consider stopping there. But if you have the time and determination, go for the whole 1000 points needed to get the **Bunny Race Trophy**. This accessory has a whole bunch of factors that might come in handy in the Bonus Dungeons!



FIGHTING ARENA

The Fighting Arena, which is marked with a fierce Sword Icon, is the place to prove your prowess as a fighter. You can send members of your party to fight single battles or work as a team against waves of enemies. In the Ranking Battles, the level of monsters grows along with your reputation. If you reach the top of the Arena Ranking board, you can even battle the Reigning Champions!



PLAYING IN THE FIGHTING ARENA

The rules for the Fighting Arena are pretty simple. Choose a mode, select your rank, and pay the entrance fee to start the battle. The mode you choose determines the number of battles you fight and the number of monsters per battle. If you lose or choose to escape the battle, you lose and your entry fee is forfeited. If you defeat all of the enemies, you win a prize. The nature of the prizes depends upon the battle's rank. The higher the rank, the better the prize.

SINGLE BATTLE MODE

This may be the most challenging mode, because a single character must defeat five difficult monsters in a row. If you want to know how each character will function in battle really quickly, this is the best option.

In Single Battle Mode, you must choose a character in your party to participate in the battle. Prizes for the D and C Rank Battles are rewarded on a one per character basis. The prizes for the B, A, and S Ranks are given to the first character to win in the rank—period. The prizes and entry fees for all five ranks are listed in the following section. The following tables provide detailed information about the monsters that appear in each battle.

FEES AND PRIZES FOR THE SINGLE BATTLE MODE

CLASS	FEE	PRIZE	NUMBER ALLOWED
D	100 Fol	Magical Berries	One per character
C	300 Fol	Mallet Charm	One per character
B	500 Fol	Bunny Shoes	Only one
A	1000 Fol	Star Guard	Only one
S	2000 Fol	Imposing Scroll	Only one

D RANK

MATCH POSITION	ID #	ENEMY NAME	HP	MP	TYPES OF SKILLS USED	SKILL STATUS ANOMALIES	RESISTANT	WEAK
1	169	Fire Zombie	16200	50	Fire	Paralysis	Fire	Water
2	317	Nova Blaze	15000	60	Fire	--	Fire	--
3	277	Magma Man	34000	22000	Fire	Poison	Fire	Water
4	413	Stinger	11000	300	--	--	Fire	Water
5	135	Destroyer	28000	1600	--	--	Fire	Water

C RANK

MATCH POSITION	ID #	ENEMY NAME	HP	MP	TYPES OF SKILLS USED	STATUS ANOMALIES	RESISTANT	WEAK
1	461	Yuan-ti	45000	1500	Water	Freezing	--	--
2	193	Giant Moth	25600	2500	Wind	Confusion, Silence	Wind	Water
3	223	Incapacitator 4	17000	2600	--	--	Fire	Water
4	171	Flaming Zombie	35000	3500	Fire	--	Fire	Water
5	60	Blood Monster	70000	5000	--	--	Wind	Earth

B RANK

MATCH POSITION	ID #	ENEMY NAME	HP	MP	TYPES OF SKILLS USED	STATUS ANOMALIES	RESISTANT	WEAK
1	192	Giant Mantis	45000	8000	--	Paralysis	Wind	Water
2	126	Death Master	45000	8000	Water, Fire	Freezing	All	--
3	183	Gas Dragon Zombie	82500	8000	Earth, Fire	Poison	All	--
4	347	Proclaimer	82500	8000	--	Instant Death	All	--
5	100	Chimera	200000	28000	--	Paralysis	Fire, Wind	--

A RANK

MATCH POSITION	ID #	ENEMY NAME	HP	MP	TYPES OF SKILLS USED	STATUS ANOMALIES	RESISTANT	WEAK
1	443	Vile Lizard	76065	3457	Water, Fire	Freezing	Water	Wind
2	453	Yellow Reaper	84000	7000	Water	Paralysis	Water	Fire
3	130	Demon Beast	160000	7000	Fire, Demon	--	All	--
4	145	Dragon Corpse	240000	7000	Earth, Fire	Poison	All	--
5	285	Master Demon	500000	30000	Demon	Poison, Paralysis, Instant Death	All	--

S RANK

MATCH POSITION	ID #	ENEMY NAME	HP	MP	TYPES OF SKILLS USED	STATUS ANOMALIES	RESISTANT	WEAK
1	319	Nova Blaze	85000	1800	Fire	--	Fire	--
2	284	Masque Looter	79365	3607	--	--	--	--
3	390	Sharow	82000	5000	Wind	Poison	Earth	Wind
4	218	Huge Chimera	182900	3645	--	Paralysis	All	--
5	360	Render Tyrant	500000	13728	Water	Freezing	Water	Fire

TEAM BATTLE

In Team Battle Mode, your active battle party takes on five groups of monsters, one right after the other. In most cases, the monsters are identical to the Single Battle Mode battles. You can win up to six of the prizes for the D and C Rank before you are cut off. The prizes for the B, A, and S Ranks are given out on a one time only basis. The prizes and entry fees for all five of the ranks are provided here. The following tables list detailed information about the monsters that appear in each battle.

FEES AND PRIZES FOR THE TEAM BATTLE MODE

CLASS	FEE	PRIZE	NUMBER ALLOWED
D	100 Fol	Synthesis Materials	Up to 6
C	300 Fol	Tri-Emblum	Up to 6
B	500 Fol	Scumbag Slayer	Only one
A	1000 Fol	Star Splash	Only one
S	2000 Fol	Ring of Slaughter	Only one

D RANK

MATCH POSITION	ID #	ENEMY NAME	HP	MP	TYPES OF SKILLS USED	SKILL STATUS ANOMALIES	RESISTANT	WEAK
1	169	Fire Zombie x2	16200	50	Fire	Paralysis	Fire	Water
2	186	Ghostly Hag	13600	65	--	--	Fire, Wind	Earth
3	315	Nova Blaze x2	15000	60	Fire	--	Fire	--
4	277	Magma Man	34000	22000	Fire	Poison	Fire	Water
5	413	Stinger x4	11000	300	--	--	Fire	Water
5	135	Destroyer x2	28000	1600	--	--	Fire	Water

GETTING STARTED

CHARACTERS

WALKTHROUGH

BONUS DUNGEONS

PRIVATE ACTIONS

MINI-GAMES AND
SUB-QUESTS

ITEM CREATION

ITEMS
AND EQUIPMENT

BESTIARY

C RANK

MATCH POSITION	ID #	ENEMY NAME	HP	MP	TYPES OF SKILLS USED	SKILL STATUS ANOMALIES	RESISTANT	WEAK
1	461	Yuan-ti x2	45000	1500	Water	Freezing	--	--
2	193	Giant Moth x3	25600	2500	Wind	Confusion; Silence	Wind	Water
3	223	Incapacitator 4 x3	17000	2600	--	--	Fire	Water
4	171	Flaming Zombie x3	35000	3500	Fire	--	Fire	Water
5	60	Blood Monster	70000	5000	--	--	Wind	Earth

B RANK

MATCH POSITION	ID #	ENEMY NAME	HP	MP	TYPES OF SKILLS USED	SKILL STATUS ANOMALIES	RESISTANT	WEAK
1	192	Giant Mantis x3	45000	8000	--	Paralysis	Wind	Water
2	31	Aquaregia x2	39000	3000	Water	Freezing	Water	--
3	183	Gas Dragon Zombie	82500	8000	Earth, Fire	Poison	All	--
4	347	Proclamer	82500	8000	--	Instant Death	All	--
5	100	Chimera	200000	28000	--	Paralysis	Fire, Wind	--

A RANK

MATCH POSITION	ID #	ENEMY NAME	HP	MP	TYPES OF SKILLS USED	SKILL STATUS ANOMALIES	RESISTANT	WEAK
1	443	Vile Lizard x2	76065	3457	Water, Fire	Freezing	Water	Wind
2	453	Yellow Reaper x2	84000	7000	Water	Paralysis	Water	Fire
3	130	Demon Beast	160000	7000	Fire, Demon	--	All	--
4	145	Dragon Corpse	240000	7000	Earth, Fire	Poison	All	--
5	285	Master Demon	500000	30000	Demon	Poison, Paralysis, Instant Death	All	--

S RANK

MATCH POSITION	ID #	ENEMY NAME	HP	MP	TYPES OF SKILLS USED	SKILL STATUS ANOMALIES	RESISTANT	WEAK
1	27	Aqua Wisp x3	80000	8000	--	Paralysis, Confusion	All	--
2	284	Masque Looter x3	79365	3607	--	--	--	--
3	390	Sherow	82000	5000	Wind	Poison	Earth	Wind
	452	Winged Mantis	80190	3645	--	Paralysis	Wind	Water
4	218	Huge Chimera2	182900	3645	--	Paralysis	All	--
5	360	Render Tyrant	500000	13728	Water	Freezing	Water	Fire

RANKING BATTLE

The Ranking Battles are the heart and soul of the Fighting Arena. The first time you choose this mode, you are asked to give your party a name. Choose the one you like (see the info on PA #52 for how your name choice affects your affection points) and the game begins.

The goal in this mode is to reach the top of the Arena Ranking chart. You start at position #51 and you must fight the 50 existing teams to reach the number one spot. However, the fun doesn't stop there! Once you become #1, you get to take on the Reigning Champions to win the **Victory Trophy**!

The only prize in the Ranking Battle Mode is the **Victory Trophy**, another accessory with some awesome factors. However, you don't win it until you defeat the final team, which takes a bit of time and effort. When you beat a team ahead of you on the ranking board, you win the standard experience points and Fols that you would win during a normal battle. In addition, your position on the board improves. You can fight any team that is no more than four rungs higher on the ranking ladder.



Arena Ranking		
Rank	Team Name	Score
1	Dragon Knights	100
2	Demon Lords	95
3	Knights of the Sacred Beast	90
4	Reaper Warriors	85
5	Knights of the Bloody Sword	80
6	Tornado	75
7	Shadow	70
8	White Lily Battlefield	65
9	We'll Show You	60
10	Twin Beast Yahoo!	55

After reaching the number one position, a special battle occurs. The Reigning Champions intervene before you can start the next battle and challenge you to a duel. If you manage to defeat them, you win the Victory Trophy.



THE BANDITS

- Starting Rank: 50
- Prize Money: 50 Fol



ID #	ENEMY NAME	HP	MP	SKILLS	STATUS EFF	RESIS.	WEAK
424	Thieving Scumbag (x3)	200	9	--	--	--	--

AAAAA

- Starting Rank: 49
- Prize Money: 60 Fol



ID #	ENEMY NAME	HP	MP	SKILLS	STATUS EFF	RESIS.	WEAK
424	Thieving Scumbag (x3)	200	9	--	--	--	--
220	Hyper Nobleman	2640	120	--	--	--	--

GHOST HUNTERS

- Starting Rank: 48
- Prize Money: 70 Fol



ID #	ENEMY NAME	HP	MP	SKILLS	STATUS EFF	RESIS.	WEAK
186	Ghostly Hag (x3)	13600	65	--	--	Fire, Wind	Earth

BEOWULF

- Starting Rank: 47
- Prize Money: 80 Fol



ID #	ENEMY NAME	HP	MP	SKILLS	STATUS EFF	RESIS.	WEAK
235	Kobold (x3)	3400	168	--	--	--	--

SECURE OF NOT?

- Starting Rank: 46
- Prize Money: 90 Fol



ID #	ENEMY NAME	HP	MP	SKILLS	STATUS EFF	RESIS.	WEAK
002	40 Security Soldier (x3)	16000	2000	--	--	--	Water

TWIN BEAST

- Starting Rank: 45
- Prize Money: 100 Fol



ID #	ENEMY NAME	HP	MP	SKILLS	STATUS EFF	RESIS.	WEAK
134	Demonic Hound (x2)	12000	350	Fire, Demon	Poison	Fire	--

FROG WARRIORS

- Starting Rank: 44
- Prize Money: 120 Fol



ID #	ENEMY NAME	HP	MP	SKILLS	STATUS EFF	RESIS.	WEAK
406	Spawn	6160	280	--	--	Water	Fire
425	Toad Beast	704	32	Water	Poison	Water	Fire
427	Toadpole	8500	280	--	Poison	Water	Fire

BERSERKERS

- Starting Rank: 43
- Prize Money: 150 Fol



ID #	ENEMY NAME	HP	MP	SKILLS	STATUS EFF	RESIS.	WEAK
047	Berserkers (x3)	12800	300	--	--	Fire	--

TIAMAT

- Starting Rank: 42
- Prize Money: 180 Fol



ID #	ENEMY NAME	HP	MP	SKILLS	STATUS EFF	RESIS.	WEAK
461	Yuan-ti	45000	1500	Water	Freezing	--	--
261	Lizard Man (x2)	2000	116	Water, Fire	Freezing	Water	Wind

ARCH-SUMMONERS

- Starting Rank: 41
- Prize Money: 200 Fol



ID #	ENEMY NAME	HP	MP	SKILLS	STATUS EFF	RESIS.	WEAK
136	Devil Child (x3)	16000	2000	--	--	Fire	--
239	L15 Mage	4488	820	Wind	--	All	--

GET'EM TWIN BEAST

- Starting Rank: 40
- Prize Money: 250 Fol



ID #	ENEMY NAME	HP	MP	SKILLS	STATUS EFF	RESIS.	WEAK
289	Medusa Beast (x2)	80000	20000	Fire, Demon	Poison	Fire	--

KNIGHTS OF BABYLON

- Starting Rank: 39
- Prize Money: 275 Fol



ID #	ENEMY NAME	HP	MP	SKILLS	STATUS EFF	RESIS.	WEAK
077	Bogle Soldier	20000	2600	Fire	--	Water	Wind
078	Bogle Soldier	20000	2600	Fire	--	Water	Wind

ANGELS OF FLAME

- Starting Rank: 38
- Prize Money: 300 Fol



ID #	ENEMY NAME	HP	MP	SKILLS	STATUS EFF	RESIS.	WEAK
366	Robin Wind (x2)	200000	2600	Wind	--	Wind	--

SOLDIERS OF MU

- Starting Rank: 37
- Prize Money: 350 Fol



ID #	ENEMY NAME	HP	MP	SKILLS	STATUS EFF	RESIS.	WEAK
030	Aquaregia	11100	1800	Water	Freezing	Water	--
426	Toad Fighter	2552	226	Earth	Poison	Water	Fire
428	Toadpole	20000	2600	--	Poison	Water	Fire

THREE WARRIORS OF FLAME

- Starting Rank: 36
- Prize Money: 400 Fol



ID #	ENEMY NAME	HP	MP	SKILLS	STATUS EFF	RESIS.	WEAK
250	L80 Fighter (x3)	20000	2600	--	--	--	--

GETTING STARTED

CHARACTERS

WALKTHROUGH

BONUS DUNGEONS

PRIVATE ACTIONS

MINI-GAMES AND SUB-QUESTS

ITEM CREATION

ITEMS AND EQUIPMENT

BESTIARY

BLOODY STREAM

Starting Rank: 35

Prize Money: 450 Fol



ID	ENEMY NAME	HP	MP	SKILLS	STATUS EFF	RESIS.	WEAK
244	L25 Fighter (x4)	20000	2600	--	--	--	--

EURUS OF THE EAST WIND

Starting Rank: 34

Prize Money: 500 Fol



ID	ENEMY NAME	HP	MP	SKILLS	STATUS EFF	RESIS.	WEAK
187	Ghostly Hag (x2)	20000	2600	--	--	Fire, Wind	Earth

NOTUS OF THE SOUTH WIND

Starting Rank: 33

Prize Money: 550 Fol



ID	ENEMY NAME	HP	MP	SKILLS	STATUS EFF	RESIS.	WEAK
447	War Vulture (x2)	20000	2600	Water, Fire, Wind	Freezing, Confusion	Wind	--

BOREAS OF THE NORTH WIND

Starting Rank: 32

Prize Money: 600 Fol



ID	ENEMY NAME	HP	MP	SKILLS	STATUS EFF	RESIS.	WEAK
188	Ghostly Hag (x2)	20000	2600	--	--	Fire, Wind	Earth

ZEPHYRUS OF THE WEST WIND

Starting Rank: 31

Prize Money: 700 Fol



ID	ENEMY NAME	HP	MP	SKILLS	STATUS EFF	RESIS.	WEAK
260	Lilith (x2)	70000	6000	--	Demon, Freezing, Confusion, Silence	All	--

DON'T LOSE! TWIN BEAST

Starting Rank: 30

Prize Money: 750 Fol



ID	ENEMY NAME	HP	MP	SKILLS	STATUS EFF	RESIS.	WEAK
097	Cerberus (x2)	16000	2000	Earth, Water, Fire	Paralysis, Petrification	Fire	--

KNIGHT ROSERIA

Starting Rank: 29

Prize Money: 800 Fol



ID	ENEMY NAME	HP	MP	SKILLS	STATUS EFF	RESIS.	WEAK
103	Cleaver Knight	70000	6000	--	--	--	--

PLAYER KILLERS

Starting Rank: 28

Prize Money: 900 Fol



ID	ENEMY NAME	HP	MP	SKILLS	STATUS EFF	RESIS.	WEAK
168	Fighter	700000	6000	--	--	--	--
361	Ardiculer	700000	6000	--	--	--	--
363	Robin Wind	700000	6000	Wind	--	Wind	--

WILD BLOOD

Starting Rank: 27

Prize Money: 1000 Fol



ID	ENEMY NAME	HP	MP	SKILLS	STATUS EFF	RESIS.	WEAK
048	Berserker King	70000	6000	--	--	Fire	--
092	Brutish Beast (x3)	70000	6000	Earth, Water, Fire	Paralysis, Petrification	Fire	--

IMPERIAL GUARD

Starting Rank: 26

Prize Money: 1200 Fol



ID	ENEMY NAME	HP	MP	SKILLS	STATUS EFF	RESIS.	WEAK
266	Lum Knight (x3)	70000	6000	Earth	--	Wind	--

GIGANTOMAKIA

Starting Rank: 25

Prize Money: 1250 Fol



ID	ENEMY NAME	HP	MP	SKILLS	STATUS EFF	RESIS.	WEAK
199	Golem SUS303 (x2)	68000	6000	Earth	--	All	--

THE THREE GURUS

Starting Rank: 24

Prize Money: 1400 Fol



ID	ENEMY NAME	HP	MP	SKILLS	STATUS EFF	RESIS.	WEAK
005	Adept Necromancer (x3)	70000	6000	Water, Fire	Freezing	All	--

SILENT HAMMER

Starting Rank: 23

Prize Money: Fol



ID	ENEMY NAME	HP	MP	SKILLS	STATUS EFF	RESIS.	WEAK
376	Scarlet Armor	70000	6000	Earth	--	Fire	--
069	Bogle Leader (x3)	70000	6000	--	--	Water	Wind

DOUBLE EDGE

Starting Rank: 22

Prize Money: 1700 Fol



ID	ENEMY NAME	HP	MP	SKILLS	STATUS EFF	RESIS.	WEAK
462	Yuan-ti (x4)	70000	6000	Water	Freezing	--	--

SPIRIT MEDIUMS

Starting Rank: 21

Prize Money: 1800 Fol



ID	ENEMY NAME	HP	MP	SKILLS	STATUS EFF	RESIS.	WEAK
248	LSS Mage	84000	7000	Wind	--	All	--
364	Robin Wind	84000	7000	Wind	--	Wind	--

GO! GO! TWIN BEAST

Starting Rank: 20

Prize Money: 2000 Fol



ID	ENEMY NAME	HP	MP	SKILLS	STATUS EFF	RESIS.	WEAK
071	Bogle Leader [x2]	84000	7000	--	--	Water	Wind

DADDY'S LITTLE RICH BOYS

Starting Rank: 19

Prize Money: 2200 Fol



ID	ENEMY NAME	HP	MP	SKILLS	STATUS EFF	RESIS.	WEAK
435	Unholy Terror [x2]	84000	7000	Wind	Silence	Earth, Fire	--

DRAGON EYES

Starting Rank: 18

Prize Money: 2500 Fol



ID	ENEMY NAME	HP	MP	SKILLS	STATUS EFF	RESIS.	WEAK
177	Forager [x4]	80000	7000	Fire	--	Water	Wind

RED RAM

Starting Rank: 17

Prize Money: 3000 Fol



ID	ENEMY NAME	HP	MP	SKILLS	STATUS EFF	RESIS.	WEAK
151	Dragoon Knight [x3]	110000	3645	Wind	--	Water	--

MAGIC USERS

Starting Rank: 16

Prize Money: 3500 Fol



ID	ENEMY NAME	HP	MP	SKILLS	STATUS EFF	RESIS.	WEAK
421	Swordsman [x2]	80000	7000	--	--	--	Water
207	Halberdier [x2]	2200	100	--	--	--	Water

UNDEAD MASTERS

Starting Rank: 15

Prize Money: 4000 Fol



ID	ENEMY NAME	HP	MP	SKILLS	STATUS EFF	RESIS.	WEAK
434	Unholy Terror	80000	7000	Wind	Silence	Earth, Fire	--
146	Dragon Tooth [x3]	89000	10000	--	--	--	Fire

INSECT LORDS

Starting Rank: 14

Prize Money: 4500 Fol



ID	ENEMY NAME	HP	MP	SKILLS	STATUS EFF	RESIS.	WEAK
464	Zebra Wasp [x6]	80000	8000	--	Poison	Wind	Fire
286	Master Ridiculer	80000	8000	--	--	--	--

INTANGIBLE TRUTH

Starting Rank: 13

Prize Money: 5000 Fol



ID	ENEMY NAME	HP	MP	SKILLS	STATUS EFF	RESIS.	WEAK
063	Blue Golem [x2]	80000	8000	Earth	--	All	--

ARMORED KNIGHTS

Starting Rank: 12

Prize Money: 5200 Fol



ID	ENEMY NAME	HP	MP	SKILLS	STATUS EFF	RESIS.	WEAK
173	Flying Dark Armor	80000	8000	Earth	--	Fire	--

CHUKOBER

Starting Rank: 11

Prize Money: 5500 Fol



ID	ENEMY NAME	HP	MP	SKILLS	STATUS EFF	RESIS.	WEAK
221	Immortal Lord	100000	8000	Demon	Instant Death	All	--
209	Heat Haze	110000	3645	Demon	Freezing, Confusion, Silence	All	--

TWIN BEAST YAHOO!

Starting Rank: 10

Prize Money: 5700 Fol



ID	ENEMY NAME	HP	MP	SKILLS	STATUS EFF	RESIS.	WEAK
297	Monstrous Beast [x2]	80190	3645	Fire, Demon	Poison	Fire	--

WE'LL SHOW YOU

Starting Rank: 9

Prize Money: 6000 Fol



ID	ENEMY NAME	HP	MP	SKILLS	STATUS EFF	RESIS.	WEAK
396	Mecha Scumbag [x3]	82000	3450	Fire	--	--	--

WHITE LILLY BATTLEFIELD

Starting Rank: 8

Prize Money: 6500 Fol



ID	ENEMY NAME	HP	MP	SKILLS	STATUS EFF	RESIS.	WEAK
209	Heat Haze [x3]	110000	3645	Demon	Freezing, Confusion, Silence	All	--

GETTING STARTED

CHARACTERS

WALKTHROUGH

BONUS DUNGEONS

PRIVATE ACTIONS

MINI-GAMES AND
SUB-QUESTS

ITEM CREATION

ITEMS
AND EQUIPMENT

BESTIARY

BOURGEOISE

Starting Rank: 7

Prize Money: 7000 Fol



ID	ENEMY NAME	HP	MP	SKILLS	STATUS EFF	RESIS.	WEAK
419	Super Nobleman	1220	68	--	--	--	--
151	Dragoon Knight (x3)	110000	3645	Wind	--	Water	--

SHERWOOD

Starting Rank: 6

Prize Money: 7500 Fol



ID	ENEMY NAME	HP	MP	SKILLS	STATUS EFF	RESIS.	WEAK
377	Scarlet Knight (x3)	130000	3645	Earth	--	Fire	--
366	Robin Wind	200000	2500	Wind2	--	Wind	--

KNIGHTS OF THE BLODDY SWORD

Starting Rank: 5

Prize Money: 8000 Fol



ID	ENEMY NAME	HP	MP	SKILLS	STATUS EFF	RESIS.	WEAK
061	Bloody Knight (x5)	128000	3645	--	--	--	--

TORNADO

Starting Rank: 4

Prize Money: 8500 Fol



ID	ENEMY NAME	HP	MP	SKILLS	STATUS EFF	RESIS.	WEAK
430	Tornado	130000	3645	Fire	--	--	Fire
080	Bogle Soldier	120000	3645	Fire	--	Water	Wind
072	Bogle Leader	150000	3645	Water	Freezing	Water	Wind

KNIGHTS OF THE SACRED BEAST

Starting Rank: 3

Prize Money: 9000 Fol



ID	ENEMY NAME	HP	MP	SKILLS	STATUS EFF	RESIS.	WEAK
267	Lum Knight (x3)	130000	3645	Earth	--	Wind	--

DEMON LORDS

Starting Rank: 2

Prize Money: 10000 Fol



ID	ENEMY NAME	HP	MP	SKILLS	STATUS EFF	RESIS.	WEAK
132	Demon Lord	2000000	500000	Demon	Instant Death	All	--
295	Miriam	1800000	300000	Demon	Freezing, Confusion, Silence	All	--

DRAGOON KNIGHTS

Starting Rank: 1

Prize Money: 12000 Fol



ID	ENEMY NAME	HP	MP	SKILLS	STATUS EFF	RESIS.	WEAK
116	Crystal Dragon	2500000	300000	Earth, Instant Death	Fire	Earth, Fire, Wind	Water
150	Dragoon	2000000	300000	Fire	--	Wind	--

REIGNING CHAMPIONS

Starting Rank: N/A

Prize Money: N/A



ID	ENEMY NAME	HP	MP	SKILLS	STATUS EFF	RESIS.	WEAK
402	Salon Solute	500000	50000	--	--	Wind	Fire
139	Dirna Hamilton	3000000	500000	Fire, Magic	Confusion, Silence	Earth, Fire, Wind	--

PARACELUS'S TABLE (A.K.A. VERSUS MODE)

To unlock the Versus Mode mini-game, you must have a special item called **Paracelsus's Table**. It's found in a treasure chest guarded by the Sculpture Lord in the Aquatic Gardens of Surferio. The entrance to the Aquatic Gardens is located in the Surferio Annex in Irida Fields. Take the item to Welch Vineyard at the Guild office in Peterny. Surprisingly, she knows exactly what the item is and how to use it. She'll keep it for you and allow you to play whenever you want. All you need to do is go to Peterny and ask her. You cannot play the Versus Mode mini-game remotely.



Paracelsus's Table is a standard fighting game featuring the playable characters in the game. You start with access to Fayt, Cliff, Nel, Maria, Sophia, and Peppita. To add Albel, Mirage, Adray, and Roger to the list, you must collect their Trading Cards. There are 26 Trading Cards and Trading Cards EX scattered throughout the game. The basic Trading Cards (of which there are four) add characters to the game, while the 22 EX cards unlock the extra costumes for all 10 characters! The locations of the 26 Trading Cards are listed in the following section.

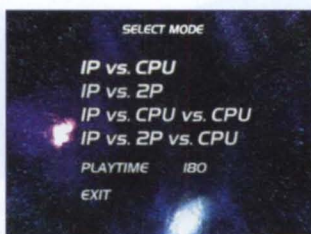


TRADING CARD CONTENTS AND LOCATIONS

CARD	USE	LOCATION
Trading Card 1	Albel becomes a playable character.	Moonbase
Trading Card 2	Roger becomes a playable character.	Sphere 211, 5F
Trading Card 3	Adray becomes a playable character.	Spiral Tower, 1F
Trading Card 4	Mirage becomes a playable character.	Ancient Ruins of Mosel, B2F
Trading Card EX1	Fayt's 3P costume	Moonbase
Trading Card EX2	Sophia's 3P costume	Sphere 211, 3F
Trading Card EX3	Maria's 3P costume	Bequerel Mine
Trading Card EX4	Cliff's 3P costume	Kirlsa Caverns
Trading Card EX5	Nel's 3P costume	Duggus Forest
Trading Card EX6	Albel's 3P costume	Ancient Ruins of Mosel, B1F
Trading Card EX7	Roger's 3P costume	Sphere 211, 16F
Trading Card EX8	Peppite's 3P costume	Sphere 211, 50F
Trading Card EX9	Adray's 3P costume	Urssa Cave Temple
Trading Card EX10	Mirage's 3P costume	Urssa Cave Temple
Trading Card EX11	Fayt's 4P costume	Urssa Cave Temple
Trading Card EX12	Sophia's 4P costume	Urssa Lava Cave
Trading Card EX13	Maria's 4P costume	Maze of Tribulations, B3F
Trading Card EX14	Cliff's 4P costume	Maze of Tribulations, B7F
Trading Card EX15	Nel's 4P costume	Maze of Tribulations, B5F
Trading Card EX16	Albel's 4P costume	Ruins of Coffir
Trading Card EX17	Roger's 4P costume	Sphere 211, 109F
Trading Card EX18	Peppite's 4P costume	Sphere 211, 140F
Trading Card EX19	Adray's 4P costume	Sphere 211, 141F
Trading Card EX20	Mirage's 4P costume	Sphere 211, 173F
Trading Card EX21	Fayt's 5P and 6P costume	Sphere 211, 188F
Trading Card EX22	Sophia's 5P and 6P costume	Sphere 211, 193F

PLAYING PARACELUS'S TABLE

After Welch boots up the game, the Select Mode screen appears. This is where you choose a Battle Mode and set the playtime. There are four different modes: 1P vs. CPU, 1P vs. 2P; 1P vs. CPU vs. CPU; and 1P vs. 2P vs. CPU. Only two live players can play at a single time. When you play a three-person game, the computer always controls the third character. The default length of a match is 180 seconds, but you can change it to 90 seconds or infinite.



After choosing a battle mode, it's time to choose a character(s). Human players choose first, then you choose a character for the computer. To use a costume other than the default one, select the character by pressing the Triangle button for the 2P costume, the Square button for the 3P costume, the R1 button for the 4P costume, and the L2 and R2 buttons for Fayt and Sophia's 5P and 6P costumes. Of course, to use any of the alternate costumes, you must find the corresponding Trading Card first!

Next, it's time to choose a battlefield. There are up to 53 environments from which to choose, based on which areas you've visited and fought in during the game. If you see a gray screen with a large "?" in the middle, then you need to fight some battles in that area to unlock that stage.

BATTLE STAGES

- 1 Battle Simulator
- 2 Evacuation Corridor
- 3 Duggus Forest A
- 4 Duggus Forest B
- 5 Ruins of Coffir Outdoors
- 6 Ruins of Coffir Hideout
- 7 Ruins of Coffir Jail
- 8 Airyglyph Castle Dungeon
- 9 Airyglyph Aqueducts
- 10 Elicoar Field Snowy Mountains
- 11 Kirlsa Caverns
- 12 Elicoar Field Mountainous Region
- 13 Elicoar Field Wasteland
- 14 Kirlsa Training Facility
- 15 Aerial Arena
- 16 Elicoar Field Plains
- 17 Pesotto Forest
- 18 Aquatic Garden, Surferia
- 19 Bequerel Mine Inside Cavern
- 20 Bequerel Mine Outside Cavern
- 21 Elicoar Field During War
- 22 Sealed Cavern
- 23 Shrine of Kaddan
- 24 Passage from Parch to Plenty
- 25 Mosel Dunes
- 26 Ancient Ruins of Mosel
- 27 Mountains of Barr Waterfall Area
- 28 Mountains of Barr Bone Area
- 29 Barr Caves
- 30 The Ruins of Barr
- 31 Urssa Lava Caves
- 32 Dwelling of Crosell
- 33 Ancient Ruins of Mosel Waterway A
- 34 Ancient Ruins of Mosel Waterway B
- 35 Ancient Ruins of Mosel Waterway C
- 36 Moonbase
- 37 Planet Styx Before Collapse
- 38 Planet Styx Time Gate
- 39 Arkives
- 40 Sphere Company Foyer
- 41 Sphere Company General Block
- 42 Sphere Company Computer Block
- 43 Sphere Company Elevator
- 44 Planet Styx After Collapse
- 45 Firewall
- 46 Spiral Tower A
- 47 Spiral Tower B
- 48 Spiral Tower C
- 49 Luther's Private Lab
- 50 Maze of Tribulations
- 51 Urssa Cave Temple
- 52 Ethereal Queen Hall of Worship
- 53 Ethereal Queen Flower Garden

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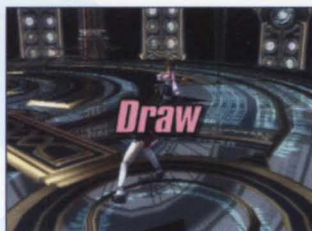
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Paracelsus's Table is a basic Battle Royale game. To claim victory, you must HP or MP kill your opponent(s) within the time limit. A Draw is declared when the battle ends without a victor.



Battles are fought in the same manner as in the game, using the same button commands. The main difference is in the assignment of battle skills. Each character has three attack sets from which to choose. These sets represent different fighting styles that utilize different battle skills, so be careful when choosing one. Using Battle Skills drains HP and MP as is the case in the main game. The only real difference is that you have no way to minimize loss or heal your character to compensate.



Fayt Leingod

HP 7400 MP 1500



FAYT'S MOVE SETS

ATK POS	HIT NO.	BAL STYLE	AGIL ORIENTED
WS	Blade of Fury	Side Kick	Blade of Fury
WL	--	Shotgun Blast	Dimension Door
SS	Air Raid	Charge	Side Kick
SL	Drain	Ice Blade	Stun
Support #1	Max Fury	--	Standby Healing
Support #2	--	--	--

Sophia Esteed

HP 7400 MP 1500



SOPHIA'S MOVE SETS

ATK POS	LONG-RANGE	SHORT-RANGE	SIMPLE STYLE
WS	Earth Glaive	Charge	Charge
WL	Fire Bolt	Drain	Stun
SS	Lightning Blast	Efreot	Critical Hit
SL	Thunder Flare	Fire Bolt	--
Support #1	Standby Healing	Critical Hit HP	No Guard
Support #2	Max Fury	--	Critical Hit HP

Maria Traydor

HP 8200 MP 950

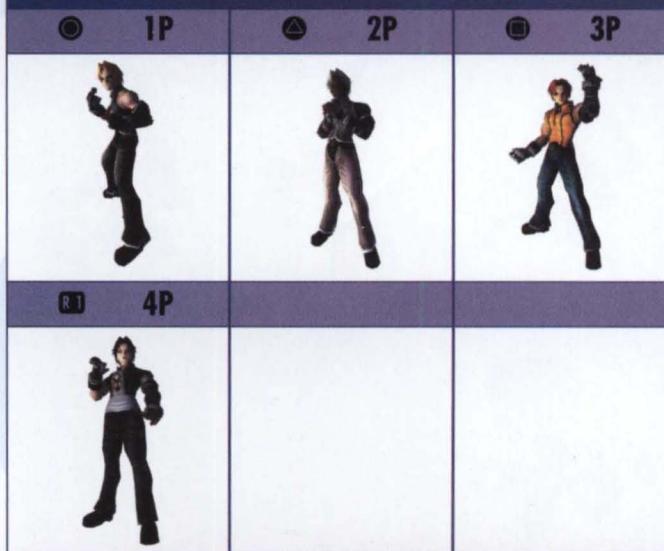


MARIA'S MOVE SETS

ATK POS	SHORT-RANGE	MID-RANGE	LONG-RANGE
WS	Crescent Locus	Gravity Bullet	Charge
WL	Pulse Blast	Laser Blast	Aiming Device
SS	Triple Kick	Charge	Scatter Beam
SL	--	--	Radiation Bots
Support #1	Max Fury	--	--
Support #2	--	--	--

Cliff Fittir

HP 9800 MP 300



CLIFF'S MOVE SETS

ATK POS	CHARGING STYLE	HIT NO.	BAL STYLE
WS	Aerial Assault	Electric Fists	Fists of Fury
WL	Fiery Tackle	--	Aerial Assault
SS	Charge	Acrobat Locus	Hammer of Might
SL	--	--	--
Support #1	--	Max Fury	--
Support #2	--	--	--

Nel Zelpher

HP 8800 MP 800



NEL'S MOVE SETS

ATK POS	SHORT-RANGE	MID-RANGE	LONG-RANGE
WS	Charge	Lightning Chain	Shadow Wave
WL	--	Shadow Wave	Lightning Chain
SS	Divine Wrath	Shockwave	Shadow Wave
SL	Whirlwind	--	Flying Guillotine
Support #1	--	No Guard	--
Support #2	--	--	--

Albel Nox

HP 9900 MP 700



ALBEL'S MOVE SETS

ATK POS	BAL STYLE	MP-ATTACK-ORIENTED	SIMPLE STYLE
WS	Shockwave Swirl	Aura Well	Aerial
WL	Palm of Destruction	Palm of Destruction	Stun
SS	Double Slash	Hand of Doom	Charge
SL	Demon Roar	--	Increase HP Damage
Support #1	--	--	Max Fury
Support #2	--	--	--

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Bunny Races

Fighting Arena

Versus Mode

Battle Trophies

The Retail Rabbit

Ruminia and Ruddle

The Treasure Hunt

Roger S. Huxley

HP 9500 MP 500

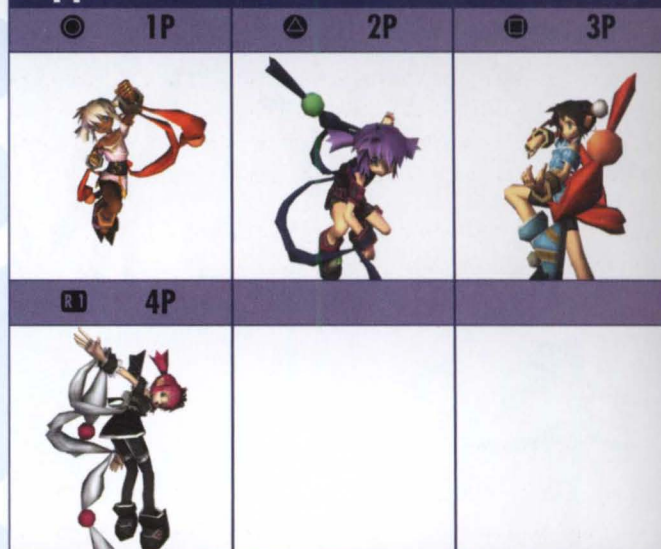


ROGER'S MOVE SETS

ATK POSITION	SHORT-RANGE	RANGE-ORIENTED	LONG-RANGE
WS	Charge	Raging Helmet	Flying Torpedo
WL	Fiery Fury	--	Whirling Heat
SS	--	--	--
SL	Max Fury	No Guard	Max Fury
Support #1	--	--	Standby Healing
Support #2	--	--	--

Peppita Rossetti

HP 8400 MP 750



PEPPITA'S MOVE SETS

ATK POS	BAL STYLE	SIMPLE STYLE	RANGE-ORIENTED
WS	Kaboom	Charge	Stun
WL	Instanto Blast	Instanto Blast	Magic Hook
SS	Charge	Aerial	Faerie Friend
SL	Magic Hook	--	--
Support #1	--	Max Fury	No Guard
Support #2	--	Critical Hit HP	--



Adray Lasbard

HP 8500 MP 1100



ADRAY'S MOVE SET

ATK POS	LONG-RANGE	SIMPLE STYLE	CHARGING STYLE
WS	Lightning Blast	Fire Bolt	Chaos Tide
WL	Fire Bolt	Fire Bolt	Chaos Tide
SS	Earth Glaive	Titan Fist	Charge
SL	Sirocco	--	--
Support #1	--	No Guard	Standby Healing
Support #2	--	--	--

Mirage Koas

HP 9200 MP 400



MIRAGE'S MOVE SETS

ATK POS	HIT NO.	BAL STYLE	AGIL ORIENTED
WS	Blade of Fury	Side Kick	Blade of Fury
WL	--	Shotgun Blast	Dimension Door
SS	Air Raid	Charge	Side Kick
SL	Drain	Ice Blade	Stun
Support #1	Max Fury	--	Standby Healing
Support #2	--	--	--

BATTLE TROPHIES

Collecting the Battle Trophies falls somewhere in between a mini-game and a sub-quest. There are 300 trophies, ranging from easy to get to extremely difficult. To collect all 300 Trophies, be prepared to put serious hours into this game! At the very least, you'll need to play through the game multiple times, once on each difficulty level (Galaxy, Universe, and 4D). Realistically, you may have to play through the game twice in Galaxy Mode in order to set up the conditions needed to get the "Defeat X at Level 1" and "Defeat X at Level 10" Battle Trophies. Regardless, this is a huge task!

However, the rewards for collecting Battle Trophies are great. The following table lists the bonuses you receive after collecting a certain number of Battle Trophies.

PERCENTAGE COMPLETED (AMOUNT OBTAINED)	BONUS
15% (45)	Activate 2P color during the Main Game. Press the Triangle button at the Status Screen. [Works only after entering the Airyglyph Aqueducts.]
25% (75)	Unlocks Universe mode. You must start a New Game to use this.
40% (120)	Activate 3P color during the Main Game. Press the Triangle button at the Status Screen
55% (165)	Activate Music Mode. Press the Square button within the Battle Trophies Screen
65% (195)	Unlocks 4D mode. You must start a New Game to use this.
80% (240)	Activate 4P color during the Main Game. Press the Triangle button at the Status Screen
95% (285)	Activate Full Active Mode in battle. You must start a new game to use this.

THE BATTLE TROPHIES

BT NO.	CONDITION
1	100 Battles
2	1000 Battles
3	5000 Battles
4	10000 Battles
5	50000 Battles
6	Simultaneously defeat 2 enemies
7	Simultaneously defeat 3 enemies
8	Simultaneously defeat 4 enemies
9	10 Hits
10	30 Hits
11	50 Hits
12	100 Hits
13	150 Hits
14	200 Hits
15	250 Hits
16	300 Hits
17	Defeat enemies of 100 types
18	Defeat enemies of 200 types
19	Defeat enemies of 300 types
20	Defeat enemies of 400 types
21	Defeat enemies of 420 types
22	Chain of 3
23	Chain of 10
24	Chain of 30
25	Chain of 60
26	Chain of 100
27	Chain of 250
28	Chain of 500
29	Defeat enemy with a single blow
30	Defeat with exact damage
31	Defeat with exact damage with a single blow
32	Defeat 300 enemies
33	Defeat 500 enemies
34	Defeat 1000 enemies
35	Defeat 5000 enemies
36	Defeat 10,000 enemies
37	Defeat 50,000 enemies
38	Finish battle in under 30 seconds
39	Finish battle in under 20 seconds
40	Finish battle in under 10 seconds
41	Escape 20 times
42	Escape 100 times
43	Incapacitated 20 times
44	Incapacitated 100 times
45	Win by Paralyzing all
46	Win by Freezing all
47	Win by a margin of 5 HP
48	Win by a margin of 4 HP
49	Win by a margin of 3 HP
50	Win by a margin of 2 HP
51	Win by a margin of 1 HP

BT NO.	CONDITION
52	10,000 button presses
53	100,000 button presses
54	1,000,000 button presses
55	10 killing blows
56	100 killing blows
57	500 killing blows
58	1,000 killing blows
59	Reach Level 10
60	Reach Level 77
61	Reach Level 120
62	Reach Level 255
63	Guard broken 10 Times
64	Guard broken 100 Times
65	Guard broken 500 Times
66	Guard broken 1,000 Times
67	Angered 10 times
68	Angered 100 times
69	Angered 500 times
70	Angered 1000 times
71	Maximum damage of 1000 damage
72	Maximum damage of 10,000 damage
73	Maximum damage of 50,000 damage
74	Maximum damage of 99,999 damage
75	Win with no damage
76	Cancel bonus 100 times
77	Cancel bonus 1,000 times
78	Cancel bonus 3,000 times
79	Defeat Norton within 30 seconds
80	Defeat Norton without taking damage
81	Defeat Giant Crab within 1 minute
82	Defeat Giant Crab without taking damage
83	Defeat Shelby within 1 minute
84	Defeat Shelby without taking damage
85	Defeat Moonshadow Clan Chief within 1 minute
86	Defeat Moonshadow Clan Chief without taking damage
87	Defeat Mudman within 1 minute
88	Defeat Mudman without taking damage
89	Defeat Cockatrice within 1 minute
90	Defeat Cockatrice without taking damage
91	Defeat Crystal Cerberus within 1 minute
92	Defeat Crystal Cerberus without taking damage
93	Defeat Demetrio within 1 minute
94	Defeat Demetrio without taking damage
95	Defeat Aurora Monster within 1 minute
96	Defeat Aurora Monster without taking damage
97	Defeat Blue Dragon Zombie within 1 minute
98	Defeat Blue Dragon Zombie without taking damage
99	Defeat Robin Wind within 1 minute
100	Defeat Robin Wind without taking damage
101	Defeat Crosell within 1 minute
102	Defeat Crosell without taking damage

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Bunny Races

Fighting Arena

Versus Mode

BATTLE TROPHIES

The Retail Rabbit

Lumina and Ruddle

The Treasure Hunt

<input checked="" type="checkbox"/>	BT NO.	CONDITION
<input type="checkbox"/>	103	Defeat Biwig within 1 minute
<input type="checkbox"/>	104	Defeat Biwig without taking damage
<input type="checkbox"/>	105	Defeat Proclaimer within 1 minute
<input type="checkbox"/>	106	Defeat Proclaimer without taking damage
<input type="checkbox"/>	107	Defeat Azazer within 1 minute
<input type="checkbox"/>	108	Defeat Azazer without taking damage
<input type="checkbox"/>	109	Defeat Convictor within 1 minute
<input type="checkbox"/>	110	Defeat Convictor without taking damage
<input type="checkbox"/>	111	Defeat Dark Armor within 1 minute
<input type="checkbox"/>	112	Defeat Dark Armor without taking damage
<input type="checkbox"/>	113	Defeat Crystal Statue within 1 minute
<input type="checkbox"/>	114	Defeat Crystal Statue without taking damage
<input type="checkbox"/>	115	Defeat Dark Eye within 1 minute
<input type="checkbox"/>	116	Defeat Dark Eye without taking damage
<input type="checkbox"/>	117	Defeat Chimera within 1 minute
<input type="checkbox"/>	118	Defeat Chimera without taking damage
<input type="checkbox"/>	119	Defeat Stone Golem within 1 minute
<input type="checkbox"/>	120	Defeat Stone Golem without taking damage
<input type="checkbox"/>	121	Defeat Spirit Trio within 1 minute
<input type="checkbox"/>	122	Defeat Spirit Trio without taking damage
<input type="checkbox"/>	123	Defeat Battlecopter within 1 minute
<input type="checkbox"/>	124	Defeat Battlecopter without taking damage
<input type="checkbox"/>	125	Defeat Berial & Belzeber within 1 minute
<input type="checkbox"/>	126	Defeat Berial & Belzeber without taking damage
<input type="checkbox"/>	127	Defeat Luther
<input type="checkbox"/>	128	Defeat Luther within 5 minutes
<input type="checkbox"/>	129	Defeat Luther without taking damage [Including Suspended Time]
<input type="checkbox"/>	130	Defeat Luther at Lv 1
<input type="checkbox"/>	131	Defeat Luther at Universe Difficulty
<input type="checkbox"/>	132	Defeat Luther at Universe Difficulty without taking damage
<input type="checkbox"/>	133	Defeat Luther within 8 minutes at Universe Difficulty
<input type="checkbox"/>	134	Defeat Luther at Universe Difficulty at Lv 10
<input type="checkbox"/>	135	Defeat Luther at 40 Difficulty without taking damage
<input type="checkbox"/>	136	Defeat Luther at 40 Difficulty within 10 minutes
<input type="checkbox"/>	137	Defeat Luther at 40 Difficulty at Lv 10
<input type="checkbox"/>	138	Defeat Gabriel
<input type="checkbox"/>	139	Defeat Gabriel without taking damage
<input type="checkbox"/>	140	Defeat Gabriel within 5 minutes
<input type="checkbox"/>	141	Defeat Gabriel at Universe Difficulty
<input type="checkbox"/>	142	Defeat Gabriel at Universe Difficulty without taking damage
<input type="checkbox"/>	143	Defeat Gabriel at Universe within 8 minutes
<input type="checkbox"/>	144	Defeat Gabriel at 40
<input type="checkbox"/>	145	Defeat Gabriel at 40 without taking damage
<input type="checkbox"/>	146	Defeat Gabriel at 40 within 10 minutes
<input type="checkbox"/>	147	Defeat Ethereal Queen
<input type="checkbox"/>	148	Defeat Ethereal Queen without taking damage
<input type="checkbox"/>	149	Defeat Ethereal Queen within 10 minutes
<input type="checkbox"/>	150	Defeat Ethereal Queen at Universe
<input type="checkbox"/>	151	Defeat Ethereal Queen at Universe without taking damage
<input type="checkbox"/>	152	Defeat Ethereal Queen at Universe within 15 minutes
<input type="checkbox"/>	153	Defeat Ethereal Queen at 40
<input type="checkbox"/>	154	Defeat Ethereal Queen at 40 without taking damage
<input type="checkbox"/>	155	Defeat Ethereal Queen at 40 within 20 minutes
<input type="checkbox"/>	156	Defeat Lenneth
<input type="checkbox"/>	157	Defeat Lenneth without taking damage
<input type="checkbox"/>	158	Defeat Lenneth within 10 minutes
<input type="checkbox"/>	159	Defeat Lenneth at Universe
<input type="checkbox"/>	160	Defeat Lenneth at Universe without taking damage
<input type="checkbox"/>	161	Defeat Lenneth at Universe within 15 minutes
<input type="checkbox"/>	162	Defeat Lenneth at 40
<input type="checkbox"/>	163	Defeat Lenneth at 40 without taking damage
<input type="checkbox"/>	164	Defeat Lenneth at 40 within 20 minutes
<input type="checkbox"/>	165	Defeat Freya
<input type="checkbox"/>	166	Defeat Freya without taking damage
<input type="checkbox"/>	167	Defeat Freya within 15 minutes
<input type="checkbox"/>	168	Defeat Freya at Universe
<input type="checkbox"/>	169	Defeat Freya at Universe without taking damage
<input type="checkbox"/>	170	Defeat Freya at Universe within 20 minutes
<input type="checkbox"/>	171	Defeat Freya at 40
<input type="checkbox"/>	172	Defeat Freya at 40 without taking damage
<input type="checkbox"/>	173	Defeat Freya at 40 within 60 minutes
<input type="checkbox"/>	174	Taunt Gabriel 10 times
<input type="checkbox"/>	175	Taunt Ethereal Queen 10 times

<input checked="" type="checkbox"/>	BT NO.	CONDITION
<input type="checkbox"/>	176	Defeat Mighty Vox
<input type="checkbox"/>	177	Get item from Mighty Vox
<input type="checkbox"/>	178	Guard against Mighty Vox
<input type="checkbox"/>	179	Emit Anti-Attack Aura against Mighty Vox
<input type="checkbox"/>	180	Break Mighty Vox's guard
<input type="checkbox"/>	181	Total of 5 hours in battle
<input type="checkbox"/>	182	Total of 50 hours in battle
<input type="checkbox"/>	183	Total of 100 hours in battle
<input type="checkbox"/>	184	Win using only minor attacks
<input type="checkbox"/>	185	Defeat Luther using only minor attacks
<input type="checkbox"/>	186	Defeat Ethereal Queen using only minor attacks
<input type="checkbox"/>	187	Defeat Freya Using only minor attacks
<input type="checkbox"/>	188	Win using only major attacks
<input type="checkbox"/>	189	Defeat Luther using only major attacks
<input type="checkbox"/>	190	Defeat Gabriel using only major attacks
<input type="checkbox"/>	191	Defeat Lenneth using only major attacks
<input type="checkbox"/>	192	Win using only Anti-Attack Auras
<input type="checkbox"/>	193	Defeat Luther using only Anti-Attack Auras
<input type="checkbox"/>	194	Defeat Gabriel using only Anti-Attack Auras
<input type="checkbox"/>	195	Defeat Ethereal Queen using only Anti-Attack Auras
<input type="checkbox"/>	196	Win using only items
<input type="checkbox"/>	197	Defeat Albel 1 with items only
<input type="checkbox"/>	198	Defeat Albel 2 with items only
<input type="checkbox"/>	199	Defeat Albel 3 with items only
<input type="checkbox"/>	200	Win using only Symbology
<input type="checkbox"/>	201	Defeat Luther using only Symbology
<input type="checkbox"/>	202	Defeat Gabriel using only Symbology
<input type="checkbox"/>	203	Defeat Lenneth using only Symbology
<input type="checkbox"/>	204	Win using only Charge
<input type="checkbox"/>	205	Defeat Luther using only Charge
<input type="checkbox"/>	206	Defeat Gabriel using only Charge
<input type="checkbox"/>	207	Defeat Lenneth using only Charge
<input type="checkbox"/>	208	Win using only Battle Skills
<input type="checkbox"/>	209	Defeat Luther using only Battle Skills
<input type="checkbox"/>	210	Defeat Ethereal Queen using only Battle Skills
<input type="checkbox"/>	211	Defeat Freya using only Battle Skills
<input type="checkbox"/>	212	Win alone
<input type="checkbox"/>	213	Defeat Luther alone
<input type="checkbox"/>	214	Defeat Gabriel alone
<input type="checkbox"/>	215	Defeat Ethereal Queen alone
<input type="checkbox"/>	216	Defeat Lenneth alone
<input type="checkbox"/>	217	Defeat Freya alone
<input type="checkbox"/>	218	Win using only Metal Pipe
<input type="checkbox"/>	219	Defeat Norton using only Metal Pipe
<input type="checkbox"/>	220	Damage with attack 99,999 using Metal Pipe
<input type="checkbox"/>	221	Defeat Luther using only Metal Pipe
<input type="checkbox"/>	222	Defeat Lenneth using only Metal Pipe
<input type="checkbox"/>	223	Complete win over Luther
<input type="checkbox"/>	224	Avoid Fire Bolt
<input type="checkbox"/>	225	Defeat Mecha Scumbag
<input type="checkbox"/>	226	Defeat Lv 99 Thieving Scumbag
<input type="checkbox"/>	227	Encounter Sootie
<input type="checkbox"/>	228	Defeat Sootie
<input type="checkbox"/>	229	Remain with Fury 3 consecutive times
<input type="checkbox"/>	230	Remain with Fury 5 consecutive times
<input type="checkbox"/>	231	Remain with Fury 10 consecutive times
<input type="checkbox"/>	232	Remain with Fury 15 consecutive times
<input type="checkbox"/>	233	Recover 777 HP
<input type="checkbox"/>	234	Recover 7,777 HP
<input type="checkbox"/>	235	Recover 77,777 HP
<input type="checkbox"/>	236	77,777 HP remaining
<input type="checkbox"/>	237	111 damage
<input type="checkbox"/>	238	222 damage
<input type="checkbox"/>	239	333 damage
<input type="checkbox"/>	240	555 damage
<input type="checkbox"/>	241	777 damage
<input type="checkbox"/>	242	5555 damage
<input type="checkbox"/>	243	7777 damage
<input type="checkbox"/>	244	77,777 damage
<input type="checkbox"/>	245	Get 10 Lucky Stars
<input type="checkbox"/>	246	Get 30 Lucky Stars
<input type="checkbox"/>	247	Win 10 consecutive times taking no damage
<input type="checkbox"/>	248	Win 50 consecutive times taking no damage

BT NO.	CONDITION
249	Win 100 consecutive times taking no damage
250	50 consecutive battles alone
251	100 consecutive lone battles
252	500 consecutive lone battles
253	Avoid Fire Bolt 10 consecutive times
254	Avoid Fire Bolt 50 consecutive times
255	10 consecutive Killing Blows
256	50 consecutive Killing Blows
257	Level up 5 consecutive times
258	Level up 10 consecutive times
259	Level up 20 consecutive times
260	10 consecutive successful guards
261	50 consecutive successful guards
262	100 consecutive successful guards
263	200 consecutive successful guards
264	500 consecutive successful guards
265	Rear attacked 5 consecutive times
266	Surrounded 5 consecutive times
267	Ambushed 5 consecutive times
268	Item received 10 consecutive times
269	10 consecutive blows
270	30 consecutive blows
271	50 consecutive blows
272	31 consecutive escapes
273	No damage 30 times in a row
274	No damage 50 times in a row
275	Defeat Ethereal Queen 5 times
276	Defeat Freya 5 times
277	Defeat the Princess and the Knight
278	Defeat Villain Pair
279	Defeat Tiger-Striped Pair
280	Defeat Daughter of the Beast Tamer
281	Defeat Fayt
282	Defeat the Princess and the Knight alone
283	Defeat Villain Pair alone
284	Defeat Tiger-Striped Pair alone
285	Defeat Daughter of the Beast Tamer alone
286	Defeat Fayt alone
287	Defeat the Princess and the Knight without taking damage
288	Defeat Villain Pair without taking damage
289	Defeat Tiger-Striped Pair without taking damage
290	Defeat Daughter of the Beast Tamer without taking damage
291	Defeat Fayt without taking damage
292	Defeat Fayt at Universe
293	Defeat Fayt at 40
294	Win Auto Battle
295	Hit with Battle Sphere 5 times
296	Fight over 60 minutes
297	Fight over 120 minutes
298	Don't get hit for 1 minute
299	Win staying more than 5 meters from enemy
300	Moved a total distance of 42.195km in battles

A FEW TRICKS AND TIPS

First, you must play the game on Galaxy mode or higher to win Battle Trophies.

Second, turn on the Battle Trophies module when you get to the Battle Simulator in the Grantier Resort Hotel at the start of the game. If you don't do so and create a save spot for the Battle Trophies on your memory card, it's like this part of the game doesn't exist.

Next, it's not a good idea to move your Battle Trophies save from one memory card to another. Once you create the save, leave it alone unless you want to risk it becoming corrupted! **Transferring this data is not recommended due to its sensitive nature.** In addition, you must also have that card inserted into your PlayStation 2 when you play the game to save any Battle Trophies you win.

Once you win a Battle Trophy and save it to your memory card, it's yours to keep. So, for example, if you are fighting a boss and win a battle trophy, you cannot win it again, even if you repeat the battle and meet the necessary conditions. This enables you to go back to any save spot and try to win any BTs (Battle Trophies) that you may have missed or would be easier to get at that time and place. In addition, you can also use the same Battle Trophy save with different SO: TTEOT games regardless of the difficulty level (as long as it's Galaxy mode or higher and the option to collect Battle Trophies is on).

If you win a Battle Trophy during a battle and then lose the battle, you also lose the Battle Trophy!

Some Battle Trophies, like those associated with bosses, are easy to get in the course of the game. Others require a lot of set up. Be sure to distinguish between the two types when you are making plans to collect them all.

Battle Trophies with conditions like "Defeat X without taking damage" or "with X item" or "using only X type of attack" refer to the character you were controlling at the start of the battle. Switching characters at any point in the battle breaks the BT's conditions. BTs with conditions like "Chain of X", "X killing blows", "X consecutive Y", etc. also fall into this category. Basically, any BT that has an objective that requires you to physically do something usually refers to your player character.

When going after Battle Trophies associated with a boss, save your game before the battle. This way, if you fail to get one of the BTs, you can reload and try it again. Incidentally, it is a good idea to try getting the missed BTs while your experience with the boss is fresh in your mind.

Try to obtain all of the boss and enemy-related Battle Trophies in Galaxy mode, unless the conditions for the BT specify otherwise.

To win BTs that have comprehensive conditions (like numbers of attacks, button pushes, hours in battle, defeat X number of enemies, etc.), think about purchasing a turbo controller and using this fun trick. Most of these BTs can be fulfilled by taping over a turbo-enabled X button and standing in front of one of the Dragon Tapestries in the Ruins of Barr. All you need to do is save one of the multi-faced tapestries at the end of the east and west wings until later in game, when your party is at a slightly higher level and unlikely to be killed in one of these battles. Then stand in front of the relief and put the X button in turbo mode. Tape down the button and once you make sure that everything is in place, let the game play automatically. During this time, your party will repeatedly summon a dragon and battle it, helping you collect enough button pushes, time spent in battle, etc. to get those difficult BTs.

For BTs that require you to win battles alone under a variety of circumstances, you must eliminate two of your battle party members before you undertake the battle[s]. This is the only way that your player character can fight by him or herself.

BTs that require you to defeat high-level bosses at Level 1 or Level 10 require a lot of preparation. The average of your battle party's individual levels must equal the requirement. For the Level 1 BT, you have no choice but to use the only Level 1 characters you get in the game. There are three of them: Sophia, Peppita, and Fayt. To accomplish this feat, don't let Fayt level up at all! This is easier to do once you meet up with Cliff and Nel. However, before you do that you have one boss fight to complete. When you go up against Norton's stooges in the Ruins of Coffir, use their tendency to scam to your advantage and hurt them just enough to make them run away. You do not receive experience points for enemies that run away during the course of a battle. Once Cliff joins the party during the battle with Norton, eliminate Fayt so that he doesn't receive EXP points at the end. For the rest of the game, keep Fayt out of your active Battle Party. Now how you manage to defeat a boss like Luther with all Level 1 characters is up to you!

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SUB-QUESTS

In addition to the mini-games, there are also a couple of sub-quests during the game. While these sub-quests have nothing to do with the main storyline, they are still fun and beneficial to your party.

MINI-GAMES
AND SUB-QUESTS

Runic Chess

Bunny Races

Fighting Arena

Versus Mode

Battle Trophies

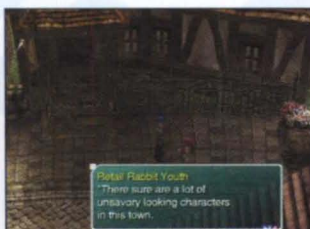
THE RETAIL RABBIT

RUMINA AND RUDDLE

The Treasure Hunt

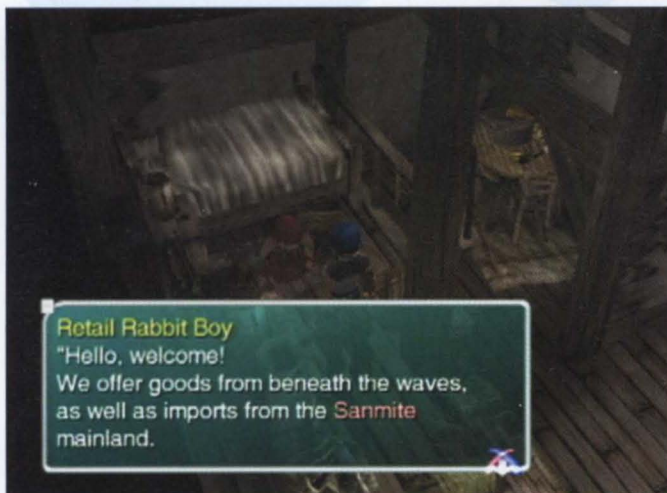
THE RETAIL RABBIT

During Main Event #26, check out the rooms in "The Front Door" Luxury Inn before turning in for the night. In one of them, you meet up with a young rabbit that is planning to start a retail career in Peterny the next day. Look for him along the side of the street on the west side of Peterny as you leave for the Duggus Forest.



The Retail Rabbit Youth, as he is called, hails from Surferio and is only in town for a short while. Exactly how short this "short while" is depends on you. Once you've spoken to or shopped with the Retail Rabbit twice, he leaves Peterny to return to his home in Surferio. This means that you need to make your conversations count—especially since the longer you keep the Retail Rabbit in town, the better his wares become! If you keep him around until after Main Event #78, you can buy some of the best equipment in the game.

However, once he returns to his home in Surferio, the supply of new goods comes to an end. You can still buy items from him, but his inventory is limited to the basic recovery items from his first shop.



RAPID RABBIT (BETWEEN ME #26-#29)

ITEM	PRICE
Clone Generator	350 Fol
Basil	20 Fol
Sage	20 Fol
Lavender	20 Fol
Fresh Sage	310 Fol

RAPID RABBIT (BETWEEN ME #30-#61)

ITEM	PRICE
Clone Generator	350 Fol
Basil	20 Fol
Sage	20 Fol
Lavender	20 Fol
Fresh Sage	310 Fol
Blaze Gun	8800 Fol

RAPID RABBIT (BETWEEN ME #78-95)

ITEM	PRICE
Mythril Sword	47500 Fol
Ice Falchion	61500 Fol
Gravity Laser	35500 Fol
Saint's Halberd	35500 Fol
Biter	48800 Fol
Crest Gauntlet	37500 Fol
Lunatic Shoes	36000 Fol
Adept's Staff	29500 Fol
Battle Armor	49500 Fol
Battle Chain Mail	38000 Fol
Wizard's Robe	19000 Fol
Clone Generator	350 Fol
Fresh Sage	310 Fol

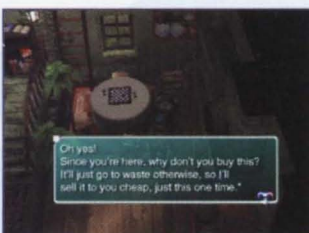


RUDDLE AND RUMINA

The next time you visit Peterny after completing ME #30, pay a visit to Ruddle and Rumina in the middle guest room in "The Front Door" Luxury Inn. Ruddle and Rumina are two merchants out to make their fortunes in Kirlsa. The only problem is that neither of them is very good at following directions or reading maps. Your job in this sub-quest is to direct and redirect them to their final destination. By doing so correctly, you not only score points with your teammates in the corresponding Private Actions, PA #22-#24, but you also gain some nice perks.

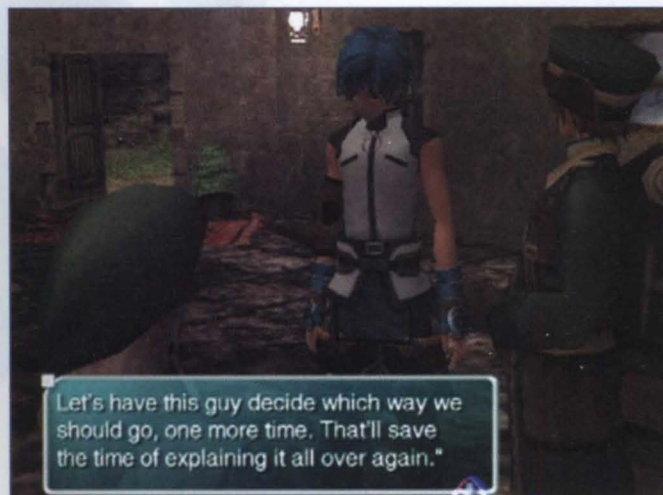


The first perk is the ability to buy a special item called the "Blueprints." You can use them to repair the ancient Greeton Mechanical Unit outside the Village Chief's house in Surferio after recruiting the Engineers Vanilla, Meryl and Dejison. The other is a second shop that opens in the duo's home in Aquios when you return to Elicoor II after ME #85. This shop, which is almost identical to the Retail Rabbit Youth's third shop, sells the best armor and weapons you can buy in the game.



To win the rights to this shop, you must give Ruddle and Rumina the correct directions each time you run into them. The first time is in the Inn in Peterny between ME #30 and ME #38. You have four options when they ask how to get to Kirlsa. The correct answer in this event is the third option: Kirlsa lies to the south of Peterny.

Next, travel to Arias for your second meeting. Look for the dynamic duo in the lobby of "The Dozing" Inn this time between ME #30 and ME #61. Although they followed your directions and went south, they didn't go far enough and are at a loss as to where to go next. This time, send them to Kirlsa via the northwest or southwest gates. The first path takes them through the Kirlsa Caverns and the second one takes them across the Aire/Kirlsa Hills.



For the last event in this series, which takes place between ME #30 and ME #61, go to the Inn in Airyglyph to see how truly inept the team is at following instruction. This time, they went too far, passing through Kirlsa and ending up in the snowy city of Airyglyph! Restrain yourself and send the duo back a city to Kirlsa.



Once in Kirlsa, the two set up shop in the "Iron Stomach" Tavern. Visit them there and Rumina will sell you the purloined "Blueprints" for a mere 500 Fol. You can also purchase basic items from Ruddle. After ME #85, the two can be found in Aquios in a house in the northwest corner of town. Ruddle still has his shop, but he's picked up some great items while you were away.

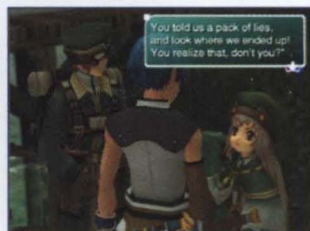


RUDDLE AND RUMINA'S ULTIMATE SHOP [KIRLSA, BETWEEN ME #30-#79]

ITEM	PRICE
Symbol of Courage	2600 Fol
Regeneration Symbol	4100 Fol
Clone Generator	350 Fol
Basil	20 Fol
Sage	20 Fol
Lavender	20 Fol

RUDDLE AND RUMINA'S SUPREME SHOP [AQUIOS, BETWEEN ME #85-#95]

ITEM	PRICE
Mythril Sword	47500 Fol
Ice Falchion	61500 Fol
Gravity Laser	35500 Fol
Saint's Halberd	35500 Fol
Biter	48800 Fol
Crest Gauntlet	37500 Fol
Lunatic Shoes	36000 Fol
Adept's Staff	29500 Fol
Battle Armor	49500 Fol
Battle Chain Mail	38000 Fol
Wizard's Robe	19000 Fol
Clone Generator	350 Fol
Fresh Sage	310 Fol



If you decide to play a trick on the two merchants and send them anywhere other than Kirlsa, you may find them in Surferio or Aquios selling their wares. The store they open in this instance is similar to their Kirlsa store. The only real difference is that you can't purchase the "Blueprints" from Rumina.

RUDDLE AND RUMINA'S LITTLE SHOP [SURFERIO OR AQUIOS, BETWEEN ME #30-#79]

ITEM	PRICE
Blueberries	45 Fol
Aquaberries	15 Fol
Clone Generator	350 Fol
Basil	20 Fol
Sage	20 Fol
Lavender	20 Fol
Tri-Emblum	100000 Fol

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ITEM CREATION

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BESTIARY

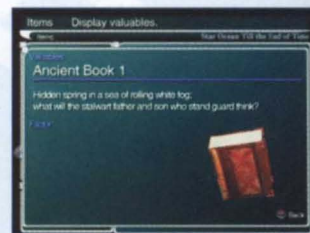
The final sub-quest involves a set of seven Ancient books and Roger S. Huxley. You meet up with Roger in the Moonshadow Clan's Hideout in the middle of Duggus Forest, so take him along with you for the rest of the quest. Doing this opens up a Private Action in Surferio once you complete ME #30. You have until ME# 61 to see the event, but head over to Surferio once you leave Ameena's House anyway so that you have the maximum amount of time to complete the accompanying sub-quest.



Roger has acquired a set of Ancient Books that hint at the locations of seven treasures. If you choose to cooperate with him on the Treasure Hunt (i.e. recruit him into your party on a temporary basis), he gives you the seven Ancient Books and the sub-quest begins.

There are seven treasures of varying value located throughout Elicoor II. All but one of the locations are in places that you either have or will visit during the course of the storyline. You have until the start of ME #61 (the battle with Crosell) to get these treasures before they disappear (or are taken by Lezard and his friends).

The clues for each of the locations are a bit sketchy, but once you figure out where to go, the riddles make perfect sense. To help you out, use the following images as a guide.



ANCIENT BOOK #1

- **Treasure:** Health Berries
- **Location:** Duggus Forest, Innermost Area, Rock on the left side of Mudman's Lair



ANCIENT BOOK #2

- **Treasure:** Magi Berries
- **Location:** Kirisa Caverns, Entrance Area, Torch by the Hauler Terminal



ANCIENT BOOK #3

- **Treasure:** Intellect Berries
- **Location:** Sealed Cavern, Coffin in Magic Hammer Retail Rabbit Room



ANCIENT BOOK #4

Treasure: Strength Berries

Location: Ancient Ruins of Mosel, B2F, Throne in the Runic Chess Room



ANCIENT BOOK #5

Treasure: Elven Slippers

Location: Mountains of Barr, Part C, Human Skeleton in Dragon's Nest



ANCIENT BOOK #6

Treasure: Demonbane Cross

Location: Bequere! Mine, Abandoned Factory, Tree overlooking the lake directly west of the north entrance into the Abandoned Factory area



ANCIENT BOOK #7

Treasure: Rabbit Ears Chalice

Location: Urssa Lava Cave, Torch to left of the Bunny Statue



The most difficult of these treasures to procure is the **Strength Berries**, which is hidden in the depths of the Ancient Ruins of Mosel. To get to this area, you must use the Ring of Disintegration on the left stone-covered staircase in the Round Table room. This is fairly simple and easy, since you get the Ring of Disintegration before the event that brings an end to the treasure hunt.

However, the subterranean floors of the Ancient Ruins of Mosel contain dangers that are way beyond your party's abilities at your current level. If you are going to attempt to get this piece of treasure, make sure that you have lots of Resurrection Elixirs and MP and HP healing items and foods. Also, spend some time seriously refining your battle party's weapons with the "ATK +500" factor in orichalcum. You must defeat three bosses before you reach the room with the treasure, so don't be afraid to stop and return to town to rest, heal, and restock after each battle.

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ITEM CREATION

Item Creation is one of the most important features within the game. You use it to create items to do the following things: supplement—and sometimes replace—those sold in stores; make your existing items and equipment more powerful; and most importantly to turn the characters' Ultimate Weapons from trash into treasure. Item Creation is really easy to do, but becoming a master requires some work, knowledge, and a lot of time, patience, and Fol!

ITEM CREATION

How Item Creation Works

Original Creation Mode

Original Creation Charts

Specify Plan Mode

Synthesis Mode

AN INTRODUCTION TO ITEM CREATION

Your introduction to the world of Item Creation (IC) occurs when you register at the Craftsmen's Guild in Peterny. You'll receive a general overview of the industry, a handy (and suspiciously technologically advanced!) compact communicator to keep abreast of new developments in the Guild, and 1000 Fol in seed money to fix up the Workshop across the street.

Once you install a production line in the Peterny Workshop, you can start experimenting and creating your own stuff. Before you get too excited and start spending all of your Fol, there are a few things to keep in mind.

HIRING INVENTORS

Your success at creating items largely depends upon the talents of the people at your disposal. One of the functions of the compact communicator is to alert you when new inventors come on the market. Although you can use the members of your party for Item Creation, you'll find that NPC inventors have more to offer. This makes them worth the time and Fol required to sign them.

Each inventor, either a party member or NPC, is gifted with certain talents. The members of your party have talent levels for all eight IC categories. NPC inventors are singularly talented and can only be

used for creating or refining items in their category of expertise. More importantly, each inventor knows how to make a certain set of items in their category. In general, the more talented the inventor, the better the items that he/she can create. To take that concept a step further, the more complex or special the item, the fewer the number of inventors who can create it. In fact, there are some items that only a single inventor can create.

So, how do you recruit these talented craftspeople? At specific points in the game, you'll receive an "Entry" notification from Guild Headquarters. The notification provides some basic information about the new inventors, but it's up to you to find them and determine what it will take to get them to sign up with you.

When you locate an unsigned inventor, strike up a conversation. They won't say exactly what they are looking for, but they do provide subtle hints. When you have the item (or enough Fol) to recruit them, simply return and give them the item or Fol they seek for their services. Upon signing an inventor, place them in one of the five town Workshops to put them to work.

PLAYABLE CHARACTER INFORMATION

INVENTOR TABLES EXPLAINED

1	Time	The increase or decrease that this inventor brings to the time it takes to create an item.
2	Cost	The increase or decrease that this inventor brings to the amount of Fol it takes to create an item.
3	Talents and Talent Lv	There are eight categories of Item Creation. This lists the level of talent that the inventor brings to the production line.

1	FAYT	TIME	0%	SUCCESS
2		COST	0%	
	COOKING	ALCHEMY	CRAFTING	
	16	14	20	FAILURE
	COMPOUNDING	SMITHERY	WRITING	
	30	29	34	SLEEPING
	ENGINEERING	SYNTHESIS		
	25	12		

FAYT	TIME	0%	SUCCESS
	COST	0%	
COOKING	ALCHEMY	CRAFTING	
16	14	20	FAILURE
COMPOUNDING	SMITHERY	WRITING	
30	29	34	SLEEPING
ENGINEERING	SYNTHESIS		
25	12		

CLIFF	TIME	+5%	SUCCESS
	COST	0%	
COOKING	ALCHEMY	CRAFTING	
9	5	2	FAILURE
COMPOUNDING	SMITHERY	WRITING	
10	31	7	SLEEPING
ENGINEERING	SYNTHESIS		
36	14		

MARIA	TIME	0%	SUCCESS
	COST	-10%	
COOKING	ALCHEMY	CRAFTING	
19	22	10	FAILURE
COMPOUNDING	SMITHERY	WRITING	
25	4	22	SLEEPING
ENGINEERING	SYNTHESIS		
20	15		

SOPHIA	TIME	0%	SUCCESS
	COST	-5%	
COOKING	ALCHEMY	CRAFTING	
43	36	33	FAILURE
COMPOUNDING	SMITHERY	WRITING	
15	6	15	SLEEPING
ENGINEERING	SYNTHESIS		
3	25		

NEL	TIME	-5%	SUCCESS
	COST	0%	
COOKING	ALCHEMY	CRAFTING	
30	20	15	FAILURE
COMPOUNDING	SMITHERY	WRITING	
10	25	14	SLEEPING
ENGINEERING	SYNTHESIS		
5	10		

ROGER	TIME	+5%	SUCCESS
	COST	0%	
COOKING	ALCHEMY	CRAFTING	
2	6	35	FAILURE
COMPOUNDING	SMITHERY	WRITING	
6	23	4	SLEEPING
ENGINEERING	SYNTHESIS		
20	10		

ALBEL	TIME	0%	SUCCESS
	COST	+5%	
COOKING	ALCHEMY	CRAFTING	
16	15	12	FAILURE
COMPOUNDING	SMITHERY	WRITING	
16	30	4	SLEEPING
ENGINEERING	SYNTHESIS		
16	15		

PEPPITA	TIME	-10%	SUCCESS
	COST	+10%	
COOKING	ALCHEMY	CRAFTING	
6	12	40	FAILURE
COMPOUNDING	SMITHERY	WRITING	
11	5	6	SLEEPING
ENGINEERING	SYNTHESIS		
15	20		

ADRAY	TIME	-25%	SUCCESS
	COST	+30%	
COOKING	ALCHEMY	CRAFTING	
20	4	3	FAILURE
COMPOUNDING	SMITHERY	WRITING	
5	27	11	SLEEPING
ENGINEERING	SYNTHESIS		
7	15		

MIRAGE	TIME	-5%	SUCCESS
	COST	-5%	
COOKING	ALCHEMY	CRAFTING	
26	18	30	FAILURE
COMPOUNDING	SMITHERY	WRITING	
27	17	16	SLEEPING
ENGINEERING	SYNTHESIS		
31	22		

NPC INVENTOR INFORMATION

1 DAMDA MOODA

TIME	0%
COST	+10%

SPECIALTY
Cooking Lv. 6
LOCATION
Aquios, West Side
SIGNING REQUIREMENTS
Give him a bottle of Winking Sage Cider.

1 After ME #25, once you register at the Craftsman's Guild in Peterny.

2 GRATS

TIME	0%
COST	0%

SPECIALTY
Smithery Lv. 25
LOCATION
Bequeral Mine, Abandoned
SIGNING REQUIREMENTS
Factory
Offer him 13,500 Fol.

3 RIGEL

TIME	+40%
COST	0%

SPECIALTY
Cooking Lv. 47
LOCATION
Kirlsa, "Iron Curtain" Grocer
SIGNING REQUIREMENTS
Offer her a plate of Golden Curry.

5 THE KILLER CHEF

TIME	-30%
COST	0%

SPECIALTY
Cooking Lv. 75
LOCATION
Surferio, Middle of town
SIGNING REQUIREMENTS
Give him the Keen Kitchen Knife.

5 After ME #51, upon entering Airyglyph after the embassy at the Ancient Ruins of Mosel.

6 GUSTO

TIME	-20%
COST	0%

SPECIALTY
Smithery Lv. 60
LOCATION
Peterny, South Area
SIGNING REQUIREMENTS
Offer him 60,000 Fol.

7 AQUA & EVIA

TIME	0%
COST	+10%

SPECIALTY
Crafting Lv. 49
LOCATION
Peterny, Inside the Temple
SIGNING REQUIREMENTS
Give them 20,000 Fol.

9 CHILICO

TIME	+60%
COST	-10%

SPECIALTY
Crafting Lv. 60
LOCATION
Surferio, Inside "The Faerie Tear" Shop
SIGNING REQUIREMENTS
Give her 82,000 Fol.

9 After ME #87, upon returning to Castle Aquaria after obtaining the Sacred Orb in the Shrine of Kaddan.

1 MILENYA

TIME	0%
COST	-20%

SPECIALTY
Compounding Lv. 19
LOCATION
Arias, Inside Temple
SIGNING REQUIREMENTS
Offer her 3200 Fol.

2 STANICE

TIME	-30%
COST	-20%

SPECIALTY
Crafting Lv. 20
LOCATION
Surferio, Inside Village Chief's House
SIGNING REQUIREMENTS
Give her the Limited-Edition Doll.

4 MISTY LEAR

TIME	0%
COST	0%

SPECIALTY
Alchemy Lv. 50
LOCATION
Mountains of Barr, by Workshop
SIGNING REQUIREMENTS
Give her the Spirit Stone.

4 After ME #46, when you return to Castle Aquaria after completing the events in the Shrine of Kaddan.

5 CORNELIUS

TIME	-40%
COST	0%

SPECIALTY
Writing Lv. 15
LOCATION
Airyglyph, "Titanat" High Quality Armorer
SIGNING REQUIREMENTS
Offer him the Sunrise Dictionary.

6 VANILLA

TIME	0%
COST	+30%

SPECIALTY
Engineering Lv. 32
LOCATION
Urssa Lava Cave, Workshop
SIGNING REQUIREMENTS
Give him 30,000 Fol (after Ring of Disintegration events).

8 MERYL

TIME	+30%
COST	0%

SPECIALTY
Engineering Lv. 46
LOCATION
Peterny, East Side
SIGNING REQUIREMENTS
Give her Dremela's Tool Set.

8 After ME #85, upon returning to Aquios after the events at the Time Gate on the planet Styx.

9 OSMAN THE SAGE

TIME	+40%
COST	0%

SPECIALTY
Writing Lv. 73
LOCATION
Airyglyph, Inside Abandoned Temple
SIGNING REQUIREMENTS
Give him the Strange Book.

1 MAYU

TIME	0%
COST	-30%

SPECIALTY
Cooking Lv. 20
LOCATION
Kirlsa Training Facility, 3F
SIGNING REQUIREMENTS
Give her an Adorable Kitty Doll.

3 GOSSAM

TIME	0%
COST	+20%

SPECIALTY
Compounding Lv. 9
LOCATION
Peterny, North Area
SIGNING REQUIREMENTS
Give him the Potion of Youth (Fake).

3 After ME #36, when you enter Arias after the events in the Bequeral Mines.

4 LIAS

TIME	0%
COST	+20%

SPECIALTY
Smithery Lv. 36
LOCATION
Airyglyph, "Dragon's Breath" Tavern
SIGNING REQUIREMENTS
Give him 28,000 Fol.

5 BALBADOS

TIME	-40%
COST	+50%

SPECIALTY
Crafting Lv. 37
LOCATION
Mosel Dunes, SW corner
SIGNING REQUIREMENTS
Give him the Antique Jewelry.

7 ANSALA

TIME	-20%
COST	0%

SPECIALTY
Alchemy Lv. 99
LOCATION
Castle Aquaria, Guest Room
SIGNING REQUIREMENTS
Give him the Philosopher's Stone.

7 After ME #77, upon entering the Eternal Sphere lobby in Gamity.

8 COUNT NOPPEN

TIME	0%
COST	+40%

SPECIALTY
Writing Lv. 44
LOCATION
Airyglyph Castle, 2F
SIGNING REQUIREMENTS
Pay him 150,000 Fol.

9 LOUISE THE DIVINER

TIME	+30%
COST	0%

SPECIALTY
Compounding Lv. 65
LOCATION
Surferio, Inside a Private Home
SIGNING REQUIREMENTS
Give her 90,000 Fol.

2 ELIZA

TIME	-30%
COST	0%

SPECIALTY
Alchemy Lv. 4
LOCATION
Aquios, East Side
SIGNING REQUIREMENTS
Offer her 10,000 Fol.

2 After ME #31, when you first enter the Sacred City of Aquios.

3 MACKWELL

TIME	+40%
COST	0%

SPECIALTY
Alchemy Lv. 31
LOCATION
Castle Aquaria, Library
SIGNING REQUIREMENTS
Give him the Book of Prophecies I (Fake).

4 DEJISON

TIME	-20%
COST	+40%

SPECIALTY
Engineering Lv. 6
LOCATION
Airyglyph, Alley in south part of town
SIGNING REQUIREMENTS
Give him the Ultimate Bomb.

6 MISHELL

TIME	0%
COST	+10%

SPECIALTY
Writing Lv. 35
LOCATION
Aquios, Center area.
SIGNING REQUIREMENTS
Give him 85,000 Fol.

6 After ME #61, upon your return to Aquios after defeating Crossell.

7 PUFFY

TIME	-40%
COST	0%

SPECIALTY
Compounding Lv. 57
LOCATION
Maze of Tribulations, B5F
SIGNING REQUIREMENTS
Give her the Experimental Remedy.

8 BOYD

TIME	+50%
COST	0%

SPECIALTY
Smithery Lv. 95
LOCATION
Arias, "Jack Potato" General Store
SIGNING REQUIREMENTS
Give him the Bent Mystic Blade.

5 IZAK

TIME	-50%
COST	0%

SPECIALTY
Engineering Lv. 98
LOCATION
Surferio, outside Village Chief's House.
SIGNING REQUIREMENTS
Must have Blueprints and AI Program. Must have signed Vanilla, Dejison and Meryl.

5 Any time after the 8th Entry, once you've signed the Engineers Dejison, Vanilla and Meryl.

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FINDING THE ITEMS FOR THE INVENTORS

INVENTOR	ITEM REQUIRED	LOCATION
Ansel	Philosopher's Stone	Make through Alchemy IC.
Balbados	Antique Jewelry	Treasure Chest in Kirlsa Caverns.
Boyd	Bent Mystic Sword	Win for 100 Points in the Bunny Races in Gemity.
Damda Mooda	Winking Sage Cider	Dropped by the Moonshadow Clan Members in Duggus Forest and the Sanmite Steppes.
Dejison	Ultimate Bomb	Make through Engineering IC.
Gossam	Potion of Youth (Fake)	Make through IC under the Compounding category.
The Killer Chef	Keen Kitchen Knife	Purchase in Gemity.
Cornelius	Sunrise Dictionary	Treasure Chest in Moonbase.
Izak	AI Program	Get from Leiria in Sphere 211, 5F.
	Blueprints	Buy from Rumina at successful end of Rumina and Ruddle sub-quest.
Meckwell	Book of Prophecies I	Treasure Chest in Shrine of Kaddan.
Mayu	Adorable Kitty Doll	Make through IC under the Crafting category.
Meryl	Dremela's Tool Set	Treasure Chest in Sphere 211, 4F.
Misty Lear	Spirit Stone	Treasure Chest in the Ruins of Barr.
Osman the Sage	Strange Book	Create through Writing Alchemy.
Puffy	Experimental Remedy	Treasure Chest in the Maze of Tribulations, B2F.
Rigel	Golden Curry	Make through Cooking IC.
Stanice	Limited-Edition Doll	Treasure Chest in Duggus Forest.

LOCATING WORKSHOPS

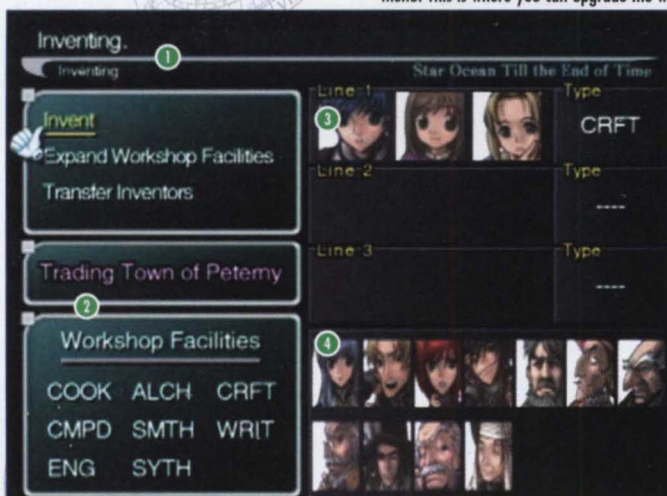
All Item Creation must be done at the Workshops in towns or dungeons. Most of them start out with pretty basic facilities, like a single production line and the ability to perform one or two types of Item Creation. Until you have the Fol to spare and can go upgrade-wild, you may want to fully equip a single workshop or use different ones for different types of IC.

WORKSHOP LOCATIONS AND FACILITIES: TOWNS

WORKSHOP LOCATION	FACILITIES	LINES
Airyglyph	Smithery	2 Lines
Kirlsa, Workshop 1	Cooking, Alchemy, Compounding	1 Line
Kirlsa, Workshop 2	Crafting, Smithery	3 Lines
Peterny	Cooking	0 Lines
Aquias	Cooking, Crafting, Compounding	1 Line

HOW ITEM CREATION WORKS:
READING THE MENUS AND SCREENS

To begin Item Creation, approach the paper-covered workbench and confirm that you want to start creating items. This brings up the main Inventing Menu. This is where you can upgrade the workshop, transfer inventors from one shop to another, or simply start inventing.



1 IC MAIN MENU

Select your first item of business. "Invent" takes you to the actual Development screen where all Item Creation takes place. "Expand Workshop Facilities" enables you to purchase new expansion modules and production lines to increase the type of work you can perform here. "Transfer Inventors" lets you transfer inventors from one workshop to another. You can house six inventors at each workshop.

WORKSHOP LOCATIONS AND FACILITIES: DUNGEONS

WORKSHOP LOCATION	FACILITIES	LINES
Kirlsa Training Facility	Cooking	3 Lines
Bequerel Mine	Compounding, Synthesis	1 Line
Mountains of Barr	Alchemy	1 Line
Urssa Lava Caves	Engineering	1 Line
Ancient Ruins of Mosel	Cooking, Alchemy, Machinery	2 Lines
Shrine of Kaddan	Alchemy, Crafting, Smithery	1 Line
Maze of Tribulations	All Facilities	3 Lines

UPGRADING FEES

FACILITY	COST	FACILITY	COST
Cooking	800 Fol	Engineering	6000 Fol
Alchemy	2000 Fol	Synthesis	9500 Fol
Crafting	8000 Fol	Line 1	1000 Fol
Compounding	4000 Fol	Line 2	2000 Fol
Smithery	3000 Fol	Line 3	3000 Fol
Writing	5000 Fol		

In addition, there are virtual Workshops in Arkives, Moonbase, and on the Aquaelie. These workshops, which are accessed through the VR terminals/Game Rooms in those locations, are based on the Workshop in Peterny. For that reason, it's a good idea to upgrade the Peterny workshop to handle the types of IC you are likely to be using while on the road.

Town Workshops Vs. Dungeon Workshops

The differences between town and dungeon workshops are very minimal. The main difference is that you can't transfer any hired inventors from the town workshops to help out. The other problem with doing IC in dungeon workshops is the lack of Save Points. They may be fine if you need to make a few Resurrection Elixirs, but not if you're attempting to create high-ticket items or refine materials. If you plan to do any risky or high-priced IC, make sure there's a Save Point nearby so that you can save and reload if things go wrong.

2 WORKSHOP LOCATION AND TYPES OF FACILITIES

This lists the location of the workshop and the types of Item Creation you can perform here. Activated facilities are shown in white. You must have at least one production line and one IC facility to perform Item Creation at a workshop.

3 CURRENT PRODUCTION LINE SETTINGS

This indicates the number of active production lines, as well as the inventors and type of IC performed during your last visit. The inventors shown on the production line are not listed again in the inventors pool at the bottom of the screen.

4 INVENTORS POOL

This illustrates the pool of inventors from which you can draw while performing Item Creation in this workshop. If you know that you'll need a specific inventor for your intended projects, check here to make sure that he or she is in-house. If not, use the "Transfer Inventors" function before you start inventing.

THE DEVELOPMENT SCREEN



1 INVENTOR POOL

This is a larger version of what you saw on the IC Main Menu screen. All of the inventors currently in-house are displayed here. This list includes your party members and the NPC inventors you've recruited. You can choose any of these inventors to work on your production lines. To confirm talent levels, press the Triangle button and move the cursor to the inventor you want to check out.

2 FUNDS

This is the current amount of Fol in your inventory. If you run out of Fol in the middle of Item Creation, operations are suspended. Before you begin Item Creation, go into the Invention Info section on the Field Main Menu screen and turn all of your inventor's status to "Standby." If you have any inventors set to "Original Creation," the Fol they are using for their own work is deducted from your total funds in addition to your cost.

3 PRODUCTION LINE(S) AND TEAM(S)

You can set up different Item Creation teams on each production line in the workshop. The number of lines determines the number of projects you have going at once. You can assign up to three inventors to a production line. When using NPC inventors, make sure they all have their expertise in the same IC category or you won't be able to continue the setup of your production line.

When using a team of more than one inventor, the character who actually knows how to create the item carries out the creation while the other team members support him/her. When assigning inventors to a line, take three things into consideration: 1. One person on the line needs to have the ability to create the item. (Refer to the tables on the following pages for more information.) 2. The combined talent levels of the team members must equal or exceed the talent requirement of the desired item. The more the team exceeds the required talent level, the greater the chance of success. 3. Make sure your teams' Time and Cost stats do not hamper the creation of the item. Obviously, you'll want to use inventors who meet the first two criteria, but also minimize the time and cost factors of the item's production.

4 IC TYPE

Use this command to select the type of Item Creation you want to perform. There are eight different types of Item Creation, each of which is used to create different types of items. The types of IC your current production team can use are shown in white. The ones listed in red are those that your production team can't use due to lack of talent. Lastly, the ones listed in gray are those categories for which the workshop lacks facilities.

5 PLANS

After choosing the type of Item Creation, select between two plans. Original Creation enables you to create items from scratch. Specify Plan enables you to refine and improve items you currently own.

6 COST

This lists the production cost for the item you're about to create or refine (if you are using Specify Plan). When production is underway, the production line makes a number of attempts to create/refine the item. Each attempt costs the amount of Fol listed in this field.

The Cost field is also helpful in determining which item you're about to create in Original Creation. Each item that you can create through IC has a base cost associated with it (see the tables later on in this chapter). If you're trying to make a specific item, take note of its base cost and compare it to the production cost shown in this chapter.

When you're ready to start creating, move the cursor to the production line and press the Square button to get the line running.

It's here that the heart of Item Creation takes place. This is where you can set up production line(s) and determine the kind of items you're going to make or improve.

THE INVENTION SCREEN



1 INVENTORS' FACES

The look on your inventors' faces indicates how well production is going. If they complete a production run successfully, their faces light up with a smile or otherwise happy look. If the run fails to produce, the inventors look unhappy. There is also a risk that an inventor will fall asleep during production. If that occurs, that particular character does not perform any work (or provide any influence) during the run.

2 QUALITY GAUGE

You start a production session with a full quality gauge. Each time a run ends, the gauge decreases a bit. When it runs out, the production session comes to an end. The amount the gauge decreases differs depending upon the inventors on the line. In essence, the fuller the line, the better the chances are that your team will create the item.

3 TIME GAUGE

The time gauge that creeps across the screen illustrates the progression of a production run. When it reaches the right side of the screen, the run comes to an end and a new one automatically begins. The amount of time it takes to create an item is determined by the Time stat of the inventors.

DETERMINING WHEN TO STOP A LINE

The success or failure of a production run is determined when the time gauge fills up. The production session continues until the quality gauge runs out. Regardless of whether you're trying to create a single item or twenty, keep on top of your number of successful runs. For example, if you're trying to create Resurrection Elixirs when you already have 12 in your inventory, stop the production line once the team creates the eight elixirs needed to fill the slot in your inventory. If you let the production session continue, each run will end in failure and you'll pay for it.

How you end a production line is also very important. If your funds run out or you choose to end the run by pressing the X button and asking for item submission, all of the items you've created up to that point are automatically added to your inventory. However, if you choose to abort the line (press the Circle button) or the quality gauge runs out, you lose all of the items that were created. In Specify Plan mode or during Synthesis, the line is stopped automatically when the refinement is successfully completed.

Knowing when to stop a line also comes in handy when using Synthesis. Synthesis enables you to move the factors from one item to the weapon of your choice, imbuing it with new abilities and strengths. You can control which factors are added to the weapon simply by when you stop the production run. For example, if you are synthesizing an item with two factors onto a weapon and you only want the first factor to be transferred, simply request item submission (press the X button) after the end of the first production run. If you want both factors to transfer over to the weapon, let the line run through both of the production runs required.

This modified version of the Development Screen enables you to monitor the progress of your line. For the most part, the expressions on your inventors' faces illustrate the story. If a production run is successful, the team smiles or looks pleased. If they fail, they look sad or discouraged. Each run, successful or not, costs Fol, so it's up to you to determine the number of runs.

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ORIGINAL CREATION
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ORIGINAL CREATION
CHARTS

Specify Plan Mode

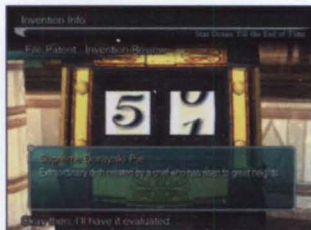
Synthesis Mode



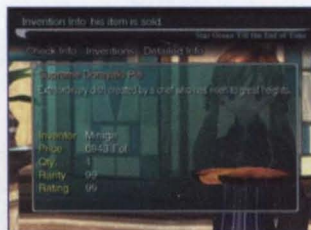
The Compact Communicator is a useful tool for viewing information about new inventors and new inventions, patenting new creations, and for managing your signed inventors on the fly. To access it, select the Invention Info option on the Field Main Menu.

REGISTERING PATENTS

When you obtain a new item or create one through Item Creation, check with the Guild to see if you can file a patent for it. Patented inventions are first evaluated by the Guild, then added to their Invention List. From there, the items are dispersed to shops around Elicoor II, where you can buy them if you are in a pinch. Shop items patented by a player character or a signed inventor can be purchased at one-fifth of their retail price.



INVENTION INFO



After getting a patent for an item, check it out in the Invention List under the Check Info option on the Main Menu. This is where you find the name of the item's inventor, its price, the number produced, rarity, and rating.

If the patented item is one that you found in a dungeon or other location, then Fayt is listed

by default as the inventor. If you patent an item that you made through IC, the character who first made the item (via knowledge of the recipe, etc.) is credited as the inventor. The price of the item is the basic cost used to determine how much the item can be bought or sold for. The rating is determined by the guild and influences the number of ranking points assigned to the inventor.

RELEASING OF NEW PRODUCTS

Patented items are released to stores for sale about five minutes after the patenting process occurs. Since time in the IC world is suspended while you're in a town, go outside in the field and fight some battles while you wait.

Buying newly-patented items is kind of risky. On the plus side, the longer an item is in circulation, the cheaper it becomes and the more items are produced. However, the process is somewhat random and takes a long time. If there is an item that you're really desperate for, you'll probably find it easier to make it yourself.

The cost of an IC-produced item is determined as follows:

$$\text{BUY PRICE} = \text{BASIC PRICE} \times (1 + \text{RARITY}/100)$$

Items that your characters or signed NPC inventors created and patented are reduced in price by one-fifth. When looking for your items in a store, remember to look for ones on the sales list that are displayed in blue. Items that appear white in color are either ones that can't be made through IC, or ones that were patented by other inventors.

CREATOR RANKING

Inventors earn ranking points by participating in Item Creation. Reaching the top of the Inventor Rankings is tough, but it's an interesting challenge. Points are awarded in the following fashion:

$$\text{NUMBER OF ITEMS CREATED} \times \text{ITEM EVALUATION VALUE} = \text{INVENTOR'S RANKING POINTS}$$

WHEN ONLY ONE CREATOR IS ON THE LINE: All points are given to that individual.

WHEN TWO CREATORS ARE ON THE LINE: Two-thirds of the points go to the creator who made the item, while one-third goes to the creator who provided support.

WHEN THREE CREATORS ARE ON THE LINE: One-half of the points go to the creator who made the item, while one-fourth go to the two creators who provided support.

REMUNERATION

After registering as an inventor, you start to receive remuneration from the Craftsmen's Guild every 30 minutes that you spend in the field or in a dungeon. The amount of Fol you receive increases as your player characters and signed NPC inventors continue to gather ranking points. While you may not see much of a profit at the start of the game, it should start to accumulate later on after you sign more inventors, allowing you to monitor their output. To speed things up, put all of your inventors on Standby under the Change Order option, then stand outside by the entrance to a town or in a safe spot inside a dungeon. If you leave the game running for a while, you'll still earn Fol.

CHANGE ORDER OPTION

Whenever you sign new inventors, they continue to create new items as they did when they were unsigned. However, you can change their status from Original Creation to Standby using the Change Order option on the Main Menu. When set to Original Creation, NPC inventors continue to spend Fol (your Fol) on Item Creation as you continue your adventures. This is especially noticeable when you visit a workshop to perform Item Creation of your own. When you set signed inventors to Standby, they cease their activities and do nothing.

ORIGINAL CREATION MODE

There are three basic modes in Item Creation: Original Creation, Specify Plan, and Synthesis. Each mode is unique and used for different reasons. Original Creation is the mode at the heart of Item Creation, as it enables you to create new items for your party from scratch.

There are seven types of IC under Original Creation Mode: Alchemy, Compounding, Cooking, Crafting, Engineering, Smithery, and Writing. Each category produces different types of items in accordance with its name. So, Cooking is the IC of choice for trying to make food items; Compounding creates potions and elixirs that heal and inflict harm; Crafting is responsible for the creation of helpful accessories; Writing enables you to craft books capable of teaching characters new skills; Smithery is used to make new armor, bladed weapons, and even magical scepters; and Engineering is used to create bombs and guns.

THE BASICS OF TEAM SELECTION

When setting up a team for a production line, keep these things in mind. First, if you have a specific item in mind, make sure you have an inventor on the team who can create that item. Then add two other inventors to support him or her in the creation process. Ultimately, you want a team with a combined talent level that meets or exceeds the talent needed to create the item. If talent level isn't an issue, pick inventors with stats that lower the cost of production or add to the speed of your line.

COST AND THE CREATED ITEM

When setting up a production line for Original Creation, the projected cost of the production run determines the item that is produced. When the line is first set up and you choose the Original Creation plan, an item is randomly chosen from the list of possible items for that category and the cost to create it is displayed on-screen in lieu of its name. The cost given for the production run is calculated from one-tenth of the price of the invention, plus or minus the cost alteration associated with the inventors assigned to the line and a random 5% margin. As a result, if you enter Item Creation with a specific item in mind, you can reset the plan until a price pops up that is close to the base cost of the item.

CREATION SUCCESS RATE

The success rate in Item Creation is determined largely by the combined total of the inventors' talent levels minus the evaluation value of the intended item. The more your team's talent level surpasses the item's evaluation value, the higher the level of success.















Of course, there are other factors at work here too. On the plus side, possession of items like the Keen Kitchen Knife and the Multi-Flask, both of which increase IC success rates, increases your line's chance of success by 20%. The quality gauge also plays a part, decreasing the chance of success as the gauge drains. Unfortunately, this guarantees that you'll never achieve a 100% success rate.

ORIGINAL CREATION CHARTS

The following tables list all of the items that can be made through Original Creation. Each table, divided by IC category, lists the item's base price and evaluation score. The tables also indicate which inventors can create each item.

ALCHEMY

The items that you can create through Alchemy are mostly minerals and gems used for Synthesis. One of these items is the rare ore Orichalcum, which you can use to add +500 points to a weapon's ATK stat. Dark Crystal, which boasts an INT +500 factor, is a good choice for those who favor magic.

			ELIZA	MACKWELL	MISTY LEAR	ANSALA	FAYT	CLIFF	MARIA	SOPHIA	NEL	ROGER	ALBEL	PEPPITA	ADRAY	MIRAGE
TALENT LV:			4	31	50	99	14	5	22	36	20	6	15	12	4	18
TIME			-30%	+40%	0%	-20%	0%	+5%	0%	0%	-5%	+5%	0%	-10%	-25%	-5%
FOL %			0%	0%	0%	0%	0%	0%	-10%	-5%	0%	0%	+5%	+10%	+30%	-5%
NAME	BASE PRICE	EVA														
Repulsive Lump	9	1	X	X	X	X	X	X	X	X	X	X	X	X	X	X
Philosopher's Stone	12	100	X	X										X		
Overwrought Product	17	1	X	X	X	X	X	X	X	X	X	X	X	X	X	X
Strange Lump	18	1	X	X	X	X	X	X	X	X	X	X	X	X	X	X
Misconceived Product	30	1	X	X	X	X	X	X	X	X	X	X	X	X	X	X
Iron	50	15	X	X	X		X	X			X		X	X	X	
Ruby	160	25	X	X	X		X	X			X		X	X	X	
Sapphire	160	25	X	X	X		X	X			X		X	X	X	
Stone of Evil	200	2	X			X										
Emerald	200	25	X	X	X		X	X			X	X	X	X	X	
Air Gem	350	40		X	X	X	X		X	X	X				X	X
Earth Gem	350	40		X	X	X	X		X	X	X				X	X
Fire Gem	350	40		X	X	X	X		X	X	X				X	X
Water Gem	350	40		X	X	X	X		X	X	X				X	X
Crystal	830	60	X	X	X		X		X	X	X				X	X
Brownie Stone	1050	70			X	X	X							X		X
Diamond	1290	60	X	X	X		X		X	X	X			X	X	X
Earth Homunculus	1300	80		X	X	X	X		X	X	X					X
Damask	1440	60	X	X	X		X		X	X	X		X	X	X	X
Nereid Stone	1550	70			X	X	X							X		X
Sylph Stone	1550	70			X	X	X							X		
Water Homunculus	1800	80		X	X	X	X		X	X	X					X
Wind Homunculus	1800	80		X	X	X	X		X	X	X					
Shell Sapphire	2300	90				X										
Salamander Stone	2550	70			X	X	X							X		X
Star Ruby	2700	80				X										
Fire Homunculus	2800	80		X	X	X	X		X	X	X					
Mythril	3070	90				X										
Rainbow Diamond	3080	95				X										
Dark Crystal	3700	95				X										
Angel Stone	5050	70			X	X	X							X		X
Orichalcum	5700	98	X	X	X		X	X			X	X	X	X		
Celestial Homunculus	10300	80			X	X	X							X		

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COMPOUNDING

Compounding enables you to create helpful potions and elixirs that you can't buy in stores. Some of the most important ones are Resurrection Elixir and the entire party Resurrection Mist.

ITEM CREATION















How Item
Creation Works

Original Creation
Made

ORIGINAL CREATION
CHARTS















Specify Plan Made















Synthesis Made

			Gossam	Milenya	Puffy	Louise	Fayt	Cliff	Maria	Sophia	Nel	Roger	Albel	Peppita	Adray	Mirage
Talent LV.			9	19	57	98	30	10	25	15	10	6	16	11	5	27
Time			0%	0%	-40%	+30%	0%	+5%	0%	0%	-5%	+5%	0%	-10%	-25%	-5%
FOL %			+20%	-20%	0%	0%	0%	0%	-10%	-5%	0%	0%	+5%	+10%	+30%	-5%
NAME	Base Price	EVA														
Potion of Youth (Fake)	5	65			X			X				X	X	X		
Bitter Potion	12	1		X		X				X	X	X			X	X
Bubbling Potion	12	1			X											
Malodorous Bottle	12	1	X				X							X		
Thick Potion	12	1			X											
Fruity Potion	13	20		X		X				X	X	X			X	X
Endorphin Boost	18	1	X				X							X		
Syrupy Potion	20	40		X		X		X		X	X	X	X		X	X
Antidote	21	20	X	X	X	X	X			X	X	X		X	X	X
Berry Potion	21	20	X	X	X	X	X			X	X	X		X	X	X
Aqua Potion	22	20	X	X	X	X	X			X	X	X		X	X	X
Tears of Aphrodite	26	1	X				X							X		
Pheromone Enhancer	36	1	X				X							X		
Sleeping Gas	40	10			X											
Vial of Poison	40	10	X		X		X							X		
Sweet Potion	40	20		X		X				X	X	X			X	X
Tears of Venus	56	1	X	X			X							X		
Medicine Bottle	60	5		X		X				X	X	X			X	X
Neural Augmenter	61	1	X				X							X		
Shielding Device	61	70			X											
Tears of Ishtar	86	1	X				X							X		
Might Tablets	90	4	X		X	X	X	X	X				X	X		
Berserker Device	101	60			X											
Soul Strengthening Device	101	60			X											
Miracle Power	102	1	X	X	X	X	X	X	X	X	X	X	X	X	X	X
Faerie Elixir	110	80		X		X		X		X	X	X	X		X	X
Heroic Elixir	110	80		X		X		X		X	X	X	X		X	X
Molotov Stun Bomb-R1	121	40			X											
Umai-ba Stun Bomb-R3	121	40			X											
Resurrection Elixir	140	2		X		X		X		X	X	X	X		X	X
Fizzing Potion	152	1	X	X	X	X	X	X	X	X	X	X	X	X	X	X
Deadly Poison	160	50			X											
Bubbly Potion	202	1	X	X	X	X	X	X	X	X	X	X	X	X	X	X
Resurrection Mist	210	10				X		X	X	X	X		X			X
Witch Tablets	210	70		X	X	X		X	X		X	X	X			
Super Potion	302	1	X	X	X	X	X	X	X	X	X	X	X	X	X	X
Verdurous Potion	310	90		X		X				X	X	X			X	X
Liquid Flare Bomb	601	30			X											
Liquid Mind Bomb	601	30			X											
Durian Stun Bomb-R4	731	40			X											
Grabba Stun Bomb-R2	731	40			X											
Liquid Hybrid Bomb	801	90			X											
Beguiling Device	1001	80			X											
Cinderella Tablets	1001	99	X	X	X	X	X	X	X	X	X	X	X	X		
Roe Tablets	3060	99	X				X							X		

COOKING

Although you may not be able to use Cooking items to heal wounds in battle, they work just fine in the field. Using food to recover HP and MP in between battles saves the potions for battles!

			DAMDA	MAYU	RIGEL	KILLER CHEF	FAYT	CLIFF	MARIA	SOPHIA	NEL	ROGER	ALBEL	PEPPITA	ADRAY	MIRAGE
TALENT/LV.			9	19	57	98	30	10	25	15	10	6	16	11	5	27
TIME			0%	0%	-40%	+30%	0%	+5%	0%	0%	-5%	+5%	0%	-10%	-25%	-5%
FOL %			+20%	-20%	0%	0%	0%	0%	-10%	-5%	0%	0%	+5%	+10%	+30%	-5%
																
NAME	BASE PRICE	EVA														
Discordant Dessert	6	1	x	x	x	x	x	x	x	x	x	x	x	x	x	x
Vanilla Ice Cream	15	20			x				x				x			
Tuna Salad	15	25		x			x		x		x					x
Sachertorte	15	50			x											x
Umeboshi	18	20	x	x							x					x
Curry Rice	20	20	x	x			x	x	x		x	x		x	x	x
Umai-bo 1	20	30			x											
Umai-bo 2	20	30			x											
Umai-bo 3	20	30			x											
Umai-bo 4	20	30		x			x				x					
Umai-bo 5	20	30		x			x				x					

			DAMDA	MAYU	RIGEL	KILLER CHEF	FAYT	CLIFF	MARIA	SOPHIA	NEL	ROGER	ALBEL	PEPPITA	ADRAY	MIRAGE
NAME	BASE PRICE	EVA														
Umai-bo 6	20	30		x			x				x					
Umai-bo 7	20	30	x					x				x				
Umai-bo 8	20	30	x					x				x				
Umai-bo 10	20	60				x				x						
Umai-bo 11	20	60				x				x						
Umai-bo 12	20	60			x											
Umai-bo 14	20	60				x				x						
Umai-bo 9	20	60				x				x						
Tasteless Stew	21	1	x	x	x	x	x	x	x	x	x	x	x	x	x	x
Decorated Cake	22	50		x			x				x					
Gelatinous Potion	25	60	x					x				x				
Petite Sirlain	30	5	x					x				x				
Itty-Bitty Steak	30	60	x					x				x				
Kid's Meal	30	60			x											x
Super-Sweet Curry	31	1	x	x	x	x	x	x	x	x	x	x	x	x	x	x
Cheap Cider	32	1					x	x	x	x	x	x	x		x	x
Deluxe Fruit Bowl	40	10			x				x				x			
Natto	40	20		x			x				x				x	
Corn on the Cob	40	25			x											
Chopped Steak	40	30		x			x		x		x					x
Cold Soba	40	30		x			x		x		x				x	x
Fresh Spring Rolls	40	30		x			x				x					
Roast Duck	40	30				x				x						
Pasta Salad	40	40			x				x				x			
Kimchi	40	50		x			x		x		x					x
Almond Jelly	40	60		x			x				x					x
Chocolate Banana	40	60			x				x				x			
Fried Turnips	40	60		x			x		x		x					x
Grilled Tuna Head	40	60	x					x				x		x	x	
Kirschtorte	40	60			x											x
Fruit Parfait	40	70			x				x				x			
Pear Tart	40	70		x			x				x					
Soft-Shell Turtle	40	70	x					x				x		x	x	
Watermelon Bar	40	70	x					x				x				
Awful Cider	42	1													x	
Gratin	50	30		x			x		x		x					x
Mont Blanc	50	50			x											
Sirlain 140	50	80			x				x							
Golden Curry	63	65	x	x		x	x			x	x	x		x		
Spicy Cake	86	1	x	x	x		x	x	x	x	x	x	x	x	x	x
Cheap Sashimi	96	1	x	x	x	x	x	x	x	x	x	x	x	x	x	x
Boiled King Crab	100	40			x											
Bleu Cheese	100	60			x				x				x			
Haute Chinese Soup	100	60				x				x						
Otoro	100	60	x					x				x				
BBQ Pork Ramen	102	40		x			x		x		x					x
Marbled Beef Sirlain	110	70				x				x						
Peach Dessert Soup	130	60				x				x						
Tough Steak	135	1	x	x	x	x	x	x	x	x	x	x	x	x	x	x
Prehistoric Meat	210	20	x					x				x			x	
Mammoth Meat	210	70	x		x			x	x			x	x	x	x	
Jumbo Pot Stickers	280	40	x					x				x			x	
Blue Moon Cider	305	40	x					x				x		x	x	
Joyful Bandit Cider	305	75	x													
Granadilla Juice	330	40			x	x										
Rambutan Juice	330	70			x											
Silver Scepter Cider	330	70	x					x				x		x		
Tamarind Juice	330	70			x											
Fiery Cyclops Cider	330	75	x			x		x				x		x	x	
Hopplum Juice	330	80				x										
Leaping Titan Cider	330	80				x										
Winking Sage Cider	330	80			x	x		x			x	x				
Broken Prophet Cider	340	50	x	x												
Brass Demon Cider	340	80	x	x												
Howling Fox Cider	390	75	x	x												
Sapodilla Juice	390	90				x										
Lord's Ozoni	410	80	x					x				x			x	
Hungry Harpy Cider	420	90	x	x		x										
Fachuchon	429	99				x				x						
Legendary Otoro	434	99	x					x				x				
Ozoni of Madness	434	99				x				x						
Jackfruit Juice	500	80			x											
Growling Fist Cider	500	95	x	x		x										
Pomegranate Juice	570	95			x	x										
Lansium Juice	570	99			x	x										
Mangosteen Juice	570	100			x	x										
Ultimate Ramen	649	99	x					x				x				
Amazing Tenderloin	694	99				x				x						

GETTING STARTED

CHARACTERS

WALKTHROUGH

BONUS DUNGEONS

PRIVATE ACTIONS

MINI-GAMES AND
SUB-QUESTS

ITEM CREATION















ITEMS
AND EQUIPMENT

BESTIARY

Cooking, continued			DAMDA	MAYU	RIGEL	KILLER CHEF	FAYT	CLIFF	MARIA	SOPHIA	NEL	ROGER	ALBEL	PEPPITA	ADRAY	MIRAGE
NAME	BASE PRICE	EVA														
Beautiful Ice Cream	694	99			X					X				X		
Demonic Durian	694	99				X				X						
Devilish Sea Squirt	694	99				X				X						
Dragon Pot Stickers	694	99				X				X						
Golden Natto	694	99	X					X				X				
Handmade Soba	694	99	X					X				X				X
Lilien's Ultimate	694	99			X									X		X
Luscious Gratin	694	99				X				X						
Luscious Oysters	694	99	X					X				X				
Perfect Duck	694	99			X									X		
Shining Pasta	694	99				X				X						
Slimy Gelatin	694	99				X				X						
Super-Spicy Stew	694	99				X				X						
Supreme Dorayaki Pie	694	99	X					X				X				X
Tearful Risotto	694	99				X				X						
Marbled Sirlion 1000	870	60				X				X						
Giant King Crab	1234	99			X									X		
Magical Salad	1234	99				X				X						
Well-Aged Cheese	1234	99				X				X						
Spicy Stew	2512	40				X				X						
Umai-bo 13	5010	99		X			X				X					

CRAFTING















Accessories are Crafting's domain. Prior to synthesizing your weapons, take a look at the factors on the game's accessories and let your imagination wander. Try Red and Blue Talismen, Boots of Prowess, and even a Bangle of Intellect.

even a Bangle of Intellect.			STANICE	BALBADOS	AQUA & EVIA	CHILICO	FAYT	CLIFF	MARIA	SOPHIA	NEL	ROGER	ALBEL	PEPPITA	ADRAY	MIRAGE
TALENT LV.			20	37	49	60	20	2	10	33	15	35	12	40	3	30
TIME			-30%	-40%	0%	+60%	0%	+5%	0%	0%	-5%	+5%	0%	-10%	-25%	-5%
FOL %			-20%	+50%	+10%	-10%	0%	0%	-10%	-5%	0%	0%	+5%	+10%	+30%	-5%
NAME	BASE PRICE	EVA														
Vulgar Hair Ornament	1	1										✖	✖	✖	✖	✖
Disgusting Doll	2	1	✖	✖	✖		✖	✖	✖	✖	✖	✖	✖	✖	✖	✖
Over-Carved Figure	8	1	✖	✖	✖		✖	✖	✖	✖	✖	✖	✖	✖	✖	✖
Crude Ring	10	1	✖	✖	✖	✖	✖	✖	✖	✖	✖	✖	✖	✖	✖	✖
Strange Figure	12	1	✖	✖	✖		✖	✖	✖	✖	✖	✖	✖	✖	✖	✖
Heavy Ring	15	1	✖	✖	✖	✖	✖	✖	✖	✖	✖	✖	✖	✖	✖	✖
Tacky Earring	15	1	✖	✖	✖		✖	✖	✖	✖	✖	✖	✖	✖	✖	✖
Unbelievable Hair Ornament	15	1										✖	✖	✖	✖	✖
Embarrassing Earring	20	1										✖	✖	✖	✖	✖
Loose Ring	20	1	✖	✖	✖	✖	✖	✖	✖	✖	✖	✖	✖	✖	✖	✖
Humiliating Earring	30	1	✖	✖	✖	✖	✖	✖	✖	✖	✖	✖	✖	✖	✖	✖
Pitiful Earring	50	1	✖	✖	✖	✖	✖	✖	✖	✖	✖					
Third-Rate Bracelet	60	1	✖	✖	✖	✖	✖	✖	✖	✖	✖					
Laughable Bracelet	80	1	✖	✖	✖		✖	✖	✖	✖	✖					
Purple Orb	150	30	✖				✖	✖			✖	✖			✖	
Brooch of Footwork	170	20	✖				✖				✖		✖			✖
Mystic Orb	200	60				✖										
Ring of Lunacy	200	70			✖											
Earring of Accuracy	220	40				✖										
Ring of Mental Power	220	80				✖										
Feline Guardian	221	2	✖				✖	✖			✖	✖				
Bangle of Accuracy	222	20		✖	✖				✖	✖						
Adorable Kitty Doll	241	2	✖				✖	✖			✖	✖			✖	
Blue Talisman	260	20		✖	✖				✖	✖						
Red Talisman	260	20		✖	✖				✖	✖						
Yellow Talisman	260	60	✖	✖	✖	✖	✖		✖	✖	✖		✖	✖		✖
Ankh of Dismissal	280	50	✖			✖	✖				✖		✖			✖
Badge of Reflection	290	20				✖										
Badge of Resistance	290	20		✖					✖	✖						
Badge of Shielding	290	20		✖					✖	✖						
Bangle of Intellect	300	20		✖	✖				✖	✖						
Ring of Healing	300	80		✖					✖	✖						
Ring of Might	305	99			✖											
Lunar Talisman	320	70		✖	✖				✖	✖				✖		
Star Talisman	320	70		✖	✖				✖	✖				✖		
Blazing Pendant	380	30				✖										
Green Talisman	460	20	✖			✖	✖	✖			✖	✖	✖		✖	✖
Berserker's Pendant	490	70				✖										
Anti-Poison Amulet	500	50	✖	✖	✖		✖	✖	✖	✖	✖	✖	✖		✖	✖
Battle Bonus Ring	500	80		✖					✖	✖						
Bladebane Cross	550	50			✖	✖										
Demonbane Cross	550	50				✖										
Magebane Ankh	550	50			✖	✖										
Silver Cross	550	50			✖	✖										

			STANICE	BALBADOS	AQUA & EVIA	CHILICO	FAYT	CLIFF	MARIA	SOPHIA	NEL	ROGER	ALBEL	PEPPITA	ADRAY	MIRAGE
NAME	BASE PRICE	EVA														
Wingbone Cross	550	50			x	x										
Amulet of Freedom	600	50		x	x				x	x						
Faerie Ring	600	80		x					x	x						
Emerald Ring	600	90	x				x				x		x			x
Anti-Incapacitation Amulet	601	60	x	x	x	x	x	x			x			x		
Ring of Erudition	640	70		x					x	x						
Anti-Silence Amulet	650	50			x					x				x		
Anti-Stone Amulet	700	50		x	x				x	x				x		
Ring of Quietude	700	50			x											
Ring of Animosity	700	70				x										
Anti-Freezing Amulet	800	50			x					x				x		
Aqua Ring	900	40		x					x	x						
Earth Ring	900	40		x					x	x						
Flare Ring	900	40		x					x	x						
Wind Ring	900	40		x					x	x						
Elven Slippers	1020	60				x										
Ring of Haste	1100	60		x					x	x						
Mallet Charm	1280	99				x										
Aegis Pendant	1370	98				x										
Hammer Charm	1390	70	x	x	x		x		x	x	x		x	x		x
Faerie Earring	1600	80				x										
Emerald Earring	1700	90				x										
Boots of Prowess	2480	99				x										
Star Necklace	4100	80				x										
Thieves' Boots	6700	99			x	x										
Eldritch Brooch	8500	99	x				x				x		x			x

ENGINEERING

If you want a gun for Maria or some bombs to use in battles, Engineering is the place to go. Various types of Stun Bombs should be a staple in your inventory. These bombs not only inflict HP and/or MP damage, but they also stun enemies for a short while. They are perfect for knocking some bosses out of their attacks!

			DEJISON	VANILLA	MERYL	IZAK	FAYT	CLIFF	MARIA	SOPHIA	NEL	ROGER	ALBEL	PEPPITA	ADRAY	MIRAGE
TALENT LV.			6	32	46	65	25	36	20	3	5	20	16	15	7	31
TIME			-20%	0%	+30%	-50%	0%	+5%	0%	0%	-5%	+5%	0%	-10%	-25%	-5%
FOL %			+40%	+30%	0%	0%	0%	0%	-10%	-5%	0%	0%	+5%	+10%	+30%	-5%
NAME	BASE PRICE	EVA														
Repulsive Lump	9	1	x	x	x	x	x	x	x	x	x	x	x	x	x	x
Overwrought Product	17	1	x	x	x	x	x	x	x	x	x	x	x	x	x	x
Strange Lump	18	1	x	x	x	x	x	x	x	x	x	x	x	x	x	x
Misconceived Product	30	1	x	x	x	x	x	x	x	x	x	x	x	x	x	x
Reducer	31	30	x	x	x	x	x	x	x			x				x
Duck-Duck Bomb	35	15	x	x	x	x	x	x	x		x	x	x	x	x	x
EM Bomb	61	30	x	x	x	x	x	x	x		x	x	x		x	x
EM Bomb MP	61	30	x	x	x	x	x	x	x		x	x	x		x	x
Shielding Device	61	70		x	x											
Flare Bomb	65	10	x	x	x	x	x	x	x		x	x	x	x	x	x
Mind Bomb	65	15	x	x	x	x	x	x	x		x	x	x		x	x
EM Stun Bomb	91	50	x	x	x	x	x	x	x		x	x	x		x	x
EM Stun Bomb MP	91	50	x	x	x	x	x	x	x			x				
Berserker Device	101	60		x	x		x	x				x				x
Soul Strengthening Device	101	60		x	x		x	x				x				x
Bleu Cheese	100	60			x				x				x			
Mass Reducer	161	60	x	x	x	x	x	x	x			x				x
Ultimate Bomb	180	80		x		x	x	x	x			x				
EM Explosive 2	181	40		x	x	x	x	x	x			x				x
EM Explosive MP	181	40		x	x	x	x	x	x			x				x
Mega-Flare Bomb	185	70		x	x	x	x	x	x			x			x	x
Deadly Mind Bomb	185	90		x	x	x	x	x	x			x				x
Healing Device Mk1	201	50		x	x			x	x	x						
EM Stun Explosive	211	60			x	x			x							
EM Stun Explosive MP	211	60			x	x			x							
ES Hybrid Bomb	231	70		x	x	x	x	x	x			x				x
Tricky Bomb	260	1	x	x			x	x			x	x	x		x	
Battle Sphere	301	50	x	x	x	x	x	x				x				
Tricky Duck Bomb	380	1	x	x			x	x			x	x	x		x	
Healing Device Mk2	401	70			x									x		
ES Hybrid Explosive	431	80		x	x	x	x	x	x			x			x	x
Power Blaster	580	30	x	x		x	x	x	x	x	x	x	x	x		x
Healing Device Mk3	801	100			x	x										
Beguiling Device	1001	80		x	x											
Pulse Needle	1280	50		x	x	x	x	x	x	x		x		x		x
Hawk Wind	1740	20	x	x		x	x	x	x	x	x	x	x	x		x
Photonic Blaster	5950	70		x	x	x	x	x	x			x		x		x
Paralyzer	6000	90			x	x			x							
Particle Laser	7440	100			x	x			x							

GETTING STARTED

CHARACTERS

WALKTHROUGH

BONUS DUNGEONS

PRIVATE ACTIONS

MINI-GAMES AND
SUB-QUESTS

ITEM CREATION

ITEMS
AND EQUIPMENT

BESTIARY

Explore the items in this category early on. Many of the armor and weapons that you can create through IC have helpful factors that their store-bought counterparts lack.

ITEM CREATION















How Item
Creation Works

Original Creation
Mode

ORIGINAL CREATION
CHARTS

Specify Plan Mode

Synthesis Mode

			GRATS	LIAS	GUSTO	BOYD	FAYT	CLIFF	MARIA	SOPHIA	NEL	ROGER	ALBEL	PEPPITA	ADRAY	MIRAGE
TALENT/LV.			25	36	60	95	29	31	4	6	25	23	30	5	27	17
TIME			0%	0%	-20%	+50%	0%	+5%	0%	0%	-5%	+5%	0%	-10%	-25%	-5%
FOL %			0%	+20%	0%	0%	0%	0%	-10%	-5%	0%	0%	+5%	+10%	+30%	-5%
NAME	BASE PRICE	EVA														
Crude Rod	1	1	x	x	x		x	x	x	x	x	x	x	x	x	x
Rickety Gauntlet	3	1	x	x	x		x	x	x	x	x	x	x	x	x	x
Notched Sword	20	1	x	x	x		x	x	x	x	x	x	x	x	x	x
Bent Sword	30	1	x	x	x	x	x	x	x	x	x	x	x	x	x	x
Botched Sword	50	1	x	x	x		x	x	x	x	x	x	x	x	x	x
Crude Armor	50	1	x	x	x	x	x	x	x	x	x	x	x	x	x	x
Cloak	70	10	x							x				x		
Rusty Axe	80	1	x	x	x		x	x	x	x	x	x	x	x	x	x
Thin Armor	80	1	x	x	x	x	x	x	x	x	x	x	x	x	x	x
Tattered Armor	100	1	x	x	x	x	x	x	x	x	x	x	x	x	x	x
Leather Armor	115	10	x						x		x		x		x	x
Cordon Scepter	115	20			x					x						
Cuirass	120	10	x				x	x				x				
Ranzel Daggers	123	20	x								x					
Sword of the Blessed	125	10	x	x			x									
Ranger's Helm	125	20	x	x								x				
Mythril Plate	140	60				x	x	x				x				
Silk Robe	170	20		x						x					x	
The Samurai	190	10			x	x							x		x	
Replica Gun	200	1	x	x	x		x	x	x	x	x	x	x	x	x	x
Chainmail	210	20		x					x		x		x		x	x
Atomic Gauntlets	220	90			x	x										
Assassin's Sickles	248	30	x								x					
Plate Armor	320	20		x			x	x				x				
Cuir Bouilli	330	40		x					x		x		x		x	x
Pragna Claw	360	30		x									x			
Crystal Robe	370	70				x				x				x		
Paladin's Helm	400	100			x	x										
Veinslay	400	100			x	x										
Mythril Gauntlets	450	100			x	x										
Devious Aurora	460	30			x	x							x		x	
Steel Armor	520	40		x			x	x				x				
Shark Helm	575	50	x	x								x				
Cloak of the Stars	620	50				x				x				x		
Mythril Mesh	670	80				x			x		x		x		x	x
Hakuen	1000	40			x	x							x		x	
Iron Cape	1130	20			x									x		
Death's Talons	1220	70			x	x							x			
Demon Slayer	3000	70			x	x									x	
Flare Baselards	3055	50	x	x							x					
Arc Wind Rippers	3300	90			x	x					x					
Elven Cloak	3320	30		x						x						
Cape of the Kraken	3320	70				x								x		
Silvance	3400	80			x	x										
Demonic Claw	3450	90			x	x										
Dragon Blades	3500	20			x	x										
Searing Sword	4000	40	x	x			x									
Gatling Gauntlets	4200	70			x	x		x								x
Astral Armor	4530	99			x		x	x				x				x
Visored Helm	5002	90			x	x										
False Gods' Claw	5135	20		x									x			
Rune Blade	5250	20	x	x			x									
Cattail Staff	5340	30			x					x						
Golden Cape	5450	90				x										
Cupid's Staff	5550	50			x					x						
Claw of Judgment	6200	100			x	x										
Rod of the Evil Eye	6230	100				x										
The Immortal	6300	90													x	
Glass Eye Scepter	6400	70				x				x						
Damask Cape	6580	1000				x										
Elemental Leather	6720	95			x				x		x		x		x	x
Ice Blades	6800	100			x	x										
Bunny's Scepter	12280	90				x										
Mythril Dress	1320	95			x					x				x		
Cape of Acrimony	1360	30			x									x		
Damask Gauntlets	1450	50	x	x				x								x
Superior Leather	1470	95				x			x		x		x		x	x
Silver Cuirass	1640	90				x	x	x				x				
Pulverizers	1734	20	x	x				x								x

			GRATS	LIAS	GUSTO	BOYD	FAYT	CLIFF	MARIA	SOPHIA	NEL	ROGER	ALBEL	PEPPITA	ADRAY	MIRAGE
NAME	BASE PRICE	EVA														
Flash Goggles	1970	30	x	x				x								x
Drill Helm	2000	30	x	x								x				
Soul Stealer Claw	2085	50		x									x			
Barbarian's Helm	2150	70			x	x						x				
Cape of the Banshee	2180	50			x									x		
Superior Plate Armor	2540	95			x							x				
Radiant Sword	2600	70			x	x	x									
Superior Mesh	2620	80			x				x				x		x	x
Featherfolk Carb	2620	95			x					x				x		

WRITING

The importance of Writing cannot be overemphasized! Through Item Creation, Writing enables you to create tomes that teach you new skills that will help you complete your quests and defeat dangerous enemies.

			CORNELIUS	MISHELL	NOPPEN	OSMAN	FAYT	CLIFF	MARIA	SOPHIA	NEL	ROGER	ALBEL	PEPPITA	ADRAY	MIRAGE
TALENT/LV.			15	35	44	73	34	7	22	15	14	4	4	6	11	16
TIME			-40%	0%	0%	+40%	0%	+5%	0%	0%	-5%	+5%	0%	-10%	-25%	-5%
FOL %			0%	+10%	0%	0%	0%	0%	-10%	-5%	0%	0%	+5%	+10%	+30%	-5%
NAME	BASE PRICE	EVA														
Crude Rod	1	1	x	x	x		x	x	x	x	x	x	x	x	x	x
Glued Book	12	1	x	x	x	x	x	x	x	x	x	x	x	x	x	x
Ragged Book	18	1	x	x	x	x	x	x	x	x	x	x	x	x	x	x
Esoteric Scroll	50	1	x	x	x	x	x	x	x	x	x	x	x	x	x	x
Secret Teachings	150	1	x	x	x	x	x	x	x	x	x	x	x	x	x	x
Illegible Book	175	1	x	x	x		x	x	x	x	x	x	x	x	x	x
Earth Discharge	350	30	x	x	x	x	x	x	x	x	x	x	x	x	x	
Fire Discharge	350	30	x	x	x	x	x	x	x	x	x	x	x		x	
Water Discharge	350	30	x	x	x	x	x	x	x	x	x	x	x		x	
Wind Discharge	350	30	x	x	x	x	x	x	x	x	x	x	x		x	
Tome of Insight	601	50				x			x	x						x
Earth Resistance	710	30	x	x	x		x	x		x	x	x	x	x		
Decayed Tome	1500	40	x	x	x	x	x	x	x	x	x	x	x		x	x
Deteriorating Tome	1500	40	x	x			x	x			x	x	x			
Tattered Tome	1500	40	x	x			x	x			x	x	x			
Crumbling Tome	1500	60		x	x		x				x				x	
Dated Tome	1500	60	x	x	x	x	x	x	x	x	x	x	x			x
Musty Tome	1500	60	x		x			x				x	x			
Mildewed Tome	1500	90				x										
Damaged Tome	1500	99				x										
Fading Tome	1500	99				x										
Moldy Tome	1500	99				x			x	x					x	x
Brittle Tome	1500	100				x			x	x						x
Tome of Prowess	1670	70				x			x	x						x
Strange Book	5400	65	x		x											
Fire Resistance	710	30	x	x	x		x	x		x	x	x	x	x		
Water Resistance	710	30	x	x	x		x	x		x	x	x	x	x		
Wind Resistance	710	30	x	x	x		x	x		x	x	x	x	x		

SPECIFY PLAN MODE

Specify Plan is used when you want to refine and, hopefully, improve the factors attached to a specific item. There are four possible outcomes when using Specify Plan. Ideally, you want Specify Plan to increase the power of the factor on the item you are refining. Sometimes it is possible, sometimes it isn't. If the factor associated with an item has a number in parentheses following it, then the factor is refineable through Specify Plan. However, it doesn't guarantee the end results.

When setting a Specify Plan line, choose your team based largely on the alterations to speed and cost the inventors bring with them. Talent level has no bearing on success with Specify Plan, so try to boost the speed of production runs and, more importantly, bring down the cost.

After choosing a team, select the type of IC based on the item itself. This is easy if the item was made through IC in the first place, since you know what category it falls under. If you aren't sure about the type, check the item's data in the Item Data chapter or follow the rules of common sense. Most pieces of armor and bladed weapons fall under Smithery. Potions and recovery items belong to Compounding, accessories to Crafting, food to Cooking, ore and gems to Alchemy, and bombs and other mechanical items like guns to Engineering.

Next, you must choose the item you want to refine. If the item is grayed out, then either the item cannot be refined or you've chosen the wrong category. As noted before, the success rate of Specify Plan is not tied to Talent level! Make sure that the team of inventors you've chosen reduces the cost of the endeavor as much as possible.

Specify Plan also requires the use of a corresponding material item. If you're doing a Crafting type of Specify Plan, you must have at least one type of Crafting Material. One of the material items is consumed each time Specify Plan is successful (regardless of how many factors are on the item) or the line is halted. If you run out of the required material, you cannot proceed with Specify Plan. You can purchase all of the IC materials (except for Synthesis Materials) from the Santa merchant on the third floor of the Maze of Tribulations.

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SPECIFY PLAN RESULTS

One of four things occurs when you choose Specify Plan based on the nature of the factor(s).

- Result 1: The factor is duplicated
- Result 2: The factor becomes stronger
- Result 3: The factor changes
- Result 4: The factor disappears

In most cases, you'll want to see results 1 and 2 when you refine an item. For example, when you refine a piece of armor with a "DEF +X" factor, you want to see that factor duplicate and fill all eight factor slots.

EXAMPLE OF AN IMPROVED FACTOR: VALIANT MAIL

Before Specify Plan:

"Def +20 (1)"

⇒ Result 1:

"Def +20 (1)" is duplicated.



Before and after using Specify Plan.

You will also want to improve other factors through Specify Plan. Take, for example, the Boots of Prowess. This accessory has a factor of "ATK/DEF +5%." Through Specify Plan, you can increase the strength of that factor to +10% and finally to +30%.

EXAMPLE OF A DUPLICATED FACTOR: BOOTS OF PROWESS

Before Specify Plan:

"ATK/DEF +5% (1)"

⇒ Result 1:

"ATK/DEF +10% (1)"

Before Specify Plan, Round 2:

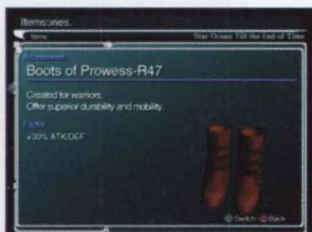
"ATK/DEF +10% (1)"

⇒ Result 1:

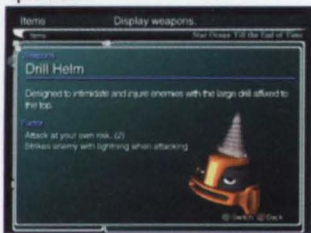
"ATK/DEF +30%"

Sometimes a vague factor changes into something entirely else through Specify Plan. An example of this is the Drill Helm. It possesses the factor "Attack at your own risk (2)," which may turn into "Strikes enemy with lightning when attacking" when you refine it through Specify Plan.

Of course, you can remove this factor through Specify Plan, which is the most common result. Removal via Specify Plan is usually limited to negative factors, like those found on the Ultimate Weapons your characters can earn in Sphere 211.



After two rounds of Specify Plan, you get an accessory to be proud of!



Before and after using Specify Plan.

Multiple Effects

The number in the parentheses at the end of a factor indicates the number of alternate patterns available when you refine it through Specify Plan. A "(2)" indicates that there are two possible paths, while a "(3)" indicates that there are three. The better the factor, the harder it is to achieve.

EXAMPLE OF A FACTOR WITH TWO RESULTS: THE DRAGOON LASER

Before Specify Plan:

"Enemy ATK +30% (2)"

⇒ Result 1:

"Enemy ATK +30% & Fol x3 (1)"

⇒ Result 2:

Factor disappears.

EXAMPLE OF A FACTOR WITH 3 RESULTS: APPLE PIE

Before Specify Plan:

"50% HP recovery (3)"

⇒ Result 1:

70% HP recovery

⇒ Result 2:

90% HP recovery

⇒ Result 3:

100% HP recovery

TIPS AND TRICKS FOR SPECIFY PLAN

Prior to finishing the game, the only IC materials that you can purchase in stores are the Cooking Materials and the Compounding Materials. You must find the rest of them in dungeons or acquire them by defeating monsters. This forces you to not waste your materials. Here are a few tips to get you through the main part of the game in style.

● To save on valuable Synthesis Materials (which are always in short supply), refine ores, gems and other items before synthesizing them to a weapon. This also preserves your Smithery Materials for other uses.

● Don't waste Cooking Ingredients by refining dishes with the "30% probability of breaking (2)" factor. The two results are the rare 20% probability or the more common disappearance of the factor altogether. A 30% chance isn't that bad and it does give these items a shot at being more than a one-use only item. Instead, spend the Fol on making more food.

● Compounding is another area in which Specify Plan is largely unnecessary. The only exception is the helpful Cinderella Tablets item. The factor on this item, "10% off shop prices (1)," can be refined up to 30%. Try making these tablets before going on equipment-upgrading shopping sprees!

● Don't get too carried away improving accessories. It is very tempting to spend all of your Crafting Materials refining potentially awesome items like the Boots of Prowess, the Blue and Red Talisman, or the Ring of Erudition. But you must restrain yourself. Wait until you finish the main story, then go for it!

● Use your Smithery Materials to duplicate any DEF bonuses. The more slots on the armor you fill, the bigger the DEF bonus to the armor. Since it is tough to boost a character's DEF stat in this game (in comparison to the ATK stat), this is a must!

● When refining important and irreplaceable things like the Ultimate Weapons, save your game before you start refining. This way, if things go wrong, you can always reload and start all over!

SYNTHESIS MODE

Last, but certainly not least, is Synthesis. If the Original Creation mode is the heart of Item Creation, Synthesis is the brains. Basically, Synthesis enables you to combine most any item in the game that has a factor with a weapon. This allows you to customize your weapons any way you want, as long as you have the Fol and the Synthesis materials to do it!

Setting up the production line for Synthesis is similar to setting up for Specify Plan mode. Synthesis is always successful, so choose your team of inventors based on what they can do to decrease the cost of the enterprise. Note that only player characters can Synthesize; NPC characters cannot!

Once your team is set, choose "SYTH" as your type of IC. This automatically bypasses the choice of plan and allows you to select a base weapon (the item to Synthesize) and the item whose factors you want to move onto the base weapon. The base item must be a weapon—you can't add new factors to armor or accessories! When the synthesis ends, the "item to be synthesized" is lost, but its factors live on as part of your weapon. Since there are eight factor slots on each weapon, Synthesis is a great way to utilize some of the factors on items that you might not be able to use otherwise.

Synthesis is expensive, however. The more factors you fuse to a weapon, the higher the price climbs. In addition, each Synthesis session consumes a precious Synthesis Materials item. Since you cannot purchase this item in a store, you are limited to what you can find in dungeons or steal from monsters. The Santa's Boots are also a good way to replenish your stock.

The Importance of Attachment Order

The best way to create awesome weapons through Synthesis is to plan them out beforehand. This is especially important in the earlier parts of the game when materials and Fol are in short supply and stronger base weapons lurk somewhere in the near future.

If you use factors that you want to transfer over to other weapons, put them at the top of the factor slots. The reason for this is simple: Synthesis always succeeds. If you are synthesizing an item with multiple factors, you can always tell which factor is being transferred by tracking the production runs. So, if you know that you only want to transfer the first two factors of a three factor item, you can stop the synthesis process at the end of the second production run and prevent the third factor from being moved over to the weapon.

However, since Synthesis destroys the item being fused to the base weapon, you cannot transfer the first and third factor, skipping the second. So if you are careful and plot out the factors you want to use, you can easily synthesize the best factors from an old weapon to a new one. Good factors to keep in the top slots of weapons are ones that increase the weapons' ATK and DEF ratings, since you know that they will always come in handy later on. Place experimental factors, like elemental attributes, near the end, so that you can leave them off the next time when you go to create a new weapon.

ITEM DATA

There are lots of items in *Star Ocean: Till the End of Time*! Some are available in shops, ready for purchase, while many others are hidden away in treasure chests inside dungeons and scattered around towns. The majority of items can be created through Item Creation. If you're looking for something in particular, or just want to know what's out there, rely on this chapter.

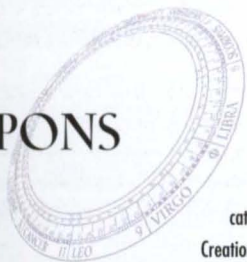
PLAYABLE CHARACTER INFORMATION

READING THE ITEMS DATA

1	Val	Basic value of weapon. If you can create this item through the "Original Creation," this figure indicates the base cost (just subtract the final "0") of the item. Furthermore, if you sell the weapon as is (i.e. without added factors through IC), this figure also indicates its sell price. Weapons with an "N/A" before them cannot be sold.
2	Eva	Evaluation score of the item according to the Item Creation Guild. Items marked with an "N/A" cannot be created through IC.
3	ATK, DEF, INT, HIT, and AGL	The weapon's base stats. These figures are added to the user's base Attack (ATK), Defense (DEF), Intelligence (INT), Hit Ratio (HIT), and Agility (AGL).
4	Obtained	Explains how to obtain the item. Most items are purchased in stores, through item creation, or found inside treasure chests. When an item is found in multiple locations, the initial location, or most stable location (i.e. a store), is listed.
5	Comments	Special information about the item.
6	Factors	The factors originally associated with the weapon. If they can be duplicated or erased through Item Creation, it is noted as such in the Comments section.


	1	2	3					
	VAL	EVA	ATK	DEF	INT	HIT	AGL	
	N/A	N/A	19	0	0	10	0	
OBTAINED	Fayt's default weapon							
COMMENTS	Cannot be sold.							
FACTORS	N/A							

WEAPONS




In *Star Ocean: Till the End of Time*, the playable characters use weapons specific to their style of fighting. Fayt relies heavily on swords, while the Klausian brawlers Cliff and Mirage, who trained together under Mirage's father, tend to use armored gauntlets. However, there are a few weapons, like the highly versatile Laser Weapon, that can be used by all of the characters. When arming your party, don't be afraid to think outside the box (or weapon category) to find the most powerful, and even the most adaptable, weapon for the job. And don't forget: You can improve all of the weapons through Item Creation and Synthesis.


FAYT LEINGOD'S WEAPONS


	METAL PIPE						
	VAL	EVA	ATK	DEF	INT	HIT	AGL
	N/A	N/A	19	0	0	10	0
OBTAINED	Fayt's default weapon						
COMMENTS	Cannot be sold.						
FACTORS	N/A						

	SIMPLE SWORD						
	VAL	EVA	ATK	DEF	INT	HIT	AGL
	N/A	N/A	20	0	0	10	0
OBTAINED	Event, Pesotto Forest						
COMMENTS	Cannot be sold.						
FACTORS	N/A						


	LONGSWORD						
	VAL	EVA	ATK	DEF	INT	HIT	AGL
	50	N/A	28	0	0	0	0
OBTAINED	Shop, Kirlsa						
COMMENTS	N/A						
FACTORS	N/A						

	BROADSWORD						
	VAL	EVA	ATK	DEF	INT	HIT	AGL
	120	N/A	50	0	0	10	0
OBTAINED	Shop, Arias						
COMMENTS	N/A						
FACTORS	N/A						

	SWORD OF THE BLESSED						
	VAL	EVA	ATK	DEF	INT	HIT	AGL
	1250	10	50	0	0	15	0
OBTAINED	Item Creation, Smithery						
COMMENTS	N/A						
FACTORS	N/A						

	BASTARD SWORD						
	VAL	EVA	ATK	DEF	INT	HIT	AGL
	750	N/A	100	0	0	20	0
OBTAINED	Shop, Peterny						
COMMENTS	N/A						
FACTORS	N/A						

	RUNE BLADE						
	VAL	EVA	ATK	DEF	INT	HIT	AGL
	53500	20	100	0	0	50	0
OBTAINED	Item Creation, Smithery						
COMMENTS	N/A						
FACTORS	Emits balls of light when attacking						

	SEARING SWORD						
	VAL	EVA	ATK	DEF	INT	HIT	AGL
	40000	40	150	0	0	20	0
OBTAINED	Item Creation, Smithery						
COMMENTS	N/A						
FACTORS	Emits balls of fire when attacking						

	RADIANT SWORD						
	VAL	EVA	ATK	DEF	INT	HIT	AGL
	26000	70	200	0	0	25	0
OBTAINED	Item Creation, Smithery						
COMMENTS	N/A						
FACTORS	N/A						

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Accessories

Useable Items

Food

Other Items

Materials

Valuables

HOLY SWORD

VAL	EVA	ATK	DEF	INT	HIT	AGL
19600	N/A	200	0	0	30	0



OBTAINED Shop, Airyglyph

COMMENTS N/A

FACTORS N/A

MYTHRIL SWORD

VAL	EVA	ATK	DEF	INT	HIT	AGL
47500	N/A	800	0	0	50	0



OBTAINED Shop, Sacred City of Aquios

COMMENTS N/A

FACTORS N/A

LEVANTINE

VAL	EVA	ATK	DEF	INT	HIT	AGL
476700	N/A	2200	0	0	0	0



OBTAINED Dropped Item, Super Blair

COMMENTS Smithery; can improve using "Select Plan."

FACTORS 5% probability of breaking, Enemy DEF x5, Enemy ATK +30%, -90% EXP acquisition, -1 MP at certain intervals during battle, ATK +1,000

SILVANCE

VAL	EVA	ATK	DEF	INT	HIT	AGL
34000	80	400	0	0	30	0



OBTAINED Item Creation, Smithery

COMMENTS N/A

FACTORS N/A

VEINSLAY

VAL	EVA	ATK	DEF	INT	HIT	AGL
4000	100	900	0	0	35	0



OBTAINED Item Creation, Smithery

COMMENTS N/A

FACTORS N/A

CERAMIC SWORD

VAL	EVA	ATK	DEF	INT	HIT	AGL
32000	N/A	400	0	0	40	0



OBTAINED Shop, Moonbase

COMMENTS N/A

FACTORS N/A

DIVINE AVENGER

VAL	EVA	ATK	DEF	INT	HIT	AGL
209500	N/A	1600	0	0	40	0



OBTAINED Treasure Chest, Maze of Tribulations, 7F

COMMENTS Smithery; can duplicate factor using "Select Plan."

FACTORS ATK +500 (1)

CLIFF FITTIA AND MIRAGE KORS'S WEAPONS

MIGHTY GAUNTLETS

VAL	EVA	ATK	DEF	INT	HIT	AGL
120	N/A	30	0	0	8	0



OBTAINED Cliff's default weapon

COMMENTS N/A

FACTORS N/A

PULVERIZERS

VAL	EVA	ATK	DEF	INT	HIT	AGL
17340	20	70	0	0	12	0



OBTAINED Item Creation, Smithery

COMMENTS N/A

FACTORS Emits long-range shock waves when attacking

DAMASK GAUNTLETS

VAL	EVA	ATK	DEF	INT	HIT	AGL
14500	50	190	0	0	23	0



OBTAINED Item Creation, Smithery

COMMENTS N/A

FACTORS N/A

ATOMIC GAUNTLETS

VAL	EVA	ATK	DEF	INT	HIT	AGL
2200	90	420	0	0	33	0



OBTAINED Item Creation, Smithery

COMMENTS N/A

FACTORS N/A

MYTHRIL GAUNTLETS

VAL	EVA	ATK	DEF	INT	HIT	AGL
4500	100	1000	0	0	38	0



OBTAINED Item Creation, Smithery

COMMENTS N/A

FACTORS N/A

GAUNTLET

VAL	EVA	ATK	DEF	INT	HIT	AGL
55	N/A	35	0	0	0	0



OBTAINED Shop, Kirlsa

COMMENTS N/A

FACTORS N/A

FINE GAUNTLET

VAL	EVA	ATK	DEF	INT	HIT	AGL
700	N/A	100	0	0	20	0



OBTAINED Shop, Peterny

COMMENTS N/A

FACTORS N/A

DAMASK GAUNTLET

VAL	EVA	ATK	DEF	INT	HIT	AGL
44000	N/A	200	0	0	30	0



OBTAINED Shop, Airyglyph

COMMENTS N/A

FACTORS N/A

CERAMIC GAUNTLET

VAL	EVA	ATK	DEF	INT	HIT	AGL
35000	N/A	500	0	0	35	0



OBTAINED Shop, Moonbase

COMMENTS N/A

FACTORS N/A

RAVEN GAUNTLETS

VAL	EVA	ATK	DEF	INT	HIT	AGL
183200	N/A	1800	0	0	42	0



OBTAINED Treasure Chest, Maze of Tribulations, B3F

COMMENTS Smithery; can improve through "Specify Plan."

FACTORS ATK +200 (1)

STEEL GAUNTLET

VAL	EVA	ATK	DEF	INT	HIT	AGL
120	N/A	50	0	0	10	0



OBTAINED Shop, Arias

COMMENTS N/A

FACTORS N/A

FLASH GAUNTLETS

VAL	EVA	ATK	DEF	INT	HIT	AGL
19700	30	120	0	0	18	0



OBTAINED Item Creation, Smithery

COMMENTS N/A

FACTORS Strikes enemy with lightning when attacking

GATLING GAUNTLETS

VAL	EVA	ATK	DEF	INT	HIT	AGL
42000	70	250	0	0	27	0



OBTAINED Item Creation, Smithery

COMMENTS N/A

FACTORS N/A

VALOROUS GAUNTLETS

VAL	EVA	ATK	DEF	INT	HIT	AGL
305910	N/A	2600	0	0	48	0



OBTAINED Dropped Item, Enraged Crosell

COMMENTS Smithery; Can improve item through "Specify Plan."

FACTORS Gives an uneasy feeling, Max HP -30%, -50% EXP acquisition (2), 5% probability of breaking, 1/2 Defense (2), ATK +1,000 (1)

CREST GAUNTLET

VAL	EVA	ATK	DEF	INT	HIT	AGL
37500	N/A	900	0	0	45	0



OBTAINED Shop, Aquios

COMMENTS N/A

FACTORS N/A

MARIA TRYDOR'S WEAPONS

	REPLICA GUN						
	VAL	EVA	ATK	DEF	INT	HIT	AGL
	2000	1	0	0	0	0	0
OBTAINED	Item Creation, Smithery						
COMMENTS	N/A						
FACTORS	N/A						

	MICROBLASTER						
	VAL	EVA	ATK	DEF	INT	HIT	AGL
	50	N/A	10	0	0	10	0
OBTAINED	Maria's default weapon						
COMMENTS	N/A						
FACTORS	N/A						

	HAWK WIND						
	VAL	EVA	ATK	DEF	INT	HIT	AGL
	17400	20	30	0	0	13	0
OBTAINED	Item Creation, Engineering						
COMMENTS	N/A						
FACTORS	Emits long-range shock waves when attacking						

	POWER BLASTER						
	VAL	EVA	ATK	DEF	INT	HIT	AGL
	5800	30	70	0	0	18	0
OBTAINED	Item Creation, Engineering						
COMMENTS	N/A						
FACTORS	N/A						

	BLAZE GUN						
	VAL	EVA	ATK	DEF	INT	HIT	AGL
	8800	N/A	110	0	0	30	0
OBTAINED	Shop, Peterny						
COMMENTS	N/A						
FACTORS	Adds fire-based damage						

	PULSE NEEDLE						
	VAL	EVA	ATK	DEF	INT	HIT	AGL
	12800	50	120	0	0	22	0
OBTAINED	Item Creation, Engineering						
COMMENTS	N/A						
FACTORS	N/A						

	PHOTONIC BLASTER						
	VAL	EVA	ATK	DEF	INT	HIT	AGL
	59500	70	160	0	0	28	0
OBTAINED	Item Creation, Engineering						
COMMENTS	N/A						
FACTORS	Emits balls of fire when attacking						

	PULSE GUN						
	VAL	EVA	ATK	DEF	INT	HIT	AGL
	3400	N/A	190	0	0	40	0
OBTAINED	Dropped Item, Blue Dragon Zombie						
COMMENTS	N/A						
FACTORS	-2 Fury use						

	PARALYZER						
	VAL	EVA	ATK	DEF	INT	HIT	AGL
	60000	90	350	0	0	32	0
OBTAINED	Item Creation, Engineering						
COMMENTS	N/A						
FACTORS	Paralysis (Attack effect)						

	FLAMING GUN						
	VAL	EVA	ATK	DEF	INT	HIT	AGL
	37000	N/A	400	0	0	40	0
OBTAINED	Shop, Moonbase						
COMMENTS	N/A						
FACTORS	N/A						

	PARTICLE LASER						
	VAL	EVA	ATK	DEF	INT	HIT	AGL
	74400	100	700	0	0	38	0
OBTAINED	Item Creation, Engineering						
COMMENTS	N/A						
FACTORS	N/A						

	GRAVITY LASER						
	VAL	EVA	ATK	DEF	INT	HIT	AGL
	35500	N/A	800	0	0	50	0
OBTAINED	Shop, Aquios						
COMMENTS	N/A						
FACTORS	N/A						

	SHADOW PHASE GUN						
	VAL	EVA	ATK	DEF	INT	HIT	AGL
	143200	N/A	1200	0	0	41	0
OBTAINED	Treasure Chest, Maze of Tribulations, B1F						
COMMENTS	Engineering; can improve item through "Specify Plan."						
FACTORS	ATK +200 (1)						

	DRAGOON LASER						
	VAL	EVA	ATK	DEF	INT	HIT	AGL
	305860	N/A	1800	0	0	48	0
OBTAINED	Dropped Item, Arch Demon						
COMMENTS	Engineering; can improve item through "Specify Plan."						
FACTORS	Enemy DEF x5 (1), Enemy DEF x5 (1), Enemy ATK +30% (2) Enemy ATK +30% (2), -50% EXP acquisition (2), ATK +1,000 (1)						

SOPHIA ESTEED'S WEAPONS

	CRUDE ROD						
	VAL	EVA	ATK	DEF	INT	HIT	AGL
	15	1	0	0	0	0	0
OBTAINED	Item Creation, Smithery						
COMMENTS	N/A						
FACTORS	N/A						

	FRAGILE METAL PIPE						
	VAL	EVA	ATK	DEF	INT	HIT	AGL
	5	N/A	10	0	0	50	0
OBTAINED	Sophia's default weapon (on Hyda IV)						
COMMENTS	N/A						
FACTORS	N/A						

	CRESCENT ROD						
	VAL	EVA	ATK	DEF	INT	HIT	AGL
	5	N/A	13	0	5	10	0
OBTAINED	Sophia's default weapon						
COMMENTS	N/A						
FACTORS	N/A						

	CORDON SCEPTER						
	VAL	EVA	ATK	DEF	INT	HIT	AGL
	1150	20	30	30	10	15	0
OBTAINED	Item Creation, Smithery						
COMMENTS	N/A						
FACTORS	N/A						

	CATTAIL STAFF						
	VAL	EVA	ATK	DEF	INT	HIT	AGL
	53400	30	70	0	30	20	0
OBTAINED	Item Creation, Smithery						
COMMENTS	N/A						
FACTORS	Shoots balls of light when defending						

	CUPID'S STAFF						
	VAL	EVA	ATK	DEF	INT	HIT	AGL
	55500	50	120	0	35	25	0
OBTAINED	Item Creation, Smithery						
COMMENTS	N/A						
FACTORS	Shoots balls of light when defending						

	GLASS EYE SCEPTER						
	VAL	EVA	ATK	DEF	INT	HIT	AGL
	64000	70	170	0	50	30	0
OBTAINED	Item Creation, Smithery						
COMMENTS	N/A						
FACTORS	Shoots balls of light when defending						

	MAGICIAN'S ROD						
	VAL	EVA	ATK	DEF	INT	HIT	AGL
	21000	0	350	0	100	40	0
OBTAINED	Shop, Moonbase						
COMMENTS	N/A						
FACTORS	N/A						

	BUNNY'S SCEPTER						
	VAL	EVA	ATK	DEF	INT	HIT	AGL
	122800	90	360	0	100	35	0
OBTAINED	Item Creation, Smithery						
COMMENTS	Smithery; can improve item through "Specify Plan."						
FACTORS	+20% Movement Rate (1)						

	ADEPT'S STAFF						
	VAL	EVA	ATK	DEF	INT	HIT	AGL
	29500	N/A	500	0	150	60	0
OBTAINED	Shop, Aquios						
COMMENTS	N/A						
FACTORS	N/A						

	ROD OF THE EVIL EYE						
	VAL	EVA	ATK	DEF	INT	HIT	AGL
	62300	100	650	0	130	40	0
OBTAINED	Item Creation, Smithery						
COMMENTS	N/A						
FACTORS	N/A						

	PUMPKIN WRAITH ROD						
	VAL	EVA	ATK	DEF	INT	HIT	AGL

NEL ZELPHER'S WEAPONS

ITEMS
AND EQUIPMENT

WEAPONS

Armor

Accessories

Useable Items

Food

Other Items

Materials

Valuables



BASEARDS

VAL	EVA	ATK	DEF	INT	HIT	AGL
10	N/A	15	0	0	15	0

OBTAINED Nel's default weapon

COMMENTS N/A

FACTORS N/A



LONG DAGGER

VAL	EVA	ATK	DEF	INT	HIT	AGL
110	N/A	50	0	0	10	0

OBTAINED Shop, Arias

COMMENTS N/A

FACTORS N/A



FLARE BASEARDS

VAL	EVA	ATK	DEF	INT	HIT	AGL
30550	50	130	0	0	30	0

OBTAINED Item Creation, Smithery

COMMENTS N/A

FACTORS Emits balls of fire when attacking



BLADES OF RYUSEN

VAL	EVA	ATK	DEF	INT	HIT	AGL
30400	N/A	220	0	0	50	0

OBTAINED Event, Kirlsa

COMMENTS Smithery; can improve item through "Specify Plan" and improves recovery strength at end of battles.

FACTORS Shoots powerful balls of ice when attacking, ATK +20 (1)



ICE FALCHION

VAL	EVA	ATK	DEF	INT	HIT	AGL
61500	N/A	720	0	0	95	0

OBTAINED Shop, Aquios

COMMENTS N/A

FACTORS Shoots balls of ice when attacking



DEATH BRINGERS

VAL	EVA	ATK	DEF	INT	HIT	AGL
325150	N/A	2000	0	0	60	0

OBTAINED Dropped Item, Vengeful Shelby

COMMENTS Smithery; can improve item through "Specify Plan."

FACTORS Gives a cursed feeling. Gives an uneasy feeling. Fury use changes... but how!?; 20% probability of breaking (1), 20% probability of breaking (1), ATK +1,000 (1)



FALCHION

VAL	EVA	ATK	DEF	INT	HIT	AGL
45	N/A	22	0	0	0	0

OBTAINED Shop, Kirlsa

COMMENTS N/A

FACTORS N/A



ASSASSIN'S SICKLES

VAL	EVA	ATK	DEF	INT	HIT	AGL
2480	30	95	0	0	25	0

OBTAINED Item Creation, Smithery

COMMENTS N/A

FACTORS N/A



ARC WIND RIPPERS

VAL	EVA	ATK	DEF	INT	HIT	AGL
33000	90	170	0	0	40	0

OBTAINED Item Creation, Smithery

COMMENTS N/A

FACTORS Emits long-range shock waves when attacking



DRAGON BLADES

VAL	EVA	ATK	DEF	INT	HIT	AGL
35000	20	380	0	0	45	0

OBTAINED Item Creation, Smithery

COMMENTS N/A

FACTORS N/A



ICE BLADES

VAL	EVA	ATK	DEF	INT	HIT	AGL
68000	100	880	0	0	45	0

OBTAINED Item Creation, Smithery

COMMENTS N/A

FACTORS Adds water-based damage



RAUNZEL DAGGERS

VAL	EVA	ATK	DEF	INT	HIT	AGL
1230	20	40	20	0	20	20

OBTAINED Item Creation, Smithery

COMMENTS N/A

FACTORS N/A



SILVER DAGGER

VAL	EVA	ATK	DEF	INT	HIT	AGL
660	N/A	100	0	0	20	0

OBTAINED Shop, Peterny

COMMENTS N/A

FACTORS N/A



OSPREY DAGGER

VAL	EVA	ATK	DEF	INT	HIT	AGL
15100	N/A	200	0	0	30	0

OBTAINED Shop, Airyglyph

COMMENTS N/A

FACTORS N/A



CERAMIC DAGGER

VAL	EVA	ATK	DEF	INT	HIT	AGL
32000	N/A	380	0	0	50	0

OBTAINED Shop, Moonbase

COMMENTS N/A

FACTORS N/A



ELEMENTAL TICKLERS

VAL	EVA	ATK	DEF	INT	HIT	AGL
173200	N/A	1500	0	0	55	0

OBTAINED Treasure Chest, Maze of Tribulations, B2F

COMMENTS Smithery; can improve item through "Specify Plan."

FACTORS ATK +200 (1)

ROGER S. HUXLEY'S WEAPONS



RUSTY AXE

VAL	EVA	ATK	DEF	INT	HIT	AGL
800	1	0	0	0	0	0

OBTAINED Item Creation, Smithery

COMMENTS N/A

FACTORS N/A



DRILL HELM

VAL	EVA	ATK	DEF	INT	HIT	AGL
20000	30	200	0	0	20	0

OBTAINED Item Creation, Smithery

COMMENTS Smithery; can improve item through "Specify Plan."

FACTORS Attack at your own risk (2)
Strikes enemy with lightning when attacking

BROAD AXE

VAL	EVA	ATK	DEF	INT	HIT	AGL
15800	N/A	400	0	0	40	0

OBTAINED Shop, Airyglyph

COMMENTS N/A

FACTORS N/A



BATTLE AXE

VAL	EVA	ATK	DEF	INT	HIT	AGL
600	N/A	50	0	0	10	0

OBTAINED Shop, Aquios

COMMENTS N/A

FACTORS N/A



BARBARIAN'S HELM

VAL	EVA	ATK	DEF	INT	HIT	AGL
21500	70	300	0	0	30	0

OBTAINED Item Creation, Smithery

COMMENTS Smithery; can improve item through "Specify Plan."

FACTORS Attack at your own risk (2)
Strikes enemy with lightning when attacking

VISORED HELM

VAL	EVA	ATK	DEF	INT	HIT	AGL
50020	90	600	0	0	35	0

OBTAINED Item Creation, Smithery

COMMENTS Smithery; can improve item through "Specify Plan."

FACTORS ATK +5 (1)



RANGER'S HELM

VAL	EVA	ATK	DEF	INT	HIT	AGL
1250	20	100	0	0	15	20

OBTAINED Item Creation, Smithery

COMMENTS N/A

FACTORS N/A



SHARK HELM

VAL	EVA	ATK	DEF	INT	HIT	AGL
5750	50	350	0	0	25	0

OBTAINED Item Creation, Smithery

COMMENTS N/A

FACTORS N/A



POLEAXE

VAL	EVA	ATK	DEF	INT	HIT	AGL
43000	N/A	680	0	0	50	0

OBTAINED Shop, Gemity

COMMENTS N/A

FACTORS N/A

ITEMS
AND EQUIPMENT

WEAPONS

Armor

Accessories

Useable Items

Food

Other Items

Materials

Valuables

**DAMASK GAUNTLET**

VAL	EVA	ATK	DEF	INT	HIT	AGL
65800	100	900	0	0	45	0

OBTAINED Item Creation, Smithery

COMMENTS N/A

FACTORS Raises normal attack decision by 1 (1)

**EFFREET CAPE**

VAL	EVA	ATK	DEF	INT	HIT	AGL
295000	N/A	1600	0	0	48	0

OBTAINED Treasure Chest, Maze of Tribulations, B4F

COMMENTS N/A

FACTORS Emits balls of fire when attacking, raises normal attack decision by 2

**ANGELIC CAPE**

VAL	EVA	ATK	DEF	INT	HIT	AGL
470000	N/A	3200	0	0	58	0

OBTAINED Dropped Item, Furious Berial

COMMENTS N/A

FACTORS Emits balls of light when attacking, shoots powerful balls of light when defending, raises normal attack decision by 2

**ADRAY LASBARD'S WEAPONS****THE IMMORTAL**

VAL	EVA	ATK	DEF	INT	HIT	AGL
63000	90	850	0	100	10	0

OBTAINED Item Creation, Smithery

COMMENTS N/A

FACTORS Shoots balls of lightning when attacking

**HEAVEN'S BLADE**

VAL	EVA	ATK	DEF	INT	HIT	AGL
225000	N/A	1400	0	300	40	0

OBTAINED Treasure Chest, Urssa Cave Temple

COMMENTS N/A

FACTORS Adds fire defense (no damage)

**HEAVENLY SPIRIT**

VAL	EVA	ATK	DEF	INT	HIT	AGL
425220	N/A	2000	0	500	50	0

OBTAINED Dropped Item, Shadow Dragon

COMMENTS Smithery; can improve item through "Specify Plan."

FACTORS Gives a cursed feeling (1), gives an uneasy feeling (1), gives a cursed feeling (1), -1 MP at certain intervals during battle gives a cursed feeling (1), ATK +1,000 (1)

**SHARED WEAPONS****RICKY GAUNTLET**

VAL	EVA	ATK	DEF	INT	HIT	AGL
30	1	0	0	0	0	0

OBTAINED Item Creation, Smithery

COMMENTS For Cliff, Albel, and Mirage

FACTORS N/A

**BOTCHED SWORD**

VAL	EVA	ATK	DEF	INT	HIT	AGL
500	1	0	0	0	0	0

OBTAINED Item Creation, Smithery

COMMENTS For Adray and Albel

FACTORS N/A

**NOTCHED SWORD**

VAL	EVA	ATK	DEF	INT	HIT	AGL
200	1	0	0	0	0	0

OBTAINED Item Creation, Smithery

COMMENTS For Fayt, Albel, and Adray

FACTORS N/A

**BENT SWORD**

VAL	EVA	ATK	DEF	INT	HIT	AGL
300	1	0	0	0	0	0

OBTAINED Item Creation, Smithery

COMMENTS For Fayt, Albel, and Adray

FACTORS N/A

**SCUMBAG SLAYER**

VAL	EVA	ATK	DEF	INT	HIT	AGL
16980	N/A	5	0	0	2	0

OBTAINED Event, Fighting Arena

COMMENTS For all characters

FACTORS Instantly kills scumbags

**THE SAMURAI**

VAL	EVA	ATK	DEF	INT	HIT	AGL
1900	10	70	0	0	15	0

OBTAINED Item Creation, Smithery

COMMENTS For Adray and Albel

FACTORS N/A

**SHICHISHITO**

VAL	EVA	ATK	DEF	INT	HIT	AGL
550	N/A	100	0	0	20	0

OBTAINED Adray's default weapon

COMMENTS For Albel and Adray

FACTORS N/A

**DEVIOUS AURORA**

VAL	EVA	ATK	DEF	INT	HIT	AGL
1600	30	130	0	0	10	0

OBTAINED Item Creation, Smithery

COMMENTS For Albel and Adray

FACTORS N/A

**HAKUEN**

VAL	EVA	ATK	DEF	INT	HIT	AGL
10000	40	190	0	0	25	0

OBTAINED Item Creation, Smithery

COMMENTS For Albel and Adray

FACTORS N/A

**NODACHI**

VAL	EVA	ATK	DEF	INT	HIT	AGL
24000	N/A	240	0	0	10	0

OBTAINED Shop, Airyglyph

COMMENTS For Albel and Adray

FACTORS N/A

**STEELED EARTH**

VAL	EVA	ATK	DEF	INT	HIT	AGL
18000	N/A	300	0	0	20	0

OBTAINED Treasure Chest, Mountains of Barr

COMMENTS For Albel and Adray

FACTORS N/A

**DEMON SLAYER**

VAL	EVA	ATK	DEF	INT	HIT	AGL
30000	70	450	0	30	20	0

OBTAINED Item Creation, Smithery

COMMENTS For Albel and Adray

FACTORS N/A

**LASER WEAPON**

VAL	EVA	ATK	DEF	INT	HIT	AGL
42500	N/A	600	0	0	45	0

OBTAINED Shop, Gemity

COMMENTS For all characters

FACTORS N/A

**BITER**

VAL	EVA	ATK	DEF	INT	HIT	AGL
488000	N/A	780	0	0	60	0

OBTAINED Shop, Aquios

COMMENTS For Albel and Adray

FACTORS N/A

The armor in *Star Ocean: Till the End of Time* is divided into five categories. Unique Armor is sort of a catch-all for armor that can be equipped by all characters. It also relates to armor that has special requirements, like the Valkyrie Garb, which is for women only. The rest of the armor is divided into groups based on which characters can wear it. The largest group of armor is the substantial heavy armor that Fayt, Cliff, and Roger can equip. Maria, Nel, Albel, and Mirage require lighter armor that provides good defense while still providing maximum agility. Sophia, Adray, and Peppita are limited to cloaks and robes. Finally, the last group of armor contains the frivolous and fun outfits geared toward Peppita and Sophia.

When choosing armor, don't forget to look at what is available through Item Creation. Most armor made through IC has an easily duplicated "DEF +X" factor that may help boost its DEF stat way past the "factorless" armor that is available for purchase in shops.

TATTERED ARMOR								CRUDE ARMOR								THIN ARMOR							
VAL	EVA	ATK	DEF	INT	HIT	AGL		VAL	EVA	ATK	DEF	INT	HIT	AGL		VAL	EVA	ATK	DEF	INT	HIT	AGL	
1000	1	0	0	0	0	0		500	1	0	0	0	0	0		800	1	0	0	0	0	0	0
OBTAINED: Item Creation, Smithery								OBTAINED: Item Creation, Smithery								OBTAINED: Item Creation, Smithery							
COMMENTS: Equipped by all characters.								COMMENTS: Equipped by all characters.								COMMENTS: Equipped by all characters.							
FACTORS: N/A								FACTORS: N/A								FACTORS: N/A							

RING MAIL								CARBONITE ARMOR								ABLATIVE SHIELD							
VAL	EVA	ATK	DEF	INT	HIT	AGL		VAL	EVA	ATK	DEF	INT	HIT	AGL		VAL	EVA	ATK	DEF	INT	HIT	AGL	
180	N/A	0	8	0	0	20		30000	N/A	0	100	0	0	70		46000	N/A	0	160	0	0	65	
OBTAINED: Shop, Whipple								OBTAINED: Shop, Moonbase								OBTAINED: Shop, Gemity							
COMMENTS: Equipped by Fayt, Cliff, Maria, Nel, Albel, and Mirage.								COMMENTS: Equipped by all characters.								COMMENTS: Equipped by all characters, except Sophia.							
FACTORS: N/A								FACTORS: N/A								FACTORS: N/A							

VALKYRIE GARB							
VAL	EVA	ATK	DEF	INT	HIT	AGL	
932700	N/A	0	600	0	0	0	
OBTAINED: Dropped Item, Lenneth							
COMMENTS: Equipped only by Maria, Nel, Peppita, and Mirage.							
FACTORS: +5 Battle Bonus Gauge increase, +30% EXP acquisition, +30% Max HP increase, +30% Max MP increase							

HEAVY ARMOR—FAYT, CLIFF, AND ROGER ONLY

CUIRASS								PLATE ARMOR								SCALE ARMOR							
VAL	EVA	ATK	DEF	INT	HIT	AGL		VAL	EVA	ATK	DEF	INT	HIT	AGL		VAL	EVA	ATK	DEF	INT	HIT	AGL	
1200	10	0	5	0	0	20		3200	20	0	10	0	0	30		200	N/A	0	12	0	0	20	
OBTAINED: Item Creation, Smithery								OBTAINED: Item Creation, Smithery								OBTAINED: Shop, Kirla							
COMMENTS: Smithery; refine through "Specify Plan."								COMMENTS: Smithery; refine through "Specify Plan."								COMMENTS: N/A							
FACTORS: DEF +5 (1)								FACTORS: DEF +5 (1)								FACTORS: N/A							

HEAVY ARMOR								STEEL ARMOR								MYTHRIL PLATE							
VAL	EVA	ATK	DEF	INT	HIT	AGL		VAL	EVA	ATK	DEF	INT	HIT	AGL		VAL	EVA	ATK	DEF	INT	HIT	AGL	
950	N/A	0	20	0	0	30		5200	40	0	25	0	0	40		1400	60	0	55	0	0	50	
OBTAINED: Shop, Peterny								OBTAINED: Item Creation, Smithery								OBTAINED: Item Creation, Smithery							
COMMENTS: N/A								COMMENTS: Smithery; refine through "Specify Plan."								COMMENTS: Smithery; refine through "Specify Plan."							
FACTORS: N/A								FACTORS: DEF +5 (1)								FACTORS: DEF +5 (1)							

MASTERWORK PLATE								SILVER CUIRASS								DAMASK PLATE							
VAL	EVA	ATK	DEF	INT	HIT	AGL		VAL	EVA	ATK	DEF	INT	HIT	AGL		VAL	EVA	ATK	DEF	INT	HIT	AGL	
24000	N/A	0	60	0	0	50		16400	90	0	90	0	0	60		65000	N/A	0	100	0	0	60	
OBTAINED: Shop, Airyglyph								OBTAINED: Item Creation, Smithery								OBTAINED: Treasure Chest, Ruins of Barr							
COMMENTS: N/A								COMMENTS: Smithery; refine through "Specify Plan."								COMMENTS: N/A							
FACTORS: N/A								FACTORS: DEF +10 (1)								FACTORS: Shoots powerful balls of light when defending.							

SUPERIOR PLATE ARMOR								ABLATIVE ARMOR								ASTRAL ARMOR							
VAL	EVA	ATK	DEF	INT	HIT	AGL		VAL	EVA	ATK	DEF	INT	HIT	AGL		VAL	EVA	ATK	DEF	INT	HIT	AGL	
25400	95	0	120	0	0	70		33200	N/A	0	130	0	0	60		45300	99	0	140	0	0	80	
OBTAINED: Item Creation, Smithery								OBTAINED: Shop, Moonbase								OBTAINED: Item Creation, Smithery							
COMMENTS: Smithery; refine through "Specify Plan."								COMMENTS: N/A								COMMENTS: Smithery; refine through "Specify Plan."							
FACTORS: DEF +10 (1)								FACTORS: N/A								FACTORS: DEF +20 (1), Immunity to petrification, Immunity to freezing, 30% negate special attacks by magic users							

BATTLE ARMOR								REFLECTING PLATE								VALIANT MAIL							
VAL	EVA	ATK	DEF	INT	HIT	AGL		VAL	EVA	ATK	DEF	INT	HIT	AGL		VAL	EVA	ATK	DEF	INT	HIT	AGL	
49500	N/A	0	200	0	0	80		80800	N/A	0	200	0	0	90		150800	N/A	0	380	0	0	100	
OBTAINED: Shop, Aquios								OBTAINED: Treasure Chest, Maze of Tribulations, B1F								OBTAINED: Treasure Chest, Sphere 211, 106F							
COMMENTS: N/A								COMMENTS: Smithery; refine through "Specify Plan."								COMMENTS: Smithery; refine through "Specify Plan."							
FACTORS: N/A								FACTORS: DEF +20 (1), Adds water defense (No damage), Adds fire defense (No damage)								FACTORS: DEF +20 (1)							

GETTING STARTED

CHARACTERS

WALKTHROUGH

BONUS DUNGEONS

PRIVATE ACTIONS

MINI-GAMES AND
SUB-QUESTS

ITEM CREATION

ITEMS
AND EQUIPMENT

BESTIARY

ITEMS
AND EQUIPMENT

Weapons

ARMOR

ACCESSORIES

Useable Items

Food

Other Items

Materials

Valuables

[illegible]

CHAINMAIL							
	VAL	EVA	ATK	DEF	INT	HIT	AGL
	2100	20	0	7	0	0	20
	OBTAINED	Item Creation, Smithery					
COMMENTS	Smithery; refine through "Specify Plan."						
FACTORS	DEF +5 (1)						

MYTHRIL MESH							
	VAL	EVA	ATK	DEF	INT	HIT	AGL
	6700	80	0	35	0	0	50
	OBTAINED	Item Creation, Smithery					
COMMENTS	Smithery; refine through "Specify Plan."						
FACTORS	DEF +5 (1)						

ANNOITED CHAIN MAIL							
	VAL	EVA	ATK	DEF	INT	HIT	AGL
	3500	N/A	0	58	30	0	50
	OBTAINED	Shop, Peterny					
COMMENTS	N/A						
FACTORS	N/A						

ELEMENTAL LEATHER							
	VAL	EVA	ATK	DEF	INT	HIT	AGL
	67200	95	0	115	0	0	90
	OBTAINED	Item Creation, Smithery					
COMMENTS	Smithery; refine through "Specify Plan."						
FACTORS	DEF +5 (1), Adds earth defense (1/2 damage), Adds water defense (1/2 damage), Adds fire defense (1/2 damage), Adds wind defense (1/2 damage)						

PADDED ARMOR

VAL	EVA	ATK	DEF	INT	HIT	AGL
450	N/A	0	18	0	0	30

OBTAINED

Albel's default armor

COMMENTS

N/A

FACTORS

N/A

STEEL CHAIN MAIL

VAL	EVA	ATK	DEF	INT	HIT	AGL
700	N/A	0	38	0	0	40

OBTAINED

Shop, Arias

COMMENTS

N/A

FACTORS

N/A

SUPERIOR MESH

VAL	EVA	ATK	DEF	INT	HIT	AGL
26200	80	0	75	0	0	80

OBTAINED

Item Creation, Smithery

COMMENTS

Smithery; refine through "Specify Plan."

FACTORS

DEF +5 (1)

MYSTIC CHAIN

VAL	EVA	ATK	DEF	INT	HIT	AGL
48400	N/A	0	180	0	0	40

OBTAINED

Treasure Chest, Maze of Tribulations, B3F

COMMENTS

Smithery; refine through "Specify Plan."

FACTORS

DEF +10 (1)

DRAGON LEATHER

VAL	EVA	ATK	DEF	INT	HIT	AGL
145800	N/A	0	370	0	0	60

OBTAINED

Treasure Chest, Sphere 211, 111F


COMMENTS


Smithery; refine through "Specify Plan."


FACTORS


DEF +20 (1)


ROBES—SOPHIA, PEPPITA, AND ADRAY ONLY


CLOAK							
	VAL	EVA	ATK	DEF	INT	HIT	AGL
	700	10	0	1	0	0	5
OBTAINED	Item Creation, Smithery						
COMMENTS	Smithery; refine through "Specify Plan."						
FACTORS	DEF +5 (1)						


ROBE							
	VAL	EVA	ATK	DEF	INT	HIT	AGL
	150	N/A	0	5	0	0	20
OBTAINED	Sophia's default armor						
COMMENTS	N/A						
FACTORS	N/A						


RUNIC CLOAK							
	VAL	EVA	ATK	DEF	INT	HIT	AGL
	3600	N/A	0	90	30	0	60
OBTAINED	Shop, Moonbase						
COMMENTS	N/A						
FACTORS	+1 Battle Bonus Gauge increase						

	SILK ROBE					
VAL	EVA	ATK	DEF	INT	HIT	AGL
1700	20	0	2	0	0	10
OBTAINED	Item Creation, Smithery					
COMMENTS	Smithery; refine through "Specify Plan."					
FACTORS	DEF +5 (1)					


	CLOAK OF THE STARS					
VAL	EVA	ATK	DEF	INT	HIT	AGL
6200	50	0	10	0	0	20
OBTAINED	Item Creation, Smithery					
COMMENTS	Smithery; refine through "Specify Plan."					
FACTORS	DEF +5 (1)					

	WIZARD'S ROBE					
VAL	EVA	ATK	DEF	INT	HIT	AGL
19000	N/A	0	130	0	0	80
OBTAINED	Shop, Aquios					
COMMENTS	N/A					
FACTORS	N/A					

	ELVEN CLOAK						
	VAL	EVA	ATK	DEF	INT	HIT	AGL
	33200	30	0	4	0	0	15
OBTAINED	Item Creation, Smithery						
COMMENTS	Smithery; refine through "Specify Plan."						
FACTORS	DEF +5 (1), Adds wind defense (Absorption)						

	CRYSTAL ROBE						
	VAL	EVA	ATK	DEF	INT	HIT	AGL
	3700	70	0	20	0	0	25
OBTAINED	Item Creation, Smithery						
COMMENTS	Smithery; refine through "Specify Plan."						
FACTORS	DEF +5 (1)						





	ROBE OF DECEPTION						
	VAL	EVA	ATK	DEF	INT	HIT	AGL
	40400	N/A	0	95	0	0	40
OBTAINED	Treasure Chest, Maze of Tribulations, B2F						
COMMENTS	Smithery; refine through "Specify Plan."						
FACTORS	DEF +10 (1)						


Accessories are the final pieces of equipment that a character can equip. Each character has two slots and it's a good idea to use them whenever possible. Try using one slot for items that reduce the HP/MP costs of battle skills or spells and the other for accessories that boost your party's strength, intelligence, or resistance to specific types of elemental and status-affecting attacks.

AMULET OF FREEDOM							
VAL	EVA	ATK	DEF	INT	HIT	AGL	
6000	50	0	0	0	0	0	
OBTAINED	Item Creation, Crafting						
COMMENTS	N/A						
FACTORS	Immunity to paralysis						

[illegible]

	AQUA RING						
	VAL	EVA	ATK	DEF	INT	HIT	AGL
	9000	40	0	0	0	0	0
OBTAINED	Item Creation, Crafting						
COMMENTS	Crafting: can improve item using "Specify Plan."						
FACTORS	+30% damage for water-based spells (1), Adds water defense (1/2 damage)						

	BANGLE OF INTELLECT						
	VAL	EVA	ATK	DEF	INT	HIT	AGL
	3000	20	0	0	0	0	0
OBTAINED	Item Creation, Crafting						
COMMENTS	Crafting: can improve item using "Specify Plan."						
FACTORS	+10% INT increase (1), 10% INT increase (1)						

	BATTLE BONUS RING						
	VAL	EVA	ATK	DEF	INT	HIT	AGL
	5000	80	5	0	0	5	0
OBTAINED	Item Creation, Crafting						
COMMENTS	Crafting: can improve item using "Specify Plan."						
FACTORS	+1 Battle Bonus Gauge increase (1)						

	BLAZING PENDANT						
	VAL	EVA	ATK	DEF	INT	HIT	AGL
	3800	30	0	0	0	0	0
OBTAINED	Item Creation, Crafting						
COMMENTS	Crafting: can improve item using "Specify Plan."						
FACTORS:	Recover HP of 1/20 dmg. from fire attacks (2)						

BROOD OF FOOTWORK							
VAL	EVA	ATK	DEF	INT	HIT	AGL	
1700	20	0	0	0	0	0	
OBTAINED	Item Creation, Crafting						
COMMENTS	N/A						
FACTORS	10% increase in ATK/HIT						

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ITEMS
AND EQUIPMENT

Weapons

Armor

ACCESSORIES

Useable Items

Food

Other Items

Materials

Valuables

**BUNNY RACE TROPHY**

VAL	EVA	ATK	DEF	INT	HIT	AGL
207600	N/A	0	0	0	0	0



OBTAINED Event, Bunny Races

COMMENTS Cannot synthesize.



FACTORS -40% Battle Skill HP use, -2 Fury use, +10 enemy Fury reduction when guard broken, 6% MP recovery at intervals during battle, 1/2 casting time, Raises normal attack decision by 2, Freezing (Attack effect), Shoots balls of light when attacking

**BUNNY SHOES**

VAL	EVA	ATK	DEF	INT	HIT	AGL
300000	N/A	0	0	0	0	0



OBTAINED Treasure Chest, Ruins of Coffir

COMMENTS Increases recovery strength at the end of battles.



FACTORS +30% Movement Rate

**CHARM OF INSIGHT**

VAL	EVA	ATK	DEF	INT	HIT	AGL
2030	N/A	0	5	0	0	0



OBTAINED Dropped Item, Young Shrieker (ID No. 458)

COMMENTS N/A



FACTORS +5 critical rate

**CHARM OF TRANQUILITY**

VAL	EVA	ATK	DEF	INT	HIT	AGL
3600	N/A	0	0	0	0	0



OBTAINED Dropped Item, Azazer

COMMENTS N/A



FACTORS -1 Fury use

**CLONE GENERATOR**

VAL	EVA	ATK	DEF	INT	HIT	AGL
350	N/A	0	0	0	0	0



OBTAINED Shop, Whipple

COMMENTS Crafting: can improve item using "Specify Plan." Cannot synthesize.



FACTORS Cures incap (100% break)

**CRUDE RING**

VAL	EVA	ATK	DEF	INT	HIT	AGL
100	1	1	0	0	0	0



OBTAINED Item Creation, Crafting

COMMENTS N/A



FACTORS N/A

**DEMONBANE CROSS**

VAL	EVA	ATK	DEF	INT	HIT	AGL
5500	50	0	0	0	0	0



OBTAINED Item Creation, Crafting

COMMENTS N/A



FACTORS 50% negate special attacks by demons

**DEMON'S SYMBOL**

VAL	EVA	ATK	DEF	INT	HIT	AGL
3000	N/A	0	15	0	0	20



OBTAINED Dropped Item, Albel (2)

COMMENTS Increases recovery strength at the end of battles.



FACTORS N/A

**DISGUSTING DOLL**

VAL	EVA	ATK	DEF	INT	HIT	AGL
20	1	0	0	1	0	0



OBTAINED Item Creation, Crafting

COMMENTS N/A



FACTORS N/A

**EARRING OF ACCURACY**

VAL	EVA	ATK	DEF	INT	HIT	AGL
2200	40	0	0	0	0	0



OBTAINED Item Creation, Crafting

COMMENTS Crafting: can improve item using "Specify Plan."



FACTORS +10% ATK increase (1)

**EARTH CHARM**

VAL	EVA	ATK	DEF	INT	HIT	AGL
7800	N/A	0	0	0	0	0



OBTAINED Treasure Chest, Aquatic Garden, Surferio

COMMENTS N/A



FACTORS Adds earth defense (1/2 damage)

**EARTH RING**

VAL	EVA	ATK	DEF	INT	HIT	AGL
9000	40	0	0	0	0	0



OBTAINED Item Creation, Crafting

COMMENTS Crafting: can improve item using "Specify Plan."



FACTORS +30% damage for earth-based spells (1), Adds earth defense (1/2 damage)

**ELDRITCH BROOCH**

VAL	EVA	ATK	DEF	INT	HIT	AGL
85000	99	0	0	0	0	0



OBTAINED Item Creation, Crafting

COMMENTS N/A



FACTORS 10% increase in INT/AGL

**ELVEN SLIPPERS**

VAL	EVA	ATK	DEF	INT	HIT	AGL
10200	60	0	0	0	0	0



OBTAINED Item Creation, Crafting

COMMENTS N/A



FACTORS -1 Fury use & +5% Movement Rate

**EMBARRASSING EARRING**

VAL	EVA	ATK	DEF	INT	HIT	AGL
200	1	0	0	0	0	1



OBTAINED Item Creation, Crafting

COMMENTS N/A



FACTORS N/A

**EMERALD EARRING**

VAL	EVA	ATK	DEF	INT	HIT	AGL
17000	90	0	0	0	0	0



OBTAINED Item Creation, Crafting

COMMENTS Crafting: can improve item using "Specify Plan."



FACTORS 2/3 casting time (1)

**EMERALD RING**

VAL	EVA	ATK	DEF	INT	HIT	AGL
6000	90	0	0	0	0	0



OBTAINED Item Creation, Crafting

COMMENTS Crafting: can improve item using "Specify Plan."



FACTORS -20% Battle Skill MP use (1)

**FAERIE EARRING**

VAL	EVA	ATK	DEF	INT	HIT	AGL
16000	80	0	0	0	0	0



OBTAINED Item Creation, Crafting

COMMENTS Crafting: can improve item using "Specify Plan."



FACTORS -30% Battle Skill MP use

**FAERIE RING**

VAL	EVA	ATK	DEF	INT	HIT	AGL
6000	80	0	0	0	10	0



OBTAINED Item Creation, Crafting

COMMENTS Crafting: can improve item using "Specify Plan."



FACTORS -20% Battle Skill HP use

**FELINE GUARDIAN**

VAL	EVA	ATK	DEF	INT	HIT	AGL
2210	2	0	0	0	0	0



OBTAINED Item Creation, Crafting

COMMENTS Crafting: can improve item using "Specify Plan." Increases recovery strength at the end of battles.



FACTORS 20% dmg. reduction (20% break) (1)

**FIRE CHARM**

VAL	EVA	ATK	DEF	INT	HIT	AGL
7800	N/A	0	0	0	0	0



OBTAINED Dropped Item, Flaming Zombie

COMMENTS N/A



FACTORS Adds fire defense (1/2 damage)

**FLARE RING**

VAL	EVA	ATK	DEF	INT	HIT	AGL
9000	40	0	0	0	0	0



OBTAINED Item Creation, Crafting

COMMENTS Crafting: can improve item using "Specify Plan."



FACTORS +30% damage for fire-based spells (1), Adds fire defense (1/2 damage)

**GRAB BAG**

VAL	EVA	ATK	DEF	INT	HIT	AGL
980000	N/A	600	100	0	100	0



OBTAINED Shop, Maze of Tribulations, B3F

COMMENTS Only for Fayt. Cannot synthesize. Increases recovery strength at the end of a battle.



FACTORS You may get a present when staying at an inn

**GREEN TALISMAN**

VAL	EVA	ATK	DEF	INT	HIT	AGL
4600	20	2	0	0	0	0



OBTAINED Item Creation, Crafting

COMMENTS Crafting: can improve item using "Specify Plan."



FACTORS Survive on Fury when incap (20% success)(1)

**GUTSY BUNNY**

VAL	EVA	ATK	DEF	INT	HIT	AGL
12000	N/A	0	0	0	0	0



OBTAINED Event, Urssa Lava Cave

COMMENTS Cannot synthesize.



FACTORS Enjoy heated battles against even weaklings

**HAMMER CHARM**

VAL	EVA	ATK	DEF	INT	HIT	AGL
13900	70	0	0	0	0	0



OBTAINED Item Creation, Crafting

COMMENTS Crafting: can improve item using "Specify Plan."



FACTORS 1/2 stun time (excludes AAAs)

**HEAVY BRACELET**

VAL	EVA	ATK	DEF	INT	HIT	AGL
50	N/A	1	0	0	0	0



OBTAINED Use Santa's Boots item

COMMENTS N/A



FACTORS N/A

**HEAVY RING**

VAL	EVA	ATK	DEF	INT	HIT	AGL
150	1	0	0	0	1	0



OBTAINED Item Creation, Crafting

COMMENTS N/A



FACTORS N/A

**HUMILIATING EARRING**

VAL	EVA	ATK	DEF	INT	HIT	AGL
300	1	0	0	0	0	1



OBTAINED Item Creation, Crafting

COMMENTS N/A



FACTORS N/A

**LAUGHABLE BRACELET**

VAL	EVA	ATK	DEF	INT	HIT	AGL
800	1	0	0	0	0	1



	LIFE SAVER						
	VAL	EVA	ATK	DEF	INT	HIT	AGL
	4800	N/A	0	0	0	0	0
OBTAINED	Shop, Gemity						
COMMENTS	N/A						
FACTORS	-30% Battle Skill HP use						

	LUNAR TALISMAN						
	VAL	EVA	ATK	DEF	INT	HIT	AGL
	3200	70	0	0	0	3	3
OBTAINED	Item Creation, Crafting						
COMMENTS	Crafting; can improve item using "Specify Plan."						
FACTORS	+10% MAX HP increase (1)						

	MALLET CHARM						
	VAL	EVA	ATK	DEF	INT	HIT	AGL
	12800	99	0	0	0	0	0
OBTAINED	Item Creation, Crafting						
COMMENTS	N/A						
FACTORS	Immunity to stunning (excludes AAAs)						

	MISCONCEIVED PRODUCT						
	VAL	EVA	ATK	DEF	INT	HIT	AGL
	300	1	0	1	0	0	0
OBTAINED	Item Creation, Alchemy, Engineering						
COMMENTS	N/A						
FACTORS	N/A						

	OVER-CARVED FIGURE						
	VAL	EVA	ATK	DEF	INT	HIT	AGL
	80	1	0	0	1	0	0
OBTAINED	Item Creation, Crafting						
COMMENTS	N/A						
FACTORS	N/A						

	PITIFUL EARRING						
	VAL	EVA	ATK	DEF	INT	HIT	AGL
	500	1	0	0	0	1	0
OBTAINED	Item Creation, Crafting						
COMMENTS	N/A						
FACTORS	N/A						

	RABBIT'S FOOT						
	VAL	EVA	ATK	DEF	INT	HIT	AGL
	1188600	N/A	0	80	80	80	80
OBTAINED	Use Grab Bag						
COMMENTS	Cannot synthesize; increases recovery strength at the end of battles.						
FACTORS	+10% Movement Rate (whole party), +30% escape speed, Raises normal attack decision by 2, +30% Fury increase rate while incapacitated						

	REGENERATION SYMBOL						
	VAL	EVA	ATK	DEF	INT	HIT	AGL
	4100	N/A	0	6	10	0	10
OBTAINED	Shop, Kirisa						
COMMENTS	N/A						
FACTORS	3% MP recovery at intervals during battle						

	RING OF ERUDITION						
	VAL	EVA	ATK	DEF	INT	HIT	AGL
	6400	70	0	0	10	0	0
OBTAINED	Item Creation, Crafting						
COMMENTS	Crafting; can improve item using "Specify Plan."						
FACTORS	+10% EXP acquisition (1)						

	RING OF LUNACY						
	VAL	EVA	ATK	DEF	INT	HIT	AGL
	2000	70	0	0	0	0	0
OBTAINED	Item Creation, Crafting						
COMMENTS	Crafting; can improve item using "Specify Plan."						
FACTORS	Character invincible but stunned (2)						

	LIGHTSTONE						
	VAL	EVA	ATK	DEF	INT	HIT	AGL
	N/A	N/A	0	0	0	0	0
OBTAINED	Event, Bequeral Mine						
COMMENTS	Only for Fayt. Cannot synthesize or sell.						
FACTORS	N/A						

	MAGEBANE ANKH						
	VAL	EVA	ATK	DEF	INT	HIT	AGL
	5500	50	0	0	0	0	0
OBTAINED	Item Creation, Crafting						
COMMENTS	N/A						
FACTORS	30% negate special attacks by magic users						

	MEDECENTRA PYROXENE						
	VAL	EVA	ATK	DEF	INT	HIT	AGL
	13400	N/A	0	0	0	0	0
OBTAINED	Event, Whipple						
COMMENTS	N/A						
FACTORS	-20% Battle Skill HP use, -30% Battle Skill HP use						

	MIST CHARM						
	VAL	EVA	ATK	DEF	INT	HIT	AGL
	1600	N/A	0	6	0	0	0
OBTAINED	Dropped Item, Cave Spider						
COMMENTS	N/A						
FACTORS	+20% escape speed						

	OVERWROUGHT PRODUCT						
	VAL	EVA	ATK	DEF	INT	HIT	AGL
	170	1	0	1	0	0	0
OBTAINED	Item Creation, Alchemy, Engineering						
COMMENTS	N/A						
FACTORS	N/A						

	PURPLE ORB						
	VAL	EVA	ATK	DEF	INT	HIT	AGL
	1500	30	0	0	0	0	0
OBTAINED	Item Creation, Crafting						
COMMENTS	N/A						
FACTORS	+20% escape speed						

	RAPID INVOCATION						
	VAL	EVA	ATK	DEF	INT	HIT	AGL
	22400	N/A	0	0	0	0	0
OBTAINED	Shop, Gemity						
COMMENTS	N/A						
FACTORS	2/3 casting time						

	REPULSIVE LUMP						
	VAL	EVA	ATK	DEF	INT	HIT	AGL
	90	1	0	1	0	0	0
OBTAINED	Item Creation, Alchemy, Engineering						
COMMENTS	N/A						
FACTORS	N/A						

	RING OF HASTE						
	VAL	EVA	ATK	DEF	INT	HIT	AGL
	11000	60	0	0	0	0	0
OBTAINED	Item Creation, Crafting						
COMMENTS	Crafting; can improve item using "Specify Plan."						
FACTORS	+5% Movement Rate (1)						

	RING OF MENTAL POWER						
	VAL	EVA	ATK	DEF	INT	HIT	AGL
	2200	80	0	0	0	0	0
OBTAINED	Item Creation, Crafting						
COMMENTS	Crafting; can improve item using "Specify Plan."						
FACTORS	3% MP recovery at intervals during battle						


	LOOSE RING						
	VAL	EVA	ATK	DEF	INT	HIT	AGL
	200	1	0	0	0	0	1
OBTAINED	Item Creation, Crafting						
COMMENTS	N/A						
FACTORS	N/A						

	MAIDEN OF IRISA						
	VAL	EVA	ATK	DEF	INT	HIT	AGL
	860	N/A	0	5	10	0	10
OBTAINED	Event, Peterny						
COMMENTS	Increases recovery strength at end of battle.						
FACTORS	+20% escape speed						

	MIND SAVER						
	VAL	EVA	ATK	DEF	INT	HIT	AGL
	4800	N/A	0	0	0	0	0
OBTAINED	Shop, Gemity						
COMMENTS	N/A						
FACTORS	-30% Battle Skill MP use						

	MYSTIC ORB						
	VAL	EVA	ATK	DEF	INT	HIT	AGL
	2000	60	0	0	0	0	0
OBTAINED	Item Creation, Crafting						
COMMENTS	N/A						
FACTORS	+30% escape speed						

	PHILOSOPHER'S SYMBOL						
	VAL	EVA	ATK	DEF	INT	HIT	AGL
	6000	N/A	0	0	50	5	5
OBTAINED	Dropped Item, Albel (3)						
COMMENTS	N/A						
FACTORS	N/A						

	RABBIT EARS CHALICE						
	VAL	EVA	ATK	DEF	INT	HIT	AGL
	30570	N/A	2	2	2	2	2
OBTAINED	Event, Ancient Book #7						
COMMENTS	Crafting: can improve item using "Specify Plan." Cannot synthesize; increases recovery strength at the end of a battle.						
FACTORS	Enter a command and see what happens?						

ITEMS
AND EQUIPMENT

Weapons

Armor

ACCESSORIES

Useable Items

Food

Other Items

Materials

Valuables



RING OF QUIETUDE

VAL	EVA	ATK	DEF	INT	HIT	AGL
7000	50	0	0	0	0	0

OBTAINED	Item Creation, Crafting
COMMENTS	Crafting; can improve item using "Specify Plan."
FACTORS	-5 Fury reduction when guard is broken



SANTA'S BOOTS

VAL	EVA	ATK	DEF	INT	HIT	AGL
5000000	N/A	0	0	0	0	0

OBTAINED	Shop, Maze of Tribulations, 38F
COMMENTS	Only for Fayt; cannot synthesize.
FACTORS	You may get a present when staying at an inn



SILVER RING

VAL	EVA	ATK	DEF	INT	HIT	AGL
1750	N/A	0	0	0	0	0

OBTAINED	Shop, Airyglyph
COMMENTS	Cannot synthesize.
FACTORS	5% DEF increase



STAR TALISMAN

VAL	EVA	ATK	DEF	INT	HIT	AGL
3200	70	3	2	2	2	2

OBTAINED	Item Creation, Crafting
COMMENTS	Crafting; can improve item using "Specify Plan." Increases recovery strength at end of battle.
FACTORS	+10% MAX MP increase (1)



SYMBOL OF COURAGE

VAL	EVA	ATK	DEF	INT	HIT	AGL
2600	N/A	10	6	0	10	10

OBTAINED	Shop, Kirksa
COMMENTS	N/A
FACTORS	+1 Battle Bonus Gauge increase



THIRD-RATE BRACELET

VAL	EVA	ATK	DEF	INT	HIT	AGL
600	1	0	0	0	1	0

OBTAINED	Item Creation, Crafting
COMMENTS	N/A
FACTORS	N/A



UNBELIEVABLE HAIR ORNAMENT

VAL	EVA	ATK	DEF	INT	HIT	AGL
150	1	0	0	0	0	1

OBTAINED	Item Creation, Crafting
COMMENTS	N/A
FACTORS	N/A



WAR GOD'S SYMBOL

VAL	EVA	ATK	DEF	INT	HIT	AGL
6000	N/A	30	0	0	20	0

OBTAINED	Dropped Item, Albel (1)
COMMENTS	N/A
FACTORS	N/A



WIND CHARM

VAL	EVA	ATK	DEF	INT	HIT	AGL
7800	N/A	0	0	0	0	0

OBTAINED	Treasure Chest, Ruins of Barr
COMMENTS	N/A
FACTORS	Adds wind defense (1/2 damage)



YELLOW TALISMAN

VAL	EVA	ATK	DEF	INT	HIT	AGL
2600	60	0	2	0	0	0

OBTAINED	Item Creation, Crafting
COMMENTS	Crafting; can improve item using "Specify Plan."
FACTORS	Reduces stun chance by 10% (Excludes AAAs) (1)



RING OF SLAUGHTER

VAL	EVA	ATK	DEF	INT	HIT	AGL
49700	N/A	50	0	0	20	0

OBTAINED	Event, Fighting Arena
COMMENTS	Cannot synthesize.
FACTORS	+5 Battle Bonus Gauge increase



SCHOLAR'S BRACELET

VAL	EVA	ATK	DEF	INT	HIT	AGL
2750	N/A	0	0	60	0	0

OBTAINED	Shop, Peterny
COMMENTS	N/A
FACTORS	5% INT increase



STAR GUARD

VAL	EVA	ATK	DEF	INT	HIT	AGL
660000	N/A	0	20	20	0	0

OBTAINED	Treasure Chest, Ancient Ruins of Mosel, B2F
COMMENTS	Cannot synthesize; increases recovery strength at end of battle.
FACTORS	Learn "Star Guard" AAA



STRANGE FIGURE

VAL	EVA	ATK	DEF	INT	HIT	AGL
120	1	0	0	1	0	0

OBTAINED	Item Creation, Crafting
COMMENTS	N/A
FACTORS	N/A



TACKY EARRING

VAL	EVA	ATK	DEF	INT	HIT	AGL
150	1	0	1	0	0	0

OBTAINED	Item Creation, Crafting
COMMENTS	N/A
FACTORS	N/A



TRI-EMBLEM

VAL	EVA	ATK	DEF	INT	HIT	AGL
6068400	N/A	1000	50	600	50	50

OBTAINED	Shop, Maze of Tribulations, B3F
COMMENTS	Increases recovery strength at the end of battle.
FACTORS	Adds earth defense (1/2 damage), Adds water defense (1/2 damage), Adds fire defense (1/2 damage), Adds wind defense (1/2 damage), +5 Battle Bonus Gauge increase, -40% Battle Skill HP use, 100% instant incapacitation prevention, Raises normal attack decision by 2



VICTORY TROPHY

VAL	EVA	ATK	DEF	INT	HIT	AGL
145600	N/A	0	0	0	0	0

OBTAINED	Event, Fighting Arena
COMMENTS	Cannot synthesize.
FACTORS	-40% Battle Skill HP use, -2 Fury use, +10 enemy Fury reduction when guard broken, 6% MP recovery at intervals during battle, 1/2 casting time, Raises normal attack decision by 2, Freezing (Attack effect), Shoots balls of light when attacking



WARRIOR'S BRACELET

VAL	EVA	ATK	DEF	INT	HIT	AGL
3250	N/A	20	0	0	0	0

OBTAINED	Shop, Peterny
COMMENTS	N/A
FACTORS	5% ATK increase



WIND RING

VAL	EVA	ATK	DEF	INT	HIT	AGL
9000	40	0	0	0	0	0

OBTAINED	Item Creation, Crafting
COMMENTS	Crafting; can improve item using "Specify Plan."
FACTORS	+30% damage for wind-based spells (1), Adds wind defense (1/2 damage)



RING OF VIGOR

VAL	EVA	ATK	DEF	INT	HIT	AGL
3000	N/A	0	6	0	0	0

OBTAINED	Dropped Item, Biwig
COMMENTS	N/A
FACTORS	+10% MAX HP increase



SILVER CROSS

VAL	EVA	ATK	DEF	INT	HIT	AGL
5500	N/A	0	0	0	0	0

OBTAINED	Item Creation, Crafting
COMMENTS	N/A
FACTORS	30% negate special attacks by undead



STAR NECKLACE

VAL	EVA	ATK	DEF	INT	HIT	AGL
41000	80	0	0	0	0	0

OBTAINED	Item Creation, Crafting
COMMENTS	N/A
FACTORS	1/2 casting time



STRANGE LUMP

VAL	EVA	ATK	DEF	INT	HIT	AGL
180	1	0	1	0	0	0

OBTAINED	Item Creation, Alchemy, Engineering
COMMENTS	N/A
FACTORS	N/A



THIEVES' BOOTS

VAL	EVA	ATK	DEF	INT	HIT	AGL
67000	N/A	0	0	0	0	0

OBTAINED	Item Creation, Crafting
COMMENTS	N/A
FACTORS	+10% AGL increase & +2% Movement Rate



TRI-EMBLUM

VAL	EVA	ATK	DEF	INT	HIT	AGL
100000	N/A	0	0	0	0	0

OBTAINED	Shop, Surferio
COMMENTS	N/A
FACTORS	N/A



VULGAR HAIR ORNAMENT

VAL	EVA	ATK	DEF	INT	HIT	AGL
10	1	0	1	0	0	0

OBTAINED	Item Creation, Alchemy, Engineering
COMMENTS	N/A
FACTORS	N/A



WATER CHARM

VAL	EVA	ATK	DEF	INT	HIT	AGL
7800	N/A	0	0	0	0	0

OBTAINED	Dropped Item, Aquaregia (ID # 030)
COMMENTS	N/A
FACTORS	Adds water defense (1/2 damage)



WINGBANE CROSS


VAL	EVA	ATK	DEF	INT	HIT	AGL
5500	50	0	0	0	0	0


OBTAINED	Item Creation, Crafting
COMMENTS	N/A
FACTORS	30% negate special attacks by flying creature


USEABLE ITEMS

Usable Items are those that you can use on a single character or your entire party to recover HP/MP, heal status anomalies, improve stats, teach new skills, and so on. Bombs are also included in this category.


	ABTRUSE SCROLL		
	VAL	EVA	AREA OF USE
	10000	N/A	Field
OBTAINED	Treasure Chest, Maze of Tribulations, B1F		
COMMENTS	Cannot Synthesize; for Sophia only.		
FACTORS	Learn "Blood Scylla" Symbol		


	ANTIDOTE		
	VAL	EVA	AREA OF USE
	210	20	Any time
OBTAINED	Item Creation, Compounding		
COMMENTS	Compounding; can improve item using "Specify Plan."		
FACTORS	Cures poison (one person) (2)		


	BASIL		
	VAL	EVA	AREA OF USE
	20	N/A	Any time
OBTAINED	Shop, Airyglyph		
COMMENTS	Compounding; can improve item using "Specify Plan."		
FACTORS	Cures paralysis (one person) (2)		


	BERRY POTION		
	VAL	EVA	AREA OF USE
	210	20	Any time
OBTAINED	Item Creation, Compounding		
COMMENTS	Compounding; can improve item using "Specify Plan."		
FACTORS	30% HP recovery (2)		


	BLACKBERRIES		
	VAL	EVA	AREA OF USE
	35	N/A	Any time
OBTAINED	Shop, Whipple		
COMMENTS	N/A		
FACTORS	30% MP recovery		


	BUBBLING POTION		
	VAL	EVA	AREA OF USE
	120	1	Battle
OBTAINED	Item Creation, Compounding		
COMMENTS	Compounding; can improve item using "Specify Plan."		
FACTORS	Poisons an enemy (2)		


	BURDENSOME FOLIO		
	VAL	EVA	AREA OF USE
	15000	N/A	Field
OBTAINED	Treasure Chest, Maze of Tribulations, B5F (and Urssa Cave Temple)		
COMMENTS	Cannot Synthesize; only for Mirage and Cliff.		
FACTORS	Learn "Infinity Kick" Battle Skill		


	CRUMBLING TOME		
	VAL	EVA	AREA OF USE
	15000	60	Field
OBTAINED	Item Creation, Writing		
COMMENTS	Cannot Synthesize.		
FACTORS	Learn "Increase Stamina" Battle Skill		


	DAMAGED TOME		
	VAL	EVA	AREA OF USE
	15000	99	Field
OBTAINED	Item Creation, Writing		
COMMENTS	Cannot Synthesize.		
FACTORS	Learn "Lucky Star" Battle Skill		


	DEADLY POISON		
	VAL	EVA	AREA OF USE
	1600	50	Battle
OBTAINED	Item Creation, Compounding		
COMMENTS	Compounding; can improve item using "Specify Plan."		
FACTORS	Poisons enemies during battle (Large area) (1)		


	ANALEPTIC		
	VAL	EVA	AREA OF USE
	3000	N/A	Any time
OBTAINED	Shop, Moonbase		
COMMENTS	Compounding; can improve item using "Specify Plan."		
FACTORS	Cures incap & restores up to 30% of HP/MP (Pty) (2)		

	AQUA POTION		
	VAL	EVA	AREA OF USE
	220	20	Any time
OBTAINED	Item Creation, Compounding		
COMMENTS	Compounding; can improve item using "Specify Plan."		
FACTORS	30% MP recovery (2)		


	BATTLE SPHERE		
	VAL	EVA	AREA OF USE
	3010	50	Battle
OBTAINED	Item Creation, Engineering		
COMMENTS	Battle Sphere has ATK: 800		
FACTORS	Shoots a battle sphere		


	BERSERKER DEVICE		
	VAL	EVA	AREA OF USE
	1010	60	Battle
OBTAINED	Item Creation, Compounding, Engineering		
COMMENTS	Engineering; can improve item using "Specify Plan."		
FACTORS	0 HP coups de grace for 30 sec during battle (1)		


	BLUEBERRIES		
	VAL	EVA	AREA OF USE
	45	N/A	Any time
OBTAINED	Shop, Whipple		
COMMENTS	N/A		
FACTORS	30% HP recovery		

	BUBBLY POTION		
	VAL	EVA	AREA OF USE
	2020	1	Battle
OBTAINED	Item Creation, Compounding		
COMMENTS	Compounding; can improve item using "Specify Plan."		
FACTORS	Poisons an enemy (2)		


	CINDERELLA TABLETS		
	VAL	EVA	AREA OF USE
	10010	99	Field
OBTAINED	Item Creation, Compounding		
COMMENTS	Compounding; can improve item using "Specify Plan."		
FACTORS	10% off shop prices (1)		


	CRYSTAL CHALICE		
	VAL	EVA	AREA OF USE
	50010	N/A	Field
OBTAINED	Treasure Chest, Sphere 211, 179 Level		
COMMENTS	Cannot Synthesize.		
FACTORS	Cures incap & restores 10% HP/MP (at intervals)		


	DATED TOME		
	VAL	EVA	AREA OF USE
	15000	60	Field
OBTAINED	Item Creation, Writing		
COMMENTS	Cannot Synthesize.		
FACTORS	Learn "Loot Item" Battle Skill		


	DECAYED TOME		
	VAL	EVA	AREA OF USE
	15000	40	Field
OBTAINED	Item Creation, Writing		
COMMENTS	Cannot Synthesize.		
FACTORS	Learn "Combat Training" Tactical Skill		

	ANKH OF DISMISSAL		
	VAL	EVA	AREA OF USE
	2800	50	Battle
OBTAINED	Item Creation, Crafting		
COMMENTS	Crafting; can improve item using "Specify Plan."		
FACTORS	Disintegrates enemy (no EXP awarded) (1)		

	AQUABERRIES		
	VAL	EVA	AREA OF USE
	15	N/A	Any time
OBTAINED	Shop, Airyglyph		
COMMENTS	Compounding; can improve item using "Specify Plan."		
FACTORS	Cures poison (one person) (2)		

	BEGUILING DEVICE		
	VAL	EVA	AREA OF USE
	10010	80	Field
OBTAINED	Item Creation, Compounding, Engineering		
COMMENTS	Engineering; can improve item using "Specify Plan."		
FACTORS	10% off shop prices (1)		


	BITTER POTION		
	VAL	EVA	AREA OF USE
	120	1	Any time
OBTAINED	Item Creation, Compounding		
COMMENTS	Compounding; can improve item using "Specify Plan."		
FACTORS	Freezes an enemy (2)		


	BRITTLE TOME		
	VAL	EVA	AREA OF USE
	15000	100	Field
OBTAINED	Item Creation, Writing		
COMMENTS	Cannot Synthesize; only for Sophia and Adray.		
FACTORS	Learn "Quick Symbol" Battle Skill		

	BULKY FOLIO		
	VAL	EVA	AREA OF USE
	15000	N/A	Field
OBTAINED	Treasure Chest, Maze of Tribulations, B7F		
COMMENTS	Cannot Synthesize; only for Fayt.		
FACTORS	Learn "Divine Blade" Battle Skill		

	COMPLICATED SCROLL		
	VAL	EVA	AREA OF USE
	15000	N/A	Field
OBTAINED	Maze of Tribulations, B2F		
COMMENTS	Cannot Synthesize; only for Roger.		
FACTORS	Learn "Bug Triad" Battle Skill		

	CUMBROUS FOLIO		
	VAL	EVA	AREA OF USE
	15000	N/A	Field
OBTAINED	Treasure Chest, Sphere 211, 150F		
COMMENTS	Cannot Synthesize; only for Cliff.		
FACTORS	Learn "Max Shockwave" Battle Skill		

	DEADLY MIND BOMB		
	VAL	EVA	AREA OF USE
	1850	90	Battle
OBTAINED	Item Creation, Engineering		
COMMENTS	Cannot Synthesize; bomb has INT: 600.		
FACTORS	MP dmg. to enemies in large area (allies too)		

	DECREPIT TOME		
	VAL	EVA	AREA OF USE
	15000	N/A	Field
OBTAINED	Dropped Item, Norton		
COMMENTS	Cannot Synthesize; can be used by all characters except Sophia and Adray.		
FACTORS	Learn "Common Support Symbols" Battle Skill		

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DETERIORATING TOME

VAL	EVA	AREA OF USE
15000	40	Field



OBTAINED	Item Creation, Writing
COMMENTS	Cannot Synthesize.
FACTORS	Learn "Cure Condition" Tactical Skill

DUCK-DUCK BOMB

VAL	EVA	AREA OF USE
350	15	Battle



OBTAINED	Item Creation, Engineering
COMMENTS	N/A
FACTORS	Stuns enemy

DURIAN STUN BOMB-R4

VAL	EVA	AREA OF USE
7310	40	Battle



OBTAINED	Item Creation, Compounding
COMMENTS	Bomb has INT: 6000.
FACTORS	MP dmg. to enemies (huge area), Stuns enemy, Reduces DEF of all enemies by 30%

ELDRICH FIRE STONE

VAL	EVA	AREA OF USE
1000	N/A	Battle



OBTAINED	Dropped Item, Water Strider
COMMENTS	Cannot Synthesize; bomb has ATK: 500.
FACTORS	HP damage to enemies (large area)

EM BOMB

VAL	EVA	AREA OF USE
610	30	Battle



OBTAINED	Item Creation, Engineering
COMMENTS	Engineering; can improve item using "Specify Plan." Bomb has INT: 800.
FACTORS	HP damage to enemy (1)

EM BOMB MP

VAL	EVA	AREA OF USE
610	30	Battle



OBTAINED	Item Creation, Engineering
COMMENTS	Engineering; can improve item using "Specify Plan"; bomb has INT: 600.
FACTORS	MP damage to enemy (1)

EM EXPLOSIVE 2

VAL	EVA	AREA OF USE
1810	40	Battle



OBTAINED	Item Creation, Engineering
COMMENTS	Engineering; can improve item using "Specify Plan"; bomb has ATK: 600.
FACTORS	HP damage to enemies (large area) (1)

EM EXPLOSIVE MP

VAL	EVA	AREA OF USE
1810	40	Battle



OBTAINED	Item Creation, Engineering
COMMENTS	Engineering; can improve item using "Specify Plan"; bomb has INT: 400.
FACTORS	MP damage to enemies (large area) (1)

EM STUN BOMB

VAL	EVA	AREA OF USE
910	50	Battle



OBTAINED	Item Creation, Engineering
COMMENTS	Engineering; can improve item using "Specify Plan"; Bomb has ATK: 1200.
FACTORS	HP damage to enemy (1), Stuns enemy

EM STUN BOMB MP

VAL	EVA	AREA OF USE
910	50	Battle



OBTAINED	Item Creation, Engineering
COMMENTS	Engineering; can improve item using "Specify Plan"; bomb has INT: 1000.
FACTORS	MP damage to enemy (1), Stuns enemy

EM STUN EXPLOSIVE

VAL	EVA	AREA OF USE
211	60	Battle



OBTAINED	Item Creation, Engineering
COMMENTS	Engineering; can improve item using "Specify Plan"; bomb has ATK: 1000.
FACTORS	HP damage to enemies (large area) (1), Stuns enemy

EM STUN EXPLOSIVE MP

VAL	EVA	AREA OF USE
2110	60	Battle



OBTAINED	Item Creation, Engineering
COMMENTS	Engineering; can improve item using "Specify Plan"; bomb has INT: 900.
FACTORS	MP damage to enemies (large area) (1), Stuns enemy

ENDORPHIN BOOST

VAL	EVA	AREA OF USE
180	1	Field



OBTAINED	Item Creation, Compounding
COMMENTS	Compounding; can improve item using "Specify Plan."
FACTORS	Heals 20 HP, -1 Emotion (1)

ENIGMATIC SCROLL

VAL	EVA	AREA OF USE
15000	N/A	Field



OBTAINED	Treasure Chest, Maze of Tribulations, B3F
COMMENTS	Cannot Synthesize; Only for Maria.
FACTORS	Learn "Energy Burst" Battle Skill

ES HYBRID BOMB

VAL	EVA	AREA OF USE
2310	70	Battle



OBTAINED	Item Creation, Engineering
COMMENTS	Bomb has ATK: 1500 and INT: 1500.
FACTORS	HP/MP damage to enemy, Stuns enemy

ES HYBRID EXPLOSIVE

VAL	EVA	AREA OF USE
4310	80	Battle



OBTAINED	Item Creation, Engineering
COMMENTS	Bomb has ATK: 2500 and INT: 2500.
FACTORS	HP/MP damage to enemy (large area), Stuns enemy

FADING TOME

VAL	EVA	AREA OF USE
15000	99	Field



OBTAINED	Item Creation, Writing
COMMENTS	Cannot Synthesize; can be used by all characters except Adray and Sophia.
FACTORS	Learn "Increase MP" Battle Skill

FAERIE ELIXIR

VAL	EVA	AREA OF USE
100	80	Battle



OBTAINED	Item Creation, Compounding
COMMENTS	Compounding; can improve item using "Specify Plan."
FACTORS	Spells cost 0 MP for 30 sec during battle (1)

FIRE CRYSTAL

VAL	EVA	AREA OF USE
700	N/A	Battle



OBTAINED	Dropped Item, Dire Tarantula
COMMENTS	Cannot Synthesize; bomb has ATK: 800.
FACTORS	HP damage to enemy

FIZZING POTION

VAL	EVA	AREA OF USE
1520	1	Battle



OBTAINED	Item Creation, Compounding
COMMENTS	Compounding; can improve item using "Specify Plan."
FACTORS	Paralyzes an enemy (2)

FLARE BOMB

VAL	EVA	AREA OF USE
650	10	Battle



OBTAINED	Item Creation, Engineering
COMMENTS	Bomb has ATK: 400.
FACTORS	HP dmg. to enemies in area (allies too)

FRESH SAGE

VAL	EVA	AREA OF USE
310	9	Any time



OBTAINED	Shop, Whipple
COMMENTS	Compounding; can improve item using "Specify Plan."
FACTORS	Cures incap & restores up to 30% of HP/MP (1)

FRUITY POTION

VAL	EVA	AREA OF USE
130	20	Any time



OBTAINED	Item Creation, Compounding
COMMENTS	Compounding; can improve item using "Specify Plan."
FACTORS	50% HP recovery (1)

GOLD CHALICE

VAL	EVA	AREA OF USE
50010	N/A	Field



OBTAINED	Treasure Chest, Sphere 211, 102 Level
COMMENTS	Cannot Synthesize.
FACTORS	30% MP recovery (usable at intervals)

GRABBAG STUN BOMB-R2

VAL	EVA	AREA OF USE
7310	40	Battle



OBTAINED	Item Creation, Compounding
COMMENTS	Bomb has ATK: 700
FACTORS	HP damage to enemies (huge area), Stuns enemy, Reduces DEF of all enemies by 30%

HEALING DEVICE MK1

VAL	EVA	AREA OF USE
2010	50	Any time



OBTAINED	Item Creation, Engineering
COMMENTS	N/A
FACTORS	30% HP recovery (entire party)

HEALING DEVICE MK2

VAL	EVA	AREA OF USE
4010	70	Any time



OBTAINED	Item Creation, Engineering
COMMENTS	N/A
FACTORS	60% HP recovery (whole party)

HEALING DEVICE MK3

VAL	EVA	AREA OF USE
8010	100	Any time



OBTAINED	Item Creation, Engineering
COMMENTS	N/A
FACTORS	90% HP recovery (whole party)

HEFTY FOLIO

VAL	EVA	AREA OF USE
15000	N/A	Field



OBTAINED	Treasure Chest, Maze of Tribulations, B5F
COMMENTS	Cannot Synthesize. Only for Peppita.
FACTORS	Learn "Magical Dance" Battle Skill


HEROIC ELIXIR

VAL	EVA	AREA OF USE
1100	80	Battle





OBTAINED	Item Creation, Compounding
COMMENTS	Compounding; can improve item using "Specify Plan."
FACTORS	0 HP coups de grace for 30 sec during battle (1)


	HUGE FOLIO		
	VAL	EVA	AREA OF USE
	15000	N/A	Field
OBTAINED	Treasure Chest, Sphere 211, 114 Level		
COMMENTS	Cannot Synthesize. Only for Fayt.		
FACTORS	Learn "Ethereal Blast" Battle Skill		

	JEWEL OF ALERTNESS		
	VAL	EVA	AREA OF USE
	3010	N/A	Field
OBTAINED	Treasure Chest, Traum Mountains		
COMMENTS	Cannot Synthesize.		
FACTORS	Displays enemies on Minimap for a short time		


	LARGE FOLIO		
	VAL	EVA	AREA OF USE
	15000	N/A	Field
OBTAINED	Treasure Chest, Sphere 211, 135 Level		
COMMENTS	Cannot Synthesize. Only for Alber.		
FACTORS	Learn "Double Slash of Fury" Battle Skill		


	LIQUID HYBRID BOMB		
	VAL	EVA	AREA OF USE
	8010	90	Battle
OBTAINED	Item Creation, Compounding		
COMMENTS	Bomb has INT: 2000		
FACTORS	HP/MP damage to enemy (huge area)		

	MALODOROUS BOTTLE		
	VAL	EVA	AREA OF USE
	120	1	Battle
OBTAINED	Item Creation, Compounding		
COMMENTS	Compounding; can improve item using "Specify Plan."		
FACTORS	Petrifies an enemy (2)		

	MEDICINE BOTTLE		
	VAL	EVA	AREA OF USE
	600	5	Battle
OBTAINED	Item Creation, Compounding		
COMMENTS	Compounding; can improve item using "Specify Plan."		
FACTORS	Poison immunity during battle (1)		


	MIGHT TABLETS		
	VAL	EVA	AREA OF USE
	900	4	Battle
OBTAINED	Item Creation, Compounding		
COMMENTS	Compounding; can improve item using "Specify Plan."		
FACTORS	20% ATK increase during battle (1)		


	MIRACLE POWER		
	VAL	EVA	AREA OF USE
	1020	1	Battle
OBTAINED	Item Creation, Compounding		
COMMENTS	Compounding; can improve item using "Specify Plan."		
FACTORS	Instant death for an enemy (2)		


	MUSTY TOME		
	VAL	EVA	AREA OF USE
	15000	60	Field
OBTAINED	Item Creation, Writing		
COMMENTS	Cannot Synthesize.		
FACTORS	Learn "Drain" Battle Skill		


	PERFECT BERRIES		
	VAL	EVA	AREA OF USE
	6000	N/A	Any time
OBTAINED	Treasure Chest, Airyglyph		
COMMENTS	N/A		
FACTORS	60% HP recovery (entire party)		


	IMMENSE FOLIO		
	VAL	EVA	AREA OF USE
	15000	N/A	Field
OBTAINED	Treasure Chest, Sphere 211, 178 Level		
COMMENTS	Cannot Synthesize. Only for Mirage.		
FACTORS	Learn "Blazing cannon" Battle Skill		


	JEWEL OF AVARICE		
	VAL	EVA	AREA OF USE
	3010	N/A	Field
OBTAINED	Treasure Chest, Airyglyph Castle		
COMMENTS	Cannot Synthesize.		
FACTORS	Displays chests on Minimap for a short time		


	LAVENDER		
	VAL	EVA	AREA OF USE
	20	N/A	Any time
OBTAINED	Shop, Airyglyph		
COMMENTS	Compounding; can improve item using "Specify Plan."		
FACTORS	Cures freezing (One person) (2)		


	LIQUID MIND BOMB		
	VAL	EVA	AREA OF USE
	6010	30	Battle
OBTAINED	Item Creation, Compounding		
COMMENTS	Bomb has ATK: 3500 and INT: 3500		
FACTORS	MP dmg. to enemies in huge area (allies too)		


	MASS REDUCER		
	VAL	EVA	AREA OF USE
	1610	60	Battle
OBTAINED	Item Creation, Engineering		
COMMENTS	N/A		
FACTORS	Reduces DEF of all enemies by 30%		

	MEGA-FLARE BOMB		
	VAL	EVA	AREA OF USE
	1850	70	Battle
OBTAINED	Item Creation, Engineering		
COMMENTS	Bomb has ATK: 900		
FACTORS	HP dmg. to enemies in large area (allies too)		

	MILDEWED TOME		
	VAL	EVA	AREA OF USE
	15000	90	Field
OBTAINED	Item Creation, Writing		
COMMENTS	Cannot Synthesize.		
FACTORS	Learn "Increase HP/MP Damage" Battle Skill		


	MOLDY TOME		
	VAL	EVA	AREA OF USE
	15000	99	Field
OBTAINED	Item Creation, Writing		
COMMENTS	Cannot Synthesize; may be used by all characters except Adray and Sophia.		
FACTORS	Learn "Max Fury" Battle Skill		

	NEURAL AUGMENTER		
	VAL	EVA	AREA OF USE
	610	1	Field
OBTAINED	Item Creation, Compounding		
COMMENTS	N/A		
FACTORS	Heals 20 HP		

	PHEROMONE ENHANCER		
	VAL	EVA	AREA OF USE
	360	1	Field
OBTAINED	Item Creation, Compounding		
COMMENTS	Compounding; can improve item using "Specify Plan."		
FACTORS	Heals 20 HP. -1 Emotion (1)		


	INTRICATE SCROLL		
	VAL	EVA	AREA OF USE
	15000	N/A	Field
OBTAINED	Treasure Chest, Sphere 211, 187 Level		
COMMENTS	Cannot Synthesize. Only for Maria.		
FACTORS	Learn "Radiation Bots" Battle Skill		


	JEWEL OF REFUGE		
	VAL	EVA	AREA OF USE
	3010	N/A	Field
OBTAINED	Treasure Chest, Aire/Kirlsa Hills		
COMMENTS	Cannot Synthesize.		
FACTORS	Stops enemy movement for a short time		


	LIQUID FLARE BOMB		
	VAL	EVA	AREA OF USE
	6010	30	Battle
OBTAINED	Item Creation, Compounding		
COMMENTS	Bomb has ATK: 4000		
FACTORS	HP dmg. to enemies in huge area (allies too)		


	MAGICAL BERRIES		
	VAL	EVA	AREA OF USE
	11000	N/A	Any time
OBTAINED	Treasure Chest, Irlsa Fields		
COMMENTS	N/A		
FACTORS	90% HP recovery (entire party)		


	MASSIVE FOLIO		
	VAL	EVA	AREA OF USE
	15000	N/A	Field
OBTAINED	Treasure Chest, Urssa Cave Temple		
COMMENTS	Cannot Synthesize; only for Adray		
FACTORS	Learn "Sirocco" Battle Skill		

	MENTAL ENHANCER		
	VAL	EVA	AREA OF USE
	1000	N/A	Any time
OBTAINED	Shop, Moonbase		
COMMENTS	N/A		
FACTORS	50% MP recovery		

	MIND BOMB		
	VAL	EVA	AREA OF USE
	650	15	Battle
OBTAINED	Item Creation, Engineering		
COMMENTS	Bomb has INT: 200		
FACTORS	MP dmg. to enemies in area (allies too)		

	MOLOTOV STUN BOMB-R1		
	VAL	EVA	AREA OF USE
	1210	40	Battle
OBTAINED	Item Creation, Compounding		
COMMENTS	Compounding; can improve item using "Specify Plan." Bomb has ATK: 9000		
FACTORS	HP damage to enemy (1) Stuns enemy. Reduces DEF of all enemies by 30%		

	OBSCURE SCROLL		
	VAL	EVA	AREA OF USE
	15000	N/A	Field
OBTAINED	Treasure Chest, Maze of Tribulations, BSF		
COMMENTS	Cannot Synthesize; Only for Nel.		
FACTORS	Learn "Divine Wrath" Battle Skill		

	PHYSICAL ENHANCER		
	VAL	EVA	AREA OF USE
	800	N/A	Any time
OBTAINED	Shop, Moonbase		
COMMENTS	N/A		
FACTORS	50% HP recovery		

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PONDEROUS FOLIO

VAL	EVA	AREA OF USE
10000	N/A	Field

OBTAINED	Treasure Chest, Sphere 211, 202 Level
COMMENTS	Cannot Synthesize; for Roger only.
FACTORS	Learn "Star Fall" Battle Skill

RECONDITE SCROLL

VAL	EVA	AREA OF USE
10000	N/A	Field

OBTAINED	Treasure Chest, Sphere 211, 209 Level
COMMENTS	Cannot Synthesize; for Sophia only.
FACTORS	Learn "Gremlins" Symbol

RESURRECTION MIST

VAL	EVA	AREA OF USE
2100	10	Any time

OBTAINED	Item Creation, Compounding
COMMENTS	Compounding; can improve item using "Specify Plan."
FACTORS	Cures incap & restores up to 30% of HP/MP (2)

SAGE

VAL	EVA	AREA OF USE
20	N/A	Any time

OBTAINED	Shop, Airyglyph
COMMENTS	Compounding; can improve item using "Specify Plan."
FACTORS	Cures petrification (one person) (2)

SLEEPING GAS

VAL	EVA	AREA OF USE
400	10	Battle

OBTAINED	Item Creation, Compounding
COMMENTS	Compounding; can improve item using "Specify Plan."
FACTORS	Stuns enemy during battle (1)

SUPER POTION

VAL	EVA	AREA OF USE
3020	1	Battle

OBTAINED	Item Creation, Compounding
COMMENTS	Compounding; can improve item using "Specify Plan."
FACTORS	Petrifies an enemy (2)

TATTERED TOME

VAL	EVA	AREA OF USE
15000	40	Field

OBTAINED	Item Creation, Writing
COMMENTS	Cannot Synthesize.
FACTORS	Learn "Convert Damage" Tactical Skill

TEARS OF VENUS

VAL	EVA	AREA OF USE
560	1	Field

OBTAINED	Item Creation, Compounding
COMMENTS	Compounding; can improve item using "Specify Plan."
FACTORS	Heals 20 HP, -1 Emotion (1)

TRICKY DUCK BOMB

VAL	EVA	AREA OF USE
3800	1	Battle

OBTAINED	Item Creation, Engineering
COMMENTS	Bomb has INT: 300.
FACTORS	MP dmg. to enemies in large area (allies too)

VERDUROUS POTION

VAL	EVA	AREA OF USE
3100	90	Any time

OBTAINED	Item Creation, Compounding
COMMENTS	N/A
FACTORS	100% HP recovery

WEIGHTY FOLIO

VAL	EVA	AREA OF USE
15000	N/A	Field

OBTAINED	Treasure Chest, Sphere 211, 126 Level
COMMENTS	Cannot Synthesize; only for Peppita.
FACTORS	Learn "Dream Hammer" Battle Skill

PROFOUND SCROLL

VAL	EVA	AREA OF USE
65000	N/A	Field

OBTAINED	Treasure Chest, Sphere 211, 210 Level
COMMENTS	Cannot Synthesize; for Sophia only.
FACTORS	Learn "Meteor Swarm" Symbol

REDUCER

VAL	EVA	AREA OF USE
310	30	Battle

OBTAINED	Item Creation, Engineering
COMMENTS	N/A
FACTORS	Reduces DEF of all enemies by 30%

RIPE BERRIES

VAL	EVA	AREA OF USE
3000	N/A	Any time

OBTAINED	Treasure Chest, Ruins of Coffir
COMMENTS	N/A
FACTORS	30% HP recovery (entire party)

SHIELDING DEVICE

VAL	EVA	AREA OF USE
610	70	Battle

OBTAINED	Item Creation, Compounding, Engineering
COMMENTS	N/A
FACTORS	30 sec invincibility in battle (no attacks)

SOUL STRENGTHENING DEVICE

VAL	EVA	AREA OF USE
1010	60	Battle

OBTAINED	Item Creation, Engineering
COMMENTS	Engineering; can improve item using "Specify Plan."
FACTORS	Spells cost 0 MP for 30 sec during battle (1)

SWEET POTION

VAL	EVA	AREA OF USE
400	20	Any time

OBTAINED	Item Creation, Compounding
COMMENTS	Compounding; can improve item using "Specify Plan."
FACTORS	Cures incap & restores up to 30% of HP/MP (1)

TEARS OF APHRODITE

VAL	EVA	AREA OF USE
260	1	Field

OBTAINED	Item Creation, Compounding
COMMENTS	Compounding; can improve item using "Specify Plan."
FACTORS	Heals 20 HP, -1 Emotion (1)

THICK POTION

VAL	EVA	AREA OF USE
120	1	Battle

OBTAINED	Item Creation, Compounding
COMMENTS	Compounding; can improve item using "Specify Plan."
FACTORS	Paralyzes an enemy (2)

UMAI-BO STUN BOMB-R3

VAL	EVA	AREA OF USE
1210	40	Battle

OBTAINED	Item Creation, Compounding
COMMENTS	Compounding; can improve item using "Specify Plan." Bomb has INT: 8000
FACTORS	MP damage to enemy (1), Stuns enemy, Reduces DEF of all enemies by 30%

VIAL OF POISON

VAL	EVA	AREA OF USE
400	10	Battle

OBTAINED	Item Creation, Compounding
COMMENTS	Compounding; can improve item using "Specify Plan."
FACTORS	Poisons enemy during battle (1)

WITCH TABLETS

VAL	EVA	AREA OF USE
2100	70	Battle

OBTAINED	Item Creation, Compounding
COMMENTS	N/A
FACTORS	30% HP recovery (entire party)

PUZZLING SCROLL

VAL	EVA	AREA OF USE
10000	N/A	Field

OBTAINED	Treasure Chest, Sphere 211, 106 Level
COMMENTS	Cannot Synthesize; for Sophia only.
FACTORS	Learn "Southern Cross" Symbol

RESURRECTION ELIXIR

VAL	EVA	AREA OF USE
1400	2	Any time

OBTAINED	Item Creation, Compounding
COMMENTS	Compounding; can improve item using "Specify Plan."
FACTORS	Cures incap & restores up to 60% of HP/MP (2)

ROE TABLETS

VAL	EVA	AREA OF USE
30600	99	Battle

OBTAINED	Item Creation, Compounding
COMMENTS	N/A
FACTORS	30 sec invincibility in battle (no attacks)

SILVER CHALICE

VAL	EVA	AREA OF USE
50010	N/A	Field

OBTAINED	Treasure Chest, Sphere 211, 13 Level
COMMENTS	Cannot Synthesize.
FACTORS	30% HP recovery (usable at intervals)

SUBSTANTIAL FOLIO

VAL	EVA	AREA OF USE
15000	N/A	Field

OBTAINED	Treasure Chest, Sphere 211, 156 Level
COMMENTS	Cannot Synthesize; for Adray only.
FACTORS	Learn "Emotion Torrent" Battle Skill

SYRUPY POTION

VAL	EVA	AREA OF USE
200	40	Any time

OBTAINED	Item Creation, Compounding
COMMENTS	Compounding; can improve item using "Specify Plan."
FACTORS	30% HP/MP recovery (2)

TEARS OF ISHTAR

VAL	EVA	AREA OF USE
860	1	Field

OBTAINED	Item Creation, Compounding
COMMENTS	Compounding; can improve item using "Specify Plan."
FACTORS	Heals 20 HP, -1 Emotion (1)

TRICKY BOMB

VAL	EVA	AREA OF USE
2600	1	Battle

OBTAINED	Item Creation, Engineering
COMMENTS	Bomb has ATK: 300.
FACTORS	HP dmg. to enemies in area (allies too)

UNWIELDY FOLIO

VAL	EVA	AREA OF USE
15000	N/A	Field

OBTAINED	Treasure Chest, Maze of Tribulations, B6F
COMMENTS	Cannot Synthesize; only for Albel.
FACTORS	Learn "Air Slash of Fury" Battle Skill

VOLUMINOUS FOLIO

VAL	EVA	AREA OF USE
15000	N/A	Field


OBTAINED	Treasure Chest, Sphere 211, 169 Level
COMMENTS	Cannot Synthesize; only for Nel.
FACTORS	Learn "Splitting Sky" Battle Skill


WORN-EATEN TOME


VAL	EVA	AREA OF USE
15000	N/A	Field


OBTAINED	Treasure Chest, Airyglyph Aqueducts
COMMENTS	Cannot Synthesize; used on all characters, except Adray and Sophia
FACTORS	Learn "Common Attack Symbols" Battle Skill


Food items comprise the vast majority of the items in this category. However, items like Health and Strength Berries also fall under this header. Think of food as being any recovery or enhancement item that you *can't* eat in battle. However, there are a few—very few—exceptions amongst these items.


AGILITY + BERRIES		
	VAL	EVA
	2000	N/A
OBTAINED	Treasure Chest, Sphere 211, 117 Level	
COMMENTS	Cannot Synthesize.	
FACTORS	Max AGL +4	


ALMOND JELLY		
	VAL	EVA
	400	6
OBTAINED	Item Creation, Cooking	
COMMENTS	Cooking; can improve item using "Specify Plan."	
FACTORS	50% HP recovery (3)	


AMAZING TENDERLOIN		
	VAL	EVA
	6943	99
OBTAINED	Item Creation, Cooking	
COMMENTS	Cooking; can improve item using "Specify Plan."	
FACTORS	90% HP recovery, Cures paralysis (one person) (1), Cures petrification (one person) (1), Cures incap & restores up to 60% of HP/MP, 30% probability of breaking (2)	


APPLE PIE		
	VAL	EVA
	400	N/A
OBTAINED	Shop, Arias	
COMMENTS	Cooking; can improve item using "Specify Plan."	
FACTORS	850% HP recovery (3)	


AWFUL CIDER		
	VAL	EVA
	420	1
OBTAINED	Item Creation, Cooking	
COMMENTS	Cooking; can improve item using "Specify Plan."	
FACTORS	Will likely interfere with life (2)	


BBQ PORK RAMEN		
	VAL	EVA
	1020	40
OBTAINED	Item Creation, Cooking	
COMMENTS	Cooking; can improve item using "Specify Plan."	
FACTORS	70% MP recovery, Cures petrification (one person) (1)	


BEAUTIFUL ICE CREAM		
	VAL	EVA
	6943	99
OBTAINED	Item Creation, Cooking	
COMMENTS	Cooking; can improve item using "Specify Plan."	
FACTORS	90% MP recovery, Cures paralysis (one person) (1), Cures petrification (one person) (1), Cures incap & restores up to 60% of HP/MP, 30% probability of breaking (2)	


BLEU CHEESE		
	VAL	EVA
	1000	60
OBTAINED	Item Creation, Cooking	
COMMENTS	N/A	
FACTORS	70% MP recovery	


BLUE MOON CIDER		
	VAL	EVA
	3050	40
OBTAINED	Item Creation, Cooking	
COMMENTS	N/A	
FACTORS	30% MP recovery	


BOILED KING CRAB		
	VAL	EVA
	1000	40
OBTAINED	Item Creation, Cooking	
COMMENTS	N/A	
FACTORS	50% HP/MP recovery	


BRASS DEMON CIDER		
	VAL	EVA
	3400	80
OBTAINED	Item Creation, Cooking	
COMMENTS	Cooking; can improve item using "Specify Plan."	
FACTORS	Cures incap & restores up to 30% of HP/MP (1)	


BROKEN PROPHET CIDER		
	VAL	EVA
	3400	50
OBTAINED	Item Creation, Cooking	
COMMENTS	Cooking; can improve item using "Specify Plan."	
FACTORS	Cures incap & restores up to 30% of HP/MP (1)	


CHEAP CIDER		
	VAL	EVA
	320	1
OBTAINED	Item Creation, Cooking	
COMMENTS	Cooking; can improve item using "Specify Plan."	
FACTORS	Gives a life-threatening feeling (2)	


CHEAP SASHIMI		
	VAL	EVA
	955	1
OBTAINED	Item Creation, Cooking	
COMMENTS	N/A	
FACTORS	Use this and see what happens to your MP!	


CHOCOLATE BANANA		
	VAL	EVA
	400	60
OBTAINED	Item Creation, Cooking	
COMMENTS	N/A	
FACTORS	50% MP recovery	


CHOPPED STEAK		
	VAL	EVA
	400	30
OBTAINED	Item Creation, Cooking	
COMMENTS	Cooking; can improve item using "Specify Plan."	
FACTORS	50% HP recovery (3)	


COLD SOBA		
	VAL	EVA
	400	30
OBTAINED	Item Creation, Cooking	
COMMENTS	N/A	
FACTORS	50% MP recovery	


CORN ON THE COB		
	VAL	EVA
	400	25
OBTAINED	Item Creation, Cooking	
COMMENTS	N/A	
FACTORS	50% MP recovery	


CURRY RICE		
	VAL	EVA
	200	20
OBTAINED	Item Creation, Cooking	
COMMENTS	Cooking; can improve item using "Specify Plan."	
FACTORS	30% HP recovery (3)	


DECORATED CAKE		
	VAL	EVA
	220	50
OBTAINED	Item Creation, Cooking	
COMMENTS	Cooking; can improve item using "Specify Plan."	
FACTORS	30% HP recovery (3)	


DEFENSE + BERRIES		
	VAL	EVA
	2000	N/A
OBTAINED	Treasure Chest, Sphere 211, 111 Level	
COMMENTS	Cannot Synthesize.	
FACTORS	Max DEF +4	


DELUXE FRUIT BOWL		
	VAL	EVA
	400	10
OBTAINED	Item Creation, Cooking	
COMMENTS	N/A	
FACTORS	30% HP/MP recovery	

DEMONIC DURIAN		
	VAL	EVA
	6943	99
OBTAINED	Item Creation, Cooking	
COMMENTS	Cooking; can improve item using "Specify Plan."	
FACTORS	90% MP recovery, Cures poison (one person) (1), Cures petrification (one person) (1), Cures incap & restores up to 60% of HP/MP, 30% probability of breaking (2)	

DEVILISH SEA SQUIRT		
	VAL	EVA
	6943	99
OBTAINED	Item Creation, Cooking	
COMMENTS	Cooking; can improve item using "Specify Plan."	
FACTORS	90% MP recovery Cures poison (one person) (1), Cures petrification (one person) (1), Cures incap & restores up to 60% of HP/MP, 30% probability of breaking (2)	

DEXTERITY + BERRIES		
	VAL	EVA
	2000	N/A
OBTAINED	Treasure Chest, Sphere 211, 110 Level	
COMMENTS	Cannot Synthesize.	
FACTORS	Max HIT +4	

DISCORDANT DESSERT		
	VAL	EVA
	60	1
OBTAINED	Item Creation, Cooking	
COMMENTS	N/A	
FACTORS	Heals 20 HP	

DRAGON POT STICKERS		
	VAL	EVA
	6943	99
OBTAINED	Item Creation, Cooking	
COMMENTS	Cooking; can improve item using "Specify Plan."	
FACTORS	90% HP recovery, Cures poison (one person) (1), Cures petrification (one person) (1), Cures incap & restores up to 60% of HP/MP, 30% probability of breaking (2)	

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FACHUCHON		
	VAL	EVA
	4293	99
OBTAINED	Item Creation, Cooking	
COMMENTS	Cooking; can improve item using "Specify Plan."	
FACTORS	30% MP recovery, Cures paralysis (one person) (1), Cures petrification (one person) (1), Cures incap & restores up to 60% of HP/MP, 30% probability of breaking (2)	


FRIED TURNIPS		
	VAL	EVA
	400	60
OBTAINED	Item Creation, Cooking	
COMMENTS	Cooking; can improve item using "Specify Plan."	
FACTORS	Cures petrification (one person) (1)	


GIANT KING CRAB		
	VAL	EVA
	12343	99
OBTAINED	Item Creation, Cooking	
COMMENTS	Cooking; can improve item using "Specify Plan."	
FACTORS	90% HP/MP recovery, Cures paralysis (one person) (1), Cures petrification (one person) (1), Cures incap & restores up to 60% of HP/MP, 30% probability of breaking (2)	


GOOSEBERRY JUICE		
	VAL	EVA
	3100	N/A
OBTAINED	Shop, Airyglyph	
COMMENTS	Cooking; can improve item using "Specify Plan."	
FACTORS	30% HP recovery (3)	

GRILLED TUNA HEAD		
	VAL	EVA
	400	80
OBTAINED	Item Creation, Cooking	
COMMENTS	Cooking; can improve item using "Specify Plan."	
FACTORS	50% HP recovery (3)	


HAUTE CHINESE SOUP		
	VAL	EVA
	1000	60
OBTAINED	Item Creation, Cooking	
COMMENTS	N/A	
FACTORS	70% MP recovery	

HOGPLUM JUICE		
	VAL	EVA
	3300	80
OBTAINED	Item Creation, Cooking	
COMMENTS	N/A	
FACTORS	50% MP recovery	


INTELLECT BERRIES		
	VAL	EVA
	1500	N/A
OBTAINED	Event, Ancient Book #3	
COMMENTS	Cannot Synthesize.	
FACTORS	Max INT +2	


JACKFRUIT JUICE		
	VAL	EVA
	5000	80
OBTAINED	Item Creation, Cooking	
COMMENTS	N/A	
FACTORS	30% HP recovery (whole party)	


KID'S MEAL		
	VAL	EVA
	300	60
OBTAINED	Item Creation, Cooking	
COMMENTS	Cooking; can improve item using "Specify Plan."	
FACTORS	30% HP recovery (3)	


FIERY CYCLOPS CIDER		
	VAL	EVA
	3300	75
OBTAINED	Item Creation, Cooking	
COMMENTS	Cooking; can improve item using "Specify Plan."	
FACTORS	30% MP recovery	


FRUIT PARFAIT		
	VAL	EVA
	400	70
OBTAINED	Item Creation, Cooking	
COMMENTS	Cooking; can improve item using "Specify Plan."	
FACTORS	Cures incap & restores up to 60% of HP/MP	

GOLDEN CURRY		
	VAL	EVA
	630	65
OBTAINED	Item Creation, Cooking	
COMMENTS	Cannot Synthesize.	
FACTORS	Heals 50 HP	


GRANADILLA JUICE		
	VAL	EVA
	3300	40
OBTAINED	Item Creation, Cooking	
COMMENTS	N/A	
FACTORS	30% HP/MP recovery	


GROWLING FIST CIDER		
	VAL	EVA
	5000	95
OBTAINED	Item Creation, Cooking	
COMMENTS	Can be used in battle.	
FACTORS	30% HP recovery (entire party)	


HEALTH BERRIES		
	VAL	EVA
	1500	N/A
OBTAINED	Event, Ancient Book #1	
COMMENTS	Cannot Synthesize.	
FACTORS	Max HP +10%	


HOWLING FOX CIDER		
	VAL	EVA
	3900	75
OBTAINED	Item Creation, Cooking	
COMMENTS	N/A	
FACTORS	50% HP/MP recovery	


INTELLECT + BERRIES		
	VAL	EVA
	2000	N/A
OBTAINED	Treasure Chest, Sphere 211, 103 Level	
COMMENTS	Cannot Synthesize.	
FACTORS	Max INT +4	


JOYFUL BANDIT CIDER		
	VAL	EVA
	3050	75
OBTAINED	Item Creation, Cooking	
COMMENTS	N/A	
FACTORS	30% MP recovery	


KIMCHI		
	VAL	EVA
	400	50
OBTAINED	Item Creation, Cooking	
COMMENTS	Cooking; can improve item using "Specify Plan."	
FACTORS	50% HP recovery (3)	


FRESH SPRING ROLLS		
	VAL	EVA
	400	30
OBTAINED	Item Creation, Cooking	
COMMENTS	N/A	
FACTORS	Cures paralysis (one person) (1)	


GELATINOUS POTION		
	VAL	EVA
	250	60
OBTAINED	Item Creation, Cooking	
COMMENTS	N/A	
FACTORS	30% probability of breaking (2)	


GOLDEN NATTO		
	VAL	EVA
	6943	99
OBTAINED	Item Creation, Cooking	
COMMENTS	Cooking; can improve item using "Specify Plan."	
FACTORS	90% HP recovery, Cures poison (one person) (1), Cures petrification (one person) (1), Cures incap & restores up to 60% of HP/MP, 30% probability of breaking (2)	


GRATIN		
	VAL	EVA
	500	30
OBTAINED	Item Creation, Cooking	
COMMENTS	Cooking; can improve item using "Specify Plan."	
FACTORS	Cures incap & restores up to 30% of HP/MP (1)	


HANDMADE SOBA		
	VAL	EVA
	6943	99
OBTAINED	Item Creation, Cooking	
COMMENTS	Cooking; can improve item using "Specify Plan."	
FACTORS	90% HP recovery, Cures paralysis (one person) (1), Cures petrification (one person) (1), Cures incap & restores up to 60% of HP/MP, 30% probability of breaking (2)	

HEALTH + BERRIES		
	VAL	EVA
	2000	N/A
OBTAINED	Treasure Chest, Sphere 211, 107 Level	
COMMENTS	Cannot Synthesize.	
FACTORS	Max HP +15%	

HUNGRY HARRY CIDER		
	VAL	EVA
	4200	90
OBTAINED	Item Creation, Cooking	
COMMENTS	N/A	
FACTORS	Cures incap & restores up to 60% of HP/MP	

ITTY-BITTY STEAK		
	VAL	EVA
	300	60
OBTAINED	Item Creation, Cooking	
COMMENTS	Cooking; can improve item using "Specify Plan."	
FACTORS	30% HP recovery (3)	

JUMBO POT STICKERS		
	VAL	EVA
	2800	40
OBTAINED	Item Creation, Cooking	
COMMENTS	N/A	
FACTORS	70% HP/MP recovery	

KING DURIAN		
	VAL	EVA
	6600	N/A
OBTAINED	Use Grab Bag accessory.	
COMMENTS	N/A	
FACTORS	Cures all HP or incapacitates	

	KIRSCHTORTE	
	VAL	EVA
	400	60
OBTAINED	Item Creation, Cooking	
COMMENTS	Cooking: can improve item using "Specify Plan."	
FACTORS	50% HP recovery (3)	

	LEGENDARY OTORO	
	VAL	EVA
	4343	99
OBTAINED	Item Creation, Cooking	
COMMENTS	Cooking: can improve item using "Specify Plan."	
FACTORS	30% HP recovery (3), Cures paralysis (one person) (1), Cures petrification (one person) (1), Cures incap & restores up to 60% of HP/MP, 30% probability of breaking (2)	

	LORD'S OZONI	
	VAL	EVA
	4100	80
OBTAINED	Item Creation, Cooking	
COMMENTS	Can use in battle.	
FACTORS	60% HP recovery (whole party)	

	MAGI BERRIES	
	VAL	EVA
	1500	N/A
OBTAINED	Event, Ancient Book #2	
COMMENTS	N/A	
FACTORS	Max MP +10%	

	MAMMOTH MEAT	
	VAL	EVA
	2100	70
OBTAINED	Item Creation, Cooking	
COMMENTS	Can use in battle.	
FACTORS	30% HP recovery (whole party)	

	MARBLED SIRLOIN 1000	
	VAL	EVA
	8700	60
OBTAINED	Item Creation, Cooking	
COMMENTS	N/A	
FACTORS	100% HP recovery	

	OTORO	
	VAL	EVA
	1000	60
OBTAINED	Item Creation, Cooking	
COMMENTS	N/A	
FACTORS	50% HP/MP recovery	

	PEACH DESSERT SOUP	
	VAL	EVA
	1300	60
OBTAINED	Item Creation, Cooking	
COMMENTS	N/A	
FACTORS	Cures incap & restores up to 60% of HP/MP	

	PETITE SIRLOIN	
	VAL	EVA
	300	5
OBTAINED	Item Creation, Cooking	
COMMENTS	Cooking: can improve item using "Specify Plan."	
FACTORS	30% HP recovery (3)	

	LANSIUM JUICE	
	VAL	EVA
	5700	99
OBTAINED	Item Creation, Cooking	
COMMENTS	N/A	
FACTORS	90% MP recovery	

	LILIE'S ULTIMATE	
	VAL	EVA
	6943	99
OBTAINED	Item Creation, Cooking	
COMMENTS	Cooking: can improve item using "Specify Plan."	
FACTORS	90% HP recovery, Cures paralysis (one person) (1), Cures petrification (one person) (1), Cures incap & restores up to 60% of HP/MP, 30% probability of breaking (2)	

	LUSCIOUS GRATIN	
	VAL	EVA
	6943	99
OBTAINED	Item Creation, Cooking	
COMMENTS	Cooking: can improve item using "Specify Plan."	
FACTORS	90% HP recovery, Cures poison (one person) (1), Cures petrification (one person) (1), Cures incap & restores up to 60% of HP/MP, 30% probability of breaking (2)	

	MAGI + BERRIES	
	VAL	EVA
	2000	N/A
OBTAINED	Sphere 211, 106 Level	
COMMENTS	N/A	
FACTORS	Max MP +15%	

	MANGOSTEEN JUICE	
	VAL	EVA
	5700	100
OBTAINED	Item Creation, Cooking	
COMMENTS	N/A	
FACTORS	90% MP recovery	

	MONT BLANC	
	VAL	EVA
	500	50
OBTAINED	Item Creation, Cooking	
COMMENTS	Cooking: can improve item using "Specify Plan."	
FACTORS	Cures incap & restores up to 30% of HP/MP (1)	

	OZONI OF MADNESS	
	VAL	EVA
	4343	99
OBTAINED	Item Creation, Cooking	
COMMENTS	Cooking: can improve item using "Specify Plan."	
FACTORS	30% HP recovery (3), Cures poison (one person) (1), Cures petrification (one person) (1), Cures incap & restores up to 60% of HP/MP, 30% probability of breaking (2)	

	PEAR TART	
	VAL	EVA
	400	70
OBTAINED	Item Creation, Cooking	
COMMENTS	N/A	
FACTORS	50% MP recovery	

	POMEGRANATE JUICE	
	VAL	EVA
	5700	95
OBTAINED	Item Creation, Cooking	
COMMENTS	N/A	
FACTORS	70% HP/MP recovery	

	LEAPING TITAN CIDER	
	VAL	EVA
	3300	80
OBTAINED	Item Creation, Cooking	
COMMENTS	N/A	
FACTORS	30% HP/MP recovery	

	LOQUAT JUICE	
	VAL	EVA
	3050	N/A
OBTAINED	Shop, Peterny	
COMMENTS	N/A	
FACTORS	30% MP recovery	

	LUSCIOUS OYSTERS	
	VAL	EVA
	6943	99
OBTAINED	Item Creation, Cooking	
COMMENTS	Cooking: can improve item using "Specify Plan."	
FACTORS	90% HP recovery, Cures paralysis (one person) (1), Cures petrification (one person) (1), Cures incap & restores up to 60% of HP/MP, 30% probability of breaking (2)	

	MAGICAL SALAD	
	VAL	EVA
	12343	99
OBTAINED	Item Creation, Cooking	
COMMENTS	Cooking: can improve item using "Specify Plan."	
FACTORS	90% HP/MP recovery, Cures paralysis (one person) (1), Cures petrification (one person) (1), Cures incap & restores up to 60% of HP/MP, 30% probability of breaking (2)	

	MARBLED BEEF SIRLOIN	
	VAL	EVA
	1100	70
OBTAINED	Item Creation, Cooking	
COMMENTS	N/A	
FACTORS	70% HP recovery	

	NATTO	
	VAL	EVA
	400	20
OBTAINED	Item Creation, Cooking	
COMMENTS	N/A	
FACTORS	30% HP/MP recovery	

	PASTA SALAD	
	VAL	EVA
	400	40
OBTAINED	Item Creation, Cooking	
COMMENTS	N/A	
FACTORS	30% HP/MP recovery	

	PERFECT DUCK	
	VAL	EVA
	6943	99
OBTAINED	Item Creation, Cooking	
COMMENTS	Cooking: can improve item using "Specify Plan."	
FACTORS	90% HP recovery, Cures poison (one person) (1), Cures petrification (one person) (1), Cures incap & restores up to 60% of HP/MP, 30% probability of breaking (2)	

	POMELLO JUICE	
	VAL	EVA
	21500	N/A
OBTAINED	Shop, Whipple	
COMMENTS	Price rises over time. Cooking: can improve item using "Specify Plan."	
FACTORS	100% HP recovery	

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**PREHISTORIC MEAT**

VAL	EVA
2100	20

OBTAINED	Item Creation, Cooking
COMMENTS	Can use in battle.
FACTORS	30% HP recovery (whole party)

**SACHORTORTÉ**

VAL	EVA
150	50

OBTAINED	Item Creation, Cooking
COMMENTS	N/A
FACTORS	30% MP recovery

**SHAKE**

VAL	EVA
3300	N/A

OBTAINED	Event, Grantier Resort Hotel
COMMENTS	N/A
FACTORS	90% HP recovery

**SIRLOIN 140**

VAL	EVA
500	80

OBTAINED	Item Creation, Cooking
COMMENTS	Cooking: can improve item using "Specify Plan."
FACTORS	50% HP recovery (3)

**SPICY CAKE**

VAL	EVA
860	1

OBTAINED	Item Creation, Cooking
COMMENTS	N/A
FACTORS	Use this and see what happens to your MP!

**STRENGTH BERRIES**

VAL	EVA
1500	N/A

OBTAINED	Event, Runic Chess
COMMENTS	Cannot Synthesize.
FACTORS	Max ATK +2

**SUPER-SWEET CURRY**

VAL	EVA
310	1

OBTAINED	Item Creation, Cooking
COMMENTS	N/A
FACTORS	Heals 20 HP

**TASTELESS STEW**

VAL	EVA
210	1

OBTAINED	Item Creation, Cooking
COMMENTS	N/A
FACTORS	Heals 20 HP

**TUNA SALAD**

VAL	EVA
150	25

OBTAINED	Item Creation, Cooking
COMMENTS	N/A
FACTORS	30% MP recovery

**RAMBUTAN JUICE**

VAL	EVA
3300	70

OBTAINED	Item Creation, Cooking
COMMENTS	N/A
FACTORS	50% MP recovery

**SAPODILLA JUICE**

VAL	EVA
3900	90

OBTAINED	Item Creation, Cooking
COMMENTS	N/A
FACTORS	50% HP/MP recovery

**SHINING PASTA**

VAL	EVA
3943	99

OBTAINED	Item Creation, Cooking
COMMENTS	Cooking: can improve item using "Specify Plan."
FACTORS	90% MP recovery, Cures poison (one person) (1), Cures petrification (one person) (1), Cures incap & restores up to 60% of HP/MP, 30% probability of breaking (2)

**SLIMY GELATIN**

VAL	EVA
6943	99

OBTAINED	Item Creation, Cooking
COMMENTS	Cooking: can improve item using "Specify Plan."
FACTORS	90% MP recovery, Cures paralysis (one person) (1), Cures petrification (one person) (1), Cures incap & restores up to 60% of HP/MP, 30% probability of breaking (2)

**SPICY STEW**

VAL	EVA
25120	40

OBTAINED	Item Creation, Cooking
COMMENTS	Cooking: can improve item using "Specify Plan."
FACTORS	100% HP/MP recovery, Gives a life-threatening feeling (2)

**STRENGTH + BERRIES**

VAL	EVA
2000	N/A

OBTAINED	Treasure Chest, Sphere 211, 101 Level
COMMENTS	Cannot Synthesize.
FACTORS	Max ATK +4

**SUPREME DORAYAKI PIE**

VAL	EVA
6943	99

OBTAINED	Item Creation, Cooking
COMMENTS	Cooking: can improve item using "Specify Plan."
FACTORS	90% HP recovery, Cures poison (one person) (1), Cures petrification (one person) (1), Cures incap & restores up to 60% of HP/MP, 30% probability of breaking (2)

**TEARFUL RISOTTO**

VAL	EVA
6943	99

OBTAINED	Item Creation, Cooking
COMMENTS	Cooking: can improve item using "Specify Plan."
FACTORS	90% MP recovery, Cures paralysis (one person) (1), Cures petrification (one person) (1), Cures incap & restores up to 60% of HP/MP, 30% probability of breaking (2)

**ULTIMATE RAMEN**

VAL	EVA
6943	99

OBTAINED	Item Creation, Cooking
COMMENTS	Cooking: can improve item using "Specify Plan."
FACTORS	90% MP recovery, Cures paralysis (one person) (1), Cures petrification (one person) (1), Cures incap & restores up to 60% of HP/MP, 30% probability of breaking (2)

**ROAST DUCK**

VAL	EVA
400	30

OBTAINED	Item Creation, Cooking
COMMENTS	Cooking: can improve item using "Specify Plan."
FACTORS	50% HP recovery (3)

**SEA SQUIRT**

VAL	EVA
1200	N/A

OBTAINED	Use Grab Bag accessory.
COMMENTS	N/A
FACTORS	Cures all HP or incapacitates

**SILVER SCEPTER CIDER**

VAL	EVA
3300	70

OBTAINED	Item Creation, Cooking
COMMENTS	Cooking: can improve item using "Specify Plan."
FACTORS	50% HP recovery (3)

**SOFT-SHELLED TURTLE**

VAL	EVA
400	70

OBTAINED	Item Creation, Cooking
COMMENTS	N/A
FACTORS	50% MP recovery

**STEAMED BUN**

VAL	EVA
200	N/A

OBTAINED	Shop, Airyglyph
COMMENTS	Cooking: can improve item using "Specify Plan."
FACTORS	30% HP recovery (3)

**SUPER-SPICY STEW**

VAL	EVA
1020	40

OBTAINED	Item Creation, Cooking
COMMENTS	Cooking: can improve item using "Specify Plan."
FACTORS	70% HP/MP recovery, Cures paralysis (one person) (1), Cures petrification (one person) (1), Cures incap & restores up to 60% of HP/MP, 30% probability of breaking (2)

**TAMARIND JUICE**

VAL	EVA
3300	70

OBTAINED	Item Creation, Cooking
COMMENTS	Cooking: can improve item using "Specify Plan."
FACTORS	50% HP recovery (3)

**TOUGH STEAK**


VAL	EVA
1350	1


OBTAINED	Item Creation, Cooking
COMMENTS	N/A
FACTORS	Use this and see what happens to your MP!


**UMAI-BO 1**


VAL	EVA
200	30


OBTAINED	Item Creation, Cooking
COMMENTS	Cooking: can improve item using "Specify Plan."
FACTORS	30% HP recovery (3)


	UMAI-BO 2	
	VAL	EVA
	200	30
OBTAINED	Item Creation, Cooking	
COMMENTS	Cooking; can improve item using "Specify Plan."	
FACTORS	30% HP recovery (3)	

	UMAI-BO 5	
	VAL	EVA
	200	30
OBTAINED	Item Creation, Cooking	
COMMENTS	Cooking; can improve item using "Specify Plan."	
FACTORS	30% HP recovery (3)	

	UMAI-BO 8	
	VAL	EVA
	200	30
OBTAINED	Item Creation, Cooking	
COMMENTS	Cooking; can improve item using "Specify Plan."	
FACTORS	30% HP recovery (3)	

	UMAI-BO 11	
	VAL	EVA
	200	60
OBTAINED	Item Creation, Cooking	
COMMENTS	Cooking; can improve item using "Specify Plan."	
FACTORS	30% HP recovery (3)	


	UMAI-BO 14	
	VAL	EVA
	200	60
OBTAINED	Item Creation, Cooking	
COMMENTS	Cooking; can improve item using "Specify Plan."	
FACTORS	30% HP recovery (3)	


	WATERMELON BAR	
	VAL	EVA
	400	70
OBTAINED	Item Creation, Cooking	
COMMENTS	N/A	
FACTORS	30% HP/MP recovery	




OTHER ITEMS


The Items in this section fall into the miscellaneous category known as "Other Items." You can't use any of these items on a character in battle or in the field. The majority of the items are minerals, gems, scrolls, and elementals that possess factors that you can synthesize onto weapons. The others are items used to recruit inventors or, in the case of the Bunny Statues, improve the lives and talents of your party members simply through their existence in your inventory.


	1/1 SCALE BUNNY	
	VAL	EVA
	410000	N/A
OBTAINED	Map Complete Prize	
COMMENTS	N/A	
FACTORS	-50% Movement Rate (entire party)	


	AIR GEM	
	VAL	EVA
	3500	40
OBTAINED	Item Creation, Alchemy	
COMMENTS	N/A	
FACTORS	Adds wind-based damage	


	ANTIQUE JEWELRY	
	VAL	EVA
	N/A	N/A
OBTAINED	Treasure Chest, Kirlsa Caverns	
COMMENTS	Cannot sell or synthesize.	
FACTORS	N/A	


	1/144 SCALE BUNNY	
	VAL	EVA
	180000	N/A
OBTAINED	Map Complete Prize	
COMMENTS	N/A	
FACTORS	+5% Movement Rate (entire party)	


	ALCHEMIST'S STONE	
	VAL	EVA
	55000	N/A
OBTAINED	Treasure Chest, Mosel Dunes	
COMMENTS	Cannot Synthesize.	
FACTORS	Raises Alchemy success rate	

	BEAT-UP TEXTBOOK	
	VAL	EVA
	10010	N/A
OBTAINED	Dropped Item, Makafy	
COMMENTS	Cannot Synthesize.	
FACTORS	Learn "Standard" AAA	


	UMAI-BO 4	
	VAL	EVA
	200	30
OBTAINED	Item Creation, Cooking	
COMMENTS	Cooking; can improve item using "Specify Plan."	
FACTORS	30% HP recovery (3)	

	UMAI-BO 7	
	VAL	EVA
	200	30
OBTAINED	Item Creation, Cooking	
COMMENTS	Cooking; can improve item using "Specify Plan."	
FACTORS	30% HP recovery (3)	


	UMAI-BO 10	
	VAL	EVA
	200	60
OBTAINED	Item Creation, Cooking	
COMMENTS	Cooking; can improve item using "Specify Plan."	
FACTORS	30% HP recovery (3)	


	UMAI-BO 13	
	VAL	EVA
	50103	99
OBTAINED	Item Creation, Cooking	
COMMENTS	Cooking; can improve item using "Specify Plan."	
FACTORS	30% HP recovery (3)	

	VANILLA ICE CREAM	
	VAL	EVA
	150	20
OBTAINED	Item Creation, Cooking	
COMMENTS	N/A	
FACTORS	30% MP recovery	

	WINKING SAGE CIDER	
	VAL	EVA
	3300	80
OBTAINED	Item Creation, Cooking	
COMMENTS	N/A	
FACTORS	30% HP/MP recovery	

	1/60 SCALE BUNNY	
	VAL	EVA
	45000	N/A
OBTAINED	Map Complete Prize	
COMMENTS	N/A	
FACTORS	+5% Movement Rate (entire party)	

	ANGEL STONE	
	VAL	EVA
	50500	70
OBTAINED	Item Creation, Alchemy	
COMMENTS	N/A	
FACTORS	Shoots balls of light when defending	

	BENT MYSTIC BLADE	
	VAL	EVA
	N/A	N/A
OBTAINED	Event, Bunny Races	
COMMENTS	Cannot sell or synthesize.	
FACTORS	N/A	

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BLEMISHED TEXTBOOK

VAL	EVA
10010	N/A

OBTAINED Treasure Chest, Ancient Ruins of Mosel, B2F

COMMENTS Cannot Synthesize.

FACTORS Learn "Regeneration" AAA

BOOK OF PROPHECIES 3

VAL	EVA
N/A	N/A

OBTAINED Treasure Chest, Sphere 211, 85 Level

COMMENTS Cannot sell or synthesize.

FACTORS N/A

BOOK OF PROPHECIES 6

VAL	EVA
N/A	N/A

OBTAINED Treasure Chest, Sphere, 205 Level

COMMENTS Cannot sell or synthesize.

FACTORS N/A

CELESTIAL HOMUNCULUS

VAL	EVA
103003	80

OBTAINED Item Creation, Alchemy

COMMENTS Cannot improve factors through "Specify Plan" before Synthesis.

FACTORS Shoots balls of light when defending. Emits balls of light when attacking. 50% probability of breaking (2)

COMMEMORATIVE PRIZE

VAL	EVA
100	N/A

OBTAINED Event, Bunny Races

COMMENTS Cannot Synthesize.

FACTORS N/A

DAMASK

VAL	EVA
14400	60

OBTAINED Item Creation, Alchemy

COMMENTS Can improve factors through "Specify Plan."

FACTORS ATK +100 (1)

DIAMOND

VAL	EVA
12900	60

OBTAINED Item Creation, Alchemy

COMMENTS Can improve factors through "Specify Plan."

FACTORS DEF +50 (1)

DISINTEGRATION HAMMER

VAL	EVA
N/A	N/A

OBTAINED Event, Castle Aquaria

COMMENTS Cannot sell or synthesize; can only be used in the Sealed Cavern and Shrine of Kaddan.

FACTORS N/A

EARTH DISCHARGE

VAL	EVA
3500	30

OBTAINED Item Creation, Writing

COMMENTS N/A

FACTORS Adds earth-based damage

EARTH HOMUNCULUS

VAL	EVA
13003	80

OBTAINED Item Creation, Alchemy

COMMENTS Cannot improve factors through "Specify Plan" before Synthesis.

FACTORS Raises normal attack decision by 1 (1), 50% probability of breaking (2)

BOOK OF PROPHECIES 1

VAL	EVA
N/A	N/A

OBTAINED Treasure Chest, Shrine of Kaddan

COMMENTS Cannot sell or synthesize.

FACTORS N/A

BOOK OF PROPHECIES 4

VAL	EVA
N/A	N/A

OBTAINED Treasure Chest, Sphere 211, 30 Level

COMMENTS Cannot sell or synthesize.

FACTORS N/A

BROWNIE STONE

VAL	EVA
10500	70

OBTAINED Item Creation, Alchemy

COMMENTS Alchemy; can improve factors through "Specify Plan."

FACTORS Raises normal attack decision by 1 (1)

CELESTIAL PIXIE

VAL	EVA
50010	N/A

OBTAINED Treasure Chest, Shrine of Kaddan

COMMENTS Cannot improve factors through "Specify Plan" before Synthesis.

FACTORS Shoots balls of light when attacking

COPPER IDOL

VAL	EVA
1000	N/A

OBTAINED Dropped Item, Nobleman

COMMENTS Cannot Synthesize.

FACTORS N/A

DARK CRYSTAL

VAL	EVA
37000	95

OBTAINED Item Creation, Alchemy

COMMENTS Can improve factors through "Specify Plan."

FACTORS INT +500 (1), Chaos (Attack effect)

DILAPIDATED TEXTBOOK

VAL	EVA
10010	N/A

OBTAINED Treasure Chest, Sphere 211, 211 Level

COMMENTS Cannot Synthesize.

FACTORS Learn "Ring Wave" AAA

DREMELA'S TOOL SET

VAL	EVA
N/A	N/A

OBTAINED Treasure Chest, Sphere 211, 4 Level

COMMENTS Cannot sell or synthesize.

FACTORS N/A

EARTH FAERIE

VAL	EVA
30050	N/A

OBTAINED Treasure Chest, Sphere 211, 105 Level

COMMENTS Cannot improve factors through "Specify Plan" before Synthesis.

FACTORS 30% probability of breaking (2), Raises normal attack decision by 2, 1/2 Attack (2)

EARTH PIXIE

VAL	EVA
10010	N/A

OBTAINED Treasure Chest, Kirlsa Caverns

COMMENTS Cannot improve factors through "Specify Plan" before Synthesis.

FACTORS Raises normal attack decision by 1 (1)

BOOK OF PROPHECIES 2

VAL	EVA
N/A	N/A

OBTAINED Treasure Chest, Urssa Lava Caves

COMMENTS Cannot sell or synthesize.

FACTORS N/A

BOOK OF PROPHECIES 5

VAL	EVA
N/A	N/A

OBTAINED Treasure Chest, Gemity

COMMENTS Cannot sell or synthesize.

FACTORS N/A

CELESTIAL FAERIE

VAL	EVA
40050	N/A

OBTAINED Treasure Chest, Sphere 211, 208 Level

COMMENTS Alchemy; can improve factors through "Specify Plan."

FACTORS 30% probability of breaking (2), Shoots powerful balls of light when attacking, 1/2 Attack (2)

CHERUBIC BUST

VAL	EVA
55000	N/A

OBTAINED Treasure Chest, Palmira Plains

COMMENTS Cannot Synthesize.

FACTORS Raises Crafting success rate

CRYSTAL

VAL	EVA
8300	60

OBTAINED Item Creation, Alchemy

COMMENTS N/A

FACTORS ATK +50 (1)

DEMON'S STONE

VAL	EVA
15	1

OBTAINED Use the Grab Bag accessory.

COMMENTS N/A

FACTORS HP -1 for party at intervals during battle

DISINTEGRATION BOMB

VAL	EVA
N/A	N/A

OBTAINED Event, Urssa Lava Cave

COMMENTS Cannot sell or synthesize; can only be used in the Airglyph Aqueducts.

FACTORS N/A

EARTH ABSORPTION

VAL	EVA
31000	N/A

OBTAINED Treasure Chest, Sphere 211, 134 Level

COMMENTS N/A

FACTORS Adds earth defense (Absorption)

EARTH GEM

VAL	EVA
3500	40

OBTAINED Item Creation, Alchemy

COMMENTS N/A

FACTORS Adds earth-based damage





























EARTH RESISTANCE

VAL	EVA
7100	30

OBTAINED Item Creation, Writing

COMMENTS N/A

FACTORS Adds earth defense (1/2 damage)

	EARTH SHIELDING	
	VAL	EVA
	15500	N/A
OBTAINED	Treasure Chest, Sealed Cavern	
COMMENTS	N/A	
FACTORS	Adds earth defense (no damage)	
	ENCHANTED PEN	
	VAL	EVA
	55000	N/A
OBTAINED	Treasure Chest, Shrine of Kaddan	
COMMENTS	Cannot sell or synthesize.	
FACTORS	Raises Writing success rate	
	FENRIR'S CRYSTAL	
	VAL	EVA
	15600	N/A
OBTAINED	Treasure Chest, Spiral Tower	
COMMENTS	N/A	
FACTORS	Shoots balls of ice when attacking	
	FIRE FAERIE	
	VAL	EVA
	40050	N/A
OBTAINED	Treasure Chest, Maze of Tribulations, B8F	
COMMENTS	Cannot improve factors through "Specify Plan" before Synthesis.	
FACTORS	30% probability of breaking (2), Shoots powerful balls of fire when attacking, 1/2 Attack (2)	
	FIRE PIXIE	
	VAL	EVA
	25010	N/A
OBTAINED	Treasure Chest, Mosel Dunes	
COMMENTS	N/A	
FACTORS	Shoots balls of fire when attacking	
	GLOWSTONE	
	VAL	EVA
	N/A	N/A
OBTAINED	Treasure Chest, Airyglyph Aqueducts	
COMMENTS	Cannot sell or synthesize.	
FACTORS	N/A	
	ILLEGIBLE BOOK	
	VAL	EVA
	1750	1
OBTAINED	Item Creation, Writing	
COMMENTS	Writing: can improve factors through "Specify Plan."	
FACTORS	Gives a cursed feeling (1), Gives a cursed feeling (1), Gives a cursed feeling (1), Gives a cursed feeling (1), Gives a cursed feeling (1), Gives a cursed feeling (1), + 10% INT increase	
	KEEN KITCHEN KNIFE	
	VAL	EVA
	55000	N/A
OBTAINED	Shop, Gemity	
COMMENTS	Cannot Synthesize.	
FACTORS	Raises Cooking success rate	
	MULTI-FLASK	
	VAL	EVA
	55000	N/A
OBTAINED	Treasure Chest, Arias	
COMMENTS	Cannot Synthesize.	
FACTORS	Raises Compounding success rate	
	NEGLECTED TEXTBOOK	
	VAL	EVA
	10010	N/A
OBTAINED	Treasure Chest, Kiriso Training Facility	
COMMENTS	Cannot Synthesize.	
FACTORS	Learn "Homing" AAA	
	EFREET CRYSTAL	
	VAL	EVA
	25600	N/A
OBTAINED	Treasure Chest, Spiral Tower	
COMMENTS	N/A	
FACTORS	Shoots balls of fire when attacking	
	ESOTERIC SCROLL	
	VAL	EVA
	500	1
OBTAINED	Item Creation, Writing	
COMMENTS	Cannot Synthesize.	
FACTORS	N/A	
	FIRE ABSORPTION	
	VAL	EVA
	31000	N/A
OBTAINED	Treasure Chest, Spiral Tower	
COMMENTS	N/A	
FACTORS	Adds fire defense (absorption)	
	FIRE GEM	
	VAL	EVA
	3500	40
OBTAINED	Item Creation, Alchemy	
COMMENTS	N/A	
FACTORS	1/2 Attack (2)	
	FIRE RESISTANCE	
	VAL	EVA
	7100	30
OBTAINED	Item Creation, Writing	
COMMENTS	N/A	
FACTORS	Adds fire defense (1/2 damage)	
	GLUED BOOK	
	VAL	EVA
	120	1
OBTAINED	Item Creation, Writing	
COMMENTS	Cannot Synthesize.	
FACTORS	N/A	
	IMPOSING SCROLL	
	VAL	EVA
	55000	N/A
OBTAINED	Event, Fighting Arena (Single Battle)	
COMMENTS	Writing: can improve factors through "Specify Plan."	
FACTORS	ATK +1,000 (1)	
	LEZARD FLASK	
	VAL	EVA
	500000	N/A
OBTAINED	Event, Runic Chess	
COMMENTS	Cannot Synthesize.	
FACTORS	N/A	
	MYTHRIL	
	VAL	EVA
	30700	90
OBTAINED	Item Creation, Alchemy	
COMMENTS	Alchemy; can improve factors through "Specify Plan."	
FACTORS	ATK +200 (1), +20 critical rate, +10 enemy Fury reduction when guard broken	
	NEREID STONE	
	VAL	EVA
	15500	70
OBTAINED	Item Creation, Alchemy	
COMMENTS	N/A	
FACTORS	Shoots balls of ice when attacking	
	EMERALD	
	VAL	EVA
	2000	25
OBTAINED	Item Creation, Alchemy	
COMMENTS	N/A	
FACTORS	INT +50	
	EXPERIMENTAL REMEDY	
	VAL	EVA
	N/A	N/A
OBTAINED	Treasure Chest, Maze of Tribulations, B2F	
COMMENTS	Cannot sell or synthesize.	
FACTORS	N/A	
	FIRE DISCHARGE	
	VAL	EVA
	3500	30
OBTAINED	Item Creation, Writing	
COMMENTS	N/A	
FACTORS	Adds fire-based damage	
	FIRE HOMUNCULUS	
	VAL	EVA
	28003	80
OBTAINED	Item Creation, Alchemy	
COMMENTS	Cannot improve factors through "Specify Plan" before Synthesis.	
FACTORS	Emits balls of fire when attacking, 50% probability of breaking (2)	
	FIRE SHIELDING	
	VAL	EVA
	15500	N/A
OBTAINED	Treasure Chest, Castle Aquaria	
COMMENTS	N/A	
FACTORS	Adds fire defense (no damage)	
	GOLD IDOL	
	VAL	EVA
	5000	N/A
OBTAINED	Dropped Item, Death Noble	
COMMENTS	Cannot Synthesize.	
FACTORS	N/A	
	IRON	
	VAL	EVA
	500	15
OBTAINED	Item Creation, Alchemy	
COMMENTS	Alchemy; can improve factors through "Specify Plan."	
FACTORS	ATK +10 (1)	
	LIMITED-EDITION DOLL	
	VAL	EVA
	N/A	N/A
OBTAINED	Treasure Chest, Duggus Forest	
COMMENTS	Cannot sell or synthesize.	
FACTORS	N/A	
	NC PROGRAM DISK	
	VAL	EVA
	55000	N/A
OBTAINED	Treasure Chest, Moonbase	
COMMENTS	Cannot Synthesize.	
FACTORS	Raises Engineering success rate	
	ORB OF AIR	
	VAL	EVA
	N/A	N/A
OBTAINED	Treasure Chest, Urssa Cave Temple	
COMMENTS	Cannot sell or synthesize.	
FACTORS	N/A	

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ORB OF ALERTNESS		
	VAL	EVA
	8010	N/A
OBTAINED	Treasure Chest, Duggus Forest	
COMMENTS	Cannot Synthesize.	
FACTORS	Display enemy size on Minimap	


ORB OF EARTH		
	VAL	EVA
	N/A	N/A
OBTAINED	Treasure Chest, Urssa Cave Temple	
COMMENTS	Cannot sell or synthesize.	
FACTORS	N/A	


PHILOSOPHER'S STONE		
	VAL	EVA
	120	100
OBTAINED	Item Creation, Alchemy	
COMMENTS	Cannot Synthesize.	
FACTORS	N/A	


RAINBOW DIAMOND		
	VAL	EVA
	30800	95
OBTAINED	Item Creation, Alchemy	
COMMENTS	Alchemy; can improve factors through "Specify Plan."	
FACTORS	DEF +100 (1), Recover HP of 1/20 dmg. from fire attacks (2), Recover HP of 1/20 dmg from earth attacks (2)	


SAINT'S STONE		
	VAL	EVA
	N/A	N/A
OBTAINED	Treasure Chest, Shrine of Kaddan	
COMMENTS	Cannot sell or synthesize.	
FACTORS	N/A	


SECRET TEACHINGS		
	VAL	EVA
	1500	1
OBTAINED	Item Creation, Writing	
COMMENTS	Cannot Synthesize.	
FACTORS	N/A	


SILVER IDOL		
	VAL	EVA
	3000	N/A
OBTAINED	Dropped Item, Super Nobleman	
COMMENTS	Cannot Synthesize.	
FACTORS	N/A	


SPIRIT STONE		
	VAL	EVA
	N/A	N/A
OBTAINED	Treasure Chest, Ruins of Barr	
COMMENTS	Cannot sell or synthesize.	
FACTORS	N/A	


STONE OF EVIL		
	VAL	EVA
	2000	2
OBTAINED	Item Creation, Alchemy	
COMMENTS	Alchemy; can improve factors through "Specify Plan."	
FACTORS	Attack at your own risk (2)	


SYLPH STONE		
	VAL	EVA
	15500	70
OBTAINED	Item Creation, Alchemy	
COMMENTS	N/A	
FACTORS	Shoots balls of lightning when attacking	


ULTIMATE BOMB		
	VAL	EVA
	1800	80
OBTAINED	Item Creation, Engineering	
COMMENTS	Cannot Synthesize.	
FACTORS	N/A	


ORB OF FIRE		
	VAL	EVA
	N/A	N/A
OBTAINED	Treasure Chest, Urssa Cave Temple	
COMMENTS	Cannot sell or synthesize.	
FACTORS	N/A	

ORB OF WATER		
	VAL	EVA
	N/A	N/A
OBTAINED	Treasure Chest, Urssa Cave Temple	
COMMENTS	Cannot sell or synthesize.	
FACTORS	N/A	


POTION OF YOUTH (FAKE)		
	VAL	EVA
	50	65
OBTAINED	Item Creation, Compounding	
COMMENTS	Cannot Synthesize.	
FACTORS	N/A	


RUBY		
	VAL	EVA
	1600	25
OBTAINED	Item Creation, Alchemy	
COMMENTS	Alchemy; can improve factors through "Specify Plan."	
FACTORS	ATK +20 (1)	


SALAMANDER STONE		
	VAL	EVA
	25500	70
OBTAINED	Item Creation, Alchemy	
COMMENTS	N/A	
FACTORS	Shoots balls of fire when attacking	


SHABBY TEXTBOOK		
	VAL	EVA
	10010	N/A
OBTAINED	Treasure Chest, Shrine of Kaddan	
COMMENTS	Cannot Synthesize.	
FACTORS	Learn "2-Way" AAA	


SMITHY HAMMER		
	VAL	EVA
	55000	N/A
OBTAINED	Treasure Chest, Arkives	
COMMENTS	Cannot Synthesize.	
FACTORS	Raises Smithery success rate	


STAR RUBY		
	VAL	EVA
	27000	80
OBTAINED	Item Creation, Alchemy	
COMMENTS	Alchemy; can improve factors through "Specify Plan."	
FACTORS	+2 Battle Bonus Gauge increase (1)	


STRANGE BOOK		
	VAL	EVA
	54000	65
OBTAINED	Item Creation, Writing	
COMMENTS	Cannot Synthesize.	
FACTORS	N/A	


TOME OF INSIGHT		
	VAL	EVA
	6015	50
OBTAINED	Item Creation, Writing	
COMMENTS	Writing; can improve factors through "Specify Plan."	
FACTORS	-20% Battle Skill HP use (1), +3 critical rate	


WATER ABSORPTION		
	VAL	EVA
	31000	N/A
OBTAINED	Treasure Chest, Sphere 211, 179 Level	
COMMENTS	N/A	
FACTORS	Adds water defense (absorption)	


ORB OF FOE FINDING		
	VAL	EVA
	8010	N/A
OBTAINED	Treasure Chest, Shrine of Kaddan	
COMMENTS	Cannot Synthesize.	
FACTORS	Widens enemy detection range on Minimap	


ORICALCUM		
	VAL	EVA
	57000	98
OBTAINED	Item Creation, Alchemy	
COMMENTS	Alchemy; can improve factors through "Specify Plan."	
FACTORS	ATK +500 (1), Survive on Fury when incap (50% success)	


RAGGED BOOK		
	VAL	EVA
	188	1
OBTAINED	Item Creation, Writing	
COMMENTS	Cannot Synthesize.	
FACTORS	N/A	


SAINT AMULET		
	VAL	EVA
	N/A	N/A
OBTAINED	Event, Shrine of Kaddan	
COMMENTS	Cannot sell or synthesize.	
FACTORS	N/A	


SAPPHIRE		
	VAL	EVA
	1600	25
OBTAINED	Item Creation, Alchemy	
COMMENTS	Alchemy; can improve factors through "Specify Plan."	
FACTORS	DEF +10 (1)	


SHELL SAPPHIRE		
	VAL	EVA
	23000	90
OBTAINED	Item Creation, Alchemy	
COMMENTS	N/A	
FACTORS	Freezing (attack effect)	

SPIRIT OF LILITH		
	VAL	EVA
	45000	N/A
OBTAINED	Use Grab Bag Accessory	
COMMENTS	N/A	
FACTORS	Raises normal attack decision by 3	

STAR SPLASH		
	VAL	EVA
	51500	N/A
OBTAINED	Event, Fighting Arena	
COMMENTS	N/A	
FACTORS	Emits balls of light when attacking	

SUNRISE DICTIONARY		
	VAL	EVA
	N/A	N/A
OBTAINED	Treasure Chest, Moonbase	
COMMENTS	Cannot sell or synthesize.	
FACTORS	N/A	

TOME OF PROWESS		
	VAL	EVA
	16700	70
OBTAINED	Item Creation, Writing	
COMMENTS	Writing; can improve factors through "Specify Plan."	
FACTORS	Raises normal attack decision by 1, HIT +20 (1)	

WATER DISCHARGE		
	VAL	EVA
	3500	30
OBTAINED	Item Creation, Writing	
COMMENTS	N/A	
FACTORS	Adds water-based damage	

WATER FAERIE		
	VAL	EVA
	40050	N/A
OBTAINED	Treasure Chest, Sphere 211, 172 Level	
COMMENTS	Cannot improve factors through "Specify Plan" before Synthesis.	
FACTORS	30% probability of breaking (2), Shoots powerful balls of ice when attacking, 1/2 Attack (2)	

WATER GEM		
	VAL	EVA
	3500	40
OBTAINED	Item Creation, Alchemy	
COMMENTS	N/A	
FACTORS	Adds water-based damage	

WATER HOMUNCULUS		
	VAL	EVA
	18003	80
OBTAINED	Item Creation, Alchemy	
COMMENTS	Cannot improve factors through "Specify Plan" before Synthesis.	
FACTORS	Shoots balls of ice when attacking, 50% probability of breaking (2)	

WATER PIXIE		
	VAL	EVA
	15010	N/A
OBTAINED	Treasure Chest, Kirlsa Caverns	
COMMENTS	N/A	
FACTORS	Shoots balls of ice when attacking	

WATER RESISTANCE		
	VAL	EVA
	7100	30
OBTAINED	Item Creation, Writing	
COMMENTS	N/A	
FACTORS	Adds water defense (1/2 damage)	

WATER SHIELDING		
	VAL	EVA
	15500	N/A
OBTAINED	Treasure Chest, Duggus Forest	
COMMENTS	N/A	
FACTORS	Adds water defense (no damage)	

WIND ABSORPTION		
	VAL	EVA
	31000	N/A
OBTAINED	Treasure Chest, Aquatic Garden, Surferio	
COMMENTS	N/A	
FACTORS	Adds wind defense (Absorption)	

WIND DISCHARGE		
	VAL	EVA
	3500	30
OBTAINED	Item Creation, Writing	
COMMENTS	N/A	
FACTORS	Adds wind-based damage	

WIND FAERIE		
	VAL	EVA
	40050	N/A
OBTAINED	Treasure Chest, Sphere 211, 203 Level	
COMMENTS	Cannot improve factors through "Specify Plan" before Synthesis.	
FACTORS	30% probability of breaking (2), Shoot powerful balls of lightning when attacking, 1/2 Attack (2)	

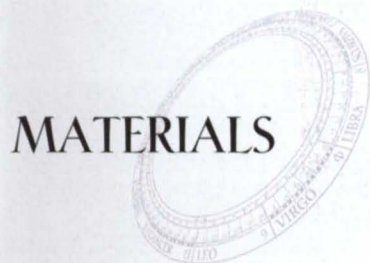
WIND HOMUNCULUS		
	VAL	EVA
	18003	80
OBTAINED	Item Creation, Alchemy	
COMMENTS	Cannot improve factors through "Specify Plan" before Synthesis.	
FACTORS	Emits long-range shock waves when attacking, 50% probability of breaking (2)	

WIND PIXIE		
	VAL	EVA
	15010	N/A
OBTAINED	Treasure Chest, Ruins of Barr	
COMMENTS	N/A	
FACTORS	Shoots balls of lightning when attacking	

WIND RESISTANCE		
	VAL	EVA
	7100	30
OBTAINED	Item Creation, Writing	
COMMENTS	N/A	
FACTORS	Adds wind defense (1/2 damage)	

WIND SHIELDING		
	VAL	EVA
	15500	N/A
OBTAINED	Treasure Chest, Mountains of Barr	
COMMENTS	N/A	
FACTORS	Adds wind defense (No damage)	

WORN-OUT TEXTBOOK		
	VAL	EVA
	10010	N/A
OBTAINED	Treasure Chest, Spiral Tower	
COMMENTS	Cannot Synthesize.	
FACTORS	Learn "Wide Area Homing" AAA	



These eight items are the materials that inventors use when improving equipment through the Specify Plan mode of Item Creation. They are located in a variety of places: inside treasure chests, dropped by enemies, or even sold in stores. The Synthesis Materials are the most valuable of the bunch. You can't purchase them from a shop, but there are lots of them in the treasure chests inside Sphere 211!

ALCHEMY MATERIALS		
	VAL	120
OBTAINED	Shop, Maze of Tribulations	
COMMENTS	Used for Specify Plan mode in Item Creation	

CRAFTING MATERIALS		
	VAL	120
OBTAINED	Shop, Maze of Tribulations	
COMMENTS	Used for Specify Plan mode in Item Creation.	

COMPOUNDING ELIXIRS		
	VAL	120
OBTAINED	Shop, Airyglyph	
COMMENTS	Used for Specify Plan mode in Item Creation.	

COOKING INGREDIENTS		
	VAL	120
OBTAINED	Shop, Airyglyph	
COMMENTS	Used for Specify Plan mode in Item Creation.	

MACHINERY MATERIALS		
	VAL	120
OBTAINED	Shop, Maze of Tribulations	
COMMENTS	Used for Specify Plan mode in Item Creation.	

SMITHERY MATERIALS		
	VAL	120
OBTAINED	Shop, Maze of Tribulations	
COMMENTS	Used for Specify Plan mode in Item Creation.	

SYNTHESIS MATERIALS		
	VAL	1000
OBTAINED	Treasure Chests, Sphere 211	
COMMENTS	Used for Specify Plan mode in Item Creation.	

WRITING MATERIALS		
	VAL	120
OBTAINED	Shop, Maze of Tribulations	
COMMENTS	Used for Specify Plan mode in Item Creation.	

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VALUABLES

The Valuables category includes all of the items that you procure throughout the game. These are items that can't be sold, used in Item Creation, or given away at random.



AI PROGRAM

OBTAINED

Event, Sphere 211, 5 Level

COMMENTS Get from the programmer Leiria. Use to reboot the mechanical soldier and Engineer, Izak. Get from the programmer Leiria. Use to reboot the mechanical soldier and Engineer, Izak.



ANCIENT BOOK 1

OBTAINED

Event, Surferio

COMMENTS Receive from Roger in Surferio if you decide to cooperate with him on the Treasure Hunt.



ANCIENT BOOK 2

OBTAINED

Event, Surferio

COMMENTS Receive from Roger in Surferio if you decide to cooperate with him on the Treasure Hunt.



ANCIENT BOOK 3

OBTAINED

Event, Surferio

COMMENTS Receive from Roger in Surferio if you decide to cooperate with him on the Treasure Hunt.



ANCIENT BOOK 4

OBTAINED

Event, Surferio

COMMENTS Receive from Roger in Surferio if you decide to cooperate with him on the Treasure Hunt.



ANCIENT BOOK 5

OBTAINED

Event, Surferio

COMMENTS Receive from Roger in Surferio if you decide to cooperate with him on the Treasure Hunt.



ANCIENT BOOK 6

OBTAINED

Event, Surferio

COMMENTS Receive from Roger in Surferio if you decide to cooperate with him on the Treasure Hunt.



ANCIENT BOOK 7

OBTAINED

Event, Surferio

COMMENTS Receive from Roger in Surferio if you decide to cooperate with him on the Treasure Hunt.



ANGEL ORB

OBTAINED

Event, Sphere 211, 211 Level

COMMENTS Defeat the Ethereal Queen. Summons Freya when used in Crosell's Lair inside the Urssa Lava Cave.



AQUA VEIL

OBTAINED

Treasure Chest, Ancient Ruins of Mosel

COMMENTS Eliminates the need to stop at oases for water in the Mosel Dunes.



AUTHENTICATION DISK

OBTAINED

Event, Arkives

COMMENTS Disc given to Fayt by Flad. Used to access the Eternal Sphere.



BLUEPRINTS

OBTAINED

Shop, Kirlsa, "Iron Stomach" Tavern

COMMENTS Purchase from Rumina for 5000 Fol if you successfully complete the series of Rumina and Ruddle PAs.



COMMUNICATOR

OBTAINED

Event, Grantier Resort Hotel

COMMENTS Standard communication and translation device used by Fayt and other members of the Federation and similarly advanced societies.



COMPACT COMMUNICATOR

OBTAINED

Event, Craftsman's Guild in Peterny

COMMENTS Device used by the Craftsman's Guild to stay in touch with their members.



COPPER ORE

OBTAINED

Event, Bequerel Mine

COMMENTS Obtain in the mine after you defeat the Cockatrice boss.



CUPRITE KEY

OBTAINED

Event, Kirlsa Training Facility, 3F

COMMENTS Get from Mayu, the Cook's daughter. Used to open the door to the Elevator room.



DRAGON'S CRANIUM

OBTAINED

Ruins of Barr

COMMENTS Explore the laboratory in the Ruins. Used in an event to open the sealed doorway to the Urssa Lava Cave.



DRAGON BONE FLUTE

OBTAINED

Event, Mountains of Barr

COMMENTS Forged from the Dragon's Windpipe. Use on the Dragon Relief paintings in the Ruins of Barr.



DRAGON'S WINDPIPE

OBTAINED

Event, Mountains of Barr

COMMENTS Defeat the Blue Dragon Zombie. Use the Workshop in the Mountains of Barr area to turn this item into the Dragon Bone Flute.



GOLD FIGURE

OBTAINED

Event, Duggus Forest

COMMENTS Defeat the Moonshadow Clan's Chief. Required proof in Roger's "Tough Man" Contest.



KEY TO BARRED DOOR

OBTAINED

Event, Bequerel Mine

COMMENTS Defeat the Brass Dragons in first boss battle.



LETTER FROM KING OF AIRYGLYPH

OBTAINED

Private Action: Castle Airyglyph

COMMENTS A letter from Arzel, King of Airyglyph, to be delivered to Elena Frahm.



MAP OF MOSEL DUNES

OBTAINED

Event, Passage from Parch to Plenty

COMMENTS Purchase from Old Man by entrance to Mosel Dunes for 10000 Fol.



MUSIC BOX PARTS

OBTAINED

Event, Norton's Hideout

COMMENTS Hidden in Norton's computer room. Used to fix Mena's music box.



PARACELSUS'S TABLE

OBTAINED

Treasure Chest, Aquatic Garden, Surferio

COMMENTS Bring to Welch Vineyard in Peterny. Used in conjunction with the Trading Cards to unlock the Versus Mode mini-game.



QUAD SCANNER

OBTAINED

Event, Grantier Resort Hotel

COMMENTS Multi-use item that belongs to Fayt.



RABBIT EARS KEY

OBTAINED

Event, Urssa Lava Cave

COMMENTS Search behind the Rabbit Statue. Used to open the locked door to Vanilla's Workshop.

RING OF DISINTEGRATION

OBTAINED Event, Urssa Lava Cave

COMMENTS Obtain from Vanilla after payment and retrieval of the Glowstone from Airyglyph Aqueducts. Used to disintegrate cracked walls and other barriers.

SECRET ROOM KEY

OBTAINED Event, Maze of Tribulations, B5 Level

COMMENTS Puffy drops this after the boss event. Used to open the room to her Workshop on floor B5F.

TRADING CARD 3

OBTAINED Spiral Tower, 1 Level

COMMENTS Adray becomes a playable character.

TRADING CARD EX2

OBTAINED Sphere 211, 3 Level

COMMENTS Unlocks Sophia's 3P costume.

TRADING CARD EX5

OBTAINED Duggus Forest

COMMENTS Unlocks Nel's 3P costume.

TRADING CARD EX8

OBTAINED Sphere 211, 50 Level

COMMENTS Unlocks Peppita's 3P costume.

TRADING CARD EX11

OBTAINED Urssa Cave Temple

COMMENTS Unlocks Fayt's 4P Costume

TRADING CARD EX14

OBTAINED Maze of Tribulations, B7 Level

COMMENTS Unlocks Cliff's 4P costume.

TRADING CARD EX17

OBTAINED Sphere 211, 109 Level

COMMENTS Unlocks Roger's 4P costume.

TRADING CARD EX20

OBTAINED Sphere 211, 173 Level

COMMENTS Unlocks Mirage's 4P costume.

UNINSTALLER

OBTAINED Event, Sphere 211, 5 Level

COMMENTS Obtain from the programmers in Sphere 211. Used to eliminate the Creator's minions in the Eternal Sphere.

ROSSETTI PERFORMANCE TICKET

OBTAINED Event, Grantier Resort Hotel

COMMENTS Obtain from Peppita Rossetti for being a fan.

TRADING CARD 1

OBTAINED Moonbase

COMMENTS Albel becomes a playable character.

TRADING CARD 4

OBTAINED Ancient Ruins of Mosel, B2 Level

COMMENTS Mirage becomes a playable character.

TRADING CARD EX3

OBTAINED Bequerel Mine

COMMENTS Unlocks Maria's 3P costume.

TRADING CARD EX6

OBTAINED Ancient Ruins of Mosel, B1 Level

COMMENTS Unlocks Albel's 3P costume.

TRADING CARD EX9

OBTAINED Urssa Cave Temple

COMMENTS Unlocks Adray's 3P costume.

TRADING CARD EX12

OBTAINED Urssa Lava Cave

COMMENTS Unlocks Sophia's 4P costume.

TRADING CARD EX15

OBTAINED Maze of Tribulations, B5 Level

COMMENTS Unlocks Nel's 4P costume.

TRADING CARD EX18

OBTAINED Sphere 211, 140 Level

COMMENTS Unlocks Peppita's 4P costume.

TRADING CARD EX21

OBTAINED Sphere 211, 188 Level

COMMENTS Unlocks Fayt's 5P and 6P costumes.

SACRED ORB

OBTAINED Event, Shrine of Kaddan, Final Area

COMMENTS Divine artifact of the Church of Apris. Used to find and connect to Luther's private space in the Eternal Sphere.

TRADING CARD 2

OBTAINED Sphere 211, 5 Level

COMMENTS Roger becomes a playable character.

TRADING CARD EX1

OBTAINED Moonbase

COMMENTS Unlocks Fayt's 3P costume.

TRADING CARD EX4

OBTAINED Kirtsa Caverns

COMMENTS Unlocks Cliff's 3P costume.

TRADING CARD EX7

OBTAINED Sphere 211, 16 Level

COMMENTS Unlocks Roger's 3P costume.

TRADING CARD EX10

OBTAINED Urssa Cave Temple

COMMENTS Unlocks Mirage's 3P costume.

TRADING CARD EX13

OBTAINED Maze of Tribulations, B3 Level

COMMENTS Unlocks Maria's 4P costume.

TRADING CARD EX16

OBTAINED Ruins of Coffir

COMMENTS Unlocks Albel's 4P Costume

TRADING CARD EX19

OBTAINED Sphere 211, 141 Level

COMMENTS Unlocks Adray's 4P costume.

TRADING CARD EX22

OBTAINED Sphere 211, 199 Level

COMMENTS Unlocks Sophia's 5P and 6P Costumes.

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ENEMY DATA

There are 466 different enemies in *Star Ocean: Till the End of Time*. This chapter provides comprehensive data on all of them, including their attack stats, locations, etc.

HOW TO READ THE ENEMY DATA ENTRIES

1	Enemy Name:	The name given to the enemy in the game.
2	ID #:	Identification Number assigned to each enemy. This allows you to distinguish between enemies with the same name.
3	Type:	Designates whether the enemy is a Boss, Normal or both.
4	Critical Hit Ratio:	Percentage of the time that the enemy lands a Critical Hit during a physical attack.
5	Support Skill Resistance:	Percentage of time that the enemy resists the effect of a support skill like Silence, etc.
6	Status Anomaly Resistance:	Percentage of time that the enemy resists basic Status Anomaly (i.e. Poison, Freezing, etc.) attacks or the SA component of an attack.
7	Instant Death Resistance:	Percentage of the time that the enemy resists Instant Death-type effects like those from the item Miracle Power.
8	Resistance to Disintegration:	Tells whether or not the enemy can resist the disintegration effect of items like the Ankh of Dismissal. This is marked with a Y for yes or an X for no.
9	Speed:	The enemy's basic speed of movement. This is graded on a letter scale from A to E.
10	Casting Speed	This shows the enemy's casting speed. It is graded on a letter scale from A to E.
11	Defense	This shows the ability of the enemy to defend against attack. It is graded on a letter scale from A to E.
12	Earth=  Water=  Fire=  Wind= 	This shows what type of resistance the enemy has to the four different elements: V = Vulnerable (enemy takes 2x the amount of damage); H = Half (enemy takes half the normal amount of damage); D = Drain (enemy recovers HP/MP equal to the normal amount of damage); R = Resistant (enemy takes no damage from the attack).
13	HP and MP:	The enemy's Hit Points and Magic Points.
14	EXP and FOL:	The amount of experience and FOL you receive when you defeat this enemy.
15	LV	The enemy's experience level.
16	ATK, DEF, AGL, HIT, INT	The enemy's Attack, Defense, Agility, Hit, Intelligence stats.
17	Anti-Attack Aura Type:	The type of AAA the enemy uses, if any.
18	Drop Item:	The item(s) that the enemy might drop when defeated in battle.
19	HP/MP Multiples:	Multiply the HP and MP of the enemy with the multiples provided to get the enemy's HP/MP stats in Universe and 4D mode.
20	Location:	Main area in the game where you can find this enemy.
21	Attack Name:	Names of the enemy's Basic Attacks.
22	Fury:	Amount of Fury points consumed by the attack.
23	Element:	Elemental attribute of the attack, if any. The Elements are: Wa (Water); Wi (Wind); Fi (Fire); Ea (Earth).
24	Attack Strength:	Strength position of the attack. Either S (Strong) or W (Weak).
25	Damage Type:	Indicates whether the attack does HP damage, MP damage, or both.
26	Down, Stun, Back:	This denotes the likelihood that one of these conditions will result during the attack. For these fields, the following symbols are used: CC = High; C = Average; T = Low.
27	Additional Effects:	This lists any additional effects the attack might have like Poison, Fury Drain, etc.
28	Special Attacks:	These are the Special Attacks that the enemy knows and can use during the battle. Position of the attack is also given: S (Strong); W (Weak); Sp (Spell); X (Special). Special indicates that the attack is not influenced by the target's guard.

ID #	203	NORMAL	GRAPHIAS
HP	3000	Normal	21
MP	120	Normal	10
EXP	45	Normal	10
FOL	10	Normal	10
LV	10	Normal	10
ATK	10	Normal	10
DEF	10	Normal	10
AGL	10	Normal	10
HIT	10	Normal	10
INT	10	Normal	10
Special Attacks:	Head Stab (S), Electro Stab (S), ...		

ID #	204	NORMAL	GREATER DEMON
HP	3000	Normal	21
MP	120	Normal	10
EXP	45	Normal	10
FOL	10	Normal	10
LV	10	Normal	10
ATK	10	Normal	10
DEF	10	Normal	10
AGL	10	Normal	10
HIT	10	Normal	10
INT	10	Normal	10
Special Attacks:	Head Stab (S), Electro Stab (S), ...		

2

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11

12

ID # 196

NORMAL

GOLD ARMOR

CH 36

DA Y

SS 24

Sp 8

SA 78

CS

ID 98

Def C

W

R

HP 46000

MP 100

EXP 1900

FOL 3100

NAME FURY

Basic 1 21

Basic 2 31

ELE. 23

W

S

ATK. 24

HP

HP

DMG. TYPE 25

HP

HP

DOWN 26

T

T

STUN 26

T

T

BACK 27

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ADD. EFX. 27

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ANTI-ATTACK AURA TYPE

Standard

LOCATION(S):

Shrine of Kaddan

DROP ITEM

Mist Charm (4%); Alchemy Materials (3%)

LV 47

ATK 1100

DEF 950

AGL 160

HIT 560

INT 259

HP/MP MULTIPLES

UNIVERSE LV 1.50/1.50

4D LEVEL 1.82/1.80

SPECIAL ATTACKS:

Hammer Quake B (W)

ID # 209

NORMAL

HEAT HAZE

CH 36

DA Y

SS 24

Sp 8

SA 78

CS

ID 98

Def C

W

R

HP 1000

MP 500

EXP 1000

FOL 1000

NAME FURY

Basic 1 21

Basic 2 31

ELE. 23

W

S

ATK. 24

HP

HP

DMG. TYPE 25

HP

HP

DOWN 26

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STUN 26

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T

BACK 27

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ADD. EFX. 27

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ANTI-ATTACK AURA TYPE

Standard

LOCATION(S):

Shrine of Kaddan

DROP ITEM

Mist Charm (4%); Alchemy Materials (3%)

LV 47

ATK 1100

DEF 950

AGL 160

HIT 560

INT 259

HP/MP MULTIPLES

UNIVERSE LV 1.50/1.50

4D LEVEL 1.82/1.80

SPECIAL ATTACKS:

Hammer Quake B (W)

ID # 210

NORMAL

HEDDITCH DRAGON

CH 36

DA Y

SS 24

Sp 8

SA 78

CS

ID 98

Def C

W

R

HP 1000

MP 500

EXP 1000

FOL 1000

NAME FURY

Basic 1 21

Basic 2 31

ELE. 23

W

S

ATK. 24

HP

HP

DMG. TYPE 25

HP

HP

DOWN 26

T

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STUN 26

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BACK 27

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ADD. EFX. 27

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ANTI-ATTACK AURA TYPE

Standard

LOCATION(S):

Shrine of Kaddan

DROP ITEM

Mist Charm (4%); Alchemy Materials (3%)

LV 47

ATK 1100

DEF 950

AGL 160

HIT 560

INT 259

HP/MP MULTIPLES

UNIVERSE LV 1.50/1.50

4D LEVEL 1.82/1.80

SPECIAL ATTACKS:

Hammer Quake B (W)

ID # 211

NORMAL

HIGHLANDER

CH 36

DA Y

SS 24

Sp 8

SA 78

CS

ID 98

Def C

W

R

HP 1000

MP 500

EXP 1000

FOL 1000

NAME FURY

Basic 1 21

Basic 2 31

ELE. 23

W

S

ATK. 24

HP

HP

DMG. TYPE 25

HP

HP

DOWN 26

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STUN 26

T

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BACK 27

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ADD. EFX. 27

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ANTI-ATTACK AURA TYPE

Standard

LOCATION(S):

Shrine of Kaddan

DROP ITEM

Mist Charm (4%); Alchemy Materials (3%)

LV 47

ATK 1100

DEF 950

AGL 160

HIT 560

INT 259

HP/MP MULTIPLES

UNIVERSE LV 1.50/1.50

4D LEVEL 1.82/1.80

SPECIAL ATTACKS:

Hammer Quake B (W)

ID # 212

BOSS

HODGE PODGE

CH 36

DA Y

SS 24

Sp 8

SA 78

CS

ID 98

Def C

W

R

HP 1000

MP 500

EXP 1000

FOL 1000

NAME FURY

Basic 1 21

Basic 2 31

ELE. 23

W

S

ATK. 24

HP

HP

DMG. TYPE 25

HP

HP

DOWN 26

T

T

STUN 26

T

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BACK 27

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ADD. EFX. 27

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ANTI-ATTACK AURA TYPE

Standard

LOCATION(S):

Shrine of Kaddan

DROP ITEM

Mist Charm (4%); Alchemy Materials (3%)

LV 47

ATK 1100

DEF 950

AGL 160

HIT 560

INT 259

HP/MP MULTIPLES

UNIVERSE LV 1.50/1.50

4D LEVEL 1.82/1.80

SPECIAL ATTACKS:

Hammer Quake B (W)

ID # 213

BOSS

HODGE PODGE

CH 36

DA Y

SS 24

Sp 8

SA 78

CS

ID 98

Def C

W

R

HP 1000

MP 500

EXP 1000

FOL 1000

NAME FURY

Basic 1 21

Basic 2 31

ELE. 23

W

S

ATK. 24

HP

HP

DMG. TYPE 25

HP

HP

DOWN 26

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T

STUN 26

T

T

BACK 27

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ADD. EFX. 27

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ANTI-ATTACK AURA TYPE

Standard

LOCATION(S):

Shrine of Kaddan

DROP ITEM

Mist Charm (4%); Alchemy Materials (3%)

LV 47

ATK 1100

DEF 950

AGL 160

HIT 560

INT 259

HP/MP MULTIPLES

UNIVERSE LV 1.50/1.50

4D LEVEL 1.82/1.80

SPECIAL ATTACKS:

Hammer Quake B (W)

ID # 214

NORMAL

HORNED TORTOISE

CH 36

DA Y

SS 24

Sp 8

SA 78

CS

ID 98

Def C

W

R

HP 1000

MP 500

EXP 1000

FOL 1000

NAME FURY

Basic 1 21

Basic 2 31

ELE. 23

W

S

ATK. 24

HP

HP

DMG. TYPE 25

HP

HP

DOWN 26

T

T

STUN 26

T

T

BACK 27

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--

ADD. EFX. 27

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ANTI-ATTACK AURA TYPE

Standard

LOCATION(S):

Shrine of Kaddan

DROP ITEM

Mist Charm (4%); Alchemy Materials (3%)

LV 47

ATK 1100

DEF 950

AGL 160

HIT 560

INT 259

HP/MP MULTIPLES

UNIVERSE LV 1.50/1.50

4D LEVEL 1.82/1.80

SPECIAL ATTACKS:

Hammer Quake B (W)

ID # 215

NORMAL

HORNED TURTLE

CH 36

DA Y

SS 24

Sp 8

SA 78

CS

ID 98

Def C

W

R

HP 1000

MP 500

EXP 1000

FOL 1000

NAME FURY

Basic 1 21

Basic 2 31

ELE. 23

W

S

ATK. 24

HP

HP

DMG. TYPE 25

HP

HP

DOWN 26

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STUN 26

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BACK 27

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ADD. EFX. 27

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ANTI-ATTACK AURA TYPE

Standard

LOCATION(S):

Shrine of Kaddan

DROP ITEM

Mist Charm (4%); Alchemy Materials (3%)

LV 47

ATK 1100

DEF 950

AGL 160

HIT 560

INT 259

HP/MP MULTIPLES

UNIVERSE LV 1.50/1.50

4D LEVEL 1.82/1.80

SPECIAL ATTACKS:

Hammer Quake B (W)

ID # 216

NORMAL

HORNED WOLF

CH 36

DA Y

SS 24

Sp 8

SA 78

CS

ID 98

Def C

W

R

HP 1000

MP 500

EXP 1000

FOL 1000

NAME FURY

Basic 1 21

Basic 2 31

ELE. 23

W

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ATK. 24

HP

HP

DMG. TYPE 25

HP

HP

DOWN 26

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STUN 26

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BACK 27

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ADD. EFX. 27

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ANTI-ATTACK AURA TYPE

Standard

LOCATION(S):

Shrine of Kaddan

DROP ITEM

Mist Charm (4%); Alchemy Materials (3%)

LV 47

ATK 1100

DEF 950

AGL 160

HIT 560

INT 259

HP/MP MULTIPLES

UNIVERSE LV 1.50/1.50

4D LEVEL 1.82/1.80

SPECIAL ATTACKS:


Hammer Quake B (W)

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ID # 014		BOSS		ALBEL		CH 24SS 86SA 100ID 100 DA 8Sp 8CS -Def H									
	HP	940000	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.				
	MP	80000	Basic 1	415	-	W	HP	-	T	-	-				
	EXP	70000	Basic 2	415	-	W	HP	-	T	-	Fury Drain				
	EOL	220000	Basic 3	4	-	S	HP	-	T	-	Confusion				
	LV	160	Basic 4	4	-	S	HP	-	T	-	Fury Drain				
	ATK	2600	Basic 5	4	-	S	HP	CC	T	-	-				
DEF: 170	AGL: 300	ANTI-ATTACK AURA TYPE				2-Way		LOCATION(S):		Ursae Cave Temple					
HIT: 1200	INT: 2000	DROP ITEM				Rabbit's Foot (100%)		SPECIAL ATTACKS:		Air Slash (S); Charge B (W); Dragon Roar (S);					
HP/MP MULTIPLES		UNIVERSE LV		1.50/1.50		4D LEVEL		2.27/2.20		Hand of Doom (S); Double Slash (W); Explosion (Sp)					

ID # 016		BOSS		ALBEL (2)		<div>CH 8SS 31SA 100ID 100</div> <div>DA -Sp CCS -Def -</div>											
	HP	50000	NAME	FURY	ELE	ATK	DMG	TYPE	DOWN	STUN	BACK	ADD. EFF.					
	MP	10000	Basic 1	4(5)	-	W	HP	-	T	-	-	-					
	EXP	3000	Basic 2	4(5)	-	W	HP	-	T	-	-	-					
	FOL	13000	Basic 3	4	-	S	HP	-	T	-	-	-					
	LV	49	Basic 4	4	-	S	HP	-	T	-	-	-					
	ATK	700	Basic 5	4	-	S	HP	CC	T	-	-	-					
DEF: 80	AGI: 180	ANTI-ATTACK AURA TYPE				Standard				LOCATION(S):							
HIT: 600	INT: 400	DROP ITEM				Demon's Symbol				SPECIAL ATTACKS:							
HP/MP MULTIPLES		UNIVERSE LV		1.50/1.50		4D LEVEL		1.82/1.85		Urssa Lava Cave Air Slash (W); Charge A (W); Double Slash (W)							

ID # 018			BOSS		ALBEL (4)		CH 8 SS 31 SA 100 ID 100 DA -- Sp 8 CS -- Def --									
					HP	340000	NAME	FURY	ELE	ATK	DMG	TYPE	DOWN	STUN	BACK	ADD. EFF.
					MP	120000	Basic 1	4(S)	--	W	HP	--	T	--	--	
					EXP	20000	Basic 2	4(S)	--	W	HP	--	T	--	--	
					FOL	130000	Basic 3	4	--	S	HP	--	T	--	--	
					LV	120	Basic 4	4	--	S	HP	--	T	--	--	
					ATK	1500	Basic 5	4	--	S	HP	CC	T	--	--	
DEF	200	AGL	180	ANTI ATTACK AURA TYPE		Wide Homing		LOCATION(S):		Ursso Lava Cave						
HIT	1000	INT	10	DROP ITEM		Boots of Prowess (100%)		SPECIAL ATTACKS:		Air Slash (S); Charge C (S); Hand of Doom (S); Double Slash (W)						
HP/MP MULTIPLES				UNIVERSE LV		1.50/7.50		4D LEVEL		1.97/2.40						

	ID # 020	NORMAL		<div>CH 24SS 50SA 88ID 98</div> <div>DA YSp BCS -Def C</div> <div></div> <div></div>										
	ALTAR GUARDIAN													
	HP	61000	NAME	FURY	EL:	ATK:	DMG. TYPE	DOWN:	STUN:	BACK:	ADD. EFF:			
	MP	9000	Basic 1	6	-	W	HP	C	-	-	-			
	EXP	1800	Basic 2	11	-	S	HP	C	-	-	-			
	FOL	4000	Basic 3	6	-	W	HP	-	-	C	-			
	ANTI-ATTACK AURA TYPE				Standard			LOCATION(s):		Urssa Cave Temple				
DROP ITEM		Celestial Pixie (3%)												
LV	92	ATK	1480	DEF	310	HP/MP: MULTIPLES	UNIVERSE LV	1.50//1.50	4D LEVEL	1.83/1.84				
AGL	260	HIT	940	INT	800	SPECIAL ATTACKS:	Spear Cyclone (W); Power Howl A (W)							

	ID # 022	BOSS	AMOEBIA GIANT										CH 24SS 50SA 100ID 100     DA XSp BCS EDef B    									
	HP:	220000	NAME:	FURY:	ELL:	ATK:	DMG. TYPE:	DOWN:	STUN:	BACK:	ADD. EFF.											
	MP:	25000	Basic 1	4	-	W	HP	CC	-	-	-											
	EXP:	18000	Basic 2	4	-	W	HP	CC	T	-	-											
			Basic 3	11	-	S	HP	CC	T	-	-											
	FOL:	33000	Basic 4	11	-	W	HP	-	T	C	-											
ANTI-ATTACK AURA TYPE:			Wide Homing					LOCATION(s):			Ancient Ruins of Mosel, B1F											
DROP ITEM			Writing Materials (3%)																			
LV:	64	ATK:	1150	DEF:	100	HP/MP:	MULTIPLIES	UNIVERSE LV:	1.50/1.50	4D LEVEL:	1.91/1.92											
AGL:	215	HIT:	700	INT:	400	SPECIAL ATTACKS:		Mudman Punch B (S); Mudblast B (W); Poisonous Punch B (W); Healing (Sp)														

	ID # 024		NORMAL		ANCIENT BAT		CH 34SS 50SA 88ID 98Y DA YSp BCSDefC									
	HP	51200	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.					
	MP	8000	Basic 1	21'	--	W	HP	--	--	--	--					
	EXP	1900	Basic 2	31	--	S	HP	--	--	--	--					
	FOL	2555	Basic 3	6	--	W	HP	--	--	C	--					
ANTI-ATTACK AURA TYPE					Ring Wave			LOCATION(S):		Urssa Cave Temple						
DROP ITEM		None														
LV	55	ATK	970	DEF	120	HP/MP MULTIPLES		UNIVERSE LV		1.5/1.5	4D LEVEL	1.83/1.84				
AGL	360	HIT	920	INT	617	SPECIAL ATTACKS:		Ultrasonic Blast (W)								

ID # 025	BOSS	ANGRY AZAZER	CH 24	SS 100	SA 100	ID 100	H	H	H
DA	X	Sp	8	CS	-	Def	8	H	H
HP	261030	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK
MP	11865	Basic 1	4	-	W	HP	-	-	-
EXP	68000	Basic 2	11	-	S	HP	-	-	-
FOL	2200	Basic 3	4	-	S	HP	-	-	-
ANTI-ATTACK AURA TYPE: 2-Way LOCATION(S): Sphere 211, 181F									
DROP ITEM: Vicious Gauntlets									
LV	190	ATK	3532	DEF	120	HP/MP MULTIPLES	UNIVERSE LV	1.50/1.50	4D LEVEL
AGL	955	HIT	1804	INT	1956	SPECIAL ATTACKS:	Sniping C (W); Crystal Prison B (W)		

ID # 026	NORMAL	ANIMATED ARMOR	CH 24	SS 78	SA 50	ID 98	H	H	H
DA	Y	Sp	8	CS	-	Def	8	H	H
HP	2640	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK
MP	120	Basic 1	21	-	W	HP	-	-	-
EXP	76	Basic 2	31	-	S	HP	-	-	-
FOL	53	Basic 3	11	-	S	HP	-	-	-
ANTI-ATTACK AURA TYPE: Off LOCATION(S): Kirba Training Facility									
DROP ITEM: Alchemy Materials (3%)									
LV	9	ATK	82	DEF	15	HP/MP MULTIPLES	UNIVERSE LV	1.50/1.50	4D LEVEL
AGL	50	HIT	284	INT	17	SPECIAL ATTACKS:	Hammer Quake A		

ID # 027	NORMAL	AQUA WISP	CH 8	SS 50	SA 94	ID 98	H	H	H
DA	Y	Sp	8	CS	-	Def	8	H	H
HP	80000	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK
MP	8000	Basic 1	4	-	W	HP	-	-	-
EXP	8000	Basic 2	11	-	S	HP	-	-	-
FOL	125	Basic 3	11	-	S	HP	-	-	-
ANTI-ATTACK AURA TYPE: 2-Way LOCATION(S): Fighting Arena									
DROP ITEM: Eldrich Fire Stone (4%)									
LV	70	ATK	1250	DEF	124	HP/MP MULTIPLES	UNIVERSE LV	1.50/1.50	4D LEVEL
AGL	360	HIT	840	INT	500	SPECIAL ATTACKS:	Plasma Cannon A (W); Prism Shake A (W)		

ID # 028	NORMAL	AQUAMARINE DEVIL	CH 8	SS 31	SA 47	ID 98	H	H	H
DA	Y	Sp	8	CS	-	Def	8	H	H
HP	257730	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK
MP	11715	Basic 1	4	-	W	HP	-	-	-
EXP	68000	Basic 2	11	-	S	HP	-	-	-
FOL	2400	Basic 3	11	-	S	HP	-	-	-
ANTI-ATTACK AURA TYPE: Regeneration LOCATION(S): Sphere 211, 172F-181F									
DROP ITEM: Symbol of Courage (4%)									
LV	180	ATK	3266	DEF	174	HP/MP MULTIPLES	UNIVERSE LV	1.50/1.50	4D LEVEL
AGL	905	HIT	1720	INT	1808	SPECIAL ATTACKS:	Sniping (W); Shotgun (W)		

ID # 029	NORMAL	AQUAREGIA	CH 24	SS 78	SA 50	ID 98	H	H	H
DA	Y	Sp	8	CS	-	Def	8	H	H
HP	7000	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK
MP	3200	Basic 1	4	-	W	HP	-	-	-
EXP	200	Basic 2	11	-	S	HP	-	-	-
FOL	675	Basic 3	11	-	S	HP	-	-	-
ANTI-ATTACK AURA TYPE: Off LOCATION(S): Mosel Dunes									
DROP ITEM: Jewel of Refuge (4%); Crafting Materials									
LV	34	ATK	250	DEF	30	HP/MP MULTIPLES	UNIVERSE LV	1.50/1.50	4D LEVEL
AGL	125	HIT	410	INT	111	SPECIAL ATTACKS:	Ice Coffin (W); Ice Needles (Sp)		

ID # 030	NORMAL	AQUAREGIA	CH 34	SS 50	SA 94	ID 98	H	H	H
DA	Y	Sp	8	CS	-	Def	8	H	H
HP	11100	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK
MP	1800	Basic 1	4	-	W	HP	-	-	-
EXP	400	Basic 2	11	-	S	HP	-	-	-
FOL	470	Basic 3	11	-	S	HP	-	-	-
ANTI-ATTACK AURA TYPE: Standard LOCATION(S): Ruins of Barr									
DROP ITEM: Water Charm (4%); Machinery Materials (3%)									
LV	40	ATK	350	DEF	34	HP/MP MULTIPLES	UNIVERSE LV	1.50/1.50	4D LEVEL
AGL	130	HIT	443	INT	147	SPECIAL ATTACKS:	Ice Coffin (W); Ice Needles (Sp)		

ID # 031	NORMAL	AQUAREGIA	CH 34	SS 50	SA 94	ID 98	H	H	H
DA	Y	Sp	8	CS	-	Def	8	H	H
HP	39000	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK
MP	3000	Basic 1	4	-	W	HP	-	-	-
EXP	2000	Basic 2	11	-	S	HP	-	-	-
FOL	6500	Basic 3	11	-	S	HP	-	-	-
ANTI-ATTACK AURA TYPE: Standard LOCATION(S): Ancient Ruins of Mosel, 81F									
DROP ITEM: Jewel of Alertness (4%); Crafting Materials (3%)									
LV	59	ATK	1100	DEF	101	HP/MP MULTIPLES	UNIVERSE LV	1.50/1.50	4D LEVEL
AGL	215	HIT	672	INT	500	SPECIAL ATTACKS:	Ice Coffin (W); Deep Freeze (Sp)		


ID # 032	NORMAL	AQUAREGIA	CH 24	SS 50	SA 88	ID 98	H	H	H
DA	Y	Sp	8	CS	-	Def	8	H	H
HP	55000	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK
MP	9000	Basic 1	4	-	W	HP	-	-	-
EXP	4900	Basic 2	11	-	S	HP	-	-	-
FOL	2700	Basic 3	11	-	S	HP	-	-	-
ANTI-ATTACK AURA TYPE: Homing LOCATION(S): Urssa Cave Temple									
DROP ITEM: Water Charm (4%)									
LV	70	ATK	790	DEF	120	HP/MP MULTIPLES	UNIVERSE LV	1.50/1.50	4D LEVEL
AGL	260	HIT	840	INT	800	SPECIAL ATTACKS:	Ice Coffin (W); Deep Freeze (Sp)		


ID # 033	NORMAL	AQUAREGIA	CH 24	SS 50	SA 88	ID 98	H	H	H
DA	Y	Sp	8	CS	-	Def	8	H	H
HP	81000	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK
MP	14000	Basic 1	4	-	W	HP	-	-	-
EXP	4900	Basic 2	11	-	S	HP	-	-	-
FOL	3650	Basic 3	11	-	S	HP	-	-	-
ANTI-ATTACK AURA TYPE: Homing LOCATION(S): Urssa Cave Temple									
DROP ITEM: Water Charm (4%); Water Pixie (3%)									
LV	90	ATK	1000	DEF	220	HP/MP MULTIPLES	UNIVERSE LV	1.50/1.50	4D LEVEL
AGL	260	HIT	840	INT	800	SPECIAL ATTACKS:	Ice Coffin (W); Ice Needles (Sp)		


ID # 034	BOSS	AQUAREGIA	CH 8	SS 50	SA 94	ID 100	H	H	H
DA	X	Sp	8	CS	-	Def	8	H	H
HP	115400	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK
MP	50000	Basic 1	4	-	W	HP	-	-	-
EXP	16500	Basic 2	11	-	S	HP	-	-	-
FOL	6650	Basic 3	11	-	S	HP	-	-	-
ANTI-ATTACK AURA TYPE: 2-Way LOCATION(S): Ancient Ruins of Mosel, 82F									
DROP ITEM: Jewel of Refuge (4%)									
LV	79	ATK	1200	DEF	100	HP/MP MULTIPLES	UNIVERSE LV	1.50/1.50	4D LEVEL
AGL	160	HIT	770	INT	560	SPECIAL ATTACKS:	Ice Coffin (W)		


ID # 035	NORMAL	AQUAREGIA	CH 8	SS 50	SA 94	ID 98	H	H	H
DA	Y	Sp	8	CS	-	Def	8	H	H
HP	128600	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK
MP	30000	Basic 1	4	-	W	HP	-	-	-
EXP	18500	Basic 2	11	-	S	HP	-	-	-
FOL	625	Basic 3	11	-	S	HP	-	-	-
ANTI-ATTACK AURA TYPE: 2-Way LOCATION(S): Sphere 211, 112F-121F									
DROP ITEM: Scholar's Bracelet (4%)									
LV	120	ATK	1952	DEF	150	HP/MP MULTIPLES	UNIVERSE LV	1.50/1.50	4D LEVEL
AGL	605	HIT	1216	INT	1078	SPECIAL ATTACKS:	Ice Coffin (W); Ice Needles (Sp)		


ID # 036	BOSS	ARCH DEMON	CH 36	SS 78	SA 100	ID 100	H	H	H
DA	X	Sp	8	CS	-	Def	8	H	H
HP	300000	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK
MP	500000	Basic 1	6	-	W	HP	-	-	-
EXP	200000	Basic 2	16	-	S	HP	-	-	-
FOL	365000	Basic 3	4	-	W	HP	-	-	-
ANTI-ATTACK AURA TYPE: Homing LOCATION(S): Sphere 211, 170F									
DROP ITEM: Dragon Laser (100%)									
LV	159	ATK	2650	DEF	100	HP/MP MULTIPLES	UNIVERSE LV	1.50/1.50	4D LEVEL
AGL	460	HIT	1540	INT	1000	SPECIAL ATTACKS:	Crimson Sword (W); Sword of Darkness (S); Flashing Sword (W)		


	ID # 037	NORMAL	ATTACK BOT		CH 24 SS 16 SA 100 ID 98 DA Y Sp 8 CS - Def E H									
					DA Y Sp 8 CS - Def E H									
			HP	58000	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFX.	
			MP	6000	Basic 1	4	-	W	HP	-	-	-	-	
			EXP	2100										
			FOL	2990	Basic 2	11	-	S	HP	-	T	-	-	
			ANTI-ATTACK AURA TYPE					Standard		LOCATION(S): Fire Wall				
			DROP ITEM		Machinery Materials (3%)									
LV	SS	ATK	1100	DEF	101	HP/MP MULTIPLES		UNIVERSE LV	1.50/1.50	4D LEVEL	1.83/1.83			
AGL	215	HIT	700	INT	300	SPECIAL ATTACKS:		Pulse Laser (W); Bombardment (W)						


	ID # 039	NORMAL	AXE BEAK		CH 34 SS 31 SA 71 ID 98 DA 1 Sp 8 CS -- Def E H										
					DA 1 Sp 8 CS -- Def E H										
					HP	10000	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFX.
					MP	600	Basic 1		4	--	W	HP	--	--	--
					EXP	230	Basic 2		11	--	S	HP	--	T	--
					FOL	250									
					ANTI-ATTACK AURA TYPE		OFF			LOCATION(S):					Sanmito Shoppes
DROP ITEM		Cooking Ingredients (3%)													
LV	23	ATK	250	DEF	40	HP/MP MULTIPLES		UNIVERSE LV	1.50/1.50		4D LEVEL	1.80/1.80			
AGL	60	HIT	420	INT	100	SPECIAL ATTACKS:		Earthquake (W)							


ID # 041	NORMAL	BASILISK	CH 34 SS 50 SA 94 ID 98 DA 1 Sp 8 CS D Def 8									
			HP 45000 NAME FURY ELE. ATK. DMG. TYPE DOWN STUN BACK ADD. EFX.									
			MP 5000	Basic 1	4	--	W	HP	--	--	--	Petrification
			EXP 10000	Basic 2	11	--	S	HP	--	T	--	Petrification
			FOL 2450									
	ANTI-ATTACK AURA TYPE		Regeneration				LOCATION(S):				Sanmito Shoppes	
	DROP ITEM		Compounding Elixirs (3%)									
	LV 49	ATK 1300	DEF 80	HP/MP MULTIPLES	UNIVERSE LV	1.50/1.50	4D LEVEL	1.82/1.82				
AGL 200	HIT 630	INT 272	SPECIAL ATTACKS:		Stone Bite (W); Stone Breath (W); Foerie Light (Sp); Earth Gloive (Sp)							


	ID # 043	NORMAL	BATTLE COCK	CH 24 SS 50 SA 94 ID 98 DA Y Sp 8 CS -- Def 8											
				HP 67800 NAME FURY ELE. ATK. DMG. TYPE DOWN STUN BACK ADD. EFX.											
				MP 16220 Basic 1 4 -- W HP -- -- -- Petrification											
				EXP 89947 Basic 2 11 -- S HP -- T -- Petrification											
				FOL 3050											
ANTI-ATTACK AURA TYPE				Standard				LOCATION(S):				Sphere 211, 202F-206F			
DROP ITEM				Jewel of Avarice (4%)											
LV	210	ATK	4106	DEF	53	HP/MP MULTIPLES		UNIVERSE LV	1.50/1.50		4D LEVEL		2.14/1.88		
AGL	1055	HIT	1972	INT	2275	SPECIAL ATTACKS:		Stone Bite (W); Stone Breath (S)							


ID # 045	BOSS	BELZEBER	CH 16 SS 50 SA 100 ID 100 DA 1 Sp 8 CS -- Def 8									
			Y V A H									
			H H H H									
	HP	62000	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFX.	
	MP	30000	Basic 1	4	--	W	HP	--	--	--	Poison	
	EXP	9000	Basic 2	11	--	S	HP	--	C	--	Petrification	
	EOL	17500	Basic 3	6	--	W	HP/MP	CC	C	C	Freezing	
	ANTI-ATTACK AURA TYPE			Regeneration				LOCATION(S): Sphere 211, 5F				
DROP ITEM			None									
LV	59	ATK	710	DEF	60	HP/MP MULTIPLES		UNIVERSE LV	1.50/1.50	4D LEVEL	1.83/1.95	
AGL	110	HIT	700	INT	200	SPECIAL ATTACKS:		Steel Life B (X); Steel Spirit B (X)				








<div>ID # 047</div> <div>NORMAL</div>		BERSERKER										CH 24SS 31SA 71ID 98DA YSp CCS --Def CHWH									
		HP	12800	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFX.									
		MP	300	Basic 1	4	--	W	HP	--	--	--	--									
		EXP	400	Basic 2	11	--	S	HP	--	T	--	--									
		FOL	340	Basic 3	11	--	W	HP	--	T	C	--									
		ANTI-ATTACK AURA TYPE		Standard				LOCATION(S):		Ancient Ruins of Mosel											
		DROP ITEM		Alchemy Materials (3%)																	
LV	26	ATK	280	DEF	30	HP/MP MULTIPLES		UNIVERSE LV		1.50/1.50		4D LEVEL		1.81/1.80							
AGL	135	HIT	422	INT	128	SPECIAL ATTACKS:		Drop Kick A (W)													

ID # 038	BOSS	AURORA MONSTER	CH 16 SS 50 SA 100 ID 100 DA X Sp B CS - Def A									
			HP 285000 NAME FURY ELE. ATK. DMG. TYPE DOWN STUN BACK ADD. EFX.									
			MP 212025 Basic 1 6 -- W HP -- -- --									
			EXP 35000 Basic 2 6 -- S HP -- T --									
			FOL 52000 Basic 3 21 -- W HP -- T C									
	ANTI-ATTACK AURA TYPE			Wide Homing			LOCATION(S):		Ancient Ruins of Mosel, B1F			
	DROP ITEM			Synthesis Materials (100%)								
	HP/MP MULTIPLES											
LV 75	ATK 1200	DEF 102	UNIVERSE LV				1.50/1.50		4D LEVEL		1.94/2.86	
AGL 220	HIT 700	INT 326	SPECIAL ATTACKS:				Rippling Shock A (W); Lightning Blade A (W); Energy Pulse A (W); Floiling Tentacles (S)					

ID # 040	BOSS	AZAZER	CH 34 SS 50 SA 100 ID 100 DA X Sp B CS - Def B H									
			HP 99000 NAME FURY ELE. ATK. DMG. TYPE DOWN STUN BACK ADD. EFX.									
			MP 9000 Basic 1 4 -- W HP CC -- --									
			EXP 15000 Basic 2 11 -- S HP -- C --									
			FOL 78000 Basic 3 6 -- W HP -- T C --									
	ANTI-ATTACK AURA TYPE: Regeneration			LOCATION(s): Sphere 211, 1F								
	DROP ITEM Charm of Tranquility (100%)											
	LV 54	ATK 1200	DEF 120	HP/MP MULTIPLES	UNIVERSE LV 1.50/1.50	4D LEVEL	1.85/1.84					
AGL 210	HIT 630	INT 350	SPECIAL ATTACKS:		Sniping B (W); Crystal Prison A (W)							

	ID # 042	BOSS	BASILISK KING															CH 34SS 50SA 94ID 98DA XSp BCS -Def B									
			HP	79365	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFX.														
			MP	3607	Basic 1	4	-	W	HP	-	-	-	Petrification														
			EXP	5835		Basic 2	11	-	S	HP	-	T	-	Petrification													
FOL	140																										
			ANTI-ATTACK AURA TYPE				Standard				LOCATION(S): Maze of Tribulations, B3F																
			DROP ITEM				None																				
LV	80	ATK	1345	DEF	130	HP/MP MULTIPLES				UNIVERSE LV				1.50/1.50		4D LEVEL		1.84/1.82									
AGL	405	HIT	880	INT	741	SPECIAL ATTACKS:				Stone Bite (W); Stone Breath (S)																	

	ID # 044	BOSS	BATTLECOPTER												CH 24 SS 16 SA 100 ID 98 DA X Sp B CS - Def B H									
			HP	200000	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFX.											
			MP	30000	Basic 1	4	-	W	HP	-	-	-	-											
			EXP	20000	Basic 2	11	-	S	HP	-	C	-	-											
		FOL	53000	Basic 3	11	-	W	HP	-	C	C	-												
			ANTI-ATTACK AURA TYPE: Homing					LOCATION(S): Fire Wall																
			DROP ITEM: Machinery Materials (3%)																					
LV	85	ATK	1100	DEF	102	HP / MP MULTIPLES	UNIVERSE LV		1.50/1.50		4D LEVEL		1.90/1.95											
AGL	225	HIT	840	INT	500	SPECIAL ATTACKS:	Back Throw (W)																	

<div>ID # 049</div> <div>NORMAL</div> <div></div>	BERSERKER LORD										<div>CH 13SS 31SA 100ID 98</div> <div>DA 1Sp 1CS -Def 1</div> <div></div>										
	HP	160820	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.										
	MP	7310	Basic 1	4	--	W	HP	--	--	--	--										
	EXP	24200	Basic 2	11	--	S	HP	--	T	--	--										
	FOL	840	Basic 3	11	--	W	HP	--	T	C	--										
ANTI-ATTACK AURA TYPE						2-Way				LOCATION(s):				Sphere 211, 122F-131F							
DROP ITEM						Jewel of Alertness (4%)															
LV	130	ATK	2137	DEF	200	HP/MP MULTIPLES		UNIVERSE LV		1.50/1.50		4D LEVEL		1.88/1.84							
AGL	655	HIT	1300	INT	1181	SPECIAL ATTACKS:		Drop Kick B (W)													

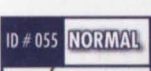








ID #050		NORMAL		BESTIAL		CH 24		SS 50		SA 50		ID 98									
						DA Y		Sp B		CS -		Def E									
	HP	11000	NAME	FURY	ELE.	ATL.	DRG.	TYPE	DOWN	STUN	BACK	ADD. EFF.									
	MP	3200	Basic 1	10	--	W	HP	--	T	--	--										
	EXP	320	Basic 2	20	--	S	HP	--	T	--	--										
	FDL	670	Basic 3	10	--	W	HP	--	T	C	--										
	ANTI-ATTACK AURA TYPE												Standard					LOCATION(S): Aquatic Garden, Sorferio			
DROP ITEM		None																			
LV	34	ATK	280	DEF	30	HP/MP MULTIPLES		UNIVERSE LV		1.50/1.50		40 LEVEL		1.81/1.82							
AGL	125	HIT	410	INT	111	SPECIAL ATTACKS:		None													


















































































	ID # 051		NORMAL		BIOCHIMERA										CH 24SS 50SA 100ID 98H H H H DA YSp 8CS --Def 8H H H H	
	HP:	240000	NAME:	FURY	ELE:	ATK:	DMG. TYPE	DOWN:	STUN:	BACK:	ADD:	EFF:				
	MP:	30000	Basic 1	6	--	W	HP	--	--	--	--	--				
	EXP:	20000	Basic 2	6	--	S	HP	--	T	--	--	--				
	FOL:	54000	Basic 3	21	--	S	HP	--	T	C	--	--				
ANTI-ATTACK AURA TYPE:					Wide Homing					LOCATION(s):			Spiral Tower, 10F			
DROP ITEM					Compounding Elixirs (3%)											
LV	74	ATK	1100	DEF	102	HP/MP MULTIPLES	UNIVERSE LV	1.50/1.53	4D LEVEL	1.92/1.95						
AGL	225	HIT	840	INT	500	SPECIAL ATTACKS:	Petrifying Breath (W); Vortices (W); Lumatic Breath (W)									

ID # 052		BOSS		BIWIG		<div>CH 16SS 50SA 100ID 100 </div> <div>DA XSp CCS -Def B </div>									
		HP	26000	NAME	FURY	ELE:	ATL:	DMG.	TYPE	DOWN	STUN	BACK	ADD. EFF.		
		MP	13816	Basic 1	4	-	W	HP	CC	-	-	-	-		
		EXP	190	Basic 2	11	-	S	HP	CC	C	-	-	-		
		FOL	14	Basic 3	6	-	S	HP	CC	I	C	-	-		
		ANTI-ATTACK AURA TYPE: Homing						LOCATION(S): Kirlos Training Facility							
		DROPPED ITEM: Ring of Vigor (100%)													
LV	50	ATK	427	DEF	57	HP/MP MULTIPLES:		UNIVERSE LV		1.50/1.50		4D LEVEL		1.81/1.87	
AGL	175	HIT	494	INT	211	SPECIAL ATTACKS:		Illusion Rifle A (W); Illusion Rifle B (S)							

ID # 053	NORMAL	BLACK BRIGADE SOLDIER										CH 8	SS 24	SA 90	ID 98	  		
												DA 1	Sp 1	CS --	Def E	  		
	HP	1150	NAME: FURY	ELE.	ATR.	DIR.	TYPE	DOWN	STUN	BACK	ADD. EFF.							
	MP	68	Basic 1	4	--	W	HP	T	--	--	--							
	EXP	35	Basic 2	11	--	S	HP	T	C	--	--							
	FOL	7	Basic 3	11	--	W	HP	T	T	C	--							
ANTI-ATTACK AURA TYPE				Off				LOCATION(S):				Grunch Hills						
DROP ITEM				Jewel of Refuge (4%); Smithy Materials (3%)														
LV	6	ATR.	68	DEF	8	HP/MP MULTIPLES		UNIVERSE LV	1.50/1.50	4D LEVEL	1.80/1.79							
AGL	35	HIT	259	INT	9	SPECIAL ATTACKS:		None										

ID #054		NORMAL		BLACK BRIGADE SOLDIER										CH 8		SS 31		SA 100		ID 98		     	
				HP	4220	NAME	FURY	ELE	ATL	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.									
				MP	192	Basic 1	4	--	W	HP	T	--	--	--									
				EXP	80	Basic 2	11	--	S	HP	T	C	--	--									
				FOL	4	Basic 3	11	--	W	HP	T	T	C	--									
				ANTI-ATTACK AURA TYPE										OFF		LOCATION(S): Baquerel Mountain Path							
DROP ITEM				Smithy Materials (3%)																			
LV	17	ATK	170	DEF	24	HP/MP MULTIPLES		UNIVERSE LV		1.50/1.50		4D LEVEL		1.80/1.80									
AGL	90	HIT	351	INT	59	SPECIAL ATTACKS:		None															

	ID # 055	NORMAL	BLACK MONSTER			CH 20 SS 50 SA 100 ID 100		   			
				DA Y Sp B CS - Def A					   		
	HP	592200	NAME	FURY	ELL	ATL	DRG. TYPE	DOWN	STUN	BACK	ADD. EFF.
	MP	14080	Basic 1	6	--	W	HP	--	--	--	--
	EXP	64047	Basic 2	6	--	S	HP	--	T	--	--
FOL	2100	Basic 3	21	--	W	HP	--	T	C	--	
ANTI-ATTACK AURA TYPE			Wide Homing				LOCATION(s):		Sphere 211, 182F-191F		
DROP ITEM			None								
LV	190	ATL	3532	DEF	130	HP/MP MULTIPLES	UNIVERSE LV	1.50/1.50	4D LEVEL	2.10/1.87	
AGL	955	HIT	1804	INT	1956	SPECIAL ATTACKS: Rippling Shock A (W); Lightning Blade A (W); Energy Pulse A (S); Flailing Tentacles (W)					

	ID #056	NORMAL	BLACK PEARL STATUE				CH 16	SS 50	SA 100	ID 98	                                                                               
---	---------	--------	--------------------	--	--	--	-------	-------	--------	-------	---

ID #057

NORMAL



BLADE MASTER

HP12000

MP300

EXP280

FOL17

NAME

Basic 1

Basic 2

Basic 3

FURY

4

11

11

ELE.

--

--

--

ATK.

W

S

W

DMG. TYPE

HP

HP

HP

DOWN

--

--

--

STUN

--

T

--

BACK

--

--

C

ADD. EFF.

--

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--

ANTI-ATTACK:AURA TYPE

Standard

LOCATION(s):

Troum Mountains

DROP ITEM

Fire Crystal (4%); Smithy Materials (3%)

LV26

ATK300

DEF25

HP/MP MULTIPLES

UNIVERSE LV

1.50/1.50

4D LEVEL

1.81/1.80

AGL110

HIT434


INT128




SPECIAL ATTACKS:

Drop Kick B (W)







	ID #058		NORMAL		BLAZE HUNTER		CH 8		SS 31		SA 47		ID 98		   	
							DA Y		Sp 8		CS -		Def E		   	
	HP	163020	NAME	FURY	ELE.	ATR.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.					
	MP	7410	Basic 1	21	-	W	HP	-	-	-	-					
	EXP	32700	Basic 2	31	-	S	HP	-	T	-	-					
FOL	1150	Basic 3	6	-	W	HP	-	T	C	-						
ANTI-ATTACK AURA TYPE: Standard							LOCATION(S): Sphere 211, 132F-141F									
DROP ITEM: Jewel of Alertness (4%)																
LV	140	ATK	2335	DEF	250	HP/MP MULTIPLES	UNIVERSE LV	1.50/1.50	40 LEVEL	1.88/1.84						
AGL	705	HIT	1384	INT	1291	SPECIAL ATTACKS:	Colorful Breath A (W)									


[illegible]

ID # 060		NORMAL		BLOOD MONSTER		<div>CH 34SS 63SA 100ID 98V W</div> <div>DA YSp BCS EDef A</div>									
	HP	70000	NAME	FURY	ELE.	ATK.	DNG.	TYPE	DOWN	STUN	BACK	ADD. EFF.			
	MP	5000	Basic 1	6	--	W	HP	--	--	--	--	--			
	EXP	10000	Basic 2	6	--	S	HP	--	T	--	--	--			
	FOL	3640	Basic 3	21	--	S	HP	--	T	C	--	--			
	ANTI-ATTACK-AURA TYPE					Homing		LOCATION(S):					Palмира Plains		
DROP ITEM		Regeneration Symbol (4%); Alchemy Materials (3%)													
LV	49	ATK	810	DEF	90	HP/MP MULTIPLES:		UNIVERSE LV	1.50/1.50	4D LEVEL	1.83/1.82				
AGL	180	HIT	504	INT	200	SPECIAL ATTACKS:									
Ripping Shock A (W); Lightning Blade A (W); Energy Pulse A (W); Flailing Tentacles (W); Laser Beams (Sp)															

	ID # 061	NORMAL	BLOODY KNIGHT									
			CH 8	SS 31	SA 100	ID 98	 					
			DA 1	Sp 8	CS -	Def E	 					
	HP	128000	NAME	FURY	ELE	ATK	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.	
	MP	3645	Basic 1	4	-	W	HP	T	-	-	-	
EXP	5500	Basic 2	11	-	S	HP	T	C	-	-		
FOL	190	Basic 3	11	-	W	HP	T	T	C	-		
ANTI-ATTACK AURA TYPE					Off		LOCATION(S): Fighting Arena					
DROP ITEM		None										
LV	85	ATK	1408	DEF	180	HP/MP MULTIPLES	UNIVERSE LV	1.50/1.50	4D LEVEL	1.86/1.82		
AGL	260	HIT	922	INT	776	SPECIAL ATTACKS:	None					

ID # 062	BOSS	BLUE DRAGON ZOMBIE										CH 34	SS 24	SA 94	ID 100				
												DA	Sp 8	CS -	Def				
	HP	30000	NAME	FURY	ELE	ATK	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.								
	MP	2500	Basic 1	4	-	W	HP/MP	-	T	-	-								
	EXP	3500	Basic 2	4	-	W	MP	-	T	-	-								
	FOL	10500	Basic 3	16	-	S	HP/MP	-	C	-	-								
	ANTI-ATTACK AURA TYPE												King Wave			LOCATION(S): Mountains of Barr			
DROP ITEM												Pulse Gun (100%)							
LV	50	ATK	270	DEF	40	HP/MP MULTIPLES		UNIVERSE LV	1.50/1.50	4D LEVEL	1.81/1.81								
AGL	155	HIT	490	INT	167	SPECIAL ATTACKS:		Poison Breath D (W); Fire Breath B (S)											

	ID # 063	NORMAL	BLUE GOLEM									
			CH 8	SS 24	SA 100	ID 98	DA Y	Sp 0	CS -	Def A	    	
			HP 80000	NAME	FURY	ELE	ATK	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.
			MP 8000	Basic 1	4	--	W	HP	--	T	--	--
			EXP 3800	Basic 2	11	--	S	HP	--	C	--	--
		FOL 130	Basic 3	6	--	S	HP	--	T	C	--	
		ANTI-ATTACK AURA TYPE: OFF				LOCATION(S): Fighting Arena						
		DROP ITEM: None										
LV	70	ATK	1250	DEF	220	HP/MP MULTIPLES	UNIVERSE LV	1.50/1.50	4D LEVEL	1.84/1.84		
AGE	360	HIT	840	INT	500	SPECIAL ATTACKS:	Flaming Blow A (W); Flaming Kick A (S)					

ID # 064	NORMAL	BLUE SLIME										CH	9	SS	24	SA	20	ID	98	DA	Y	Sp	8	CS	-	Def	D	Fire	Ice	Wind	Earth	Light	Dark
												DA	Y	Sp	8	CS	-	Def	D	Fire	Ice	Wind	Earth	Light	Dark								
	HP	3000	NAME	FURY	ELE	ATK	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.																						
	MP	164	Basic 1	11	--	W	HP	--	--	--	--																						
	EXP	37	Basic 2	11	--	W	HP	--	--	--	--																						
	FOL	5	Basic 3	31	--	S	HP	--	--	--	--																						
			Basic 4	6	--	W	HP	--	--	C	--																						
ANTI-ATTACK AURA TYPE					Standard		LOCATION(S): Duggus Forest																										
DROP ITEM					Regeneration Symbol (4%); Alchemy Materials (3%)																												
LV	15	ATK	130	DEF	10	HP/MP MULTIPLES	UNIVERSE LV	1.50/1.50	4D LEVEL	1.80/1.80																							
AGL	55	HIT	292	INT	21	SPECIAL ATTACKS:	Bio Bullet (W)																										

	ID # 065	NORMAL	BOGLE LEADER										
			CH 34	SS 31	SA 100	ID 98	DA Y	Sp 8	CS -	Def E	Fire	Ice	
			HP	792	NAME	FURY	ELE	ATK	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.
			MP	36	Basic 1	21	-	W	HP	-	-	-	-
			EXP	2									
			FOL	4	Basic 2	31	-	S	HP		T	-	-
ANTI-ATTACK AURA TYPE			OFF							LOCATION(S): Airylyph Aqueducts			
DROP ITEM			Compounding Elixirs (3%)										
LV	4	ATK	49	DEF	4	HP/MP MULTIPLES		UNIVERSE LV	1.50/1.50		4D LEVEL		1.80/1.78
AGL	25	HIT	242	INT	7	SPECIAL ATTACKS:		None					

	ID # 066	NORMAL	BOGGLE LEADER										CH 34	SS 31	SA 31	ID 98			
													DA Y	Sp 8	CS --	Def E			
			HP	1004	NAME	FURY	ELE	ATK	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.						
			MP	32	Basic 1	21	--	W	HP	--	--	--	--						
			EXP	3	Basic 2	31	--	S	HP	--	T	--	--						
FOL	10																		
		ANTI-ATTACK AURA TYPE		Standard				LOCATION(S): Troum Mountains											
		DROP ITEM		Smithy Materials (3%)															
LV	3	ATK	75	DEF	10	HP/MP MULTIPLES	UNIVERSE LV	1.50/1.50		4D LEVEL		1.80/1.78							
AGL	20	HIT	233	INT	6	SPECIAL ATTACKS:	None												

ID # 067	NORMAL	BOGLE LEADER									
		CH 34	SS 24	SA 31	ID 98	DA Y	Sp 8	CS E	Def E		
	HP	2200	NAME	FURY	ELE	ATK	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.
	MP	100	Basic 1	21	--	W	HP	--	T	--	--
	EXP	69	Basic 2	31	--	S	HP	--	T	--	--
	FOL	30									
	ANTI-ATTACK AURA TYPE				N/A				LOCATION(S): Kirbo Training Facility		
DROP ITEM		Cooking Ingredients (3%)									
LV	1	ATK	92	DEF	6	HP/MP MULTIPLES	UNIVERSE LV	1.50/1.50	4D LEVEL	1.80/1.80	
AGL	10	HIT	224	INT	10	SPECIAL ATTACKS:	Ice Needles (Sp)				


ID # 068	NORMAL	BOGLE LEADER										CH 9	SS 24	SA 31	ID 98			
												DA T	Sp 8	CS -	Def E			
	HP	3200	NAME	FURY	ELE	ATK	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.							
	MP	200	Basic 1	21	-	W	HP	-	-	-	-							
	EXP	41	Basic 2	31	-	S	HP	-	T	-	-							
	FOL	6																
	ANTI-ATTACK AURA TYPE				N/A				LOCATION(S): Duggus Forest									
DROP ITEM				Alchemy Materials (3%)														
LV	11	ATK	110	DEF	10	HP/MP MULTIPLES		UNIVERSE LV	1.50/1.50	4D LEVEL	1.80/1.80							
AGL	70	HIT	308	INT	26	SPECIAL ATTACKS:		None										








	ID # 069	NORMAL	BOGLE LEADER										
			CH 8	SS 31	SA 100	ID 98	Fire		Ice		Lightning		
			DA Y	Sp 8	CS -	Def E	Fire		Ice		Lightning		
			HP	70000	NAME	FURY	ELE	ATK	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.
			MP	6000	Basic 1	21	--	W	HP	--	--	--	--
			EXP	3000	Basic 2	31	--	S	HP		T	--	--
			FOL	3000									
ANTI-ATTACK AURA TYPE			OFF			LOCATION(S): Fighting Arena							
DROP ITEM			None										
LV	54	ATK	1180	DEF	150	HP/MP MULTIPLES	UNIVERSE LV	1.50/1.50	4D LEVEL	1.83/1.83			
AGL	160	HIT	840	INT	300	SPECIAL ATTACKS:	None						








ID # 070	NORMAL	BOGLE LEADER										CH 8	SS 31	SA 100	ID 98	 		R
												DA Y	Sp 8	CS -	Def E	 		R
	HP	80000	NAME	FURY	ELE	ATK	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.							
	MP	8000	Basic 1	21	-	W	HP	-	-	-	-							
	EXP	3800																
	FOL	2490	Basic 2	31	-	S	HP	-	T	-	-							
ANTI-ATTACK AURA TYPE			Regeneration					LOCATION(S): Maze of Tribulations, B4F										
DROP ITEM			Eldrich Fire Stone (4%)															
LV	70	ATK	1250	DEF	200	HP/MP MULTIPLES		UNIVERSE LV	1.50/1.50	4D LEVEL	1.84/1.84							
AGL	260	HIT	840	INT	500	SPECIAL ATTACKS:		None										


	ID # 071	NORMAL	BOGLE LEADER										
			CH 8	SS 31	SA 100	ID 98	DA Y	Sp 8	CS -	Def E			
			DA Y	Sp 8	CS -	Def E							
			HP	84000	NAME	FURY	ELE	ATK	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.
			MP	7000	Basic 1	21	-	W	HP	-	-	-	-
			EXP	2500									
			FOL	3250	Basic 2	31	-	S	HP	-	T	-	-
		ANTI-ATTACK AURA TYPE		Off		LOCATION(S): Fighting Arena							
		DROP ITEM		None									
LV	60	ATK	1300	DEF	120	HP/MP MULTIPLES	UNIVERSE LV	1.50/1.50	4D LEVEL	1.84/1.83			
AGL	260	HIT	840	INT	617	SPECIAL ATTACKS:	None						



ID #










ID # 084	NORMAL	BRASS DRAGON	CH 13SS 50SA 100ID 98									
			DA YSp CCS -Def E									
	HP	3960	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.	
	MP	180	Basic 1	4	-	W	HP	-	-	-	Paralysis	
	EXP	37	Basic 2	11	-	S	HP	CC	T	-	-	
	FOL	11	Basic 3	11	-	S	HP	T	T	C	-	
	ANTI-ATTACK AURA TYPE		Standard					LOCATION(S): Bequered Mine				
DROP ITEM		Fire Crystal (4%); Alchemy Materials (3%)										
LV	14	ATK	121	DEF	22	HP / MP MULTIPLES		UNIVERSE LV		1.50/1.50	4D LEVEL	1.80/1.80
AGL	75	HIT	326	INT	41	SPECIAL ATTACKS:		Greater Howl (W)				

	ID # 085	NORMAL	BRASS DRAGON										CH 34SS 50SA 100ID 98										  								
														DA TSp C CS -Def E										  							
				HP	4300	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFX.																	
				MP	120	Basic 1	4	-	W	HP	-	-	-	Paralysis																	
				EXP	65	Basic 2	11	-	S	HP	CC	T	-	-																	
		FOL	6	Basic 3	11	-	S	HP	T	T	C	-																			
		ANTI-ATTACK AURA TYPE										Off										LOCATION(s): Bequered Mine									
		DROP ITEM										Mist Charm (4%); Sage (3%)																			
LV	13	ATK	125	DEF	22	HP/MP MULTIPLES				UNIVERSE LV				1.50/1.50				4D LEVEL				1.80/1.80									
AGL	70	HIT	317	INT	35	SPECIAL ATTACKS:				Greater Howl (W)																					


<div>ID # 086</div> <div>NORMAL</div> <div></div>	BRASS DRAGON										CH 13SS 50SA 100ID 98										  																				
											DA YSp CCS -Def E										  																				
	HP	5400	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD.	EFL.																													
	MP	500	Basic 1	4	-	W	HP	-	-	-	-	Paralysis																													
	EXP	80	Basic 2	11	-	S	HP	CC	T	-	-	-																													
FOL	68	Basic 3	11	-	S	HP	T	T	C	-	-																														
ANTI-ATTACK AURA TYPE												Standard										LOCATION(S):										Bequered Mine									
DROP ITEM												Eldrich Fire Stone (4%); Smithy Materials (3%)																													
LV	16	ATK	140	DEF	22	HP/MP MULTIPLES						UNIVERSE LV						1.50/1.50						4D LEVEL						1.80/1.80											
AGL	80	HIT	326	INT	41	SPECIAL ATTACKS:						Greater Howl (W)																													

<div>ID # 087</div> <div>NORMAL</div>	BRASS DRAGON											
	<div>CH 39SS 50SA 100ID 98</div> <div>DA TSpCCSEDefE</div>											
		HP	11500	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFX.
		MP	380	Basic 1	4	--	W	HP	--	--	--	Paralysis
		EXP	280	Basic 2	11	--	S	HP	CC	T	--	--
FOL		540	Basic 3	11	--	S	HP	T	T	C	--	
ANTI-ATTACK AURA TYPE					Homing		LOCATION(S): Mountains of Barr					
DROP ITEM		Jewel of Avarice (4%)										
LV	77	ATK	350	DEF	30	HP/MP MULTIPLES	UNIVERSE LV	1.50/1.50	4D LEVEL	1.81/1.80		
AGL	140	HIT	435	INT	138	SPECIAL ATTACKS:	Greater Howl (S); Gravitation (Sp)					

	ID # 088	NORMAL	BREEZE HUNTER										CH 24 SS 50 SA 88 ID 98								  									
													DA Y Sp 8 CS D Def D								  									
			HP	60000	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFX.																	
			MP	6000	Basic 1	4	--	W	HP	--	--	--	--	--																
			EXP	3100	Basic 2	16	--	S	HP	--	--	--	--	--																
		FOL	3450	Basic 3	6	--	W	HP	--	--	C	--	--	--																
										ANTI-ATTACK AURA TYPE					Standard					LOCATION(S):					Urso Cave Temple					
										DROP ITEM															Wind Charm (4%)					
LV	62	ATK	1050	DEF	130	HP/MP MULTIPLES					UNIVERSE LV					1.50/1.50					4D LEVEL					1.83/1.83				
AGL	480	HIT	1200	INT	760	SPECIAL ATTACKS:					Injurious Song (S); Wing Cutter (W); Thunder Flare (Sp); Fire Bolt (Sp)																			


	ID # 089	NORMAL	BREEZE HUNTER										CH 24		SS 50		SA 88		ID 98		   	
													DA 1		Sp 8		CS 0		Def C		   	
			HP	76000	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFX.									
			MP	8000	Basic 1	4	--	W	HP	--	--	--	--									
			EXP	3100	Basic 2	16	--	S	HP	--	--	--	--									
FOL	3660	Basic 3	6	--	W	HP	--	--	C	--												
ANTI-ATTACK AURA TYPE															Standard		LOCATION(S):		Urso Cave Temple			
DROP ITEM															Wind Charm (4%);		Wind Pixie (3%)					
LV	72	ATK	1250	DEF	160	HP/MP MULTIPLES		UNIVERSE LV		1.50/1.50		4D LEVEL		1.84/1.84								
AGL	480	HIT	1200	INT	760	SPECIAL ATTACKS:		Injurious Song (S); Wing Cutter (W); Thunder Flare (Sp); Fire Bolt (Sp)														


	ID # 090	NORMAL	BRONZE BRUTE										CH 8 SS 50 SA 94 ID 100 D 0 Y 0 DA Y Sp D CS E Def 8																	
			HP	18000	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFX.																	
			MP	1000	Basic 1	4	--	W	HP	T	--	--	--																	
			EXP	900	Basic 2	11	--	S	HP	T	C	--	--																	
			FOL	135	Basic 3	6	--	W	HP	--	T	C	--																	
ANTI-ATTACK AURA TYPE										2-Way										LOCATION(S): Sealed Cavern										
DROP ITEM										Regeneration Symbol (4%)																				
LV	28	ATK	220	DEF	25	HP/MP MULTIPLES					UNIVERSE LV					1.50/1.50					4D LEVEL					1.81/1.80				
AGL	100	HIT	368	INT	72	SPECIAL ATTACKS:					Earth Glove (W), Earth Storm (W), Thunder Flare (Sp), Protection (Sp)																			










ID # 091	NORMAL	BROTHER SOOTIE									
		<div>CH 34SS 50SA 100ID 100</div> <div>DA YSp 8CS DDef 8</div>									
	HP	500000	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFX.
	MP	13816	Basic 1	4	-	W	HP	-	-	-	-
	EXP	77399	Basic 2	11	-	S	HP	-	T	-	-
	FOL	2350	Basic 3	11	-	W	HP	-	T	C	-
	ANTI-ATTACK AURA TYPE		Wide Homing					LOCATION(s): Sphere 211, 192F-210F			
DROP ITEM		Jewel of Alertness (4%)									
LV	200	ATK	3813	DEF	270	HP/MP MULTIPLES		UNIVERSE LV	1.50/1.50	4D LEVEL	2.05/1.87
AGL	1005	HIT	1888	INT	2112	SPECIAL ATTACKS:		Sootie Blast (W); Sootie Strike (S); Sootie Destruct A (W); Healing (Sp); Explosion (Sp); Lightning Strike (Sp)			

ID # 092	NORMAL	BRUTISH BEAST										CH	8	SS	31	SA	100	ID	98				
												DA	Y	Sp	8	CS	-	Def	E				
			HP	70000	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFX.										
			MP	6000	Basic 1	21	--	W	HP	--	--	--	--										
			EXP	3000	Basic 2	31	--	S	HP	--	T	--	--										
FOL	2800	Basic 3	6	--	W	HP	--	T	C	--	--												
			ANTI-ATTACK AURA TYPE										OFF	LOCATION(S): Fighting Arena									
			DROP ITEM										None										
LV	54	ATK	1180	DEF	150	HP/MP MULTIPLES		UNIVERSE LV	1.50/1.50		4D LEVEL		1.83/1.83										
AGL	160	HIT	840	INT	300	SPECIAL ATTACKS:		Colorful Breath A (W)															

ID # 093	NORMAL	BULLFROG BEAST										CH 8	SS 31	SA 39	ID 98				
												DA Y	Sp 8	CS -	Def E				
		HP	261030	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFX.							
		MP	11845	Basic 1	21	-	W	HP	-	T	-	-							
		EXP	60000																
		FOL	2050	Basic 2	31	-	S	HP	-	T	-	-							
ANTI-ATTACK AURA TYPE												Standard				LOCATION(S): Sphere 211, 182F-191F			
DROP ITEM																Jewel of Refuge (4%)			
LV	190	ATK	3532	DEF	90	HP/MP MULTIPLES		UNIVERSE LV		1.50/1.50		4D LEVEL		1.93/1.86					
AGL	955	HIT	1804	INT	1956	SPECIAL ATTACKS:		Long Tongue (W); Stinging Gas A (S)											

	ID # 094		NORMAL		BUSTER		<div>CH 9 SS 24 SA 100 ID 98</div> <div>DA - Sp 8 CS - Def E</div>									
	HP	250	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFX.					
	MP	11	Basic 1		4	-	W	HP	T	-	-	-				
	EXP	29	Basic 2		11	-	S	HP	T	T	-	-				
	FOL	6														
ANTI-ATTACK AURA TYPE					N/A			LOCATION(S):					Ruins of Coffir			
DROP ITEM					None											
LV	5	ATK	38	DEF	3	HP/MP MULTIPLES		UNIVERSE LV		1.50/1.45		4D LEVEL		1.80/1.73		
AGL	10	HIT	217	INT	5	SPECIAL ATTACKS:		Bully Stab (W); Bully Combo (W); Scream (X)								

ID # 095	NORMAL	CARNIVOROUS PLANT									
		<div>CH 8 SS 78 SA 50 ID 98</div> <div>DA Y Sp B CS - Def E</div>									
		<div>HP 4200 NAME FURY</div> <div>ELE. ATK. DMG. TYPE DOWN STUN BACK ADD. EFX.</div> <div>MP 250 Basic 1 6 - W HP - T - -</div> <div>EXP 99 Basic 2 16 - S HP - T - -</div> <div>FOL 68 Basic 3 11 - W HP - T C -</div>									
		ANTI-ATTACK AURA TYPE		OFF		LOCATION(S):		Duggus Forest			
DROP ITEM		Machinery Materials (3%)									
LV	18	ATK	130	DEF	25	HP/MP MULTIPLES	UNIVERSE LV	1.50/1.50	4D LEVEL	1.80/1.80	
AGL	70	HIT	322	INT	30	SPECIAL ATTACKS:	Poisonous Seeds A (W); Tentacle Whip (W)				

<div>ID # 096</div> <div>NORMAL</div> <div></div>	CAVE SPIDER										<div>CH 8SS 31SA 71ID 98</div> <div>DA YSp 8CS -Def E</div> <div></div>										
	HP	800	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFX.										
	MP	68	Basic 1	21	--	W	HP	--	--	--	Poison										
	EXP	55	Basic 2	4	--	S	HP	--	T	--	Poison										
	FOL	8	Basic 3	6	--	W	HP	--	T	C	--										
ANTI-ATTACK AURA TYPE										Off		LOCATION(S): Kirba Caverns									
DROP ITEM										Charm of Insight (4%); Alchemy Materials (3%)											
LV	13	ATK	58	DEF	2	HP/MP MULTIPLES		UNIVERSE LV		1.50/1.50		4D LEVEL		1.80/1.79							
AGL	35	HIT	259	INT	9	SPECIAL ATTACKS:		Sticky Webs (W)													

GETTING STARTED

CHARACTERS

WALKTHROUGH

BONUS DUNGEONS


PRIVATE ACTION





MINI-GAMES AND
SUB-QUESTS


ITEM CREATION








ITEMS
AND EQUIPMENT








BESTIARY


	ID # 097	NORMAL	CERBERUS		<div>CH 8SS 31SA 100ID 98</div> <div>DA YSp 8CS -Def E</div>									
	HP	16000	NAME	FURY	ELE	ATK	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.			
	MP	2000	Basic 1	21	-	W	HP	-	-	-	-			
	EXP	500	Basic 2	31	-	S	HP	-	T	-	-			
	FOL	800	Basic 3	6	-	S	HP	-	T	C	-			
ANTI-ATTACK AURA TYPE					Off		LOCATION(S)					Fighting Arena		
DROP ITEM					None									
LV	33	ATK	390	DEF	56	HP/MP MULTIPLES		UNIVERSE LV	1.50/1.50		4D LEVEL	1.82/1.82		
AGL	165	HIT	477	INT	188	SPECIAL ATTACKS:		Colorful Breath A (W)						


	ID # 099	NORMAL	CHAMELEON KING										CH 9	SS 31	SA 78	ID 98				
			HP	4928	NAME	FURY	ELE	21	ATK	W	DMG. TYPE	HP	DOWN	--	STUN	--	BACK	--	ADD. EFF.	--
			MP	224	Basic 1	21	--	W			HP	--	--	--	--	--	--	--	--	
			EXP	200	Basic 2	21	--	W			HP	--	--	--	--	--	--	--	--	
			FOL	13	Basic 3	31	--	S			HP	--	--	--	--	--	--	--	--	
			LV	32	Basic 4	31	--	S			HP	--	--	--	--	--	--	--	--	
			ATK	261	Basic 5	6	--	W			HP	--	--	--	C	--	--	--	--	
DEF	28	AGL	130	ANTI-ATTACK AURA TYPE							Standard			LOCATION(S):			Mosel Dunes			
HIT	418	INT	119	DROP ITEM							Cooking Ingredients (3%)			SPECIAL ATTACKS:			Poison Breath B (W); Raider Smash (S)			
HP/MP MULTIPLES			UNIVERSE LV		1.50/1.50		4D LEVEL		1.80/1.80											








	HP	500000	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.	
	MP	9637	Basic 1	6	--	W	HP	--	--	--	--	
	EXP	60000	Basic 2	6	--	S	HP	--	T	--	--	
	FOL	2000	Basic 3	21	--	S	HP	--	T	C	--	
ANTI-ATTACK AURA TYPE					Regeneration			LOCATION(S): Sphere 211, 162F-171F				
DROP ITEM					None							
LV	170	ATK	3014	DEF	151	HP/MP MULTIPLES		UNIVERSE LV	1.50/1.50	4D LEVEL	2.05/1.85	
AGL	855	HIT	1636	INT	1668	SPECIAL ATTACKS:						
Petrifying Breath (W); Vortices (W); Lunatic Breath (S); Dark Sphere (Sp); Explosion (Sp)												








ID # 103	NORMAL		CLEAVER KNIGHT										CH 8	SS 31	SA 100	ID 98			
													DA 1	Sp 8	CS -	Def E			
			HP 70000	NAME FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.								
			MP 6000	Basic 1	4	-	W	HP	T	-	-								
			EXP 3000	Basic 2	11	-	S	HP	T	C	-								
FOL 3000	Basic 3	11	-	W	HP	T	T	C											
			ANTI-ATTACK AURA TYPE: Off					LOCATION(S): Fighting Arena											
			DROP ITEM: None																
LV 54	ATK 1180	DEF 150	HP/MP MULTIPLES		UNIVERSE LV 1.50/1.50		4D LEVEL		1.83/1.83										
AGL 160	HIT 840	INT 300	SPECIAL ATTACKS:		None														










	ID # 105	BOSS	COCKATRICE		<div>CH 34SS 50SA 100ID 100</div> <div>DA 1Sp 8CS -Def 8</div> <div></div>													
	HP	15500	NAME	FURY	ELE	4	ATK	-	DMG. TYPE	HP	DOWN	-	STUN	-	BACK	-	ADD. EFF.	Petrification
	MP	431	Basic 1	4	-	W	HP	-	-	-	-	-	-	-	-	-	-	Petrification
	EXP	1200	Basic 2	11	-	S	HP	-	-	-	T	-	-	-	-	-	-	Petrification
	FOL	2000																
Anti-Attack Aura Type					Homing					Location(s): Bequered Mine								
Drop Item					Synthesis Materials (100%)													
LV	44	ATK	200	DEF	25	HP/MP MULTIPLES				UNIVERSE LV		1.50/1.50		4D LEVEL		1.81/1.80		
AGL	100	HIT	368	INT	72	SPECIAL ATTACKS:				Stone Bite (W); Stone Breath (W)								


ID # 107	NORMAL	CONVICTOR	<div>CH 34SS 50SA 88ID 100</div> <div>DA 1Sp 8CS 0Def 8</div>								<div></div>	<div></div>	<div></div>					
			<div></div>	<div></div>	<div></div>													
	HP	45000	NAME	FURY	ELE	6	ATK	W	DMG. TYPE	HP	DOWN	CC	STUN	--	BACK	--	ADD. EFF.	--
	MP	5000	Basic 1	6	--	W	HP	--	CC	--	--	--	--	--	--	--	--	--
	EXP	3500	Basic 2	6	--	S	HP/MP	--	HP/MP	--	T	--	--	--	--	--	--	--
	FOL	1800	Basic 3	10	--	W	HP/MP	--	HP/MP	--	CC	CC	C	--	--	--	--	--
ANTI-ATTACK AURA TYPE: Wide Harming																		
LOCATION(S): Palmira Plains																		
DROP ITEM: Jewel of Alertness (4%); Smithy Materials (3%)																		
LV	44	ATK	610	DEF	80	HP/MP MULTIPLES			UNIVERSE LV	1.50/1.50	4D LEVEL	1.82/1.82						
AGL	210	HIT	420	INT	250	SPECIAL ATTACKS:			Aeroblast (W); Lightning Beam (W); Faerie Light (Sp); Thunder Flare (Sp)									








ID # 098	NORMAL	CHAMELEON	<div>CH 9SS 31SA 71ID 98Y 8H 8</div> <div>DA -Sp 8E CS -Def -H 8Y 8D</div>									
	HP	4000	NAME	FURY	ELE	ATK	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.	
	MP	168	Basic 1	21	--	W	HP	--	--	--	--	
	EXP	90	Basic 2	21	--	W	HP	--	--	--	--	
	FOL	80	Basic 3	31	--	S	HP	--	--	--	--	
	LV	21	Basic 4	31	--	S	HP	--	--	--	--	
	ATK	120	Basic 5	6	--	W	HP	--	--	C	--	
DEF	21	AGL	70	ANTI-ATTACK AURA TYPE				Off	LOCATION(S):		Duggus Forrest	
HIT	301	INT	26	DROP ITEM				Jewel of Avarice (4%); Compounding Elixirs (3%)		SPECIAL ATTACKS:		Poison Breath A (W); Raider Smash (S)
HP/MP MULTIPLES			UNIVERSE LV		1.50/1.50		4D LEVEL		1.80/1.80			










	ID # 100		BOSS		CHIMERA		CH 24		SS 78		SA 100		ID 100		  						
	DA -		Sp 8		CS -		Def -		  												
	HP	200000	NAME	FURY	ELE	21	ATK	W	DMG. TYPE	HP	DOWN	-	STUN	-	BACK	-	ADD. EFF.	-			
	MP	28000	Basic 1																		
	EXP	17000	Basic 2															Paralysis			
	FOL	5000	Basic 3																		
	LV	75	Basic 4																		
	ATK	1200	Basic 5																		
DEF 101		AGL 200		ANTI-ATTACK AURA TYPE Standard								LOCATION(S):		Mosel Dunes							
HIT 600		INT 250		DROP ITEM		War God's Symbol (100%); Cooking Ingredients (3%)						SPECIAL ATTACKS:						Pyroblast (W); Triple Attack A (W)			
HP/MP MULTIPLES				UNIVERSE LV		1.50/1.50		4D LEVEL		1.90/1.94		Lunging Bite (S)									


ID # 102	BOSS	CHIMERA HAWK	CH 13 SS 31 SA 78 ID 98										  					
			DA 1	Sp 8	CS --	Def E	  											
	HP	85000	NAME	FURY	ELE	4	ATK	W	DMG. TYPE	HP	DOWN	--	STUN	--	BACK	--	ADD. EFF.	Confusion
	MP	28000	Basic 1	4	--	W	HP	--	--	--	--	--	--	--	--	--	--	--
	EXP	20000	Basic 2	16	--	S	HP	--	--	--	--	--	--	--	--	--	--	--
	FOL	42000	Basic 3	6	--	W	HP	--	--	--	--	--	--	--	--	--	--	--
	ANTI-ATTACK AURA TYPE										Off	LOCATION(S)				Spiral Tower, 2F		
DROP ITEM			None															
LV	74	ATK	1100	DEF	102	HP/MP MULTIPLES			UNIVERSE LV		1.50/1.50		4D LEVEL		1.84/1.94			
AGL	225	HIT	840	INT	500	SPECIAL ATTACKS:			Hard Attack (W); Blizzard Attack (W); Heat Impact (S); Wing Cutter (S)									


	ID #104	BOSS	CLIFF		<div><div>CH 24</div><div>SS 86</div><div>SA 100</div><div>ID 100</div><div></div><div></div><div></div><div></div></div> <div><div>DA -</div><div>Sp 8</div><div>CS H</div><div>Def -</div><div></div><div></div><div></div><div></div></div>									
	HP	1200000	NAME	FURY	ELE:	ATK:	DMG. TYPE	DOWN:	STUN	BACK	ADD. EFF.			
	MP	36000	Basic 1	10	-	W	HP	-	T	-	-			
	EXP	80000	Basic 2	10	-	W	HP	CC	T	-	Fury Drain			
	FOL	300000	Basic 3	0	-	W	HP	CC	T	-	-			
	LV	160	Basic 5	15	-	S	HP	CC	T	-	-			
	ATK	2800	Basic 6	15	-	S	HP	-	-	-	Fury Drain			
			Basic 7	15	-	S	HP	CC	T	-	-			
			Basic 8	10	-	S	HP	CC	T	-	-			
	DEF: 200 AGL: 260				ANTI-ATTACK AURA TYPE: Standard				LOCATION(S): Cave Temple					
HIT: 1300 INT: 950				DROP ITEM: Robbin's Foot (100%)				SPECIAL ATTACKS: Electric Fists (W); Fiery Tackle (W); Fists of Fury (S); Max Shockwave (S)						
HP/MP MULTIPLES:		UNIVERSE LV	1.50/1.50	4D LEVEL	2.40/1.98									


ID # 106	NORMAL	CONVICTOR		CH 34 SS 50 SA 88 ID 100																	
				DA Y Sp 8 CS D Def D																	
				H H H H H H H H H H																	
HP	45000	NAME	FURY	ELE	6	ATK	W	DMG. TYPE	HP	DOWN	CC	STUN	--	BACK	--	ADD. EFF.	--				
MP	4000	Basic 1	6	--	--	S	HP/MP	--	--	T	--	--	--	--	--	--	--				
EXP	3500	Basic 2	6	--	--	S	HP/MP	--	--	T	--	--	--	--	--	--	--				
FOL	2900	Basic 3	10	--	--	W	HP/MP	--	--	CC	CC	C	--	--	--	--	--				
				ANTI-ATTACK AURA TYPE								Standard									
				LOCATION(S):								Slynx									
				DROP ITEM																	
				Machinery Materials (3%)																	
LV	35	ATK	600	DEF	78	HP/MP MULTIPLES	UNIVERSE LV		1.50/1.50		4D LEVEL		1.82/1.82								
AGL	180	HIT	502	INT	222	SPECIAL ATTACKS:		Aeroblast (W); Lightning Beam (W); Faerie Light (Sp); Thunder Flare (Sp)													

	ID # 108	NORMAL	CONVICTOR										CH 34	SS 50	SA 88	ID 100								
																								
	HP	52000	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.													
	MP	14080	Basic 1	6	--	W	HP	CC	--	--	--													
	EXP	5500	Basic 2	6	--	S	HP/MP	--	T	--	--													
	FOL	4000	Basic 3	10	--	W	HP/MP	CC	CC	C	--													
	ANTI-ATTACK:AURA TYPE										2-Way		LOCATION(S):										Sanmite Steppes	
	DROP ITEM		Jewel of Refuge (4%); Crafting Materials (3%)																					
LV	49	ATK	1200	DEF	80	HP/MP MULTIPLES:		UNIVERSE LV		1.50/1.50		40 LEVEL		1.83/1.87										
AGL	200	HIT	630	INT	272	SPECIAL ATTACKS:		Aeroblast (W); Lightning Beam (W); Faerie Light (Sp); Thunder Flare (Sp)																

	ID # 109		BOSS		CONVICTOR										
					CH 16		SS 50		SA 100		ID 100		   		
					DA 1		Sp 8		CS -		Def 8		   		
	HP	120000	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.				
	MP	10000	Basic 1	6	-	W	HP	CC	-	-	-				
EXP	24000	Basic 2	6	-	S	HP/MP	-	T	-	-					
FOL	46300	Basic 3	10	-	W	HP/MP	CC	CC	C	-					
ANTI-ATTACK: AURA TYPE: Regeneration					LOCATION(S): Styx										
DROP ITEM: Jewel of Refuge (4%)															
LV	64	ATK	850	DEF	200	HP/MP MULTIPLES		UNIVERSE LV		1.50/1.50		4D LEVEL		1.86/1.85	
AGL	110	HIT	560	INT	300	SPECIAL ATTACKS:		Aeroblast (W); Lightning Beam (W)							


ID # 110	NORMAL	CONVICTOR									
		CH 8	SS 50	SA 88	ID 100	Def S	HP	ATK	DEF	INT	AGL
		DA Y	Sp B	CS S	Def S	HP	ATK	DEF	INT	AGL	
	HP	491500	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.
	MP	198000	Basic 1	6	--	W	HP	CC	--	--	--
	EXP	59500	Basic 2	6	--	S	HP/MP	--	T	--	--
	FOL	34000	Basic 3	10	--	W	HP/MP	CC	CC	C	--
	ANTI-ATTACK: AURA TYPE: Homing LOCATION(S): Sphere 211, 162F-171F										
		DROP ITEM: None									
LV	170	ATK	3014	DEF	250	HP/MP MULTIPLES	UNIVERSE LV	1.50/1.50	4D LEVEL	2.05/2.79	
AGL	855	HIT	1636	INT	1668	SPECIAL ATTACKS:	Aeroblast (W); Lightning Beam (W); Faerie Light (Sp); Thunder Flare (Sp)				


ID # 111	NORMAL	CORE WISP									
		CH 34	SS 50	SA 88	ID 98	Def D	HP	ATK	DEF	INT	AGL
		DA Y	Sp B	CS -	Def D	HP	ATK	DEF	INT	AGL	
	HP	45000	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.
	MP	5000	Basic 1	4	--	W	HP	--	T	--	--
	EXP	2400	Basic 2	11	--	S	HP	--	C	--	--
	FOL	1900	Basic 3	11	--	S	HP	--	C	--	--
	ANTI-ATTACK: AURA TYPE: 2-Way LOCATION(S): Urssa Cave Temple										
		DROP ITEM: Fresh Sage (3%)									
LV	53	ATK	900	DEF	100	HP/MP MULTIPLES	UNIVERSE LV	1.50/1.50	4D LEVEL	1.83/1.82	
AGL	200	HIT	649	INT	617	SPECIAL ATTACKS:	Plasma Cannon A (W); Prism Shake A (W)				


ID # 112	NORMAL	CORE WISP									
		CH 34	SS 50	SA 88	ID 98	Def C	HP	ATK	DEF	INT	AGL
		DA Y	Sp B	CS -	Def C	HP	ATK	DEF	INT	AGL	
	HP	52000	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.
	MP	7000	Basic 1	4	--	W	HP	--	T	--	--
	EXP	2400	Basic 2	11	--	S	HP	--	C	--	--
	FOL	2500	Basic 3	11	--	S	HP	--	C	--	--
	ANTI-ATTACK: AURA TYPE: 2-Way LOCATION(S): Urssa Cave Temple										
		DROP ITEM: Fresh Sage (3%)									
LV	73	ATK	1100	DEF	180	HP/MP MULTIPLES	UNIVERSE LV	1.50/1.50	4D LEVEL	1.83/1.83	
AGL	200	HIT	649	INT	617	SPECIAL ATTACKS:	Plasma Cannon A (W); Prism Shake A (W)				

	ID # 113	BOSS	CROSELL										
			CH 34	SS 50	SA 100	ID 100	Def C	HP	ATK	DEF	INT	AGL	
			DA T	Sp C	CS -	Def C	HP	ATK	DEF	INT	AGL		
			HP	29000	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.
			MP	4200	Basic 1	6	-	W	HP	-	-	-	-
EXP	7000	Basic 2	6	-	S	HP	-	T	-	-			
FOL	10000												
ANTI-ATTACK: AURA TYPE			Wide Homing					LOCATION(S): Urssa Lava Cave					
DROP ITEM			None										
LV	70	ATK	280	DEF	40	HP/MP MULTIPLES	UNIVERSE LV	1.50/1.50	4D LEVEL	1.81/1.82			
AGL	140	HIT	450	INT	190	SPECIAL ATTACKS:	Doom Raid (W); Supreme Fire Breath (W)						

	ID # 114	BOSS	CROSELL									
			CH 34 SS 50 SA 100 ID 100 Def A H									

ID # 115	BOSS	CRYSTAL CERBERUS									
		CH 8	SS 75	SA 100	ID 100	Def B	HP	ATK	DEF	INT	AGL
		DA X	Sp B	CS -	Def B	HP	ATK	DEF	INT	AGL	
	HP	30000	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.
	MP	3500	Basic 1	6	-	W	HP	-	T	-	-
	EXP	3500	Basic 2	11	-	W	HP	CC	C	-	-
	FOL	1400	Basic 3	6	-	W	HP	CC	T	C	-
	ANTI-ATTACK: AURA TYPE: Standard LOCATION(S): Shrine of Kaddan										
		DROP ITEM: None									
LV	40	ATK	300	DEF	27	HP/MP MULTIPLES	UNIVERSE LV	1.50/1.50	4D LEVEL	1.81/1.82	
AGL	120	HIT	490	INT	102	SPECIAL ATTACKS:	Tri-Spike (W)				


ID # 116	NORMAL	CRYSTAL DRAGON									
		CH 24	SS 63	SA 100	ID 98	Def B	HP	ATK	DEF	INT	AGL
		DA Y	Sp B	CS E	Def B	HP	ATK	DEF	INT	AGL	
	HP	250000	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.
	MP	300000	Basic 1	4	--	S	HP	--	--	--	--
	EXP	30000	Basic 2	4	--	S	HP	--	--	--	--
	FOL	17000	Basic 3	11	--	S	HP	CC	--	--	--
			Basic 4	11	--	W	HP	T	T	C	--
		ANTI-ATTACK: AURA TYPE				N/A		LOCATION(S): Fighting Arena			
		DROP ITEM: None									
LV	159	ATK	2800	DEF	100	HP/MP MULTIPLES		UNIVERSE LV	1.50/1.50	4D LEVEL	3.00/3.00
AGL	460	HIT	1540	INT	1000	Flaming Breath A (W); Atomic Breath (W); Howl of Doom A (S);					


ID # 117	NORMAL	CRYSTAL STATUE										CH 8	SS 78	SA 100	ID 98				
						DA Y	Sp A	CS -	Def C										
	HP	15000	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.								
	MP	431	Basic 1	6	--	W	HP	--	T	--	--								
	EXP	1200	Basic 2	11	--	S	HP	CC	C	--	--								
	FOL	16	Basic 3	6	--	W	HP	CC	T	C	Freezing								
	ANTI-ATTACK AURA TYPE												Homing				LOCATION(S): Shrine of Kaddan		
DROP ITEM																None			
LV	29	ATK	210	DEF	27	HP/MP MULTIPLES		UNIVERSE LV		1.50/1.50		4D LEVEL		1.81/1.80					
AGL	120	HIT	401	INT	102	SPECIAL ATTACKS:		Tri-Spike (W)											


	ID # 118		BOSS		CRYSTAL STATUE										CH 16		SS 50		SA 100		ID 98		   	
															DA Y		Sp A		CS -		Def B		   	
	HP		168000		NAME		FURY		ELE.		ATK.		DMG. TYPE		DOWN		STUN		BACK		ADD. EFF.			
	MP		10000		Basic 1		6		-		W		HP		-		T		-		-			
	EXP		15000		Basic 2		11		-		S		HP		CC		C		-		-			
FOL		33		Basic 3		6		-		W		HP		CC		T		C		-				
ANTI-ATTACK: AURA TYPE														Standard				LOCATION(S): Shrine of Kaddan						
DROP ITEM														Compounding Elixirs (3%)										
LV		69		ATK		1300		DEF		80		HP/MP MULTIPLES		UNIVERSE LV		1.50/1.50		4D LEVEL		1.88/1.85				
AGL		200		HIT		560		INT		350		SPECIAL ATTACKS:		Tri-Spike (W)										


ID #119	NORMAL	CURRENT RIDER									
		CH 34	SS 31	SA 71	ID 98	Def E	HP	ATK	DEF	INT	AGL
		DA Y	Sp B	CS -	Def E	HP	ATK	DEF	INT	AGL	
	HP	38000	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.
	MP	3000	Basic 1	4	Wa	W	HP	--	--	--	--
	EXP	1200	Basic 2	11	Wa	S	HP	--	--	--	--
	FOL	2535	Basic 3	11	Wa	W	HP	T	--	C	--
	ANTI-ATTACK AURA TYPE							Standard	LOCATION(S):		
DROP ITEM											
Jewel of Avarice (4%); Cooking Ingredients (3%)											
LV		49	ATK	1000	DEF	101	HP/MP MULTIPLES	UNIVERSE LV	1.50/1.50	4D LEVEL	1.82/1.81
AGL		215	HIT	700	INT	100	SPECIAL ATTACKS:	Sniping A (S); Shotgun (W)			


ID # 121	BOSS	CH 12	SS 24	SA 78	ID 98	DA X	Sp C	CS -	Def E	R	W	D	H
	DARK ARMOR	HP	67000	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.	
	MP	6000	Basic 1	21	-	-	W	HP	-	-	-	-	
	EXP	10000	Basic 2	31	-	-	S	HP	-	-	-	-	
	FOL	39000	Basic 3	6	-	-	W	HP	-	-	-	-	
	ANTI-ATTACK AURA TYPE	Standard	LOCATION(S)	Shrine of Kaddan									
	DROP ITEM	None											
LV	59	ATK	1250	DEF	50	HP/MP MULTIPLES	UNIVERSE LV	1.50/1.50	4D LEVEL	1.83/1.83			
AGL	10	HIT	560	INT	100	SPECIAL ATTACKS:	Hammer Quake B (W)						

ID # 122	BOSS	CH 24	SS 63	SA 100	ID 100	DA X	Sp C	CS D	Def A	R	W	D	H
	DARK EYE	HP	330000	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.	
	MP	56000	Basic 1	8	-	-	W	HP	-	-	-	-	Paralysis
	EXP	50000	Basic 2	8	-	-	S	HP	-	-	-	-	Petrification
	FOL	110000	Basic 3	21	-	-	S	MP	-	-	-	-	Freezing
	ANTI-ATTACK AURA TYPE	Ring Wave	LOCATION(S)	Shrine of Kaddan									
	DROP ITEM	None											
LV	70	ATK	1300	DEF	80	HP/MP MULTIPLES	UNIVERSE LV	1.50/1.50	4D LEVEL	1.96/2.08			
AGL	460	HIT	600	INT	400	SPECIAL ATTACKS:	Fear Circle (S); Misery Circle (S); Dark Sphere (Sp); Thunder Flare (Sp)						

ID # 123	NORMAL	CH 13	SS 31	SA 78	ID 98	DA Y	Sp B	CS D	Def E	R	W	D	H
	DARK HUNTER	HP	9600	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.	
	MP	550	Basic 1	4	-	-	W	HP	-	-	-	-	
	EXP	180	Basic 2	16	-	-	S	HP	-	-	-	-	
	FOL	260	Basic 3	6	-	-	W	HP	-	-	-	-	
	ANTI-ATTACK AURA TYPE	Standard	LOCATION(S)	Passage from Parch to Plenty									
	DROP ITEM	Smithy Materials (3%)											
LV	24	ATK	250	DEF	30	HP/MP MULTIPLES	UNIVERSE LV	1.50/1.50	4D LEVEL	1.80/1.80			
AGL	125	HIT	406	INT	111	SPECIAL ATTACKS:	Hard Attack (W); Blizzard Attack (S); Injurious Song (S); Wing Cutter (S); Thunder Flare (Sp); Fire Bolt (Sp)						

ID # 124	BOSS	CH 8	SS 24	SA 63	ID 98	DA X	Sp B	CS -	Def E	R	W	D	H
	DARK RIDER	HP	9000	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.	
	MP	1000	Basic 1	4	-	-	W	HP	-	-	-	-	
	EXP	120	Basic 2	11	-	-	S	HP	-	-	-	-	
	FOL	55	Basic 3	11	-	-	W	HP	-	-	-	-	
	ANTI-ATTACK AURA TYPE	Off	LOCATION(S)	Shrine of Kaddan									
	DROP ITEM	None											
LV	19	ATK	200	DEF	25	HP/MP MULTIPLES	UNIVERSE LV	1.50/1.50	4D LEVEL	1.80/1.80			
AGL	100	HIT	368	INT	72	SPECIAL ATTACKS:	None						

ID # 125	NORMAL	CH 8	SS 31	SA 75	ID 98	DA Y	Sp D	CS -	Def E	R	W	D	H
	DEATH MANTIS	HP	257730	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.	
	MP	11715	Basic 1	21	-	-	W	HP	-	-	-	-	
	EXP	69000	Basic 2	21	-	-	W	HP	-	-	-	-	
	FOL	2000	Basic 3	31	-	-	S	HP	-	-	-	-	
			Basic 4	6	-	-	W	HP	-	-	-	-	
	ANTI-ATTACK AURA TYPE	Standard	LOCATION(S)	Sphere 211, 172F-181F									
	DROP ITEM	None											
LV	180	ATK	3266	DEF	150	HP/MP MULTIPLES	UNIVERSE LV	1.50/1.50	4D LEVEL	1.93/1.86			
AGL	905	HIT	1720	INT	1808	SPECIAL ATTACKS:	Death Blade (S); Glowing Pinchers A (W)						


ID # 126	NORMAL	CH 16	SS 50	SA 78	ID 98	DA Y	Sp B	CS C	Def L	R	W	D	H
	DEATH MASTER	HP	45000	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.	
	MP	8000	Basic 1	21	-	-	W	MP	-	-	-	-	
	EXP	3000	Basic 2	31	-	-	S	MP	-	-	-	-	
	FOL	1640	Basic 3	6	-	-	W	MP	-	-	-	-	
	ANTI-ATTACK AURA TYPE	Standard	LOCATION(S)	Mosel Dunes									
	DROP ITEM	Regeneration Symbol (4%); Writing Materials (3%)											
LV	49	ATK	1000	DEF	101	HP/MP MULTIPLES	UNIVERSE LV	1.50/1.50	4D LEVEL	1.82/1.84			
AGL	210	HIT	700	INT	500	SPECIAL ATTACKS:	Fire Bolt (Sp); Ice Needles (Sp)						


ID # 127	BOSS	CH 8	SS 31	SA 31	ID 98	DA X	Sp B	CS -	Def E	R	W	D	H
	DEATH MONSTER	HP	120000	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.	
	MP	30000	Basic 1	6	-	-	W	HP	-	-	-	-	
	EXP	20000	Basic 2	31	-	-	S	HP	-	-	-	-	Poison
	FOL	42000	Basic 3	6	-	-	W	HP	-	-	-	-	
	ANTI-ATTACK AURA TYPE	Off	LOCATION(S)	Spiral Tower, 2F									
	DROP ITEM	None											
LV	74	ATK	1100	DEF	102	HP/MP MULTIPLES	UNIVERSE LV	1.50/1.50	4D LEVEL	1.86/1.95			
AGL	225	HIT	840	INT	500	SPECIAL ATTACKS:	Charge (W); Wild Fangs B (W); Killer Breath (S)						


ID # 128	NORMAL	CH 34	SS 24	SA 100	ID 98	DA Y	Sp B	CS -	Def E	R	W	D	H
	DEATH NOBLE	HP	76890	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.	
	MP	3495	Basic 1	4	-	-	-	-	-	-	-	-	
	EXP	2750	Basic 2	31	-	-	S	MP	-	-	-	-	
	FOL	80	Basic 3	6	-	-	W	MP	-	-	-	-	
	ANTI-ATTACK AURA TYPE	Off	LOCATION(S)	Maze of Tribulations, B2F									
	DROP ITEM	Gold Idol (4%); Cooking Ingredients (3%)											
LV	65	ATK	1172	DEF	200	HP/MP MULTIPLES	UNIVERSE LV	1.50/1.50	4D LEVEL	1.84/1.82			
AGL	330	HIT	754	INT	645	SPECIAL ATTACKS:	Spare Me (X)						


ID # 129	BOSS	CH 16	SS 50	SA 100	ID 100	DA X	Sp B	CS -	Def E	R	W	D	H
	DEMETRIO	HP	14800	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.	
	MP	17776	Basic 1	4	-	-	W	HP	-	-	-	-	
	EXP	1800	Basic 2	11	-	-	S	HP	-	-	-	-	
	FOL	4200	Basic 3	11	-	-	W	HP	-	-	-	-	
	ANTI-ATTACK AURA TYPE	Homing	LOCATION(S)	Bequeral Mountain Path									
	DROP ITEM	Synthesis Materials (100%)											
LV	10	ATK	261	DEF	28	HP/MP MULTIPLES	UNIVERSE LV	1.50/1.50	4D LEVEL	1.81/1.89			
AGL	130	HIT	418	INT	119	SPECIAL ATTACKS:	Master Combo A (W); Searing Breath (W)						


ID # 130	NORMAL	CH 24	SS 63	SA 100	ID 100	DA Y	Sp B	CS E	Def A	R	W	D	H
	DEMON BEAST	HP	160000	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.	
	MP	7000	Basic 1	6	-	-	W	HP	-	-	-	-	
	EXP	3800	Basic 2	4	-	-	S	HP	-	-	-	-	
	FOL	3610	Basic 3	31	-	-	S	HP	-	-	-	-	
			Basic 4	6	-	-	W	HP	-	-	-	-	
	ANTI-ATTACK AURA TYPE	Standard	LOCATION(S)	Fighting Arena									
	DROP ITEM	Jewel of Refuge (4%)											
LV	60	ATK	1380	DEF	120	HP/MP MULTIPLES	UNIVERSE LV	1.50/1.50	4D LEVEL	1.88/1.83			
AGL	260	HIT	840	INT	617	SPECIAL ATTACKS:	Killer Sphere (W); Dark Eruption (W); Chain Smash (W); Explosion (Sp)						


ID # 131	NORMAL	CH 34	SS 78	SA 100	ID 98	DA Y	Sp B	CS E	Def E	R	W	D	H
	DEMON IMP	HP	9000	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.	
	MP	1500	Basic 1	21	-	-	W	HP	-	-	-	-	
	EXP	300	Basic 2	31	-	-	S	HP	-	-	-	-	
	FOL	640	Basic 3	6	-	-	W	HP	-	-	-	-	
	ANTI-ATTACK AURA TYPE	Standard	LOCATION(S)	Ancient Ruins of Mosel, 1F									
	DROP ITEM	Crafting Materials (3%)											
LV	36	ATK	280	DEF	28	HP/MP MULTIPLES	UNIVERSE LV	1.50/1.50	4D LEVEL	1.80/1.81			
AGL	135	HIT	427	INT	128	SPECIAL ATTACKS:	Devotion (X); Fire Bolt (Sp)						

ID # 132	NORMAL	CH 36	SS 31	SA 100	ID 98	DA Y	Sp B	CS -	Def E	R	W	D	H
	DEMON LORD	HP	2000000	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.	
	MP	500000	Basic 1	6	-	-	W	HP	-	-	-	-	Fury Drain
	EXP	80000	Basic 2	16	-	-	S	HP	-	-	-	-	
	FOL	150000	Basic 3	4	-	-	W	HP	-	-	-	-	
	ANTI-ATTACK AURA TYPE	Off	LOCATION(S)	Fighting Arena									
	DROP ITEM	None											
LV	159	ATK	2650	DEF	100	HP/MP MULTIPLES	UNIVERSE LV	1.50/1.50	4D LEVEL	2.80/3.00			
AGL	460	HIT	1540	INT	1000	SPECIAL ATTACKS:	Crimson Sword (W); Sword of Darkness (S); Flashing Sword (W)						

	ID # 133	NORMAL	DEMON PRINCE										
			<div>CH 36SS 50SA 100ID 100</div> <div>DA YSp 8CS -Def 8</div>										
			HP	1221600	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.
			MP	16220	Basic 1	6	-	W	HP	-	-	-	Fury Drain
			EXP	78500	Basic 2	16	-	S	HP	-	T	-	-
FOL	3250	Basic 3	4	-	W	HP	-	T	C	-			
ANTI-ATTACK AURA TYPE		2-Way		LOCATION(s): Sphere 211, 202F-210F									
DROP ITEM		None											
LV	210	ATK	4186	DEF	78	HP/MP MULTIPLES		UNIVERSE LV	1.50/1.50	4D LEVEL	2.41/1.88		
AGL	1055	HIT	1972	INT	2275	SPECIAL ATTACKS:		Crimson Sword (S); Sword of Darkness (W); Flashing Sword (W)					


	ID # 134	NORMAL	DEMONIC HOUND										CH 8 SS 78 SA 100 ID 98													
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	ID # 135	NORMAL	DESTROYER										CH 24 SS 16 SA 100 ID 98 DA Y Sp 8 CS - Def 8																	
			HP 28000		NAME FURY		ELE. ATK.		DMG. TYPE		DOWN		STUN		BACK		ADD. EFF.													
			MP 1600		Basic 1		21		- W		HP		C		T		- -													
			EXP 5400		Basic 2		31		- S		HP		CC		T		- -													
			FOL 2620																											
ANTI-ATTACK AURA TYPE										Homing										LOCATION(S): Moonbase										
DROP ITEM										Machinery Materials (3%)																				
LV	32	ATK	470	DEF	50	HP / MP MULTIPLES					UNIVERSE LV					1.50/1.50					4D LEVEL					1.81/1.81				
AGL	110	HIT	490	INT	188	SPECIAL ATTACKS:					EM Barrier (W)																			


	ID # 136		NORMAL		DEVIL CHILD										
					CH 9 SS 50 SA 16 ID 98 DA Y Sp 8 CS - Def 8										
					HP 16000 NAME FURY ELE. ATK. DMG. TYPE DOWN STUN BACK ADD. EFF.										
					MP 2000 Basic 1 21 -- W HP -- -- --										
					EXP 500 Basic 2 31 -- S HP -- T --										
				FOL 850 Basic 3 6 -- W HP -- T C --											
				ANTI-ATTACK AURA TYPE Off						LOCATION(S): Fighting Arena					
				DROP ITEM None											
LV	33	ATK	390	DEF	56	HP/MP MULTIPLES		UNIVERSE LV		1.50/1.50		4D LEVEL		1.81/1.81	
AGL	165	HIT	477	INT	188	SPECIAL ATTACKS:		Derision (X)							

<div>ID # 137</div> <div>NORMAL</div>	<div>DIRE TARANTULA</div>										<div>CH 34SS 31SA 71ID 98</div> <div>DA 1TSp 8CS -Def 8</div>										
	<div>HP1496</div>		<div>NAME</div>		<div>FURY</div>		<div>ELE.</div>		<div>ATK.</div>		<div>DMG. TYPE</div>		<div>DOWN</div>		<div>STUN</div>		<div>BACK</div>		<div>ADD. EFF.</div>		
	<div>MP68</div>		<div>Basic 1</div>		<div>4</div>		<div>-</div>		<div>W</div>		<div>HP</div>		<div>-</div>		<div>-</div>		<div>-</div>		<div>-</div>		
	<div>EXP33</div>		<div>Basic 2</div>		<div>11</div>		<div>-</div>		<div>S</div>		<div>HP</div>		<div>-</div>		<div>T</div>		<div>-</div>		<div>-</div>		
	<div>FOL10</div>		<div>Basic 3</div>		<div>11</div>		<div>-</div>		<div>W</div>		<div>HP</div>		<div>-</div>		<div>T</div>		<div>C</div>		<div>-</div>		
<div>ANTI-ATTACK AURA TYPE</div>		<div>Off</div>										<div>LOCATION(S): Kirisa Caverns</div>									
<div>DROP ITEM</div>		<div>Fire Crystal (4%); Smithy Materials (3%)</div>																			
<div>LV6</div>		<div>ATK58</div>		<div>DEF8</div>		<div>HP/MP MULTIPLES</div>		<div>UNIVERSE LV</div>		<div>1.50/1.50</div>		<div>4D LEVEL</div>		<div>1.80/1.79</div>							
<div>AGL35</div>		<div>HIT259</div>		<div>INT9</div>		<div>SPECIAL ATTACKS:</div>		<div>Needle Launch (W); Poisonous Mist (W)</div>													

<div>ID # 138</div> <div>NORMAL</div>	DIRE WOLF										CH 8	SS 78	SA 71	ID 98			
											DA T	Sp 8	CS --	Def 8			
		HP	600	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.					
		MP	68	Basic 1	21	--	W	HP	--	--	--	--					
		EXP	33	Basic 2	31	--	S	HP	--	T	--	--					
FOL		10	Basic 3	6	--	W	HP	--	T	C	--						
ANTI-ATTACK AURA TYPE					OFF		LOCATION(S):					Bequeled Mountain Path					
DROP ITEM												Alchemy Materials (3%)					
LV	14	ATK	52	DEF	8	HP/MP MULTIPLES		UNIVERSE LV	1.50/1.50		4D LEVEL	1.80/1.79					
AGL	35	HIT	259	INT	9	SPECIAL ATTACKS:		Colorful Breath B (W)									

	ID # 139	BOSS	DIRNA HAMILTON										CH 36		SS 100		SA 100		ID 100		H		H		-	
			DA X		Sp B		CS A		Def B		D		D		D		D									
			HP	300000	NAME	FURY	ELE.	ATR.	DMG.	TYPE	DOWN	STUN	BACK	ADD.	EFF.											
			MP	500000	Basic 1	21	-	S	HP	-	T	-	-	-	-											
			EXP	110000	Basic 2	31	-	S	MP	-	T	-	-	-	-											
FOL	415000	Basic 3	6	-	W	MP	-	T	C	-	-	-														
ANTI-ATTACK AURA TYPE															Wide Homing					LOCATION(S): Fighting Arena						
DROP ITEM															Spirit of Lihb (100%)											
LV	174	ATK	2800	DEF	100	HP/MP MULTIPLES					UNIVERSE LV		1.50/1.50		4D LEVEL		3.00/3.00									
AGE	460	HIT	1540	INT	9999	SPECIAL ATTACKS:					Arcane Stars (S); Radial Stars (W); Fire Bolt (Sp); Explosion (Sp); Laser Beams (Sp)															

<div>ID # 140</div> <div>BOSS</div> <div></div>	<div>DISASTER EYE</div>										<div>CH 24SS 50SA 100ID 100</div> <div>DA YSp 8CS DDef 8</div> <div></div>									
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	ID # 141	NORMAL	DORADO										
			<div>CH 12SS 31SA 71ID 98</div> <div>DA YSp 8CS -Def 8</div>										
			HP	40000	NAME	FURY	ELE.	ATR.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.
			MP	3500	Basic 1	4	--	W	HP	--	--	--	--
			EXP	1300	Basic 2	11	--	S	HP	T	--	--	--
FOL	2700												
		ANTI-ATTACK AURA TYPE		Standard				LOCATION(S): Ancient Ruins of Mosel, B1F					
		DROP ITEM		Jewel of Alertness (4%); Cooking Ingredients (3%)									
LV	49	ATK	1100	DEF	101	HP/MP MULTIPLES		UNIVERSE LV		1.50/1.50	4D LEVEL	1.82/1.82	
AGE	160	HIT	840	INT	50	SPECIAL ATTACKS:		Berserk Rush (W)					

ID # 142	NORMAL	DRAGON BRIGADE										
		CH 8 SS 24 SA 90 ID 98										
		DA Y Sp 8 CS - Def 8										
		HP 4200 NAME FURY ELE. ATK. DMG. TYPE DOWN STUN BACK ADD. EFF.										
		MP 196 Basic 1 4 -- W HP CC -- -- --										
		EXP 90	Basic 2	11	Fi	S	HP	T	C	--		
		FOL 10	Basic 3	6	--	W	HP	T	T	C --		
	ANTI-ATTACK AURA TYPE 2-Way						LOCATION(S): Aire/Kirisa Hills					
	DROP ITEM Cooking Ingredients (3%)											
	LV 28	ATK 150	DEF 24	HP/MP MULTIPLES		UNIVERSE LV		1.50/1.50		4D LEVEL		1.80/1.80
AGL 95	HIT 359	INT 65	SPECIAL ATTACKS:			None						

	ID # 143	NORMAL	DRAGON BRIGADE SOLDIER										CH 34	SS 100	SA 100	ID 98			
			DA Y	Sp 8	CS -	Def 8													
			HP 2200	NAME	FURY	ELE.	ATR.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.							
			MP 100	Basic 1	4	-	W	HP	-	-	-	-							
			EXP 45	Basic 2	11	-	S	HP	T	C	-	-							
FOL 6	Basic 3	6	-	W	HP	T	T	C	-										
ANTI-ATTACK AURA TYPE		OFF				LOCATION(S):				Traum Mountains									
DROP ITEM		Crafting Materials (3%)																	
LV	4	ATK	122	DEF	20	HP/MP MULTIPLES		UNIVERSE LV		1.50/1.50		4D LEVEL		1.80/1.80					
AGL	10	HIT	224	INT	10	SPECIAL ATTACKS:		Shining Slice (W); Air Blade (W)											

ID # 144	NORMAL	DRAGON BRIGADE SOLDIER										CH 8	SS 24	SA 90	ID 98						
												DA Y	Sp 8	CS -	Def 8						
		HP	4000	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.									
		MP	196	Basic 1	4	--	W	HP	--	--	--	--									
		EXP	90	Basic 2	11	Fi	S	HP	T	C	--	--									
FOL	4	Basic 3	6	--	W	HP	T	T	C	--											
		ANTI-ATTACK AURA TYPE					2-Way		LOCATION(S):					Aire/Kirisa Hills							
		DROP ITEM										Compounding Elixirs (3%)									
LV	18	ATK	164	DEF	24	HP/MP MULTIPLES		UNIVERSE LV		1.50/1.50		4D LEVEL		1.80/1.80							
AGL	95	HIT	359	INT	65	SPECIAL ATTACKS:		Shining Slice (W); Air Blade (W)													

GETTING STARTED

CHARACTERS

WALKTHROUGH

BONUS DUNGEONS

PRIVATE ACTIONS

MINI-GAMES AND
SUB-QUESTS

ITEM CREATION

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AND EQUIPMENT

BESTIARY

ID # 145	NORMAL	DRAGON CORPSE	CH 34	SS 24	SA 94	ID 100	Def B	Fire	Water	Earth	Wind	Light	Dark
HP	240000	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.			
MP	7000	Basic 1	4	--	W	HP	--	T	--	--	--	--	--
EXP	8900	Basic 2	4	--	W	MP	--	T	--	--	--	--	--
FOL	6100	Basic 3	16	--	S	HP/MP	--	C	--	--	--	--	--
ANTI-ATTACK: AURA TYPE: 2-Way LOCATION(S): Fighting Arena													
DROP ITEM: Jewel of Avarice (4%)													
LV	60	ATK	1300	DEF	120	HP/MP MULTIPLES	UNIVERSE LV	1.50/1.50	4D LEVEL	1.92/1.83			
AGL	260	HIT	840	INT	617	SPECIAL ATTACKS:	Poison Breath D (S); Fire Breath B (W)						

ID # 146	NORMAL	DRAGON TOOTH	CH 8	SS 31	SA 86	ID 98	Def E	Fire	Water	Earth	Wind	Light	Dark
HP	89000	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.			
MP	10000	Basic 1	21	--	W	HP	--	--	--	--	--	--	--
EXP	6000	Basic 2	31	--	S	HP	--	T	--	--	--	--	--
FOL	32	Basic 3	6	--	2	HP	--	--	C	--	--	--	--
ANTI-ATTACK: AURA TYPE: Off LOCATION(S): Fighting Arena													
DROP ITEM: None													
LV	69	ATK	1300	DEF	80	HP/MP MULTIPLES	UNIVERSE LV	1.50/1.50	4D LEVEL	1.84/1.85			
AGL	200	HIT	560	INT	350	SPECIAL ATTACKS:	None						

ID # 147	NORMAL	DRAGON VIPER	CH 36	SS 31	SA 78	ID 98	Def B	Fire	Water	Earth	Wind	Light	Dark
HP	528000	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.			
MP	150000	Basic 1	6	--	W	HP	--	T	--	--	--	--	--
EXP	300000	Basic 2	31	--	S	HP	--	T	--	--	--	--	--
FOL	9800	Basic 3	6	--	W	HP	--	T	C	--	--	--	--
ANTI-ATTACK: AURA TYPE: Standard LOCATION(S): Maze of Tribulations, B7F													
DROP ITEM: None													
LV	90	ATK	1450	DEF	200	HP/MP MULTIPLES	UNIVERSE LV	1.50/1.50	4D LEVEL	2.06/2.55			
AGL	160	HIT	966	INT	500	SPECIAL ATTACKS:	Calamitous Breath A (W); Calamitous Breath B (W); Blazing Ballet (S)						

ID # 148	NORMAL	DRAGON ZOMBIE	CH 8	SS 78	SA 50	ID 98	Def A	Fire	Water	Earth	Wind	Light	Dark
HP	24000	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.			
MP	2600	Basic 1	4	--	W	HP	--	T	--	--	--	--	--
EXP	600	Basic 2	4	--	W	HP	--	T	--	--	--	--	--
FOL	500	Basic 3	16	--	S	HP	--	C	--	--	--	--	--
ANTI-ATTACK: AURA TYPE: Homing LOCATION(S): Mael Dunes													
DROP ITEM: Compounding Elxirs (3%)													
LV	38	ATK	261	DEF	28	HP/MP MULTIPLES	UNIVERSE LV	1.50/1.50	4D LEVEL	1.81/1.81			
AGL	130	HIT	418	INT	119	SPECIAL ATTACKS:	Poison Breath C (W); Fire Breath A (S)						

ID # 149	NORMAL	DRAGONFLY	CH 8	SS 31	SA 71	ID 98	Def E	Fire	Water	Earth	Wind	Light	Dark
HP	115	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.			
MP	5	Basic 1	21	--	W	HP	--	--	--	--	--	--	--
EXP	0	Basic 2	31	--	S	HP	--	--	--	--	--	--	--
FOL	7	Basic 3	6	--	W	HP	--	--	C	--	--	--	--
ANTI-ATTACK: AURA TYPE: N/A LOCATION(S): Granter Resort Hotel													
DROP ITEM: None													
LV	1	ATK	15	DEF	2	HP/MP MULTIPLES	UNIVERSE LV	1.50/1.40	4D LEVEL	1.80/1.805			
AGL	10	HIT	217	INT	8	SPECIAL ATTACKS:	Ultrasonic Blast (W)						

ID # 150	NORMAL	DRAGOON	CH 8	SS 24	SA 63	ID 98	Def E	Fire	Water	Earth	Wind	Light	Dark
HP	2000000	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.			
MP	300000	Basic 1	4	--	W	HP	--	T	--	--	--	--	--
EXP	30000	Basic 2	11	--	S	HP	--	T	--	--	--	--	--
FOL	156000	Basic 3	11	--	W	HP	--	T	C	--	--	--	--
ANTI-ATTACK: AURA TYPE: Off LOCATION(S): Fighting Arena													
DROP ITEM: None													
LV	139	ATK	2700	DEF	100	HP/MP MULTIPLES	UNIVERSE LV	1.50/1.50	4D LEVEL	2.80/3.00			
AGL	460	HIT	1540	INT	1000	SPECIAL ATTACKS:	Master Combo A (W); Searing Breath B (W); Master Combo C (W)						


ID # 151	NORMAL	DRAGOON KNIGHT	CH 8	SS 31	SA 86	ID 98	Def D	Fire	Water	Earth	Wind	Light	Dark
HP	110000	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.			
MP	3645	Basic 1	6	--	W	HP	T	--	--	--	--	--	--
EXP	5800	Basic 2	11	--	S	HP	C	--	--	--	--	--	--
FOL	210	Basic 3	6	--	W	HP	--	--	C	--	--	--	--
ANTI-ATTACK: AURA TYPE: Off LOCATION(S): Fighting Arena													
DROP ITEM: None													
LV	85	ATK	1408	DEF	150	HP/MP MULTIPLES	UNIVERSE LV	1.50/1.50	4D LEVEL	1.85/1.82			
AGL	260	HIT	922	INT	776	SPECIAL ATTACKS:	Spear Cyclone (W); Power Howl B (S)						


ID # 152	BOSS	EARTH DRAGON	CH 24	SS 78	SA 100	ID 100	Def A	Fire	Water	Earth	Wind	Light	Dark
HP	420000	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.			
MP	48000	Basic 1	8	--	W	HP	--	--	--	--	--	--	--
EXP	100000	Basic 2	3	--	S	HP	--	--	--	--	--	--	--
FOL	54000	Basic 3	11	--	S	HP	C	--	--	--	--	--	--
ANTI-ATTACK: AURA TYPE: Homing LOCATION(S): Maze of Tribulations, B4F													
DROP ITEM: None													
LV	89	ATK	1300	DEF	200	HP/MP MULTIPLES	UNIVERSE LV	1.50/1.50	4D LEVEL	2.01/2.04			
AGL	355	HIT	924	INT	675	SPECIAL ATTACKS:	Flaming Breath (W); Atomic Breath (W); Howl of Doom (S); Earth Gloive (Sp)						


ID # 153	BOSS	EARTH SMASHER	CH 24	SS 78	SA 100	ID 100	Def B	Fire	Water	Earth	Wind	Light	Dark
HP	3600	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.			
MP	163	Basic 1	4	--	W	HP/MP	T	--	--	--	--	--	--
EXP	40	Basic 2	11	--	S	HP	T	C	--	--	--	--	--
FOL	1495	Basic 3	6	--	W	HP	--	T	C	--	--	--	--
ANTI-ATTACK: AURA TYPE: 2-Way LOCATION(S): Kirbo Covers, Entrance													
DROP ITEM: Decrepit Tome (100%)													
LV	17	ATK	80	DEF	14	HP/MP MULTIPLES	UNIVERSE LV	1.50/1.50	4D LEVEL	1.80/1.80			
AGL	40	HIT	267	INT	10	SPECIAL ATTACKS:	Earth Gloive (W); Earth Storm (S)						

ID # 154	NORMAL	ELDER EYE	CH 24	SS 50	SA 100	ID 100	Def A	Fire	Water	Earth	Wind	Light	Dark
HP	268000	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.			
MP	20000	Basic 1	6	--	W	HP	C	C	--	--	--	--	--
EXP	10000	Basic 2	6	--	S	HP	--	T	--	--	--	--	--
FOL	2200	Basic 3	21	--	S	MP	--	T	C	--	--	--	--
ANTI-ATTACK: AURA TYPE: 2-Way LOCATION(S): Fire Wall													
DROP ITEM: Jewel of Avarice (4%); Writing Materials (3%)													
LV	52	ATK	1100	DEF	101	HP/MP MULTIPLES	UNIVERSE LV	1.50/1.50	4D LEVEL	1.93/1.90			
AGL	215	HIT	700	INT	300	SPECIAL ATTACKS:	Fear Circle (S); Misery Circle (S); Dark Sphere (Sp); Thunder Flare (Sp)						

ID # 155	NORMAL	ELDER SHRIEKER	CH 34	SS 24	SA 78	ID 98	Def E	Fire	Water	Earth	Wind	Light	Dark
HP	1496	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.			
MP	68	Basic 1	21	--	W	MP	--	T	--	--	--	--	--
EXP	30	Basic 2	31	--	S	MP	--	T	--	--	--	--	--
FOL	2	Basic 3	31	--	S	MP	--	T	--	--	--	--	--
ANTI-ATTACK: AURA TYPE: Standard LOCATION(S): Granah Hills													
DROP ITEM: Charm of Insight (4%); Cooking Ingredients (3%)													
LV	6	ATK	68	DEF	8	HP/MP MULTIPLES	UNIVERSE LV	1.50/1.50	4D LEVEL	1.80/1.79			
AGL	35	HIT	259	INT	9	SPECIAL ATTACKS:	Shooting Spores (W); Poisonous Spores (W)						


ID # 156	NORMAL	ELDER VIPER	CH 36 SS 31 SA 78 ID 98										
			DA Y Sp B CS -- Def B										
			Fire Ice Wind Earth Lightning Thunder										
			R										
			S										
	HP	400600	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.		
	MP	3570	Basic 1	6	--	W	HP	--	T	--	--		
	EXP	12000	Basic 2	31	--	S	HP	--	T	--	--		
	FOL	6000	Basic 3	6	--	W	HP	--	T	C	--		
	ANTI-ITEM_AURA TYPE							Off	LOCATION(S):				Maze of Tribulations B4F
DROF ITEM		Eldrich Fire Stone (4%)											
LV	75	ATK	1320	DEF	80	HP/MP MULTIPLES	UNIVERSE LV	1.50/1.50	4D LEVEL	2.00/1.82			
AGL	280	HIT	840	INT	500	SPECIAL ATTACKS:	Colamitous Breath A (S): Colamitous Breath B (W): Blazing Ball (W)						


	ID # 157	NORMAL	ENFORCER	<div>CH 34SS 50SA 100ID 100</div> <div>DA 1Sp 8CS DDef B</div>									
				<div>HP 55000NAME FURYELE. ATK. DMG. TYPE DOWN: STUN BACK ADD. EXF.</div> <div>MP 3500Basic 16-- WHPCC C-- Confusion</div> <div>EXP 9000Basic 26-- SHPCC T--</div> <div>FOL 2700Basic 316-- WHP/MPCC T C--</div>									
				ANTI-ATTACK AURA TYPE			Wide Homing			LOCATION(S): Styx			
				DROP ITEM			Fire Crystal (4%); Alchemy Materials (3%)						
				LV	44	ATK	620	DEF	50	HP/MP MULTIPLES	UNIVERSE LV	1.50/1.50	4D LEVEL
AGL	160	HIT	560	INT	400	SPECIAL ATTACKS:	Destruction (W); Disaster (S); Dark Sphere (Sp)						

	ID # 158	NORMAL	ENFORCER	CH 34 SS 50 SA 88 ID 100 DA Y Sp 8 CS D Def A										
				H H R H H R										
				HP	82000	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EXF.
				MP	35000	Basic 1	6	--	W	HP	CC	C	--	Confusion
				EXP	15000	Basic 2	6	--	S	HP	CC	T	--	--
FOL	24	Basic 3	16	--	W	HP/MP	CC	T	C	--				
ANTI-ATTACK AURA TYPE				Wide Homing				LOCATION(S): Styx						
DROP ITEM				Jewel of Refuge (4%); Crafting Materials (3%)										
LV	54	ATK	800	DEF	75	HP/MP MULTIPLES		UNIVERSE LV	1.50/1.50	4D LEVEL	1.84/1.97			
AGL	160	HIT	560	INT	234	SPECIAL ATTACKS:		Destruction (W); Disaster (S); Dark Sphere (Sp)						


ID # 159	NORMAL	ENFORCER	<div>CH 34SS 50SA 88ID 100</div> <div>DA TSp 8CS DDef A</div>									
			<div>HP 92000NAME FURYELE. ATK.DMG. TYPEDOWNSTUNBACKADD. EXF.</div> <div>MP 14000Basic 16--WHPCCT--Confusion</div> <div>EXP 5000Basic 26--SHPCCT--</div> <div>FOL 3000Basic 316--WHP/MPCCCTC--</div>									
			ANTI-ATTACK AURA TYPE			Wide Homing			LOCATION(S): Shrine of Kaddan			
			DROP ITEM			Crafting Materials (3%)						
			LV	44	ATK	820	DEF	80	HP/MP MULTIPLES	UNIVERSE LV	1.50/1.50	4D LEVEL
AGL	160	HIT	532	INT	250	SPECIAL ATTACKS:	Destruction (W); Disaster (S); Dark Sphere (Sp)					








	ID # 160	BOSS	ENRAGED CROSELL		CH 8 SS 78 SA 100 ID 98 DA X Sp C CS -- Def B										
					H H H H H H H H H H H H										
					HP 700000 NAME FURY ELE. ATK. DMG. TYPE DOWN: STUN BACK ADD. EXF.										
					MP 100000 Basic 1 6 -- W HP -- -- --										
					EXP 160000 Basic 2 6 -- S HP -- T --										
FOL 260000															
ANTI-ATTACK AURA TYPE 2-Way					LOCATION(s): Sphere 211, 115F										
DROP ITEM Valorous Countlets (100%)															
LV	129	ATK	2200	DEF	100	HP/MP MULTIPLES		UNIVERSE LV		1.50/1.50		4D LEVEL		2.15/2.30	
AGL	460	HIT	1400	INT	1000	SPECIAL ATTACKS:		None							

	ID # 161	BOSS	ETHEREAL QUEEN		<div>CH 24SS 100SA 100ID 100</div> <div>DA 1Sp A CS -Def B</div>									
	HP	1000000	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EXF.			
	MP	2000000	Basic 1	6	-	W	HP/MP	C	-	-	Confusion			
	EXP	600000	Basic 2	6	-	S	HP	-	T	-	Paralysis			
	FOL	650000	Basic 3	21	-	S	HP	-	T	C	Fury Drain			
ANTI-ATTACK AURA TYPE					Standard		LOCATION(S): Sphere 211, 211F							
DROP ITEM					Spirit of Lihli (100%)									
LV	204	ATK	4000	DEF	100	HP/MP MULTIPLES	UNIVERSE LV	1.50/1.50	4D LEVEL	3.00/3.00				
AGL	460	HIT	2800	INT	1200	SPECIAL ATTACKS:	Celestial Star (S); Binding Field (W); True Judgment B (W)							


	ID # 162	BOSS	FARNIL	<div>CH 24SS 86SA 100ID 100</div> <div>DA 1Sp 8CS -Def 8</div>											
				<div>HP 130000NAME FURYELE. ATK.DMG. TYPEDOWNSTUNBACKADD. EXF.</div> <div>MP 70000Basic 121--WHPC--</div> <div>EXP 44000Basic 231--SHPCCT--</div> <div>FOL 2350</div>											
				ANTI-ATTACK AURA TYPE			Ring Wave			LOCATION(S):				Urssa Cave Temple	
				DROP ITEM			None								
				LV	84	ATK	800	DEF	110	HP/MP MULTIPLES		UNIVERSE LV	1.50/1.50	4D LEVEL	1.86/2.15
AGL	100	HIT	560	INT	300	SPECIAL ATTACKS:		EM Barrier (W)							

	ID # 163		BOSS		FARNIL		<div>CH 24SS 86SA 100ID 100</div> <div>DA 1Sp 8CS -Def 8</div> <div></div> <div></div>									
	HP	260000	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EXF.					
	MP	200000	Basic 1	21	-	W	HP	C	T	-	-					
	EXP	90000	Basic 2	31	-	S	HP	CC	T	-	-					
	FOL	38000														
ANTI-ATTACK AURA TYPE							King Wave			LOCATION(S): Urssa Cave Temple						
DROP ITEM							None									
LV	110	ATK	1200	DEF	140	HP/MP MULTIPLES	UNIVERSE LV		1.50/1.50		4D LEVEL		1.93/2.80			
AGL	140	HIT	780	INT	400	SPECIAL ATTACKS:	EM Barrier (W)									

	ID # 164	BOSS	FAYT	<div>CH 24 SS 86 SA 100 ID 100</div> <div>DA 8 Sp B CS - Def -</div>										
				HP	700000	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EXF.
				MP	70000	Basic 1	5	-	W	HP	-	1	-	-
				EXP	100000	Basic 2	5	-	W	HP	-	1	-	Fury Drain
				FOL	350000	Basic 3	5	-	W	HP	CC	1	-	Fury Drain
				LV	160	Basic 4	12	-	S	HP	-	1	-	-
				ATK	2500	Basic 5	13	-	S	HP	CC	1	-	-

	ID # 165		BOSS		FAYT		<div>CH 24SS 86SA 100ID 100</div> <div>DA 8Sp 8CS -Def -</div> <div></div>									
	HP	1000000	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFX.					
	MP	100000	Basic 1	5	-	W	HP	-	T	-	-					
	EXP	160000	Basic 2	5	-	W	HP	-	T	-	Fury Drain					
	FOL	340000	Basic 3	5	-	W	HP	CC	T	-	Fury Drain					
	LV	170	Basic 4	12	-	S	HP	-	T	-	-					
	ATK	3000	Basic 5	13	-	S	HP	CC	T	-	-					
		Basic 6	12	-	S	HP	CC	T	-	Fury Drain						
DEF	220	AGL	260	ANTI-ATTACK AURA TYPE			Star Guard			LOCATION(S):			Urssa Cave Temple			
HIT	1600	INT	1600	DROP ITEM						SPECIAL ATTACKS:			Air Raid (S); Ethereal Blast (S); Side Kick			
HP/MP MULTIPLES		UNIVERSE LV		1.50/1.50		4D LEVEL		2.30/2.30		(W); Blade of Fury (W); Lightning Strike (Sp); Laser Beams (Sp)						

	ID # 166	NORMAL	FERAL DRAGON	CH 9 SS 100 SA 90 ID 98 DA Y Sp 8 CS -- Def C									
				HP 7050 NAME FURY ELE. ATK. DMG. TYPE DOWN: STUN BACK ADD. EXF.									
				MP 300 Basic 1 4 -- W HP CC -- --									
				EXP 90 Basic 2 11 Fi S HP T C --									
				FOL 100 Basic 3 6 -- W HP T T C --									
ANTI-ATTACK AURA TYPE: Off				LOCATION(S): Bequered Mine									
DROP ITEM: Crafting Materials (3%)													
LV	29	ATK	150	DEF	15	HP/MP MULTIPLES	UNIVERSE LV	1.50/1.50	4D LEVEL	1.80/1.80			
AGL	90	HIT	350	INT	46	SPECIAL ATTACKS:	None						

	ID # 167	NORMAL	FERAL DRAGON	<div>CH 9 SS 100 SA 90 ID 98</div> <div>DA Y Sp B CS - Def C</div>										
				HP	13000	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EXF.
				MP	272	Basic 1	4	-	W	HP	CC	-	-	-
				EXP	255	Basic 2	11	Fi	S	HP	T	C	-	-
				FOL	625	Basic 3	6	-	W	HP	T	T	C	-
ANTI-ATTACK AURA TYPE				Off		LOCATION(S):					Mountains of Barr			
DROP ITEM				Writing Materials (3%)										
LV	37	ATK	300	DEF	34	HP/MP MULTIPLES	UNIVERSE LV		1.50/1.50		4D LEVEL		1.81/1.80	
AGL	140	HIT	435	INT	138	SPECIAL ATTACKS:	None							

ID # 168	NORMAL	FIGHTER	CH 8 SS 24 SA 100 ID 98									
			DA Y Sp 8 CS -- Def E									

GETTING STARTED

CHARACTERS

WALKTHROUGH

BONUS DUNGEONS

PRIVATE ACTIONS

MINI-GAMES AND
SUB-QUESTS

ITEM CREATION

ITEMS
AND EQUIPMENT

BESTIARY

ID # 169	NORMAL	FIRE ZOMBIE	CH 8	SS 78	SA 50	ID 98	Def E	Def D	Def C	Def B	Def A	Def S	Def T	Def F	Def H	Def V
			DA Y	Sp 8	CS -	Def E	Def D	Def C	Def B	Def A	Def S	Def T	Def F	Def H	Def V	
			HP	16200	NAME	FURY	ELE	ATK	DMG. TYPE	DOWN	STUN	BACK	ADD. EFX.			
			MP	50	Basic 1	4	-	-	W	HP/MP	CC	T	-	Paralysis		
			EXP	450	Basic 2	11	-	-	S	HP/MP	-	C	-	-		
			FOL	595	Basic 3	6	-	-	W	HP/MP	CC	T	C	-		
			ANTI-ATTACK AURA TYPE	OFF						LOCATION(S)	Urso Lova Cave					
			DROP ITEM	Wind Charm (4%); Crafting Materials (3%)												
LV	35	ATK	348	DEF	320	HP/MP MULTIPLES	UNIVERSE LV	1.50/1.50	4D LEVEL	1.81/1.80						
AGL	110	HIT	462	INT	167	SPECIAL ATTACKS:	Fire Lance B (W); Center Explosion (S)									

ID # 171	NORMAL	FLAMING ZOMBIE	CH 8	SS 50	SA 94	ID 98	Def E	Def D	Def C	Def B	Def A	Def S	Def T	Def F	Def H	Def V
			DA Y	Sp 8	CS -	Def E	Def D	Def C	Def B	Def A	Def S	Def T	Def F	Def H	Def V	
			HP	35000	NAME	FURY	ELE	ATK	DMG. TYPE	DOWN	STUN	BACK	ADD. EFX.			
			MP	3500	Basic 1	4	-	-	W	HP	-	T	-	-		
			EXP	1500	Basic 2	11	-	-	S	HP	-	C	-	-		
			FOL	3250	Basic 3	6	-	-	W	HP	-	T	C	-		
			ANTI-ATTACK AURA TYPE	Standard						LOCATION(S)	Sealed Cavern					
			DROP ITEM	Fire Charm (4%); Smithy Materials (3%)												
LV	49	ATK	900	DEF	70	HP/MP MULTIPLES	UNIVERSE LV	1.50/1.50	4D LEVEL	1.82/1.82						
AGL	210	HIT	490	INT	200	SPECIAL ATTACKS:	Fire Lance A (W); Center Explosion A (W)									

ID # 173	NORMAL	FLYING DARK ARMOR	CH 8	SS 24	SA 100	ID 98	Def E	Def D	Def C	Def B	Def A	Def S	Def T	Def F	Def H	Def V
			DA Y	Sp 8	CS -	Def E	Def D	Def C	Def B	Def A	Def S	Def T	Def F	Def H	Def V	
			HP	80000	NAME	FURY	ELE	ATK	DMG. TYPE	DOWN	STUN	BACK	ADD. EFX.			
			MP	8000	Basic 1	4	-	-	W	HP	-	-	-	-		
			EXP	3800	Basic 2	11	-	-	S	HP	-	T	-	-		
			FOL	127	Basic 3	11	-	-	W	HP	-	T	C	-		
			ANTI-ATTACK AURA TYPE	Off						LOCATION(S)	Fighting Arena					
			DROP ITEM	None												
LV	70	ATK	1250	DEF	130	HP/MP MULTIPLES	UNIVERSE LV	1.50/1.50	4D LEVEL	1.84/1.84						
AGL	360	HIT	840	INT	500	SPECIAL ATTACKS:	Axe Quake (W)									

ID # 175	BOSS	FLYING KNIGHT	CH 24	SS 20	SA 20	ID 98	Def E	Def D	Def C	Def B	Def A	Def S	Def T	Def F	Def H	Def V
			DA Y	Sp 8	CS -	Def E	Def D	Def C	Def B	Def A	Def S	Def T	Def F	Def H	Def V	
			HP	17000	NAME	FURY	ELE	ATK	DMG. TYPE	DOWN	STUN	BACK	ADD. EFX.			
			MP	240	Basic 1	4	-	-	W	HP	-	-	-	-		
			EXP	900	Basic 2	11	-	-	S	HP	-	T	-	-		
			FOL	250	Basic 3	11	-	-	W	HP	-	T	C	-		
			ANTI-ATTACK AURA TYPE	Standard						LOCATION(S)	Shrine of Kodan					
			DROP ITEM	Smithy Materials (3%)												
LV	35	ATK	210	DEF	20	HP/MP MULTIPLES	UNIVERSE LV	1.50/1.50	4D LEVEL	1.81/1.80						
AGL	105	HIT	378	INT	79	SPECIAL ATTACKS:	Sword Quake B (W)									

ID # 177	NORMAL	FORAGER	CH 8	SS 31	SA 31	ID 98	Def E	Def D	Def C	Def B	Def A	Def S	Def T	Def F	Def H	Def V
			DA Y	Sp 8	CS -	Def E	Def D	Def C	Def B	Def A	Def S	Def T	Def F	Def H	Def V	
			HP	80000	NAME	FURY	ELE	ATK	DMG. TYPE	DOWN	STUN	BACK	ADD. EFX.			
			MP	7000	Basic 1	6	-	-	W	HP	-	T	-	-		
			EXP	2111	Basic 2	6	-	-	W	HP	-	T	-	-		
			FOL	2850	Basic 3	21	-	-	S	HP	T	T	C	-		
			ANTI-ATTACK AURA TYPE	Off						LOCATION(S)	Fighting Arena					
			DROP ITEM	None												
LV	60	ATK	1300	DEF	120	HP/MP MULTIPLES	UNIVERSE LV	1.50/1.50	4D LEVEL	1.84/1.83						
AGL	260	HIT	840	INT	617	SPECIAL ATTACKS:	Flaming Breath B (W); Ice Needles (Sp)									

ID # 179	BOSS	FREYA	CH 24	SS 100	SA 100	ID 100	Def E	Def D	Def C	Def B	Def A	Def S	Def T	Def F	Def H	Def V
			DA X	Sp 8	CS -	Def E	Def D	Def C	Def B	Def A	Def S	Def T	Def F	Def H	Def V	
			HP	2000000	NAME	FURY	ELE	ATK	DMG. TYPE	DOWN	STUN	BACK	ADD. EFX.			
			MP	3000000	Basic 1	4	-	-	W	HP	C	T	-	Fury Drain		
			EXP	500000	Basic 2	5	-	-	S	HP/MP	C	T	-	Paralysis		
			FOL	1500000	Basic 3	5	-	-	W	HP/MP	C	T	C	Confusion		
			ANTI-ATTACK AURA TYPE	Standard						LOCATION(S)	Urso Cave Temple					
			DROP ITEM	Sacred Ether (100%)												
LV	244	ATK	5000	DEF	200	HP/MP MULTIPLES	UNIVERSE LV	1.50/1.50	4D LEVEL	3.00/3.00						
AGL	460	HIT	5600	INT	2000	SPECIAL ATTACKS:	Ether Strike (S); Lightning Strike (Sp); Stone Rain (Sp)									

ID # 170	NORMAL	FLAME WISP	CH 8	SS 50	SA 94	ID 98	Def E	Def D	Def C	Def B	Def A	Def S	Def T	Def F	Def H	Def V
			DA Y	Sp 8	CS -	Def E	Def D	Def C	Def B	Def A	Def S	Def T	Def F	Def H	Def V	
			HP	163020	NAME	FURY	ELE	ATK	DMG. TYPE	DOWN	STUN	BACK	ADD. EFX.			
			MP	30000	Basic 1	4	-	-	W	HP	-	T	-	-		
			EXP	31400	Basic 2	11	-	-	S	HP	-	C	-	-		
			FOL	1080	Basic 3	11	-	-	S	HP	-	C	-	-		
			ANTI-ATTACK AURA TYPE	2-Way						LOCATION(S)	Sphere 211, 132F-141F					
			DROP ITEM	Regeneration Symbol (4%)												
LV	140	ATK	2335	DEF	300	HP/MP MULTIPLES	UNIVERSE LV	1.50/1.50	4D LEVEL	1.88/1.95						
AGL	705	HIT	1384	INT	1291	SPECIAL ATTACKS:	Plasma Cannon A (W); Prism Shake A (W)									


ID # 172	NORMAL	FLYING ARMOR	CH 9	SS 50	SA 50	ID 98	Def E	Def D	Def C	Def B	Def A	Def S	Def T	Def F	Def H	Def V
			DA Y	Sp 8	CS -	Def E	Def D	Def C	Def B	Def A	Def S	Def T	Def F	Def H	Def V	
			HP	9000	NAME	FURY	ELE	ATK	DMG. TYPE	DOWN	STUN	BACK	ADD. EFX.			
			MP	1000	Basic 1	4	-	-	W	HP	-	-	-	-		
			EXP	120	Basic 2	11	-	-	S	HP	-	T	-	-		
			FOL	58	Basic 3	11	-	-	W	HP	-	T	C	-		
			ANTI-ATTACK AURA TYPE	Standard						LOCATION(S)	Sealed Cavern					
			DROP ITEM	Smithy Materials												
LV	19	ATK	200	DEF	25	HP/MP MULTIPLES	UNIVERSE LV	1.50/1.50	4D LEVEL	1.80/1.80						
AGL	100	HIT	368	INT	72	SPECIAL ATTACKS:	Axe Quake (W)									












ID # 174	NORMAL	FLYING GOLD ARMOR	CH 34	SS 24	SA 100	ID 98	Def E	Def D	Def C	Def B	Def A	Def S	Def T	Def F	Def H	Def V
			DA Y	Sp 8	CS -	Def E	Def D	Def C	Def B	Def A	Def S	Def T	Def F	Def H	Def V	
			HP	52000	NAME	FURY	ELE	ATK	DMG. TYPE	DOWN	STUN	BACK	ADD. EFX.			
			MP	5000	Basic 1	4	-	-	W	HP	-	-	-	-		
			EXP	2500	Basic 2	11	-	-	S	HP	-	T	-	-		
			FOL	3100	Basic 3	11	-	-	W	HP	-	T	C	-		
			ANTI-ATTACK AURA TYPE	Standard						LOCATION(S)	Shrine of Kodan					
			DROP ITEM	Crafting Materials (3%)												
LV	44	ATK	1700	DEF	80	HP/MP MULTIPLES	UNIVERSE LV	1.50/1.50	4D LEVEL	1.83/1.82						
AGL	200	HIT	546	INT	272	SPECIAL ATTACKS:	Axe Quake (W)									


ID # 176	NORMAL	FLYING RED ARMOR	CH 8	SS 24	SA 100	ID 98	Def E	Def D	Def C	Def B	Def A	Def S	Def T	Def F	Def H	Def V
			DA Y	Sp 8	CS -	Def E	Def D	Def C	Def B	Def A	Def S	Def T	Def F	Def H	Def V	
			HP	160820	NAME	FURY	ELE	ATK	DMG. TYPE	DOWN	STUN	BACK	ADD. EFX.			
			MP	7310	Basic 1	4	-	-	W	HP	-	-	-	-		
			EXP	24500	Basic 2	11	-	-	S	HP	-	T	-	-		
			FOL	860	Basic 3	11	-	-	W	HP	-	T	C	-		
			ANTI-ATTACK AURA TYPE	2-Way						LOCATION(S)	Sphere 211, 123F-131F					
			DROP ITEM	None												
LV	130	ATK	2137	DEF	70	HP/MP MULTIPLES	UNIVERSE LV	1.50/1.50	4D LEVEL	1.88/1.84						
AGL	655	HIT	1300	INT	1181	SPECIAL ATTACKS:	Axe Quake (W)									

ID # 178	BOSS	FRENZIED BIWIG	CH 24	SS 100	SA 100	ID 100	Def E	Def D	Def C	Def B	Def A	Def S	Def T	Def F	Def H	Def V
			DA X	Sp 8	CS -	Def E	Def D	Def C	Def B	Def A	Def S	Def T	Def F	Def H	Def V	
			HP	2000000	NAME	FURY	ELE	ATK	DMG. TYPE	DOWN	STUN	BACK	ADD. EFX.			
			MP	300000	Basic 1	4	-	-	W	HP	-	-	-	-		
			EXP	190000	Basic 2	11	-	-	S	HP	T	C	-	-		


ID # 181	BOSS	GABRIEL CELESTA	CH 24		SS 50		SA 100		ID 100		H H H H	
			DA 1	Sp B	CS -		Def B		H H H H			
	HP	100000	NAME	FURY	ELE	ATK	DMG. TYPE	DOWN	STUN	BACK	ADD. EFX.	
	MP	20000	Basic 1	6	-	W	HP	-	-	-	-	
	EXP	20000	Basic 2	6	-	S	HP	-	T	-	Paralysis	
	FOL	156000	Basic 3	21	-	S	HP	-	T	C	Fury Drain	
	ANTI-ATTACK/AURA TYPE							Standard		LOCATION(S): Maze of Tribulations, B8F		
DROP ITEM			Spirit of Life (100%)									
LV	114	ATK	1400	DEF	220	HP/MP MULTIPLES		UNIVERSE LV	1.50/1.50	4D LEVEL	2.30/2.80	
AGU	260	HIT	980	INT	800	SPECIAL ATTACKS:		Dragons (S); Lightning Feather (W); True Judgment A (W)				


ID # 182	NORMAL	GARIAN ZOMBIE									
		CH 8	SS 50	SA 94	ID 98	H	H	H	H	H	V
		DA Y	Sp B	CS -	Def 8	H	H	H	H	H	H
	HP	16720	NAME	FURY	ELE	ATK	DMG. TYPE	DOWN	STUN	BACK	ADD. EFX.
	MP	7610	Basic 1	4	-	W	HP	-	T	-	-
	EXP	48200	Basic 2	11	-	S	HP	-	C	-	-
	FOL	1600	Basic 3	6	-	W	HP	-	T	C	-
	ANTI-ATTACK/AURA TYPE				Regeneration						
				LOCATION(S): Sphere 211, 152F-161F							
DROP ITEM				Jewel of Avarice (4%)							
LV	160	ATK	2774	DEF	78	HP/MP MULTIPLES	UNIVERSE LV	1.50/1.50	4D LEVEL	1.88/1.84	
AGL	805	HIT	1552	INT	1535	SPECIAL ATTACKS:	Fire Lance A (W); Center Explosion A (W)				


	ID # 183		NORMAL		GAS DRAGON ZOMBIE												
					CH 16		SS 24		SA 94		ID 100		    				
					DA T		Sp B		CS -		Def B		    				
HP		82500	NAME		FURY	EEL	ATK	DMG. TYPE		DOWN	STUN	BACK	ADD. EFX.				
MP		8000	Basic 1		4	-	W	HP/MP		-	T	-	-				
EXP		6000	Basic 2		4	-	W	MP		-	T	-	-				
FOL		5200	Basic 3		16	-	S	HP/MP		-	C	-	-				
ANTI-ATTACK/AURA TYPE					Standard					LOCATION(S):					Mosel Dunes		
DROP ITEM					Eldrich Fire Stone (4%); Cooking Ingredients (3%)												
LV	49	ATK	1300	DEF	101	HP/MP MULTIPLES		UNIVERSE LV		1.50/1.50		4D LEVEL		1.81/1.84			
AGL	210	HIT	700	INT	300	SPECIAL ATTACKS:		Poison Breath D (S); Fire Breath B (W)									

ID # 184	NORMAL	GEONITE STATUE									
		CH 16	SS 50	SA 100	ID 98	H	H	H	H	H	R
		DA Y	Sp B	CS --	Def B	H	H	H	H	H	R
	HP	452000	NAME	FURY	ELE	ATK	DMG. TYPE	DOWN	STUN	BACK	ADD. EFX.
	MP	9637	Basic 1	6	--	W	HP	--	T	--	--
	EXP	58360	Basic 2	11	--	S	HP	CC	C	--	--
	FOL	1850	Basic 3	6	--	W	HP	CC	T	C	--
		ANTI-ATTACK/AURA TYPE				LOCATION(S):					
		Standard				Sphere 211, 162F-171F					
		DROP ITEM				None					
LV	170	ATK	3014	DEF	70	HP/MP MULTIPLES	UNIVERSE LV	1.50/1.50	4D LEVEL	2.03/1.85	
AGI	955	HIT	1636	INT	1668	SPECIAL ATTACKS:	Tri-Spike (W)				


	ID # 185		BOSS		GHOSTLY HAG										<div>CH8DA</div> <div>SS31</div> <div>SA100</div> <div>ID98</div> <div>H</div> <div>H</div> <div>H</div> <div>H</div> <div>H</div> <div>V</div> <div>Y</div> <div>Y</div> <div>Y</div> <div>Y</div> <div>Y</div> <div>Y</div> <div>Y</div> <div>Y</div> <div>Y</div> <div>Y</div> <div>Y</div> <div>Y</div> <div>Y</div> <div>Y</div> <div>Y</div> <div>Y</div> <div>Y</div> <div>Y</div> <div>Y</div> <div>Y</div> <div>Y</div> <div>Y</div> <div>Y</div> <div>Y</div> <div>Y</div> <div>Y</div> <div>Y</div> <div>Y</div> <div>Y</div> <div>Y</div> <div>Y</div> <div>Y</div> <div>Y</div> <div>Y</div> <div>Y</div> <div>Y</div> <div>Y</div> <div>Y</div> <div>Y</div> <div>Y</div> <div>Y</div> <div>Y</div> <div>Y</div> <div>Y</div> <div>Y</div> <div>Y</div> <div>Y</div> <div>Y</div> <div>Y</div> <div>Y</div> <div>Y</div> <div>Y</div> <div>Y</div> <div>Y</div> <div>Y</div> <div>Y</div> <div>Y</div> <div>Y</div> <div>Y</div> <div>Y</div> <div>Y</div> <div>Y</div> <div>Y</div> 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ID # 186	NORMAL	GHOSTLY HAG									
		CH 34	SS 50	SA 50	ID 98	H	H	H	H	V	H
		DA Y	Sp B	CS -	Def D	H	H	H	H	R	H
	HP	13600	NAME	FURY	ELE	ATK	DMG. TYPE	DOWN	STUN	BACK	ADD. EFX.
	MP	65	Basic 1	6	--	W	MP	--	--	--	--
	EXP	343	Basic 2	31	--	S	MP	T	T	--	--
	FOL	15									
		ANTI-ATTACK/AURA TYPE: N/A					LOCATION(S): Urso Lava Caves				
		DROP ITEM: Writing Materials (3%)									
LV	30	ATK	340	DEF	320	HP/MP MULTIPLES	UNIVERSE LV	1.50/1.49	4D LEVEL	1.81/1.80	
AGL	155	HIT	460	INT	167	SPECIAL ATTACKS:	Dark Hatchet (W)				

	ID # 187	NORMAL	GHOSTLY HAG									
			CH 8	SS 31	SA 100	ID 98	H	H	H	H	H	V
			DA Y	Sp B	CS -	Def D	H	H	H	H	H	H
			HP 20000	NAME	FURY	ELE	ATK	DMG. TYPE	DOWN	STUN	BACK	ADD. EFX.
			MP 2600	Basic 1	6	--	W	MP	--	--	--	--
EXP 1200	Basic 2	31	--	S	MP	T	T	--	--			
FOL 150												
ANTI-ATTACK/AURA TYPE				Off		LOCATION(S): Fighting Arena						
DROP ITEM				None								
LV	39	ATK	700	DEF	60	HP/MP MULTIPLES	UNIVERSE LV	1.50/1.50	4D LEVEL	1.81/1.81		
AGL	160	HIT	700	INT	300	SPECIAL ATTACKS:	Dark Hatchet (S)					

ID # 188	NORMAL	GHOSTLY HAG									
		CH 8	SS 31	SA 100	ID 98	H	H	H	H	H	V
		DA Y	Sp B	CS -	Def D	H	H	H	H	H	H
	HP	20000	NAME	FURY	ELE	ATK	DMG. TYPE	DOWN	STUN	BACK	ADD. EFX.
	MP	2600	Basic 1	6	--	W	MP	--	--	--	--
	EXP	1200	Basic 2	31	--	S	MP	T	T	--	--
	FOL	1590									
		ANTI-ATTACK/AURA TYPE					LOCATION(S): Fighting Arena				
		DROP ITEM					None				
LV	39	ATK	700	DEF	60	HP/MP MULTIPLES	UNIVERSE LV	1.50/1.50	4D LEVEL	1.81/1.81	
AGL	160	HIT	700	INT	300	SPECIAL ATTACKS:	Dark Hatchet (W)				

ID # 189	NORMAL	GIANT BAT									
		CH 8	SS 31	SA 71	ID 98	H	H	H	H	H	V
		DA Y	Sp B	CS -	Def E	H	H	H	H	H	H
		HP 1408	NAME	FURY	ELE	ATK	DMG. TYPE	DOWN	STUN	BACK	ADD. EFX.
		MP 64	Basic 1	21	--	W	HP	--	--	--	--
	EXP 31	Basic 2	31	--	S	HP	--	--	--	--	
	FOL 7	Basic 3	6	--	W	HP	--	--	C	--	
	ANTI-ATTACK/AURA TYPE				LOCATION(S):						
	Off				Kilisa Caverns						
	DROP ITEM				Cooking Ingredients (3%)						
LV	5	ATK	66	DEF	8	HP/MP MULTIPLES	UNIVERSE LV	1.50/1.50	4D LEVEL	1.80/1.80	
AGL	10	HIT	280	INT	8	SPECIAL ATTACKS:	Ultrasonic Blast (W)				

ID # 190	NORMAL	GIANT CRAB									
		CH 34	SS 78	SA 100	ID 100	H	H	H	H	H	R
		DA X	Sp B	CS -	Def B	H	H	H	H	H	H
	HP	3500	NAME	FURY	ELE	ATR.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFX.
	MP	80	Basic 1	4	--	W	HP	CC	C	--	Freezing
	EXP	55	Basic 2	11	--	S	HP	CC	CC	--	--
	FOL	135	Basic 3	11	--	W	HP	T	--	C	--
			ANTI-ATTACK AURA TYPE: Standard					LOCATION(S): Airyglyph Aqueducts			
		DROP ITEM		None							
LV	18	ATK	100	DEF	10	HP/MP MULTIPLES:		UNIVERSE LV	1.50/1.50	4D LEVEL	1.80/1.80
AGL	30	HIT	266	INT	7	SPECIAL ATTACKS:		Burst Run A (W); Burst Cannon A (W)			

BESTIARY

001-024

025-048

049-072

073-096

097-120

121-144

145-168

169-192

193-216

217-240

240-264

265-288

289-312

313-360

361-384

385-408

409-432

433-456

457-466

ID # 193	NORMAL	GIANT MOTH	CH 8	SS 31	SA 71	ID 98	Def E	Def F	Def G	Def H
HP	25600	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.
MP	2500	Basic 1	21	-	W	HP	-	-	-	-
EXP	1200	Basic 2	4	-	W	HP	-	-	-	-
FOL	1350	Basic 3	6	W	S	HP	-	-	-	-
ANTI-ATTACK AURA TYPE: Homing LOCATION(s): Irisa Fields										
DROP ITEM: Cooking Ingredients (3%)										
LV	49	ATK	800	DEF	50	HP/MP MULTIPLES	UNIVERSE LV	1.50/1.50	4D LEVEL	1.81/1.81
AGL	180	HIT	490	INT	200	SPECIAL ATTACKS:	Chemical Spray (W)			

ID # 194	NORMAL	GIANT VIPER	CH 34	SS 31	SA 71	ID 98	Def E	Def F	Def G	Def H
HP	60000	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.
MP	3800	Basic 1	21	-	W	HP	-	-	-	-
EXP	2000	Basic 2	31	-	S	HP	-	-	-	-
FOL	5900	Basic 3	6	-	W	HP	-	-	-	-
ANTI-ATTACK AURA TYPE: Standard LOCATION(s): Passage from Parch to Plenty										
DROP ITEM: Smithy Materials (3%)										
LV	50	ATK	1300	DEF	100	HP/MP MULTIPLES	UNIVERSE LV	1.50/1.50	4D LEVEL	1.83/1.82
AGL	205	HIT	700	INT	300	SPECIAL ATTACKS:	Poison Fangs A (W); Death Gaze (W)			

ID # 195	NORMAL	GLAIVE BEAK	CH 8	SS 31	SA 78	ID 98	Def E	Def F	Def G	Def H
HP	158620	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.
MP	7210	Basic 1	4	-	W	HP	-	-	-	-
EXP	10880	Basic 2	11	-	S	HP	-	-	-	-
FOL	585	Basic 3	11	-	W	HP	-	-	-	-
ANTI-ATTACK AURA TYPE: Standard LOCATION(s): Sphere 211, 112F-121F										
DROP ITEM: Charm of Insight (4%)										
LV	120	ATK	1952	DEF	250	HP/MP MULTIPLES	UNIVERSE LV	1.50/1.50	4D LEVEL	1.88/1.84
AGL	605	HIT	1216	INT	1078	SPECIAL ATTACKS:	Earthquake (W)			

ID # 196	NORMAL	GOLD ARMOR	CH 36	SS 24	SA 78	ID 98	Def E	Def F	Def G	Def H
HP	46000	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.
MP	100	Basic 1	21	-	W	HP	-	-	-	-
EXP	1900	Basic 2	31	-	S	HP	-	-	-	-
FOL	3100	Basic 3	31	-	W	HP	-	-	-	-
ANTI-ATTACK AURA TYPE: Standard LOCATION(s): Shrine of Kaddon										
DROP ITEM: Mint Charm (4%); Alchemy Materials (3%)										
LV	47	ATK	1100	DEF	950	HP/MP MULTIPLES	UNIVERSE LV	1.50/1.50	4D LEVEL	1.82/1.80
AGL	160	HIT	560	INT	259	SPECIAL ATTACKS:	Hammer Quake B (W)			

ID # 197	NORMAL	GOLD KNIGHT	CH 8	SS 24	SA 100	ID 98	Def E	Def F	Def G	Def H
HP	163020	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.
MP	7410	Basic 1	4	-	W	HP	-	-	-	-
EXP	31400	Basic 2	11	-	S	HP	-	-	-	-
FOL	1050	Basic 3	11	-	W	HP	-	-	-	-
ANTI-ATTACK AURA TYPE: Standard LOCATION(s): Sphere 211, 132F-141F										
DROP ITEM: Jewel of Avarice (4%)										
LV	140	ATK	2335	DEF	1000	HP/MP MULTIPLES	UNIVERSE LV	1.50/1.50	4D LEVEL	1.88/1.84
AGL	705	HIT	1384	INT	1291	SPECIAL ATTACKS:	Sword Quake A (W)			

ID # 198	NORMAL	GOLD MONSTER	CH 34	SS 50	SA 100	ID 100	Def E	Def F	Def G	Def H
HP	382600	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.
MP	20000	Basic 1	6	-	W	HP	-	-	-	-
EXP	10000	Basic 2	6	-	S	HP	-	-	-	-
FOL	8320	Basic 3	21	-	W	HP	-	-	-	-
ANTI-ATTACK AURA TYPE: 2-Way LOCATION(s): Maze of Tribulations, 83F										
DROP ITEM: Jewel of Avarice (4%)										
LV	70	ATK	1400	DEF	1050	HP/MP MULTIPLES	UNIVERSE LV	1.50/1.50	4D LEVEL	1.99/1.90
AGL	260	HIT	840	INT	675	SPECIAL ATTACKS:	Rippling Shock A (W); Lightning Blade A (S); Energy Pulse A (W); Flailing Tentacles (W); Laser Beams (Sp)			

ID # 199	NORMAL	GOLEM SUS303	CH 8	SS 24	SA 100	ID 98	Def E	Def F	Def G	Def H
HP	68000	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.
MP	6000	Basic 1	4	-	W	HP	-	-	-	Fury Drain
EXP	2100	Basic 2	11	-	S	HP	-	-	-	Fury Drain
FOL	3000	Basic 3	6	-	S	HP	-	-	-	Fury Drain
ANTI-ATTACK AURA TYPE: Off LOCATION(s): Fighting Arena										
DROP ITEM: None										
LV	52	ATK	1100	DEF	101	HP/MP MULTIPLES	UNIVERSE LV	1.50/1.50	4D LEVEL	1.83/1.83
AGL	215	HIT	700	INT	300	SPECIAL ATTACKS:	Flaming Blow B (W); Flaming Kick B (S)			

ID # 200	NORMAL	GRAND SHRIEKER	CH 24	SS 50	SA 88	ID 98	Def E	Def F	Def G	Def H
HP	72000	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.
MP	5000	Basic 1	21	-	W	MP	-	-	-	-
EXP	2100	Basic 2	31	-	S	MP	-	-	-	-
FOL	1300	Basic 3	31	-	W	MP	-	-	-	-
ANTI-ATTACK AURA TYPE: Regeneration LOCATION(s): Ursula Cave Temple										
DROP ITEM: Earth Charm										
LV	55	ATK	1700	DEF	80	HP/MP MULTIPLES	UNIVERSE LV	1.50/1.50	4D LEVEL	1.84/1.82
AGL	260	HIT	540	INT	500	SPECIAL ATTACKS:	Shooting Spores (W); Poisonous Spores (W)			

ID # 201	NORMAL	GRAND SHRIEKER	CH 24	SS 50	SA 88	ID 98	Def E	Def F	Def G	Def H
HP	92000	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.
MP	8000	Basic 1	21	-	W	MP	-	-	-	-
EXP	2100	Basic 2	31	-	S	MP	-	-	-	-
FOL	3600	Basic 3	31	-	W	MP	-	-	-	-
ANTI-ATTACK AURA TYPE: Regeneration LOCATION(s): Ursula Cave Temple										
DROP ITEM: Earth Charm (4%); Earth Pixie (3%)										
LV	65	ATK	1350	DEF	180	HP/MP MULTIPLES	UNIVERSE LV	1.50/1.50	4D LEVEL	1.85/1.84
AGL	260	HIT	540	INT	500	SPECIAL ATTACKS:	Shooting Spores (W); Poisonous Spores (W)			

ID # 202	BOSS	GRAPEBIND	CH 34	SS 78	SA 50	ID 98	Def E	Def F	Def G	Def H
HP	7600	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.
MP	181	Basic 1	21	-	W	HP	-	-	-	-
EXP	240	Basic 2	31	-	S	HP	-	-	-	-
FOL	7	Basic 3	6	-	W	HP	-	-	-	-
ANTI-ATTACK AURA TYPE: Homing LOCATION(s): Duggus Forest										
DROP ITEM: Jewel of Refuge (4%); Sage (3%)										
LV	20	ATK	125	DEF	20	HP/MP MULTIPLES	UNIVERSE LV	1.50/1.50	4D LEVEL	1.80/1.80
AGL	55	HIT	292	INT	21	SPECIAL ATTACKS:	Fruit Bomb (W); Fruit Protection (W); 10-Hit Combo (W)			

ID # 203	NORMAL	GRAPHIAS	CH 8	SS 24	SA 50	ID 98	Def E	Def F	Def G	Def H
HP	3000	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.
MP	120	Basic 1	21	-	W	HP	-	-	-	-
EXP	65	Basic 2	31	-	S	HP	-	-	-	-
FOL	18	Basic 3	6	-	W	HP	-	-	-	-
ANTI-ATTACK AURA TYPE: Off LOCATION(s): Sommite Steppes										
DROP ITEM: Fire Crystal (4%); Smithy Ingredients (3%)										
LV	9	ATK	130	DEF	15	HP/MP MULTIPLES	UNIVERSE LV	1.50/1.50	4D LEVEL	1.80/1.80
AGL	50	HIT	308	INT	17	SPECIAL ATTACKS:	Heat Sting (W); Electro-Sting A (W)			

ID # 204	NORMAL	GREATER DEMON	CH 16	SS 78	SA 100	ID 100	Def E	Def F	Def G	Def H
HP	180000	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.
MP	30000	Basic 1	4	-	W	HP	-	-	-	-
EXP	9500	Basic 2	16	-	S	HP	-	-	-	-
FOL	4900	Basic 3	11	-	W	HP	-	-	-	-
ANTI-ATTACK AURA TYPE: Wide Homing LOCATION(s): Ancient Ruins of Mosel, 82F										
DROP ITEM: Symbol of Courage (4%); Compounding Elixirs (3%)										
LV	62	ATK	1150	DEF	101	HP/MP MULTIPLES	UNIVERSE LV	1.50/1.50	4D LEVEL	1.89/1.95
AGL	215	HIT	840	INT	300	SPECIAL ATTACKS:	Purple Breath (W); Crushing Seat (S); Crushing Shock Wave (S); Electroshock (S); Death Breath (W); Slamming Shock Wave (S); Healing (Sp); Gravitation (Sp)			



ID # 206 **BOSS**

GUARDIAN HAUNT


HP	95000	NAME	FURY	ELE.	ATR.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.
MP	3720	Basic 1	6	-	W	HP	T	-	-	-
EXP	8450	Basic 2	11	-	S	HP	C	-	-	-
FOL	7000	Basic 3	6	-	W	HP	-	-	C	-

ANTI-ATTACK AURA TYPE: Standard


DROP ITEM: Charm of Insight (4%)


LOCATION(S): Maze of Tribulations, B8F

LV	95	ATK	1520	DEF	202	HP/MP MULTIPLES	UNIVERSE LV	1.50/1.50	4D LEVEL	1.85/1.82
AGL	380	HIT	1120	INT	853	SPECIAL ATTACKS:	Spear Cyclone (W); Power Howl B (W)			

ID # 208		NORMAL		HARPY		<div>CH 9SS 31SA 71ID 98</div> <div>DA YSp ECS -Def E</div>									
	HP	6000	NAME	FURY	ELE.	ATH.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.				
	MP	184	Basic 1	4	--	W	HP	--	--	--	--				
	EXP	110	Basic 2	16	--	S	HP	--	--	--	--				
	FOL	110	Basic 3	6	--	W	HP	--	--	C	--				
	ANTI-ATTACK AURA TYPE					Homing			LOCATION(S): Bequerel Mine						
DROP ITEM		Sage (3%)													
LV	23	ATK	120	DEF	23	HP/MP MULTIPLES	UNIVERSE LV	1.50/1.50	4D LEVEL	1.80/1.80					
AGL	80	HIT	334	INT	46	SPECIAL ATTACKS:	Injurious Song (S); Wing Cutter (W)								


ID # 210	NORMAL	HEDDITCH DRAGON									
	HP	320000	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.
	MP	7510	Basic 1	4	--	W	HP/MP	--	T	--	--
	EXP	39500	Basic 2	4	--	S	MP	--	T	--	--
	EOL	1300	Basic 3	16	--	S	HP/MP	--	C	--	--
ANTI-ATTACK AURA TYPE		Regeneration					LOCATION(s): Sphere 211, 142K-151F				
DROP ITEM		None									
LV	150	ATK	2547	DEF	52	HP/MP MULTIPLES		UNIVERSE LV	1.50/1.50	4D LEVEL	1.96/1.84
AGL	755	HIT	1468	INT	1409	SPECIAL ATTACKS:		Poison Breath D (W); Fire Breath B (S)			

ID # 212		BOSS		HODGE PODGE		CH 24		SS 86		SA 100		ID 100			
						DA -		Sp B		CS -		Def -			
	HP	120000	NAME	FURY	ELE.	ATR.	DRG. TYPE	DOWN	STUN	BACK	ADD. EFF.				
	MPP	90000	Basic 1	21	-	W	HP	-	-	-	-				
	EXP	30000	Basic 2	0	-	W	HP	-	-	-	Paralysis				
	EOL	15500	Basic 3	31	-	S	HP	-	T	-	-				
	LV	85	Basic 4	6	-	W	HP	-	T	C	-				
	ATK	700	Basic 5	6	-	S	HP	-	T	C	-				
DEF	80	AGL	130	ANTI-ATTACK AURA TYPE				Standard		LOCATION(S):		Ursso Cave Temple			
HIT	450	INT	400	DROP ITEM				None		SPECIAL ATTACKS:		Pyroblast (W); Triple Kick A (W); Lunging Bite (S)			
HP/MPP MULTIPLES		UNIVERSE LV		1.50/1.50	40 LEVEL		1.86/2.25								

ID # 214	NORMAL	HORNED TORTOISE										
	HP	156420	NAME	FURY	ELC	ATK	DRG. TYPE	DOWN	STUN	BACK	ADD. EFF.	
	MP	7110	Basic 1	4	-	W	HP	-	T	-	-	
	EXP	14010		Basic 2	11	-	S	HP	-	C	-	
	FOE	500	ANTI-ATTACK AURA TYPE						Off	LOCATION(S): Sphere 211, 101F-111F		
	DROP ITEM		None									
LV	110	ATK	1779	DEF	70	HP/MP MULTIPLES	UNIVERSE LV	1.50/1.50	4D LEVEL	1.88/1.84		
AGI	555	HIT	1132	INT	982	SPECIAL ATTACKS:	None					

ID # 216

NORMAL



HP	1500	NAME	FURY	ELE.	ATL.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.
MP	112	Basic 1	21	-	W	HP	-	-	-	-
EXP ¹	29	Basic 2	31	-	S	HP	-	T	-	-
FOL	9	Basic 3	6	-	W	HP	-	T	C	-

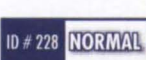
ANTI-ATTACK AURA TYPE: Off


LOCATION(S): Karlo Training Facility


DROP ITEM

Cooking Ingredients (3%)

LV	15	ATK	68	DEF	14	HP/MP MULTIPLES	UNIVERSE LV	1.50/1.50	4D LEVEL	1.80/1.79
AGL	40	HIT	267	INT	10	SPECIAL ATTACKS:	Colorful Breath A (W)			
















<div>ID # 228</div> <div>NORMAL</div>	<div>JEMAT</div>										<div>CH 24SS 63SA 100ID 100</div> <div>DA YSp BCS EDef A</div> <div><div><div><div></div></div><div>H</div></div><div><div><div></div></div><div>H</div></div></div> <div><div><div></div></div><div>D</div></div> <div><div><div></div></div><div>W</div></div>					
		HP	611200	NAME	FURY	ELE	ATR	DMG. TYPE	DOWN	STUN	BACK	ADD. EFX.				
		MP	11865	Basic 1	4	--	W	HP	--	--	--	--				
		EXP	62500	Basic 2	4	--	S	HP	--	--	--	--				
		FOL	2230	Basic 3	31	--	s	HP	--	T	--	--				
			Basic 4	6	--	W	HP	--	T	C	--					
ANTI-ATTACK AURA TYPE							2-Way		LOCATION(S): Sphere 211, 1825-191F							
DROP ITEM			Mist Charm (4%)													
LV	190	ATL	3532	DEF	151	HP/MP MULTIPLES	UNIVERSE LV	1.50/1.50	40 LEVEL	2.11/1.86						
AGL	955	HIT	1804	INT	1956	SPECIAL ATTACKS:	Killer Sphere (S); Dark Eruption (W); Chain Smash (W); Explosion (Sp)									














ID # 229	NORMAL		KID SOOTIE										
			CH 20 SS 50 SA 100 ID 100 DA Y Sp 8 CS D Def 8										
			HP	300000	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.
			MP	212025	Basic 1	4	--	W	HP	--	--	--	--
			EXP	77399	Basic 2	11	--	S	HP	--	T	--	--
FOL	2090	Basic 3	11	--	S	HP	--	T	C	--			
ANTI-ATTACK AURA TYPE			Regeneration				LOCATION(S): Sphere 211, 192F-210F						
DROP ITEM			None										
LV	200	ATK	3813	DEF	370	HP/MP MULTIPLES		UNIVERSE LV	1.50/1.50	4D LEVEL	1.95/2.86		
AGE	1005	HIT	1888	INT	2112	Sootie Blast (W); Sootie Strike (W); Sootie Destruct A (W); Healing (Sp); Explosion (Sp); Lightning Strike (Sp)							


ID # 230	NORMAL		CH 8 SS 31 SA 35 ID 98 DA Y Sp 8 CS -- Def E										
			KILLER MOTH										
			HP	18000	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.
			MP	800	Basic 1	21	--	W	HP	--	--	--	--
			EXP	1200	Basic 2	4	W	W	HP	--	C	--	--
FOL	1925	Basic 3	6	--	S	HP	--	T	--	--	--		
ANTI-ATTACK AURA TYPE			Homing				LOCATION(S): Irida Fields						
DROP ITEM			Jewel of Alertness (4%); Alchemy Materials (3%)										
LV	39	ATK	800	DEF	78	HP/MP MULTIPLES	UNIVERSE LV		1.50/1.50	4D LEVEL	1.81/1.80		
AGL	185	HIT	560	INT	234	SPECIAL ATTACKS:	Chemical Spray (W)						


ID # 231	NORMAL	KILLER TARANTULA										CH 24	SS 31	SA 71	ID 98			
												DA 1	Sp 8	CS --	Def E			
		HP	257730	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.						
		MP	11715	Basic 1	4	--	W	HP	--	--	--	--						
		EXP	68000	Basic 2	11	--	S	HP	--	T	--	--						
		FOL	2450	Basic 3	11	--	W	HP	--	T	C	--						
	ANTI-ATTACK AURA TYPE					Standard			LOCATION(S): Sphere 211, 172F-181F									
	DROP ITEM					None												
	LV	180	ATK	3266	DEF	150	HP/MP MULTIPLES		UNIVERSE LV	1.50/1.50	4D LEVEL	1.93/1.86						
	AGL	260	HIT	1720	INT	1808	SPECIAL ATTACKS:		Needle Launch (W); Poisonous Mist (W)									


ID # 232	NORMAL		CH 8 SS 24 SA 100 ID 98 DA 1 Sp 0 CS -- Def 8									
			H A D V I P									
			KILLER TREANT									
			HP 8000 NAME FURY ELE. ATK. DMG. TYPE DOWN STUN BACK ADD. EFL.									
			MP 400 Basic 1 21 -- W HP -- T -- --									
EXP 130 Basic 2 31 -- S HP CC T -- --												
FOL 200 Basic 3 21 -- W HP -- T C --												
ANTI-ATTACK AURA TYPE			Standard				LOCATION(S): Bequeler Mountain Path					
DROP ITEM			Jewel of Refuge (4%); Compounding Elixirs (3%)									
LV	19	ATK	130	DEF	30	HP/MP MULTIPLES	UNIVERSE LV	1.50/1.50	4D LEVEL	1.80/1.80		
AGL	80	HIT	350	INT	46	SPECIAL ATTACKS:	Fruit Bomb (W); Fruit Protection (W); 10-Hit Combo (W)					


	ID # 233	NORMAL	KILLER WASP												CH 34	SS 31	SA 71	ID 98							
															DA Y	Sp D	CS --	Def E							
			HP	800	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.												
			MP	100	Basic 1	6	--	W	HP	--	--	--	--												
			EXP	3	Basic 2	6	--	S	HP	--	--	--	--												
FOL	7	Basic 3	31	--	S	HP	T	T	--	Poison															
			ANTI-ATTACK AURA TYPE				OFF				LOCATION(S):				Traum Mountains										
			DROP ITEM				Jewel of Avarice (4%); Cooking Ingredients (3%)																		
LV	3	ATK	70	DEF	4	HP/MP MULTIPLES				UNIVERSE LV				1.50/1.50		4D LEVEL		1.80/1.80							
AGL	20	HIT	233	INT	6	SPECIAL ATTACKS:				None															


ID # 234	NORMAL		<div>CH 9SS 31SA 39ID 98DA YSp 8CS --Def E</div> <div></div>										
			HP	80000	NAME	FURY	ELE.	ATR.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.
			MP	8000	Basic 1	21	--	W	HP	--	--	--	--
			EXP	3800	Basic 2	31	--	S	HP	--	T	--	--
			FOL	130	Basic 3	6	--	W	HP	--	T	C	--
ANTI-ATTACK AURA TYPE			Standard				LOCATION(S): Maze of Tribulations, 83F						
DROP ITEM			Charm of Insight (4%)										
LV	70	ATK	1250	DEF	50	HP/MP MULTIPLES	UNIVERSE LV		1.50/1.50	4D LEVEL	1.84/1.84		
AGL	360	HIT	840	INT	500	SPECIAL ATTACKS:		Shock Pulse B (W); Blade Tail (S)					

ID # 235	NORMAL	KOBOLD	CH 34 SS 50 SA 50 ID 98 DA Y Sp B CS -- Def E									
			DA Y Sp B CS -- Def E									
	HP	3400	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.	
	MP	168	Basic 1	4	--	W	HP	--	--	--	--	
	EXP	60	Basic 2	11	--	S	HP	--	T	--	--	
	FOL	41										
ANTI-ATTACK AURA TYPE			Off				LOCATION(s): Duggus Forest					
DROP ITEM			Fire Crystal (4%); Cooking Ingredients (3%)									
LV	11	ATK	110	DEF	10	HP/MP MULTIPLES		UNIVERSE LV		1.50/1.50	4D LEVEL	1.80/1.80
AGL	60	HIT	301	INT	26	SPECIAL ATTACKS:		None				

ID # 236	NORMAL		KOBOLD KNIGHT										
			CH 34 SS 31 SA 100 ID 98 DA Y Sp B CS -- Def E										
			HP	9900	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.
			MP	250	Basic 1	4	--	W	HP	--	--	--	--
			EXP	230	Basic 2	11	--	S	HP	--	T	--	--
FOL	280												
ANTI-ATTACK AURA TYPE			OFF				LOCATION(S):				Traum Mountains		
DROP ITEM			Charm of Insight (4%); Smithy Materials (3%)										
LV	26	ATK	290	DEF	20	HP/MP MULTIPLES	UNIVERSE LV		1.50/1.50	4D LEVEL	1.80/1.80		
AGL	150	HIT	420	INT	128	SPECIAL ATTACKS:	None						

	ID # 237	NORMAL	KOBOLD LORD									
			CH 8 SS 31 SA 100 ID 98 DA Y Sp 8 CS -- Def E									
			HP 167420 NAME FURY ELE. ATK. DMG. TYPE DOWN STUN BACK ADD. EFF.									
			MP 7610 Basic 1 4 -- W HP -- -- --									
			EXP 48000 Basic 2 11 -- S HP -- T --									
FOL 1650												
ANTI-ATTACK AURA TYPE				Homing			LOCATION(S): Sphere 211, 152F-161F					
DROP ITEM				None								
LV	160	ATK	2774	DEF	70	HP/MP MULTIPLES	UNIVERSE LV	1.50/1.50	4D LEVEL	1.88/1.84		
AGE	805	HIT	1552	INT	1535	SPECIAL ATTACKS:	None					

ID # 238	NORMAL		CH 12 SS 24 SA 86 ID 98 DA Y Sp B CS C Def C											
			H H H H H H H H H H											
			H H H H H H H H H H											
			H H H H H H H H H H											
			H H H H H H H H H H											
			HP	54000	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.	
			MP	14080	Basic 1	21	--	W	HP/MP	--	T	--	--	
			EXP	3000	Basic 2	31	--	S	HP/MP	--	T	--	--	
			FOL	5200	Basic 3	6	--	W	HP/MP	--	T	C	--	
			ANTI-ATTACK AURA TYPE				Standard		LOCATION(S): Shrine of Kaddan					
			DROP ITEM				Scholar's Bracelet (4%); Writing Materials (3%)							
LV	44	ATK	1200	DEF	80	HP/MP MULTIPLES		UNIVERSE LV		1.50/1.50	4D LEVEL	1.83/1.87		
AGE	160	HIT	560	INT	300	SPECIAL ATTACKS:		Arcane Stars (S); Radial Stars (W); Protection (Sp); Healing (Sp); Gravitation (Sp)						

	ID # 239	NORMAL	L15 MAGE	CH 34 SS 31 SA 78 ID 98 DA Y Sp B CS C Def C											
				H H H H H H H H H H H H											
				HP	4488	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.	
				MP	820	Basic 1	21	--	W	HP	--	--	--	--	
				EXP	180	Basic 2	31	--	S	HP/MP	--	--	--	--	
FOL	140														
ANTI-ATTACK AURA TYPE				Standard				LOCATION(S): Shrine of Kaddan							
DROP ITEM				Scholar's Bracelet (4%); Alchemy Materials (3%)											
LV	20	ATK	189	DEF	25	H.P./M.P. MULTIPLES				UNIVERSE LV		1.50/1.50	4D LEVEL	1.80/1.80	
AGL	105	HIT	376	INT	79	SPECIAL ATTACKS:				Thunder Flare (Sp); Healing (Sp)					


ID # 252

NORMAL

LADY BEAST



HP	8600	NAME	FURY	ELE	ATL	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.	
MP	400	Basic 1	4	--	W	HP	--	--	--	--	
EXP	170	Basic 2	16	--	S	HP	--	--	--	--	
FOL	8	Basic 3	6	--	W	HP	--	--	C	--	
ANTI-ATTACK AURA TYPE: Standard						LOCATION(S): Samite Steppes					
DROP ITEM		Compounding Elixirs (3%)									
LV	31	ATK	230	DEF	30	HP/MP MULTIPLES		UNIVERSE LV	1.50/1.50	4D LEVEL	1.80/1.80
AGL	120	HIT	401	INT	102	SPECIAL ATTACKS:		Hard Attack (W); Injurious Song (S); Wing Cutter (S); Thunder Flare (Sp); Fire Bolt (Sp)			

ID # 275	NORMAL	LVS ROBO GUNNER		CH 24	SS 31	SA 100	ID 98						
				DA Y	Sp D	CS --	Def B						
	HP:	280000	NAME:	FURY	ELE.	ATR.	DMG. TYPE	DOWN	STUN	BACK	Add. Eff.		
	MP:	28000	Basic 1	2I	--	W	HP	C	T	--	--		
	EXP:	48200	Basic 2	3I	--	S	HP	CC	T	--	--		
	FOL:	5200											
ANTI-ATTACK AURA TYPE:				Homing						LOCATION(s): Sphere 211, 152F-161F			
DROP ITEM:				Jewel of Refuge (4%); Machinery Materials (3%)									
LV	160	ATK	2774	DEF	151	HP/MP MULTIPLES		UNIVERSE LV	1.50/1.50	4D LEVEL	1.94/1.94		
AGL	805	HIT	1552	INT	1535	SPECIAL ATTACKS:		EN Barrier (W)					

ID # 276

NORMAL

MAGE

CH34

SS78

SA31

ID98

H

A

H

A

DA

Y

Sp

B

CS


X

Def

E

H

A



HP	6500	NAME	FURY	ELE.	ATR.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.							
MP	8900	Basic 1	21	--	W	HP	--	--	--	--							
EXP	100	Basic 2	31	--	S	HP/MP	--	--	--	--							
FOL	50																
ANTI-ATTACK AURA TYPE: N/A											LOCATION(S): Sealed Cavern						
DROP ITEM						Fire Crystal (4%); Alchemy Materials (3%)											
LV	19	ATK	180	DEF	25	HP/MP MULTIPLES	UNIVERSE LV	1.50/1.50	4D LEVEL		1.80/1.84						
AGL	100	HIT	363	INT	72	SPECIAL ATTACKS:	Thunder Flare (Sp); Lightning Blast (Sp)										

ID # 277	NORMAL	MAGMA MAN	CH 9 SS 100 SA 100 ID 98	DA 1 Sp 0 CS E Def 1	HP 34000	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.
					MP 22000	Basic 1	4	--	W	HP	CC	--	--	--
					EXP 1200	Basic 2	4	--	W	HP	CC	--	--	--
					FOL 1150	Basic 3	11	--	S	HP	CC	T	--	--
						Basic 4	11	--	W	HP	--	T	C	--
					ANTI-ATTACK/AURA TYPE	Standard				LOCATION(S):	Ursula Lava Cave			
					DROP ITEM	Alchemy Materials (3%)								
LV 30	ATK 450	DEF 10	HP/MP MULTIPLES	UNIVERSE LV 1.50/1.50	4D LEVEL	1.82/1.91								
AGE 155	HIT 490	INT 167	SPECIAL ATTACKS:	Mudman Punch A (W); Mudman Blast A (W); Poisonous Punch A (W); Healing (Sp); Fire Bolt (Sp)										

ID # 278	NORMAL	MAGNETIC BEAST	CH 8 SS 50 SA 31 ID 98	DA 1 Sp 0 CS E Def 1	HP 81500	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.
					MP 6000	Basic 1	6	--	W	HP	--	--	--	--
					EXP 7000	Basic 2	31	--	S	HP	--	T	--	Poison
					FOL 40	Basic 3	6	--	W	HP	--	T	C	--
					ANTI-ATTACK/AURA TYPE	Standard				LOCATION(S):	Maze of Tribulations, B7F			
					DROP ITEM	Wind Charm (4%)								
LV 90	ATK 1477	DEF 100	HP/MP MULTIPLES	UNIVERSE LV 1.50/1.50	4D LEVEL	1.84/1.83								
AGE 260	HIT 1050	INT 814	SPECIAL ATTACKS:	Charge (W); Wild Fangs B (W); Killer Breath (W)										

ID # 279	NORMAL	MAKAFY	CH 9 SS 24 SA 100 ID 98	DA 1 Sp 0 CS E Def 1	HP 300	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.
					MP 13	Basic 1	4	--	W	HP	T	--	--	--
					EXP 30									
					FOL 7	Basic 2	11	--	S	HP	T	T	--	--
					ANTI-ATTACK/AURA TYPE	Off				LOCATION(S):	Ruins of Caltir			
					DROP ITEM	Beat-Up Textbook (100%)								
LV 5	ATK 38	DEF 3	HP/MP MULTIPLES	UNIVERSE LV 1.50/1.46	4D LEVEL	1.80/1.77								
AGE 10	HIT 217	INT 5	SPECIAL ATTACKS:	Bully Stab (W); Bully Combo (W); Scream (X)										

ID # 280	NORMAL	MAN TRAP	CH 13 SS 24 SA 78 ID 98	DA 1 Sp 0 CS E Def 1	HP 4000	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.
					MP 172	Basic 1	6	--	W	HP	--	T	--	--
					EXP 45	Basic 2	16	--	S	HP	--	T	--	--
					FOL 9	Basic 3	11	--	W	HP	--	T	C	--
					ANTI-ATTACK/AURA TYPE	Standard				LOCATION(S):	Irisa Fields			
					DROP ITEM	Jewel of Alertness (4%); Alchemy Materials (3%)								
LV 12	ATK 150	DEF 30	HP/MP MULTIPLES	UNIVERSE LV 1.50/1.50	4D LEVEL	1.80/1.80								
AGE 10	HIT 322	INT 30	SPECIAL ATTACKS:	Poisonous Seeds B (W); Tentacle Whip (W)										

ID # 281	BOSS	MARIA	CH 24 SS 84 SA 100 ID 100	DA 8 Sp 0 CS E Def 1	HP 700000	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.
					MP 180000	Basic 1	5	--	W	HP	--	T	--	--
					EXP 70000	Basic 2	5	--	W	HP	--	T	--	--
					FOL 480000	Basic 3	8	--	W	HP	CC	T	--	--
					LV 160	Basic 4	20	--	S	HP	--	T	--	--
					ATK 2600	Basic 5	25	--	S	HP	--	T	--	Fury Drain
DEF 180	AGL 250		ANTI-ATTACK/AURA TYPE	Wide Homing						LOCATION(S):	Ursula Cave Temple			
HIT 1300	INT 1540		DROP ITEM	Rabbit's Foot (100%)										
HP/MP MULTIPLES	UNIVERSE LV 1.50/1.50	4D LEVEL 2.15/2.70	SPECIAL ATTACKS:	Groovy Bullet (S); Triple Kick (S); Laser Blast (W); Scatter Beam (W); Deep Freeze (Sp); Explosion (Sp)										

ID # 282	NORMAL	MASQUE	CH 34 SS 78 SA 100 ID 98	DA 1 Sp 0 CS E Def 1	HP 68000	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.
					MP 6000	Basic 1	21	--	W	HP	--	T	--	--
					EXP 2100	Basic 2	31	--	S	HP	--	T	--	--
					FOL 3050	Basic 3	6	--	W	HP	--	T	C	--
					ANTI-ATTACK/AURA TYPE	N/A				LOCATION(S):	Fire Wall			
					DROP ITEM	Symbol of Courage (4%); Alchemy Materials (3%)								
LV 52	ATK 1100	DEF 101	HP/MP MULTIPLES	UNIVERSE LV 1.50/1.50	4D LEVEL	1.83/1.83								
AGE 215	HIT 700	INT 300	SPECIAL ATTACKS:	Vegiform (X); Cutie Pie (X); Brutal Breath (W); Fantasia (W)										

ID # 283	NORMAL	MASQUE KING	CH 24 SS 24 SA 78 ID 98	DA 1 Sp 0 CS E Def 1	HP 163020	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.
					MP 7410	Basic 1	21	--	W	HP	--	T	--	--
					EXP 31200	Basic 2	31	--	S	HP	--	T	--	--
					FOL 1050	Basic 3	6	--	W	HP	--	T	C	--
					ANTI-ATTACK/AURA TYPE	Standard				LOCATION(S):	Sphere 211, 132F-141F			
					DROP ITEM	Fire Crystal (4%)								
LV 140	ATK 2335	DEF 201	HP/MP MULTIPLES	UNIVERSE LV 1.50/1.50	4D LEVEL	1.88/1.84								
AGE 705	HIT 1384	INT 1291	SPECIAL ATTACKS:	Vegiform (X); Cutie Pie (X); Brutal Breath (W); Fantasia (W)										

ID # 284	NORMAL	MASQUE LOOTER	CH 34 SS 24 SA 78 ID 98	DA 1 Sp 0 CS E Def 1	HP 79365	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.
					MP 3607	Basic 1	21	--	W	HP	--	T	--	--
					EXP 5840	Basic 2	31	--	S	HP	--	T	--	--
					FOL 6500	Basic 3	6	--	W	HP	--	T	C	--
					ANTI-ATTACK/AURA TYPE	Standard				LOCATION(S):	Fighting Arena			
					DROP ITEM	None								
LV 80	ATK 1345	DEF 151	HP/MP MULTIPLES	UNIVERSE LV 1.50/1.50	4D LEVEL	1.84/1.82								
AGE 405	HIT 880	INT 741	SPECIAL ATTACKS:	Vegiform (X); Cutie Pie (X); Brutal Breath (W); Fantasia (W)										

ID # 285	NORMAL	MASTER DEMON	CH 24 SS 78 SA 100 ID 100	DA 1 Sp 0 CS E Def 1	HP 500000	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.
					MP 30000	Basic 1	4	--	W	HP	--	T	--	--
					EXP 13000	Basic 2	16	--	S	HP	--	C	--	--
					FOL 4900	Basic 3	11	--	W	HP	--	T	C	--
					ANTI-ATTACK/AURA TYPE	2-Way				LOCATION(S):	Fighting Arena			
					DROP ITEM	None								
LV 65	ATK 1400	DEF 60	HP/MP MULTIPLES	UNIVERSE LV 1.50/1.50	4D LEVEL	2.05/1.95								
AGE 260	HIT 840	INT 645	SPECIAL ATTACKS:	Purple Breath B (W); Crushing Seat (S); Crushing Shock Wave (S); Electroshock (W); Death Breath (W); Slamming Shock Wave (S); Dark Sphere (Sp)										

ID # 286	NORMAL	MASTER RIDICULER	CH 8 SS 50 SA 78 ID 98	DA 1 Sp 0 CS E Def 1	HP 80000	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.
					MP 8000	Basic 1	21	--	W	HP	--	T	--	--
					EXP 3800	Basic 2	31	--	S	HP	--	T	--	--
					FOL 127	Basic 3	6	--	W	HP	--	T	C	--
					ANTI-ATTACK/AURA TYPE	Off				LOCATION(S):	Fighting Arena			
					DROP ITEM	None								
LV 70	ATK 1250	DEF 200	HP/MP MULTIPLES	UNIVERSE LV 1.50/1.50	4D LEVEL	1.84/1.84								
AGE 360	HIT 840	INT 500	SPECIAL ATTACKS:	Vegiform (X); Cutie Pie (X); Brutal Breath (W); Fantasia (W)										

ID # 287	NORMAL	MECHA SCUMBAG	CH 8 SS 31 SA 100 ID 98	DA 1 Sp 0 CS E Def 1	HP 82000	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.
					MP 3450	Basic 1	4	--	W	HP	--	--	--	--
					EXP 2800	Basic 2	11	--	S	HP	--	T	--	--
					FOL 2000	Basic 3	11	--	W	HP	--	T	C	--
					ANTI-ATTACK/AURA TYPE	Standard				LOCATION(S):	Fighting Arena			
					DROP ITEM	Charm of Insight (4%)								
LV 65	ATK 1250	DEF 80	HP/MP MULTIPLES	UNIVERSE LV 1.50/1.50	4D LEVEL	1.84/1.82								
AGE 160	HIT 840	INT 645	SPECIAL ATTACKS:	Wild Thrusts (W); Wild Slashes (W); Scream (X); Fire Bolt (Sp)										

ID # 288	NORMAL	MECHAFLY XP	CH 24 SS 16 SA 100 ID 98	DA 1 Sp 0 CS E Def 1	HP 8800	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.
					MP 500	Basic 1	4	--	W	HP	--	--	--	--
					EXP 600									
					FOL 470	Basic 2	11	--	S	HP	--	T	--	--
					ANTI-ATTACK/AURA TYPE	Homing				LOCATION(S):	Kirba Training Facility			
					DROP ITEM	Machinery Materials (3%)								
LV 40	ATK 250	DEF 30	HP/MP MULTIPLES	UNIVERSE LV 1.50/1.50	4D LEVEL	1.80/1.80								
AGE 160	HIT 469	INT 178	SPECIAL ATTACKS:	Self-Destruct A (W)										

GETTING STARTED

CHARACTERS

WALKTHROUGH

BONUS DUNGEONS

PRIVATE ACTIONS


MINI-GAMES AND
SUB-QUESTS

ITEM CREATION

ITEMS
AND EQUIPMENT

BESTIARY

ID # 300 **NORMAL**



MOONSHADOW CLAN MEMBER

HP	2640	NAME	FURY	ELE.	ATL.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.
MP	120	Basic 1	4	--	W	HP	T	--	--	--
EXP	35	Basic 2	11	--	S	HP	T	C	--	--
FOL	6									

ANTI-ATTACK AURA TYPE: 2-Way
DROP ITEM: Winking Sage Cider (10%); Machinery Materials (3%)








LOCATION(S): Samnite Steppes

LV	9	ATK	95	DEF	15	HP/MP MULTIPLES	UNIVERSE LV	1.50/1.50	4D LEVEL	1.80/1.80
AGL	50	HIT	284	INT	17	SPECIAL ATTACKS:	Dagger Dance (W); Fire Bolt (Sp); Lightning Blast (Sp); Ice Needles (Sp)			


CH 34 SS 24 SA 90 ID 98








DA T Sp B CS E Def E

ID # 301		BOSS		MOONSHADOW CLAN MEMBER													
				HP	2640	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.			
				MP	120	Basic 1	4	-	W	HP	T	-	-	-			
				EXP	35	Basic 2	11	-	S	HP	T	C	-	-			
				FOL	6												
				ANTI-ATTACK/AURA TYPE										2-Way		LOCATION(S):	
DROP ITEM														Winking Sage Cider (10%); Machinery Materials (3%)			
LV	9	ATK	95	DEF	15	HP/MP MULTIPLES			UNIVERSE LV		1.50/1.50		4D LEVEL		1.80/1.80		
AGE	50	HIT	284	INT	17	SPECIAL ATTACKS:			Dogger Dance (W); Fire Bolt (Sp); Lightning Blast (Sp); Ice Needles (Sp)								







	ID # 303	NORMAL	MUDMAN									
			CH 24	SS 63	SA 100	ID 100						
			DA 1	Sp D	D	CS E	Def 8					
			HP 8000	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.
			MP 500	Basic 1	4	--	W	HP	CC	C	--	--
			Basic 2	4	--	W	HP	CC	C	--	--	
			EXP 1200	Basic 3	11	--	W	HP	CC	T	--	--
			FOL 8	Basic 4	11	--	W	HP	CC	T	C	--
ANTI-ATTACK/AURA TYPE: Standard												
LOCATION(S): Duggus Forest												
DROP ITEM: Synthesis Materials (100%)												
LV 34	ATK 160	DEF 21	HP/MP MULTIPLES	UNIVERSE LV 1.50/1.50		4D LEVEL		1.80/1.80				
AGL 65	HIT 350	INT 30	SPECIAL ATTACKS:	Mudman Punch A (S); Mudman Blast A (W); Poisonous Punch A (S); Healing (Sp)								


	ID # 305	NORMAL	MYTHRIL BRUTE												
					CH 8	SS 50	SA 94	ID 98							
					DA -	Sp D	CS -	Def 8							
	HP	880	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.				
	MP	40	Basic 1	4	-	W	HP	T	-	-	-				
	EXP	0	Basic 2	11	-	S	HP	T	C	-	-				
	FOL	1	Basic 3	6	-	W	HP	-	T	C	-				
ANTI-ATTACK AURA TYPE					OFF			LOCATION(S):				Graniter Resort Hotel			
DROP ITEM													Regeneration Symbol (100%)		
LV	5	ATK	56	DEF	4	HP/MP MULTIPLES		UNIVERSE LV		1.50/1.50		4D LEVEL	1.80/1.80		
AGL	10	HIT	217	INT	8	SPECIAL ATTACKS:		Earth Gloive (W); Earth Storm (S)							

ID # 307	BOSS	NEL	<div><div>CH 24</div><div>SS 86</div><div>SA 100</div><div>ID 100</div><div>DA B</div><div>Sp B</div><div>CS H</div><div>Def --</div><div></div><div></div><div></div><div></div></div>									
				HP	200000	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN
	MP	36000	Basic 1	10	--	W	HP	C	T	--	--	--
	EXP	43000	Basic 2	8	--	W	HP	--	T	--	--	Fury Drain
	FOL	18000	Basic 3	5	--	W	HP	--	T	--	--	Fury Drain
	LV	80	Basic 4	0	--	W	HP/MP	CC	T	--	--	Fury Drain
			Basic 5	5	--	W	HP	--	T	--	--	Confusion
	ATK	1020	Basic 6	12	--	S	HP	--	T	--	--	--
			Basic 7	12	--	S	HP	--	T	--	--	--
DEF 90	AGL 280	ANTI-ATTACK/AURA TYPE Homing					LOCATION(S): Urso Cave Temple					
HIT 620	INT 620	DROP ITEM None										
HP/MP MULTIPLES		UNIVERSE LV	1.50/1.50		4D LEVEL	1.90/1.98		SPECIAL ATTACKS:				
								Flying Guillotine (S); Shadow Wave (W); Lightning Chain (W); Divine Wrath (S); Stone Rain (Sp); Laser Beams (Sp)				


	ID # 309		BOSS	NEL										<div>CH 24SS 86SA 100ID 100</div> <div>DA BSp BCS HDef -</div> <div></div> <div></div>									
	HP	800000	NAME	FURY	ELE.	ATR.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.												
	MP	144000	Basic 1	10	--	W	HP	C	T	--	--												
	EXP	80000	Basic 2	8	--	W	HP	--	T	--	Fury Drain												
	FOL	280000	Basic 3	5	--	W	HP	--	T	--	Fury Drain												
	LV	160	Basic 4	0	--	W	HP/MP	CC	T	--	Fury Drain												
ATK	2500	Basic 5	5	--	W	HP	--	T	--	Confusion													
		Basic 6	12	--	S	HP	--	T	--	--													
		Basic 7	12	--	S	HP	--	T	--	--													
DEF	170	AGI	350	ANTI-ATTACK/AURA TYPE				Homing			LOCATION(S):				Urso Cave Temple								
HIT	1360	INT	2000	DROP ITEM				Rabbit's Foot (100%)															
HP/MP MULTIPLES				UNIVERSE LV				1.50/1.50		4D LEVEL		2.20/2.52		SPECIAL ATTACKS:									
														Flying Guillotine (S); Shadow Wave (W); Lightning Chain (W); Divine Wrath (S); Stone Rain (Sp); Laser Beams (Sp)									


ID # 311	NORMAL	NOBLE TEAR										
		CH 34	SS 63	SA 100	ID 100	DA Y	Sp B	CS -	Def A			
	HP	552800	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.	
	MP	11865	Basic 1	21	--	W	HP	--	--	--	Confusion	
	EXP	63000	Basic 2	31	--	S	HP	--	--	--	Fury Drain	
	FOL	2260	Basic 3	6	--	W	HP	--	--	C	Freezing	
	ANTI-ATTACK AURA TYPE				2-Way		LOCATION(S): Sphere 211, 182F-191F					
DROP ITEM		None										
LV	190	ATK	3532	DEF	53	HP/MP MULTIPLES		UNIVERSE LV		1.50/1.50	4D LEVEL	2.08/1.86
AGL	955	HIT	1804	INT	1956	SPECIAL ATTACKS:		Charm Person (X); Radial Shot (W)				

	ID # 302	NORMAL										MOTHER SOOTIE														
													CH	20	SS	50	SA	100	ID	100						
													DA	Y	Sp	B	CS	D	Def	B						
	HP	600000	NAME	FURY	ELE.	ATR.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.															
	MP	35800	Basic 1	4	--	W	HP	--	--	--																
EXP	77399	Basic 2	11	--	S	HP	--	T	--																	
FOL	2400	Basic 3	11	--	W	HP	--	T	C																	
ANTI-ATTACK/AURA TYPE												Standard				LOCATION(S):				Sphere 211, 192F-210F						
DROP ITEM												None														
LV	200	ATK	3813	DEF	320	HP/MP MULTIPLES				UNIVERSE LV		1.50/1.50		4D LEVEL		2.10/1.98										
AGL	1005	HIT	1888	INT	2112	SPECIAL ATTACKS:				Sootie Blast (S); Sootie Strike (S); Sootie Destruct A (W); Healing (Sp); Explosion (Sp); Lightning Strike (Sp)																

ID # 304	NORMAL	MYCONID	CH 16SS 24SA 78ID 98DA YSp BCS -Def E									
			DA YSp BCS -Def E									
	HP	45000	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.	
	MP	3000	Basic 1	21	--	W	HP	--	T	--	--	
	EXP	2500	Basic 2	31	--	S	HP	--	T	--	--	
	FOL	2030										
ANTI-ATTACK/AURA TYPE: Standard							LOCATION(S): Sommite Steppes					
DROP ITEM: Cooking Ingredients (3%)												
LV	49	ATK	1100	DEF	80	HP/MP MULTIPLES	UNIVERSE LV	1.50/1.50	4D LEVEL	1.82/1.81		
AGL	200	HIT	630	INT	272	SPECIAL ATTACKS:	Shooting Spores (S); Poisonous Spores (W)					

	ID # 306	NORMAL	NECROMANCER										
			CH 8	SS 78	SA 31	ID 98	DA Y	Sp B	CS C	Def E			
													
		HP	45000	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.	
		MP	32000	Basic 1	21	--	W	MP	--	--	--		
		EXP	1900	Basic 2	31	--	S	MP	--	--	--		
		FOL	2940										
ANTI-ATTACK AURA TYPE				Standard				LOCATION(S): Passage from Parch to Plenty					
DROP ITEM				Scholar's Bracket (4%); Alchemy Materials (3%)									
LV	56	ATK	1000	DEF	100	HP/MP MULTIPLES		UNIVERSE LV		1.50/1.50	4D LEVEL	1.82/1.96	
AGL	205	HIT	630	INT	400	SPECIAL ATTACKS:		Lightning Blast (Sp); Thunder Flare (Sp); Crush (Sp)					

ID # 308	BOSS	NEL	CH 24 SS 86 SA 100 ID 100 DA 8 Sp 8 CS H Def -									
			Fire Lightning Ice Wind									
	HP	450000	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.	
	M/MP	72000	Basic 1	10	--	W	HP	C	T	--	--	
	EXP	70000	Basic 2	8	--	W	HP	--	T	--	Fury Drain	
	FOL	48500	Basic 3	5	--	W	HP	--	T	--	Fury Drain	
	LV	130	Basic 4	0	--	W	HP/M/	CC	T	--	Fury Drain	
	ATK	1240	Basic 5	5	--	W	HP	--	T	--	Confusion	
			Basic 6	12	--	S	HP	--	T	--	--	
			Basic 7	12	--	S	HP	--	T	--	--	
DEF 130	AGL 320	ANTI-ATTACK AURA TYPE: Homing					LOCATION(S):					
HIT 770	INT 710	DROP ITEM: Tri-Emblem (100%)										
HP/M/MP MULTIPLES		UNIVERSE LV 1.50/1.50	4D LEVEL 2.02/2.16		SPECIAL ATTACKS:							
Flying Guillotine (S); Shadow Wave (W); Lightning Chain (W); Divine Wrath (S); Stone Rain (Sp); Laser Beams (Sp)												

ID # 310	NORMAL	NIGHTYE SNAKE									
		CH 8	SS 24	SA 100	ID 98	DA Y	Sp B	CS --	Def E	Fire	Lightning
	HP	68000	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.
	MP	3645	Basic 1	21	--	W	HP	--	--	--	--
	EXP	5100	Basic 2	31	--	S	HP	--	--	--	--
	FOL	4300	Basic 3	6	--	W	HP	--	--	C	--
	ANTI-ATTACK AURA TYPE				OFF		LOCATION(S): Maze of Tribulations, B&F				
DROP ITEM		None									
LV	85	ATK	1300	DEF	125	HP/MP MULTIPLES		UNIVERSE LV	1.50/1.50	4D LEVEL	1.83/1.82
AGL	160	HIT	980	INT	400	SPECIAL ATTACKS:		Poison Fangs B (W); Death Gaze (W)			

ID # 313	BOSS	NORTON	CH 16	SS 50	SA 100	ID 100	DA X	Sp 8	CS -	Def B	H -	Y -	H -
HP	1600	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.			
MP	35800	Basic 1	4	-	W	HP	CC	-	-	-	-	-	-
EXP	32	Basic 2	11	-	S	HP	CC	C	-	-	-	-	-
FOL	7												
ANTI-ATTACK AURA TYPE: OFF LOCATION(S): Norton's Hideout													
DROP ITEM: Decrepit Tome (100%)													
LV	190	ATK	3532	DEF	53	HP/MP MULTIPLES	UNIVERSE LV	1.50/1.50	4D LEVEL	1.80/1.98			
AGL	955	HIT	1804	INT	1956	SPECIAL ATTACKS:	Shooting Spree A (W)						

ID # 314	BOSS	NORTON REDUX	CH 34	SS 100	SA 100	ID 100	DA X	Sp 8	CS -	Def B	H -	Y -	H -
HP	500000	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.			
MP	100000	Basic 1	4	-	W	HP	T	-	-	-	-	-	-
EXP	150000	Basic 2	11	-	S	HP	T	C	-	-	-	-	-
FOL	150000												
ANTI-ATTACK AURA TYPE: 2-Way LOCATION(S): Sphere 211, 101F													
DROP ITEM: Spirit of Lith (100%)													
LV	120	ATK	2000	DEF	100	HP/MP MULTIPLES	UNIVERSE LV	1.50/1.50	4D LEVEL	2.05/2.30			
AGL	460	HIT	1400	INT	1000	SPECIAL ATTACKS:	Shooting Spree B (S)						

ID # 315	NORMAL	NOVA BLAZE	CH 8	SS 70	SA 100	ID 98	DA Y	Sp A	CS E	Def D	H -	Y -	H -
HP	15000	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.			
MP	60	Basic 1	4	-	W	HP/MP	-	T	-	-	-	-	-
EXP	340	Basic 2	11	-	S	HP/MP	-	C	-	-	-	-	-
FOL	1010	Basic 3	6	-	W	HP/MP	-	T	C	-	-	-	-
ANTI-ATTACK AURA TYPE: Homing LOCATION(S): Urssu Lava Cave													
DROP ITEM: Jewel of Avarice (4%); Smithy Materials (3%)													
LV	40	ATK	360	DEF	320	HP/MP MULTIPLES	UNIVERSE LV	1.50/1.50	4D LEVEL	1.81/1.80			
AGL	155	HIT	460	INT	167	SPECIAL ATTACKS:	Star Fall (S); Flame Wave (W); Efreot (Sp)						

ID # 316	NORMAL	NOVA BLAZE	CH 24	SS 50	SA 88	ID 98	DA Y	Sp A	CS E	Def D	H -	Y -	H -
HP	58000	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.			
MP	2000	Basic 1	4	-	W	HP/MP	-	T	-	-	-	-	-
EXP	2800	Basic 2	11	-	S	HP/MP	-	C	-	-	-	-	-
FOL	2250	Basic 3	6	-	W	HP/MP	-	T	C	-	-	-	-
ANTI-ATTACK AURA TYPE: Homing LOCATION(S): Urssu Cave Temple													
DROP ITEM: Fire Charm (4%)													
LV	65	ATK	1000	DEF	280	HP/MP MULTIPLES	UNIVERSE LV	1.50/1.50	4D LEVEL	1.83/1.81			
AGL	190	HIT	740	INT	617	SPECIAL ATTACKS:	Star Fall (S); Flame Wave (W); Efreot (Sp); Explosion (Sp)						

ID # 317	NORMAL	NOVA BLAZE	CH 34	SS 50	SA 94	ID 98	DA Y	Sp A	CS E	Def D	H -	Y -	H -
HP	68000	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.			
MP	6000	Basic 1	4	-	W	HP/MP	-	T	-	-	-	-	-
EXP	2100	Basic 2	11	-	S	HP/MP	-	C	-	-	-	-	-
FOL	3100	Basic 3	6	-	W	HP/MP	-	T	C	-	-	-	-
ANTI-ATTACK AURA TYPE: Homing LOCATION(S): Ancient Ruins of Mosel, B2F													
DROP ITEM: Charm of Insight (4%); Crafting Materials (3%)													
LV	52	ATK	1100	DEF	101	HP/MP MULTIPLES	UNIVERSE LV	1.50/1.50	4D LEVEL	1.83/1.83			
AGL	215	HIT	700	INT	300	SPECIAL ATTACKS:	Star Fall (W); Flame Wave (S); Efreot (Sp)						

ID # 318	NORMAL	NOVA BLAZE	CH 24	SS 50	SA 88	ID 98	DA Y	Sp A	CS E	Def D	H -	Y -	H -
HP	71000	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.			
MP	5000	Basic 1	4	-	W	HP/MP	-	T	-	-	-	-	-
EXP	2800	Basic 2	11	-	S	HP/MP	-	C	-	-	-	-	-
FOL	4600	Basic 3	6	-	W	HP/MP	-	T	C	-	-	-	-
ANTI-ATTACK AURA TYPE: Homing LOCATION(S): Urssu Cave Temple													
DROP ITEM: Fire Charm (3%); Fire Poise (3%)													
LV	85	ATK	1200	DEF	480	HP/MP MULTIPLES	UNIVERSE LV	1.50/1.50	4D LEVEL	1.84/1.82			
AGL	190	HIT	740	INT	617	SPECIAL ATTACKS:	Star Fall (S); Flame Wave (W); Efreot (Sp); Explosion (Sp)						

ID # 319	NORMAL	NOVA BLAZE	CH 8	SS 50	SA 94	ID 98	DA Y	Sp A	CS E	Def D	H -	Y -	H -
HP	85000	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.			
MP	1800	Basic 1	4	-	W	HP/MP	-	T	-	-	-	-	-
EXP	4580	Basic 2	11	-	S	HP/MP	-	C	-	-	-	-	-
FOL	4150	Basic 3	6	-	W	HP/MP	-	T	C	-	-	-	-
ANTI-ATTACK AURA TYPE: Standard LOCATION(S): Fighting Arena													
DROP ITEM: Fire Charm (4%)													
LV	75	ATK	1280	DEF	530	HP/MP MULTIPLES	UNIVERSE LV	1.50/1.50	4D LEVEL	1.84/1.81			
AGL	260	HIT	840	INT	500	SPECIAL ATTACKS:	Star Fall (S); Flame Wave (W); Efreot (Sp)						


ID # 320	NORMAL	NOVA BLAZE	CH 8	SS 50	SA 94	ID 98	DA X	Sp A	CS -	Def B	H -	Y -	H -
HP	135000	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.			
MP	40000	Basic 1	4	-	W	HP/MP	-	T	-	-	-	-	-
EXP	13000	Basic 2	11	-	S	HP/MP	-	C	-	-	-	-	-
FOL	4000	Basic 3	6	-	W	HP/MP	-	T	C	-	-	-	-
ANTI-ATTACK AURA TYPE: Standard LOCATION(S): Ancient Ruins of Mosel, B2F													
DROP ITEM: Fire Charm													
LV	79	ATK	1150	DEF	100	HP/MP MULTIPLES	UNIVERSE LV	1.50/1.50	4D LEVEL	1.87/2.00			
AGL	160	HIT	770	INT	560	SPECIAL ATTACKS:	Star Fall (S); Flame Wave (W)						






ID # 321	NORMAL	NOVA BLAZE	CH 8	SS 50	SA 94	ID 98	DA Y	Sp A	CS E	Def D	H -	Y -	H -
HP	160820	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.			
MP	30000	Basic 1	4	-	W	HP/MP	-	T	-	-	-	-	-
EXP	24600	Basic 2	11	-	S	HP/MP	-	C	-	-	-	-	-
FOL	850	Basic 3	6	-	W	HP/MP	-	T	C	-	-	-	-
ANTI-ATTACK AURA TYPE: Standard LOCATION(S): Sphere 211, 122F-131F													
DROP ITEM: Jewel of Refuge (4%)													
LV	130	ATK	2137	DEF	150	HP/MP MULTIPLES	UNIVERSE LV	1.50/1.50	4D LEVEL	1.88/1.95			
AGL	655	HIT	1300	INT	1181	SPECIAL ATTACKS:	Star Fall (S); Flame Wave (W); Fire Bolt (Sp)						


ID # 322	NORMAL	OBSIDIAN BRUTE	CH 8	SS 50	SA 94	ID 100	DA Y	Sp D	CS E	Def B	H -	Y -	H -
HP	300000	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.			
MP	7110	Basic 1	4	-	W	HP	T	-	-	-	-	-	-
EXP	13800	Basic 2	11	-	S	HP	T	C	-	-	-	-	-
FOL	540	Basic 3	6	-	W	HP	-	T	C	-	-	-	-
ANTI-ATTACK AURA TYPE: Homing LOCATION(S): Sphere 211, 101F-111F													
DROP ITEM: Mist Charm (4%)													
LV	110	ATK	1779	DEF	152	HP/MP MULTIPLES	UNIVERSE LV	1.50/1.50	4D LEVEL	1.95/1.84			
AGL	555	HIT	1132	INT	982	SPECIAL ATTACKS:	Earth Gloive (W); Earth Storm (S); Stone Rain (Sp)						


ID # 323	NORMAL	OCHRE JELLY	CH 9	SS 24	SA 20	ID 98	DA Y	Sp 8	CS -	Def D	H -	Y -	H -
HP	701	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.			
MP	32	Basic 1	11	-	W	HP	-	-	-	-	-	-	-
EXP	3	Basic 2	11	-	W	HP	-	-	-	-	-	-	-
FOL	4	Basic 3	31	-	S	HP	-	-	-	-	-	-	-
FOL	4	Basic 4	6	-	W	HP	-	-	-	-	-	-	-
ANTI-ATTACK AURA TYPE: OFF LOCATION(S): Traum Mountains													
DROP ITEM: Jewel of Alertness (4%); Smithy Materials (3%)													
LV	10	ATK	65	DEF	4	HP/MP MULTIPLES	UNIVERSE LV	1.50/1.50	4D LEVEL	1.80/1.78			
AGL	20	HIT	233	INT	6	SPECIAL ATTACKS:	Bio Bullet (W)						

ID # 324	BOSS	PEPPITA	CH 24	SS 86	SA 100</
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ID # 325	BOSS	PEPPITA		CH 24 SS 86 SA 100 ID 100 DA 8 Sp 8 CS -- Def H								X 8 B 8	
	HP	50000	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFX.		
	MP	10000	Basic 1	5	--	W	HP	--	T	--	--		
	EXP	7800	Basic 2	5	--	W	HP	--	T	--	Fury Drain		
	FOL	5600	Basic 3	0	--	W	HP/MP	CC	T	--	Confusion		
	LV	130	Basic 4	12	--	S	HP	CC	T	--	--		
	ATK	1200	Basic 5	12	--	S	HP	--	T	--	Fury Drain		
			Basic 6	0	--	S	HP/MP	--	T	--	Confusion		
DEF 115	AGI 270	ANTI-ATTACK AURA TYPE		Regeneration		LOCATION(S):		Urssa Cave Temple					
HIT 720	INT 800	DROP ITEM		Tri-Emblem (100%)									
HP/MP MULTIPLES		UNIVERSE LV	1.50/1.50	4D LEVEL	2.05/2.30		SPECIAL ATTACKS: Faerie Friend (S); Instanto Blast (W); Kaboom (W); Dream Hammer (S); Southern Cross (Sp); Dark Sphere (Sp)						


ID # 326		BOSS		PEPPITA		CH 24		SS 86		SA 100		ID 100					
						DA 8		Sp 8		CS -		Def H					
				HP	76000	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFX.			
				MP	14000	Basic 1	5	-	W	HP	-	T	-	-			
				EXP	7000	Basic 2	5	-	W	HP	-	T	-	Fury Drain			
				FOL	34000	Basic 3	0	-	W	HP/MP	CC	T	-	Confusion			
				LV	160	Basic 4	12	-	S	HP	CC	T	-	-			
				ATK	2500	Basic 5	12	-	S	HP	-	T	-	Fury Drain			
						Basic 6	0	-	S	HP/MP	-	T	-	Confusion			
DEF	180	AGL	340	ANTI-ATTACK AURA TYPE: Regeneration				LOCATION(s): Urssa Cave Temple									
HIT	1370	INT	1920	DROP ITEM: Robin's Foot (100%)													
HP/MP MULTIPLES				UNIVERSE LV	1.50/1.50	4D LEVEL	2.18/2.50	SPECIAL ATTACKS: Faerie Friend (S); Instanto Blast (W); Kaboom (W); Dream Hammer (S); Southern Cross (Sp); Dark Sphere (Sp)									


ID # 327	NORMAL	PETRO SLIME	CH 9 SS 24 SA 20 ID 98 D O H Y DA Y Sp 8 CS -- Def 0									
			DA Y Sp 8 CS -- Def 0									
	HP	77500	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFX.	
	MP	3532	Basic 1	11	--	W	HP	--	--	--	--	
	EXP	3600	Basic 2	11	--	W	HP	--	--	--	--	
	FOL	3600	Basic 3	31	--	S	HP	--	--	--	--	
	FOL	3300	Basic 4	6	--	W	HP	--	--	C	--	
ANTI-ATTACK AURA TYPE					Standard			LOCATION(S): Maze of Tribulations, B3F				
DROP ITEM		Jewel of Refuge (4%)										
LV	70	ATK	1250	DEF	150	HP/MP MULTIPLES		UNIVERSE LV	1.50/1.50	4D LEVEL	1.84/1.82	
AGL	260	HIT	840	INT	675	SPECIAL ATTACKS:		Bio Bullet (S)				


ID # 328	NORMAL	PHANTOM STRIKER										CH 24	SS 63	SA 100	ID 98	Y		Y	
												DA Y	Sp B	CS E	Def B	Y		Y	
	HP	70000	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFX.								
	MP	5000	Basic 1	6	-	W	MP	CC	-	-	Paralysis								
	EXP	9500	Basic 2	6	-	S	MP	-	T	-	-								
	FOL	5350	Basic 3	21	-	S	MP	CC	T	C	-								
	ANTI-ATTACK AURA TYPE: Homing												LOCATION(S): Maze of Tribulations, B2F						
DROP ITEM		Regeneration Symbol (4%); Alchemy Materials (3%)																	
LV 44	ATK 800	DEF 80	HP/MP MULTIPLES		UNIVERSE LV		1.50/1.50		4D LEVEL		1.83/1.82								
AGL 160	HIT 582	INT 222	SPECIAL ATTACKS:		Rippling Shock B (W); Lightning Blade B (S); Energy Pulse B (W); Floating Tentacles (W); Thunder Flare (Sp)														


	ID # 329		NORMAL		PINO		CH 8		SS 24		SA 78		ID 98		H H H	
							DA 1		Sp 8		CS --		Def E		H H H	
	HP	158620	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFX.					
	MP	7210	Basic 1	21	--	W	HP	--	T	--	--					
	EXP	18200	Basic 2	31	--	S	HP	--	T	--	--					
	FOL	600														
ANTI-ATTACK AURA TYPE		OFF		LOCATION(S): Sphere 211, 112F-121F												
DROP ITEM		Mist Charm (4%)														
LV	120	ATK	1952	DEF	153	HP/MP MULTIPLES		UNIVERSE LV	1.50/1.50		4D LEVEL		1.88/1.84			
AGL	605	HIT	1216	INT	1078	SPECIAL ATTACKS:		Germination (W)								

ID # 330	NORMAL	PIT TARANTULA	CH 24		SS 31		SA 71		ID 98		   	
			DA Y		Sp 8		CS -		Def E		   	
	HP	12000	NAME	FURY	EEL	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFX.	
	MP	300	Basic 1	4	-	W	HP	-	-	-	-	
	EXP	240	Basic 2	11	-	S	HP	-	T	-	-	
	FOL	310	Basic 3	11	-	W	HP	-	T	C	-	
ANTI-ATTACK AURA TYPE							Standard		LOCATION(S):		Troum Mountains	
DROP ITEM		Jewel of Alertness (4%); Writing Materials (3%)										
LV	26	ATK	280	DEF	20	HP/MP MULTIPLES		UNIVERSE LV	1.50/1.50	4D LEVEL	1.81/1.80	
AGL	135	HIT	427	INT	128	SPECIAL ATTACKS:		Needle Launch (W); Poisonous Mist (W)				

ID # 331	NORMAL	PLAINS SPIDER	CH 34		SS 31		SA 71		ID 98		Def		H	
			DA Y	Sp 8	CS --		Def E		H					
	HP	1900	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFX.			
	MP	120	Basic 1	4	--	W	HP	--	--	--				
	EXP	80	Basic 2	11	--	S	HP	--	T	--				
	FOL	28	Basic 3	11	--	W	HP	--	T	C				
	ANTI-ATTACK AURA TYPE				Regeneration				LOCATION(S): Palmira Plains					
DROP ITEM				Wind Charm (4%); Compounding Elixirs (3%)										
LV	9	ATK	80	DEF	5	HP/MP MULTIPLES		UNIVERSE LV	1.50/1.50		4D LEVEL		1.80/1.80	
AGL	10	HIT	284	INT	17	SPECIAL ATTACKS:		Needle Launch (W); Poisonous Mist (W)						


ID # 332	NORMAL	POISONOUS BEETLE										CH	8	SS	31	SA	71	ID	98				
												DA	--	Sp	B	CS	--	Def	E				
	HP	125	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFX.												
	MP	5	Basic 1	4	--	W	HP	--	T	--	--												
	EXP	0	Basic 2	11	--	S	HP	--	T	--	--												
	FOL	6																					
	ANTI-ATTACK AURA TYPE				N/A				LOCATION(s):				Granter Resort Hotel										
DROP ITEM		None																					
LV	1	ATK	20	DEF	1	HP/MP MULTIPLES		UNIVERSE LV	1.50/1.40		4D LEVEL		1.80/1.80										
AGL	10	HIT	217	INT	8	SPECIAL ATTACKS:		Beetle Crunch (W); Raid Crush B (W)															


ID # 333	NORMAL	POISONOUS LOBSTER	CH 34 SS 31 SA 78 ID 98										[Fire] [Thunder] [Wind]		
			DA Y Sp 8 CS -- Def 8										[Fire] [Thunder] [Wind]		
	HP	155000	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFX.				
	MP	12000	Basic 1	4	--	W	HP	CC	C	--	Freezing				
	EXP	9000	Basic 2	11	--	S	HP	CC	CC	--					
	FOL	3720	Basic 3	11	--	W	HP	T	--	C	--				
ANTI-ATTACK AURA TYPE			Standard				LOCATION(S):		Ancient Ruins of Mosel, B1F						
DROP ITEM			Regeneration Symbol (4%); Cooking Ingredients (3%)												
LV	52	ATK	1100	DEF	101	HP/MP MULTIPLES		UNIVERSE LV	1.50/1.50	4D LEVEL		1.88/1.86			
AGL	215	HIT	686	INT	300	SPECIAL ATTACKS:		Burst Run B (W); Burst Cannon B (W)							


ID # 334	NORMAL	POISONOUS WASP										CH 34	SS 31	SA 35	ID 96						
												DA Y	Sp D	CS -	Def E						
	HP	1220	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFX.										
	MP	68	Basic 1	6	-	W	HP	-	-	-	Poison										
	EXP	33	Basic 2	6	-	S	HP	-	-	-	Poison										
	FOL	10	Basic 3	31	-	S	HP	T	T	-	-										
	ANTI-ATTACK AURA TYPE												Standard		LOCATION(S):		Granth Hills				
DROP ITEM												Jewel of Refuge (4%); Compounding Elixirs (3%)									
LV	6	ATK	68	DEF	8	HP/MP MULTIPLES		UNIVERSE LV		1.50/1.50		4D LEVEL		1.80/1.79							
AGL	35	HIT	259	INT	9	SPECIAL ATTACKS:		None													








ID # 335	NORMAL	POLYHEDRON	CH 8 SS 50 SA 50 ID 98 DA Y Sp 8 CS -- Def A									








ID # 337	NORMAL	<div>POLYHEDRON</div>		<div>CH 8SS 50SA 50ID 98</div> <div>DA YSp 8CS ADef R</div>									
				<div>HP 43000</div> <div>MP 500</div> <div>EXP 1700</div> <div>FOL 3800</div>									
				<div>NAME FURY</div> <div>ELE. ATK. DMG. TYPE DOWN STUN BACK ADD. EFF.</div>									
				<div>Basic 1</div> <div>4 -- W HP -- -- --</div>									
				<div>Basic 2</div> <div>16 -- S HP -- T --</div>									
<div>ANTI-ATTACK/AURA TYPE</div>				<div>Homing</div>			<div>LOCATION(S): Shrine of Kaddan</div>						
<div>DROP ITEM</div>				<div>Compounding Elixirs (3%)</div>									
LV	59	ATK	1100	DEF	650	HP/MP MULTIPLES		UNIVERSE LV	1.50/1.50	4D LEVEL	1.82/1.80		
AGE	160	HIT	560	INT	259	SPECIAL ATTACKS:		Charge Strike (W); Self-Destruct B (S)					


	ID # 338	NORMAL	POLYHEDRON		<div>CH 8SS 31SA 86ID 98</div> <div>DA YSp 8CS -Def C</div>									
	HP	44000	NAME	FURY	ELE.	ATR.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.			
	MP	500	Basic 1	4	--	W	HP	--	--	--	--			
	EXP	1800	Basic 2	16	--	S	HP	--	T	--	--			
	FOL	4000												
ANTI-ATTACK/AURA TYPE			Wide Homing				LOCATION(S): Shrine of Kaddan							
DROP ITEM			None											
LV	90	ATK	1700	DEF	650	HP/MP MULTIPLES		UNIVERSE LV	1.50/1.50	4D LEVEL	1.82/1.80			
AGL	160	HIT	540	INT	250	SPECIAL ATTACKS:		Charge Strike (W); Self-Destruct B (S)						


ID # 339	NORMAL	POLYHEDRON	<div>CH 8SS 31SA 86ID 98</div> <div>DA YSp BCS -Def C</div>								
			<div>火炎氷雷</div> <div>火炎氷雷</div>								
	HP	79365	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.
	MP	3607	Basic 1	4	--	W	HP	--	--	--	--
	EXP	5830	Basic 2	16	--	S	HP	--	T	--	--
	FOL	200									
	ANTI-ATTACK/AURA TYPE	Wide Homing					LOCATION(S):	Maze of Tribulations, BSF			
	DROP ITEM	None									
LV	80	ATK	1345	DEF	700	HP/MP MULTIPLES	UNIVERSE LV	1.50/1.50	4D LEVEL	1.84/1.82	
AGE	405	HIT	880	INT	741	SPECIAL ATTACKS:	Charge Strike (W); Self-Destruct B (S)				










ID # 340	NORMAL	PORCUPINE	<div>CH 8SS 31SA 71ID 98</div> <div>DA YSp BCS --Def E</div>							
			<div></div>							
HP	9000	NAME	FURY	ELE.	ATR.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.
MP	200	Basic 1	21	--	W	HP	--	--	--	--
EXP	400	Basic 2	31	--	S	HP	--	--	--	--
FOL	25									
ANTI-ATTACK/AURA TYPE			Off				LOCATION(S): Traum Mountains			
DROP ITEM			Jewel of Alertness (4%); Cooking Ingredients (3%)							
LV	36	ATK	300	DEF	30	HP/MP MULTIPLES	UNIVERSE LV	1.50/1.50	4D LEVEL	1.80/1.80
AGL	140	HIT	420	INT	128	SPECIAL ATTACKS:	Porcuroll (W); Porcuguard (S)			





ID # 341	NORMAL	PORCUPINE	<div>CH 34SS 24SA 71ID 98 DA YSp BCS -Def E</div>									
				HP	10200	NAME	FURY	ELE.	ATR.	DMG. TYPE	DOWN	STUN
	MP	200	Basic 1	21	--	W	HP	--	--	--	--	--
	EXP	320	Basic 2	31	--	S	HP	--	--	--	--	--
	FOL	790										
ANTI-ATTACK AURA TYPE			Standard					LOCATION(S): Mountains of Barr				
DROP ITEM			Wind Charm (4%); Alchemy Materials (3%)									
LV	36	ATK	320	DEF	30	HP/MP MULTIPLES		UNIVERSE LV	1.50/1.50	4D LEVEL	1.81/1.80	
AGL	140	HIT	435	INT	138	SPECIAL ATTACKS:		Porcuroll (W); Porcuguard (S)				


	ID # 342	NORMAL	PORCUPINE										CH 8	SS 24	SA 71	ID 98									
																			DA Y	Sp B	CS -	Def E			
		HP	79365	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.													
		MP	1000	Basic 1	21	--	W	HP	--	--	--	--													
		EXP	5600	Basic 2	31	--	S	HP	--	--	--	--													
	FOL	200																							
	ANTI-ATTACK/AURA TYPE				Homing				LOCATION(S):				Maze of Tribulations, BSF												
	DROP ITEM				Jewel of Refuge (4%)																				
LV	80	ATK	1345	DEF	80	HP/MP MULTIPLES		UNIVERSE LV		1.50/1.50		4D LEVEL		1.88/1.84											
AGL	405	HIT	880	INT	741	SPECIAL ATTACKS:		Porcuroll (W); Porcuguard (S)																	


ID # 343	NORMAL	PORCUPINE		CH 34	SS 24	SA 71	ID 98				
				DA Y	Sp B	CS ~	Def E				
	HP	158620	NAME	FURY	ELE	ATK	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.
	MP	7210	Basic 1	21	--	W	HP	--	--	--	--
	EXP	17500	Basic 2	31	--	S	HP	--	--	--	--
	FOL	560									
	ANTI-ATTACK/AURA TYPE				Regeneration			LOCATION(S): Sphere 211, 112F-121F			
DROP ITEM				Jewel of Avarice (4%)							
LV	120	ATK	1952	DEF	130	HP/MP MULTIPLES	UNIVERSE LV	1.50/1.50	4D LEVEL	1.88/1.84	
AGL	605	HIT	1216	INT	1078	SPECIAL ATTACKS:	Porcuroll (W); Porcuguard (S)				








ID # 344	BOSS	PROCLAIMER										CH 8	SS 50	SA 100	ID 100					
		HP	50000	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.	DA Y	Sp B	CS D	Def B				
		MP	50000	Basic 1	2	-	W	HP/MP	CC	C	-	-	-	-	-	-	-	-	-	-
		EXP	6000	Basic 2	3	-	S	HP/MP	-	C	-	-	-	-	-	-	-	-	-	-
		FOL	4900		-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	
		ANTI-ATTACK/AURA TYPE				Homing				LOCATION(S): Slyx										
DROP ITEM				Alchemy Materials (3%)																
LV	70	ATK	600	DEF	50	HP/MP MULTIPLES		UNIVERSE LV		1.50/1.50		4D LEVEL		1.82/2.05						
AGL	110	HIT	485	INT	199	SPECIAL ATTACKS:		Divine Wave A (W); Speed Hack B (X); Dark Sphere (Sp)												


ID # 345		BOSS		PROCLAIMER		<div>CH 34SS 50SA 88ID 100</div> <div>DA XSp BCS DDef B</div> <div><div></div><div></div></div>									
	HP	65000	NAME	FURY	ELE.	ATR.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.				
	MP	4000	Basic 1	6	-	W	MP	CC	T	-	-				
	EXP	12000	Basic 2	6	-	S	MP	-	T	-	-				
	FOL	23400													
	ANTI-ATTACK/AURA TYPE				Standard				LOCATION(S):		Slyx				
DROP ITEM				None											
LV	54	ATR	700	DEF	50	HP/MP MULTIPLES		UNIVERSE LV	1.50/1.50	4D LEVEL	1.83/1.82				
AGE	180	HIT	504	INT	222	SPECIAL ATTACKS:		Divine Wave A (W); Speed Hack B (X); Dark Sphere (Sp)							


	ID # 346	NORMAL	PROCLAIMER										CH 8	SS 50	SA 88	ID 100						
			HP	65000	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.									
			MP	4000	Basic 1	6	--	W	MP	--	T	--	--									
			EXP	6000																		
			FOL	8300	Basic 2	6	--	S	HP	--	T	--	--									
			ANTI-ATTACK/AURA TYPE: Standard											LOCATION(S): Irisa Fields								
			DROP ITEM: Jewel of Alertness (4%); Compounding Elixirs (3%)																			
			LV	44	ATK	800	DEF	50	HP/MP MULTIPLES	UNIVERSE LV	1.50/1.50	4D LEVEL	1.83/1.82									
			AGL	480	HIT	511	INT	230	SPECIAL ATTACKS:	Divine Wave A (W); Speed Hack B (X); Dark Sphere (Sp)												










ID # 347	NORMAL	PROCLAIMER	CH 12		SS 50	SA 88	ID 100	H	H	H	
			DA Y	Sp B	CS D	Def B	H	H	H		
	HP	82500	NAME	FURY	ELE.	ATR.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.
	MP	8000	Basic 1	6	--	W	HP	--	T	--	--
	EXP	6000	Basic 2	6	--	S	HP	--	T	--	--
	FOL	5050									
ANTI-ATTACK/AURA TYPE				2-Way			LOCATION(S): Mosel Dunes				
DROP ITEM				Machinery Materials (3%)							
LV	59	ATK	1300	DEF	101	HP/MP MULTIPLES	UNIVERSE LV	1.50/1.50	4D LEVEL	1.84/1.84	
AGL	210	HIT	700	INT	300	SPECIAL ATTACKS:	Divine Wave A (W); Speed Hack B (X); Dark Sphere (Sp)				

ID # 348	NORMAL	PROCLAIMER		CH 8SS 50SA 88ID 100V H DA YSp BCS DDef D									
	HP	482500	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.		
	MP	212000	Basic 1	6	--	W	HP	--	T	--	--		
	EXP	59000	Basic 2	6	--	S	HP	--	T	--	--		
	FOL	2900											
	ANTI-ATTACK/AURA TYPE							Homing		LOCATION(S): Sphere 211, 162F-171F			
DROP ITEM		None											
LV	180	ATK	3014	DEF	151	HP/MP MULTIPLES	UNIVERSE LV	1.50/1.50	4D LEVEL	2.04/2.86			
AGL	855	HIT	1636	INT	1688	SPECIAL ATTACKS:	Divine Wave A (W); Speed Hack B (X); Dark Sphere (Sp)						

ID # 372		BOSS		ROMERO		<div>CH 24SS 86SA 100ID 100</div> <div>DA ASp BCSDef B</div> <div></div>									
	HP	240000	NAME	FURY	ELE.	ATR.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.				
	MP	150000	Basic 1	6	-	W	HP	-	-	-	Fury Drain				
	EXP	65500	Basic 2	18	-	S	HP	-	T	-	-				
	FOL	26000	Basic 3	4	-	S	HP	-	T	C	-				
	ANTI-ATTACK AURA TYPE: HomingLOCATION(S): Ursae Cave Temple														
DROP ITEM		None													
LV	110	ATR	1300	DEF	110	HP/MP MULTIPLES		UNIVERSE LV	1.50/1.50	4D LEVEL	1.92/2.55				
AGL	200	HIT	660	INT	800	SPECIAL ATTACKS:		Crimson Sword (W); Sword of Darkness (S); Flashing Sword (W)							

ID # 373	NORMAL		ROMPER BAT										CH 9 SS 31 SA 39 ID 98 DA 1 Sp 1 CS - Def E									
			HP	3600	NAME	FURY	ELE	ATK	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.									
			MP	190	Basic 1	21	-	W	HP	-	-	-	-									
			EXP	75	Basic 2	31	-	S	HP	-	T	-	-									
			FOL	13	Basic 3	6	-	W	HP	-	T	C	-									
ANTI-ATTACK/AURA TYPE													Homing			LOCATION(S)			Bequered Mine			
DROP ITEM													Jewel of Avarice (4%); Alchemy Materials (3%)									
LV	22	ATK	130	DEF	10	HP/MP MULTIPLES			UNIVERSE LV			1.50/1.50		40 LEVEL		1.80/1.80						
AGL	70	HIT	317	INT	35	SPECIAL ATTACKS:			Shock Pulse B (W); Blade Tail (W)													

ID # 374	NORMAL		ROMPER BAT										
			HP	3784	NAME	FURY	ELE	ATK	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.
			MP	172	Basic 1	21	--	W	HP	--	--	--	--
			EXP	45	Basic 2	31	--	S	HP	--	T	--	--
			FOL	83	Basic 3	6	--	W	HP	--	T	C	--
ANTI-ATTACK/AURA TYPE: Off													
LOCATION(S): Irua Fields													
DROP ITEM: Jewel of Refuge (4%); Smithy Materials (3%)													
LV	12	ATK	125	DEF	21	HP/MP MULTIPLES	UNIVERSE LV		1.50/1.50	40 LEVEL	1.80/1.80		
AGE	65	HIT	309	INT	30	SPECIAL ATTACKS:	Shock Pulse B (W); Blade Tail (W)						

ID # 375	BOSS		RUKTOGIAS										
			CH 24	SS 50	SA 100	ID 98							
			DA 1	Sp 8	CS E	Def A							
			HP	28000	NAME	FURY	ELE	ATK	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.
			MP	30000	Basic 1	6	-	W	HP	-	-	-	-
EXP	70000	Basic 2	4	-	S	HP	-	-	-	-			
FOL	47000	Basic 3	31	-	S	HP	-	T	-	-			
		Basic 4	6	-	W	HP	-	T	C	-			
ANTI-ATTACK/AURA TYPE				Off		LOCATION(S): Spiral Tower, 2F							
DROP ITEM				None									
LV	79	ATK	1200	DEF	102	HP/MP MULTIPLES		UNIVERSE LV	1.50/1.50	40 LEVEL	1.94/1.95		
AGL	225	HIT	840	INT	400	SPECIAL ATTACKS:		Killer Sphere (W); Dark Eruption (S); Chain Smash (W); Explosion (Sp); Laser Beams (Sp)					








ID # 376	NORMAL		SCARLET ARMOR												
			HP	70000	NAME	FURY	ELE	ATK	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.		
			MP	6000	Basic 1	21	--	W	HP	--	T	--	--		
			EXP	3000	Basic 2	31	--	S	HP	T	T	--	--		
			FOL	2900											
			ANTI-ATTACK/AURA TYPE				Standard		LOCATION(S): Fighting Arena						
			DROP ITEM				None								
LV	54	ATK	1180	DEF	150	HP/MP MULTIPLES		UNIVERSE LV		1.50/1.50		40 LEVEL		1.83/1.83	
AGE	160	HIT	840	INT	300	SPECIAL ATTACKS:		Hammer Quake B (W)							


ID # 377	NORMAL		SCARLET KNIGHT										CH 8	SS 24	SA 100	ID 98				
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ID # 378	BOSS		SCHWEIMER										CH 16 SS 50 SA 100 ID 100 DA X Sp 8 CS - Def D									
			HP	16800	NAME	FURY	ELE	ATK	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.									
			MP	1400	Basic 1	4	-	W	HP	-	T	-	-	-	-	-	-	-	-	-		
			EXP	1500	Basic 2	11	-	W	HP	-	T	-	-	-	-	-	-	-	-	-		
			FOL	3250	Basic 3	11	-	W	HP	-	T	C	-	-	-	-	-	-	-	-		
ANTI-ATTACK/AURA TYPE													Homing			LOCATION(S)				Sonmite Steppes		
DROP ITEM													None									
LV	4	ATK	200	DEF	22	HP/MP MULTIPLES			UNIVERSE LV			1.5081.50			40 LEVEL		1.81/1.81					
AGL	75	HIT	350	INT	41	SPECIAL ATTACKS:			Master Combo A (W); Searing Breath A (W)													


ID # 379	NORMAL		SCORPION										CH 8	SS 31	SA 71	ID 98						
													DA 1	Sp 8	CS -	Def E						
			HP	2300	NAME	FURY	ELE	ATK	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.									
			MP	120	Basic 1	21	-	W	HP	-	-	-	Poison									
			EXP	80	Basic 2	31	-	S	HP	-	-	-	-									
FOL	83	Basic 3	6	-	W	HP	-	-	C	-												
ANTI-ATTACK AURA TYPE													OFF		LOCATION(S): Palmira Plains							
DROP ITEM													Fire Crystal (4%); Smithy Materials (3%)									
LV	9	ATK	85	DEF	0	HP/MP MULTIPLES		UNIVERSE LV		1.50/1.50		40 LEVEL		1.80/1.80								
AGL	50	HIT	284	INT	17	SPECIAL ATTACKS:		Heat Sting (W); Electro-Sting B (S)														

ID # 380	NORMAL		SCULPTURE GUARD										
			CH 24 SS 50 SA 50 ID 98 DA Y Sp 8 CS E Def C										
			HP	11000	NAME	FURY	ELE	ATR	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.
			MP	3200	Basic 1	4	--	W	HP	--	--	--	--
			EXP	240	Basic 2	16	--	S	HP	--	T	--	--
FOL	680												
ANTI-ATTACK/AURA TYPE			OFF				LOCATION(S):				Aquatic Garden, Surferio		
DROP ITEM			None										
LV	34	ATK	250	DEF	30	HP/MP MULTIPLES		UNIVERSE LV		1.50/1.50	40 LEVEL	1.81/1.82	
AGL	125	HIT	410	INT	111	SPECIAL ATTACKS:		Charge Strike (W); Fire Bolt (Sp); Crush (Sp)					

ID # 381	BOSS		SCULPTURE LORD										CH 39	SS 78	SA 100	ID 100			
													DA X	Sp C	CS D	Def B			
			HP	40000	NAME	FURY	ELE	ATK	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.						
			MP	30000	Basic 1	10	-	W	HP	-	T	-	-						
			EXP	1600	Basic 2	20	-	S	HP	-	T	-	-						
FOL	25000	Basic 3	20	-	S	HP	-	T	-	-									
			ANTI-ATTACK/AURA TYPE			Standard					LOCATION(S)			Aquatic Garden, Surferio					
DROP ITEM			None																
LV	45	ATK	200	DEF	30	HP/MP MULTIPLES		UNIVERSE LV		1.50/1.50		40 LEVEL		1.82/1.95					
AGL	110	HIT	364	INT	140	SPECIAL ATTACKS:		Stone Rain (Sp)											

ID # 382	BOSS		SECURITY SERVICE										CH 24 SS 24 SA 90 ID 98 DA X Sp 8 CS -- Def E									
			HP	800	NAME	FURY	ELE	ATK	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.									
			MP	60	Basic 1	90	--	W	HP	C	--	--	--									
			EXP	2000	Basic 2	90	--	S	HP	C	C	--	--									
			FOL	2800	Basic 3	90	--	W	HP	CC	T	C	--									
ANTI-ATTACK/AURA TYPE				Off				LOCATION(S)				Archives										
DROP ITEM				None																		
LV	39	ATK	460	DEF	50	HP/MP MULTIPLES				UNIVERSE LV				1.50/1.50		40 LEVEL		1.80/1.80				
AGL	140	HIT	490	INT	200	SPECIAL ATTACKS:				Flash Rifle D (W)												

ID # 383	NORMAL		SECURITY SOLDIER										CH 34	SS 24	SA 90	ID 98			
													DA X	Sp 8	CS -	Def E			
			HP	12000	NAME	FURY	ELE	ATK	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.						
			MP	600	Basic 1	30	-	W	HP	C	-	-	-						
			EXP	1200	Basic 2	50	-	S	HP	C	C	-	-						
FOL	1000	Basic 3	10	-	W	HP	CC	T	C	-									
				ANTI-ATTACK/AURA TYPE				2-Way		LOCATION(S):				Sphere 211, 1F-3F					
				DROP ITEM				Machinery Materials (3%)											
LV	40	ATK	450	DEF	50	HP/MP MULTIPLES				UNIVERSE LV		1.50/1.50		40 LEVEL		1.81/1.80			
AGL	160	HIT	495	INT	150	SPECIAL ATTACKS:				Flash Rifle C (W)									

ID # 384	BOSS		SHADOW DRAGON									
			CH 34	SS 63	SA 50	ID 100	W D F	H				
			DA X	Sp C	CS E	Def A	H	H				
HP	1000000	NAME	FURY	ELE	ATK	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.		
MP	200000	Basic 1	4	-	W	HP	-	-	-	-		
EXP	170000	Basic 2	4	-	S	HP	-	-	-	-		
FOL	260000	Basic 3	11	-	S	HP	CC	-	-	-		
		Basic 4	11	-	S	HP	I	I	C	-		
ANTI-ATTACK AURA TYPE					2-Way			LOCATION(S): Sphere 211, 126F				
DROP ITEM		Heavenly Spirit										
DEF 100		HP/M/P MULTIPLES:										
LV 134	ATK 2500	UNIVERSE LV 1.50/1.50				4D LEVEL		2.30/2.80				
AGL 460	MIT 1400	INT 1000				Flaming Breath A (S): Atomic Breath (W): Howl of Doom A (W):						

001-024

025-048

049-072

073-096

097-120

121-144

145-168

169-192

193-216

217-240

240-264

265-288

289-312

313-360

361-384


385-408

409-432

433-456

457-466

ID # 385	NORMAL	SHADOW SAVANT		HP 61000	NAME	FURY	CH 24	SS 50	SA 88	ID 98			
							DA 1	Sp 8	CS -	Def 0			
				MP 12000	Basic 1	4	--	W	HP	--	T	--	--
				EXP 4500	Basic 2	1	--	W	HP	--	T	--	--
				FOL 4000	Basic 3	16	--	S	HP	--	T	--	--
					Basic 4	11	--	S	HP	--	T	C	--
ANTI-ATTACK AURA TYPE				Regeneration				LOCATION(S): Ursa Cave Temple					
DROP ITEM				Clone Generator (3%)									
LV 80	ATK 940	DEF 120	HP/MP MULTIPLES		UNIVERSE LV		1.50/1.50		4D LEVEL		1.83/1.86		
AGL 160	HIT 840	INT 800	SPECIAL ATTACKS:		Lightning Blow (W); Vanish Blow (S)								




ID # 386	NORMAL	SHADOW SAVANT		<div>CH 8SS 78SA 100ID 98</div> <div>DA YSp BCS -Def D</div>									
				HP65000	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.
MP30000	Basic 1	4	--	W	HP	--	T	--	--	--			
EXP2500	Basic 2	1	--	W	HP	--	T	--	--	--			
FOL4750	Basic 3	16	--	S	HP	--	T	--	--	--			
	Basic 4	11	--	S	HP	--	T	C	--	--			
ANTI-ATTACK AURA TYPE				Homing			LOCATION(S): Spiral Tower, 3F-9F						
DROP ITEM				Scholar's Bracelet (4%); Alchemy Materials (3%)									
LV54	ATK1000	DEF103	HP/MP MULTIPLES		UNIVERSE LV	1.50/1.50	4D LEVEL	1.83/1.95					
AGL230	HIT840	INT600	SPECIAL ATTACKS:		Lightning Blow (W); Vanish Blow (S)								


ID # 387	NORMAL	SHADOW SAVANT	CH 24		SS 50		SA 88		ID 98		R		R		R	
			DA 1	Sp 8	CS -		Def 6		D		R		R		R	
	HP	91000	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.					
	MP	16000	Basic 1	4	--	W	HP	--	T	--						
	EXP	4500	Basic 2	1	--	W	HP	--	T	--						
			Basic 3	16	--	S	HP	--	T	--						
			Basic 4	11	--	S	HP	--	T	C	--					
FOL	4000	ANTI-ATTACK AURA TYPE						Regeneration		LOCATION(S): Ursa Cave Temple						
DROP ITEM			Synthesis Materials													
LV	92	ATK	1120	DEF	180	HP/MP MULTIPLES		UNIVERSE LV	1.50/1.50	4D LEVEL	1.85/1.88					
AGL	160	HIT	840	INT	1100	SPECIAL ATTACKS:		Lightning Blow (W); Vanish Blow (S)								


ID # 388	BOSS	SHADOW SAVANT		CH 8 SS 50 SA 94 ID 98 R									
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ID # 389	NORMAL	SHADOW SAVANT	<div><div>CH</div><div>8</div></div>	<div><div>SS</div><div>50</div></div>	<div><div>SA</div><div>94</div></div>	<div><div>ID</div><div>98</div></div>	<div><div>R</div><div>1</div></div>	<div><div>R</div><div>1</div></div>	<div><div>R</div><div>1</div></div>		
										<div><div>DA</div><div>Y</div></div>	<div><div>Sp</div><div>1</div></div>
	HP	212025	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.
	MP	50000	Basic 1	4	--	W	HP	--	T	--	--
	EXP	58350	Basic 2	1	--	S	HP	--	T	--	--
			Basic 3	16	--	S	HP	--	T	--	--
	FOL	1890	Basic 4	11	--	W	HP	--	T	--	--
ANTI-ATTACK AURA TYPE					Standard		LOCATION(s): Sphere 211, 162F-171F				
DROP ITEM			None								
LV	170	ATK	3014	DEF	280	HP/MP MULTIPLES		UNIVERSE LV	1.50/1.50	4D LEVEL	1.91/2.05
AGL	855	HIT	1636	INT	1668	SPECIAL ATTACKS:		Lightning Blow (W); Vanish Blow (W); Explosion (Sp)			


	ID # 390	NORMAL	SHAROW		<div>CH 34SS 24SA 50ID 98</div> <div>DA YSp BCS -Def E</div>									
	HP	82000	NAME	FURY	Elf.	Atk.	Dmg. Type	Down	Stun	Back	Add. Eff.			
	MP	5000	Basic 1	21	--	W	HP	--	--	--	Poison			
	EXP	5300	Basic 2	31	--	S	HP	--	--	--	--			
	FOL	6500	Basic 3	6	--	W	HP	--	--	C	--			
Anti-Attack Aura Type			Standard				Location(s): Fighting Arena							
Drop Item			None											
LV	85	ATK	1400	DEF	150	HP/MP MULTIPLES		UNIVERSE LV	1.50/1.50	4D LEVEL	1.84/1.82			
AGL	210	HIT	922	INT	500	SPECIAL ATTACKS:		Heat Sting (W); Electro-Sting A (S)						








ID # 391	BOSS	SHELBY	CH 16 SS 50 SA 100 ID 100										  			
			HP	5100	NAME	FURY	ELE.	ATR.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.			
			MP	13816	Basic 1	4	--	W	HP	T	--	--	--			
			EXP	35	Basic 2	11	--	S	HP	T	C	--	--			
			FOL	9	Basic 3	11	--	W	HP	T	T	C	--			
			ANTI-ATTACK AURA TYPE: Regeneration										LOCATION(S): Kirisa Training Facility			
DROP ITEM			None													
LV	21	ATK	85	DEF	20	HP/MP MULTIPLES			UNIVERSE LV	1.50/1.50	4D LEVEL	1.80/1.87				
AGL	55	HIT	292	INT	21	SPECIAL ATTACKS:			Ice Breath A (W); Giant Swing (W)							

ID # 392	NORMAL	SHINING WISP	CH 24SS 50SA 94ID 98H H H									
			DA YSp BCS EDef D H H									
	HP	51000	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.	
	MP	10000	Basic 1	4	--	W	HP	--	T	--	--	
	EXP	2900	Basic 2	11	--	S	HP	--	C	--	--	
	FOL	4950	Basic 3	11	--	S	HP	--	C	--	--	
ANTI-ATTACK AURA TYPE				Standard		LOCATION(S): Shrine of Kaddan						
DROP ITEM				Alchemy Materials (3%)								
LV	44	ATK	1100	DEF	80	HP/MP MULTIPLES		UNIVERSE LV	1.50/1.50	4D LEVEL	1.83/1.85	
AGL	160	HIT	560	INT	300	SPECIAL ATTACKS:		Plasma Cannon A (W); Prism Shake A (W); Lightning Strike (Sp)				


ID # 393	NORMAL	SHRIEKER	CH 8 SS 78 SA 50 ID 98 R H D DA Y Sp B CS - Def E F T										
			HP	264	NAME	FURY	ELE.	ATR.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.
			MP	12	Basic 1	21	--	W	MP	--	T	--	--
	EXP	2	Basic 2	31	--	S	MP	--	T	--	--		
	FOL	3											
	ANTI-ATTACK AURA TYPE				N/A			LOCATION(S): Ruins of Coffir					
DROP ITEM				Cooking Ingredients (3%)									
LV	6	ATK	40	DEF	2	HP/MP MULTIPLES		UNIVERSE LV	1.50/1.50	4D LEVEL	1.80/1.75		
AGL	10	HIT	221	INT	4	SPECIAL ATTACKS:		None					

ID # 394	NORMAL	SISTER SOOTIE	CH 20 SS 50 SA 100 ID 100									
			DA Y Sp B CS D Def B									
	HP	400000	NAME	FURY	ELE.	ATR.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.	
	MP	17776	Basic 1	4	--	W	HP	--	--	--	--	
	EXP	77399	Basic 2	11	--	S	HP	--	T	--	--	
	FOL	2390	Basic 3	11	--	W	HP	--	T	C	--	
	ANTI-ATTACK AURA TYPE 2-Way LOCATION(s): Sphere 211, 192F-210F											
DROP ITEM		None										
LV	200	ATK	3813	DEF	420	HP/MP MULTIPLES		UNIVERSE LV	1.50/1.50	4D LEVEL	2.00/1.89	
AGL	1005	HIT	1888	INT	21122	SPECIAL ATTACKS:						Sootie Blast (W); Sootie Strike (S); Sootie Destruct A (W); Healing (Sp); Explosion (Sp); Lightning Strike (Sp)

	ID # 395	NORMAL	SKELETON KNIGHT										CH 34	SS 31	SA 86	ID 98					
																					
																					
																					
																					
			HP	1408	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.								
			MP	64	Basic 1	21	-	W	HP	-	-	-	-								
			EXP	30	Basic 2	31	-	S	HP	-	T	-	-								
			FOL	8	Basic 3	6	-	W	HP	-	-	C	-								
			ANTI-ATTACK AURA TYPE					Off					LOCATION(S): Kirisa Caverns								
			DROP ITEM					Jewel of Alertness (4%); Alchemy Materials (3%)													
			LV	5	ATK	72	DEF	8	HP/MP MULTIPLES	UNIVERSE LV	1.50/1.50		4D LEVEL	1.80/1.80							
			AGL	30	HIT	250	INT	8	SPECIAL ATTACKS:	None											


ID # 396	NORMAL		SKELETON LEADER										CH 8	SS 31	SA 86	ID 98			
													DA Y	Sp 8	CS --	Def E			
			HP 1900	NAME FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.								
			MP 116	Basic 1	21	--	W	HP	--	--	--								
			EXP 55	Basic 2	31	--	S	HP	--	T	--								
FOL 13	Basic 3	6	--	W	HP	--	--	C	--										
ANTI-ATTACK AURA TYPE			Standard					LOCATION(S): Kirisa Training Facility											
DROP ITEM			Jewel of Refuge (4%); Crafting Materials (3%)																
LV 8	ATK 80	DEF 14	HP/MP MULTIPLES			UNIVERSE LV		1.50/1.50		4D LEVEL		1.80/1.79							
AGL 45	HIT 275	INT 13	SPECIAL ATTACKS:			None													


	ID # 397		NORMAL		SKELETON SOLDIER									
	HP: 704		NAME: FURY		EL:	ATK:	DMG. TYPE	DOWN:	STUN:	BACK:	ADD. EFF.			
	MP: 21		Basic 1		21	-	W	HP	-	-	-	-		
	EXP: 3		Basic 2		31	-	S	HP	-	T	-	-		
	FOL: 7		Basic 3		6	-	W	HP	-	-	C	-		
ANTI-ATTACK/AURA TYPE: Off					LOCATION(S): Kirisa Training Facility									
Drop Item: Regeneration Symbol														
LV	8	ATK	44	DEF	4	HP/MP MULTIPLES		UNIVERSE LV	1.50/1.50	4D LEVEL	1.80/1.78			
AGL	20	HIT	233	INT	6	SPECIAL ATTACKS:		None						

ID # 398	NORMAL	SKELETON WARRIOR										CH 34	SS 50	SA 50	ID 98				
												DA -	Sp 8	CS -	Def 0				
	HP	220	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.								
	MP	10	Basic 1	21	--	W	HP	--	--	--	--								
	EXP	2	Basic 2	31	--	S	HP	--	T	--	--								
	FOL	4	Basic 3	6	--	W	HP	--	--	C	--								
	ANTI-ATTACK/AURA TYPE					N/A		LOCATION(S):		Norton's Hideout									
DROP ITEM		Jewel of Refuge (20%); Compounding Elixirs (3%)																	
LV	7	ATK	40	DEF	2	HP/MP MULTIPLES		UNIVERSE LV	1.50/1.50	4D LEVEL	1.80/1.78								
AGL	10	HIT	217	INT	0	SPECIAL ATTACKS:		None											


ID # 399	NORMAL	<div>CH 9 SS 31 SA 78 ID 98</div> <div>DA - Sp E CS - Def -</div>									
		SKITTERING BEAST									
	HP	163220	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.
	MP	7510	Basic 1	21	-	W	HP	-	-	-	-
	EXP	39500	Basic 2	21	-	W	HP	-	-	-	-
	FOL	1250	Basic 3	31	-	S	HP	-	-	-	-
	LV	150	Basic 4	31	-	S	HP	-	-	-	-
DROP ITEM		Mist Charm (4%)									
LV	151	ATK	753	DEF	151	HP/MP MULTIPLES	UNIVERSE LV	1.50/1.50	4D LEVEL	1.88/1.84	
AGL	1468	HIT	1409	INT	1409	SPECIAL ATTACKS:	Poison Breath B (W); Raider Smash (S)				

ID # 400	NORMAL	<div>CH 8 SS 31 SA 71 ID 98</div> <div>DA Y Sp 8 CS - Def E</div>									
		SLIME									
	HP	704	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.
	MP	32	Basic 1	11	-	W	HP	-	-	-	-
	EXP	3	Basic 2	11	-	W	HP	-	-	-	-
	FOL	7	Basic 3	31	-	S	HP	-	-	-	-
	LV	10	Basic 4	6	-	W	HP	-	-	C	-
DROP ITEM		Cooking Ingredients (3%)									
LV	10	ATK	44	DEF	4	HP/MP MULTIPLES	UNIVERSE LV	1.50/1.50	4D LEVEL	1.80/1.78	
AGL	20	HIT	233	INT	6	SPECIAL ATTACKS:	Bio Bullet (W)				

ID # 401	NORMAL	SOLDIER										CH 34	SS 50	SA 100	ID 98						
												DA Y	Sp 8	CS -	Def E						
	HP	1600	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.										
	MP	112	Basic 1	4	--	W	HP	T	--	--	--										
	EXP	46	Basic 2	11	--	S	HP	T	C	--	--										
	FOL	34	Basic 3	1	--	W	HP	T	T	C	--										
	ANTI-ATTACK/AURA TYPE							Off					LOCATION(S): Kirisa Training Facility								
DROP ITEM												Compounding Elixirs (3%)									
LV	7	ATK	75	DEF	14	HP/MP MULTIPLES		UNIVERSE LV		1.50/1.50		4D LEVEL		1.80/1.79							
AGL	40	HIT	267	INT	10	SPECIAL ATTACKS:		None													


	ID # 402	BOSS	SOLON SOLUTE										CH 8 SS 24 SA 100 ID 98 DA 1 Sp 8 CS - Def E										
			SOLON SOLUTE										CH 8 SS 24 SA 100 ID 98 DA 1 Sp 8 CS - Def E										
			HP	500000	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.										
			MP	50000	Basic 1	4	-	W	HP	-	-	-	-										
			EXP	50000	Basic 2	11	-	S	HP	-	T	-	-										
FOL	0	Basic 3	11	-	S	HP	-	T	C	-													
ANTI-ATTACK/AURA TYPE			Off				LOCATION(S): Fighting Arena																
DROP ITEM			None																				
LV	174	ATK	2500	DEF	100	HP/MP MULTIPLES		UNIVERSE LV		1.50/1.50		4D LEVEL		2.05/2.05									
AGL	9999	HIT	1540	INT	1000	SPECIAL ATTACKS:		Sword Wave (W)															


	ID # 403		BOSS		SOOTIE									
					<div>CH 34SS 63SA 100ID 98</div> <div>DA XSp 8CS -Def 8</div>									
	HP	468000	NAME	FURY	ELE.	ATR.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.			
	MP	47800	Basic 1	4	-	W	HP	-	-	-	-			
	EXP	135000	Basic 2	11	-	S	HP	-	T	-	-			
	FOL	67400	Basic 3	11	-	W	HP	-	T	C	-			
ANTI-ATTACK/AURA TYPE		Regeneration						LOCATION(S):				Maze of Tribulations, B7F		
DROP ITEM		None												
LV	104	ATK	1360	DEF	220	HP/MP MULTIPLES		UNIVERSE LV	1.50/1.50	4D LEVEL	2.03/2.04			
AGI	355	HIT	966	INT	800	SPECIAL ATTACKS:		Sootie Blast (W); Sootie Strike (S); Sootie Destruct A (W)						

ID # 404	BOSS	<div>CH 24 SS 86 SA 100 ID 100</div> <div>DA A Sp B CS H Def H</div>									
		SOPHIA									
	HP	560000	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.
	MP	400000	Basic 1	5	-	W	HP	CC	T	-	Fury Drain
	EXP	90000	Basic 2	5	-	W	HP	-	T	-	-
	FOL	315000	Basic 3	5	-	W	HP/MP	-	T	-	Silence
	LV	160	Basic 4	12	-	S	HP	-	T	-	Fury Drain
DROP ITEM		Rabbit's Foot (100%)									
LV	150	ATK	200	DEF	150	HP/MP MULTIPLES	UNIVERSE LV	1.50/1.50	4D LEVEL	2.08/3.00	
AGL	800	HIT	2700	INT	2700	SPECIAL ATTACKS:	Etree (W); Laser Beams (W); Goblins (W); Blood Syle (Sp); Lightning Blast (W); Meteor Swarm (W); Lightning Strike (Sp); Deep Freeze (Sp)				



	ID # 405	NORMAL	SOUL MASTER										CH 34 SS 50 SA 78 ID 98 DA 1 Sp 8 CS C Def C													
															H H H H H H H H H H H H											
															H H H H H H H H H H H H											
			HP	163220	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.													
			MP	38200	Basic 1	21	--	W	MP	--	--	--	--													
			EXP	39500	Basic 2	31	--	S	MP	--	--	--	--													
			FOL	1310																						
ANTI-ATTACK/AURA TYPE					2-Way					LOCATION(S): Sphere 211, 142F-151F																
DROP ITEM					Jewel of Alertness (4%); Scholar's Bracelet (3%)																					
LV	150	ATK	2547	DEF	100	HP/MP MULTIPLES			UNIVERSE LV			1.50/1.50			4D LEVEL			1.88/1.99								
AGL	755	HIT	1468	INT	1409	SPECIAL ATTACKS:			Laser Beams (Sp); Faerie Light (Sp)																	


ID # 406	NORMAL	SPAWN									
		<div>CH 8 SS 31 SA 100 ID 98</div> <div>DA Y Sp E CS - Def E</div>									
	HP	6160	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.
	MP	280									
	EXP	200	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A
	FOL	20									
	ANTI-ATTACK/AURA TYPE	Off	LOCATION(S): Ruins of Barr								
DROP ITEM	Jewel of Avarice (4%); Cooking Ingredients (3%)										
LV	29	ATK	330	DEF	35	HP/MP MULTIPLES	UNIVERSE LV	1.50/1.50	4D LEVEL	1.80/1.80	
AGL	150	HIT	452	INT	157	SPECIAL ATTACKS:	Lethal Bomber (S)				








ID # 407	NORMAL	SPAWN										
		<div>CH 8SS 31SA 39ID 98</div> <div>DA YSp ECS -Def E</div>										
		HP	261030	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.
		MP	11845									
		EXP	65000	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A
	FOL	1660										
	Anti-Attack Aura Type				Off		Location(s): Sphere 211, 182F-191F					
	Drop Item		None									
	LV	190	ATK	3532	DEF	85	HP/MP MULTIPLES		UNIVERSE LV	1.50/1.50	4D LEVEL	1.80/1.78
	AGL	955	HIT	1804	INT	1956	SPECIAL ATTACKS:		Lethal Bomber (S)			

	ID # 420	NORMAL	SUPREME EYE										CH 24SS 50SA 100ID 100H A DA YSp 8CS DDef A									
	HP	752800	NAME	FURY	ELE.	ATR.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFX.											
	MP	212025	Basic 1	6	--	W	HP	CC	C	--	Paralysis											
	EXP	89000	Basic 2	6	--	S	HP	--	T	--	Petrification											
	FOL	2900	Basic 3	21	--	S	MP	--	T	C	Freezing											
ANTI-ATTACK AURA TYPE				2-Way						LOCATION(S)						Sphere 211, 202F-206F						
DROP ITEM				None																		
LV	210	ATK	4106	DEF	70	HP/MP MULTIPLES		UNIVERSE LV		1.50/1.50		4D LEVEL		218/2.86								
AGL	1055	HIT	1972	INT	2275	SPECIAL ATTACKS:		Foor Circle (S): Misery Circle (S); Dark Sphere (Sa); Thunder Flare (Sa)														


ID # 421	NORMAL		SWORDSMAN												CH 8	SS 31	SA 100	ID 98				
															DA 1	Sp 8	CS -	Def E				
			HP 80000	NAME FURY	ELE:	ATK:	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.											
			MP 7000	Basic 1	4	-	W	HP	T	-	-	-										
			EXP 2100	Basic 2	11	-	S	HP	T	C	-	-										
FOL 2850	Basic 3	1	-	W	HP	T	T	C	-													
		ANTI-ATTACK AURA TYPE Off										LOCATION(S): Fighting Arena										
		DROP ITEM None																				
LV	60	ATK	1300	DEF	120	HP/MP MULTIPLES		UNIVERSE LV		1.50/1.50		4D LEVEL		1.84/1.83								
AGL	260	HIT	840	INT	617	SPECIAL ATTACKS:		None														


	ID # 422	NORMAL	TARANTULA		CH 8 SS 31 SA 71 ID 98 DA Y Sp 8 CS - Def E													
	HP	500	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.							
	MP	600	Basic 1	4	--	W	HP	--	--	--	--							
	EXP	21	Basic 2	11	--	S	HP	--	T	--	--							
	FOL	9	Basic 3	11	--	W	HP	--	T	C	--							
ANTI-ATTACK AURA TYPE					Off			LOCATION(S): Karba Caverns										
DROP ITEM					Jewel of Refuge (4%), Compounding Elixirs (3%)													
LV	15	ATK	53	DEF	8	HP/MP MULTIPLES		UNIVERSE LV		1.50/1.50		4D LEVEL		1.80/1.80				
AGL	30	HIT	250	INT	8	SPECIAL ATTACKS:		Needle Launch (W), Poisonous Mist (W)										


ID # 423	NORMAL	TEPEKI	CH 34 SS 24 SA 100 ID 98 DA - Sp 8 CS E Def E											
	HP	200	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.			
	MP	9	Basic 1	4	-	W	HP	T	-	-	-			
	EXP	30	Basic 2	11	-	S	HP	T	T	-	-			
	FOL	6												
ANTI-ATTACK AURA TYPE							N/A		LOCATION(S)				Ruins of Coffir	
DROP ITEM							Jewel of Avarice (4%)							
LV	5	ATK	38	DEF	3	HP/MP MULTIPLES	UNIVERSE LV	1.50/1.44	4D LEVEL	1.80/1.78				
AGL	10	HIT	217	INT	5	SPECIAL ATTACKS:	Bully Stab (W); Bully Combo (W); Scram (X)							

ID # 424	NORMAL		THIEVING SCUMBAG												CH 8	SS 31	SA 71	ID 98			
															DA 1	Sp 8	CS -	Def E			
			HP	200	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.								
			MP	9	Basic 1	4	--	W	HP	--	--	--	--								
			EXP	1	Basic 2	11	--	S	HP	--	T	--	--								
FOL	3	Basic 3	11	--	W	HP	T	T	C	--											
			ANTI-ATTACK AURA TYPE						OFF						LOCATION(S): Ruins of Coffir						
			DROP ITEM						Crafting Materials (3%)												
LV	1	ATK	40	DEF	1	HP/MP MULTIPLES		UNIVERSE LV		1.50/1.44		4D LEVEL		1.80/1.78							
AGL	10	HIT	217	INT	8	SPECIAL ATTACKS:		Wild Thrusts (W); Wild Slashes (W); Scram (X)													


	ID # 425	NORMAL	TOAD BEAST		<div>CH 8 SS 31 SA 100 ID 98</div> <div>DA 1 Sp 8 CS - Def E</div>									
	HP	704	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.			
	MP	32	Basic 1	21	-	W	HP	-	T	-	-			
	EXP	5	Basic 2	31	-	S	HP	-	T	-	-			
	FOL	9												
ANTI-ATTACK AURA TYPE			Off				LOCATION(S): Airygygh Aqueducts							
DROP ITEM			Compounding Elixirs (3%)											
LV	3	ATK	44	DEF	4	HP/MP MULTIPLES	UNIVERSE LV	1.50/1.50	4D LEVEL	1.80/1.78				
AGL	20	HIT	233	INT	6	SPECIAL ATTACKS:	Long Tongue (W); Stinging Gas B (W)							










































































	ID # 426	NORMAL	TOAD FIGHTER														
			HP	2552	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.				
			MP	116	Basic 1	21	--	W	HP	--	T	--	--				
			EXP	59													
			FOL	37	Basic 2	31	--	S	HP	--	T	--	--				
ANTI-ATTACK AURA TYPE					OFF					LOCATION(S):				Kirba Training Facility			
DROP ITEM					Jewel of Alertness (4%); Cooking Ingredients (3%)												
LV	8	ATK	73	DEF	10	HP/MP MULTIPLES		UNIVERSE LV		1.50/1.50		4D LEVEL		1.80/1.79			
AGL	45	HIT	275	INT	13	SPECIAL ATTACKS:		Long Tongue (W); Stinging Gas A (W)									


ID # 427	NORMAL	TOADPOLE	CH 8 SS 31 SA 100 ID 98 DA 1 Sp 8 CS - Def E														
			HP	8500	NAME	FURY	ELL.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.				
			MP	280	Basic 1	21	-	W	HP	-	-	-	-	Poison			
			EXP	320													
			FOL	340	Basic 2	31	-	S	HP	-	T	-	-	-			
			ANTI-ATTACK AURA TYPE						Off	LOCATION(S): Ruins of Barr							
			DROP ITEM: Cooking Ingredients (3%)														
LV	29	ATK	330	DEF	35	HP/MP MULTIPLES			UNIVERSE LV		1.50/1.50		4D LEVEL		1.80/1.80		
AGL	60	HIT	490	INT	157	SPECIAL ATTACKS:			None								

	ID # 428	NORMAL	TOADPOLE		CH 8 SS 31 SA 39 ID 98 DA Y Sp 8 CS - Def E									
	HP	20000	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.			
	MP	2600	Basic 1	21	--	W	HP	--	--	--	Poison			
	EXP	1200	Basic 2	31	--	S	HP	--	T	--	--			
	FOL	1550												
ANTI-ATTACK AURA TYPE					Off			LOCATION(S): Fighting Arena						
DROP ITEM					None									
LV	39	ATK	700	DEF	60	HP/MP MULTIPLES		UNIVERSE LV	1.50/1.50	4D LEVEL	1.81/1.81			
AGL	160	HIT	560	INT	300	SPECIAL ATTACKS:		None						

ID # 429	NORMAL	TONGUE BEAST													CH 8	SS 31	SA 39	ID 98				
															DA 1	Sp 8	CS -	Def E				
		HP	100000	NAME	FURY	ELE.	ATR.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.										
		MP	10000	Basic 1	21	--	W	HP	--	T	--	--										
		EXP	6691	Basic 1	31	--	S	HP	--	T	--	--										
FOL	2950																					
		ANTI-ATTACK AURA TYPE										Standard				LOCATION(S): Maze of Tribulations, 87F						
		Drop Item																				
		Regeneration Symbol (4%)																				
		LV	90	ATK	1500	DEF	210	HP/MP MULTIPLES		UNIVERSE LV		1.50/1.50		4D LEVEL		1.85/1.85						
		AGL	260	HIT	980	INT	200	SPECIAL ATTACKS:		Long Tongue (S); Stinging Gas A (W)												

ID # 430	NORMAL	TORNADO	CH 8 SS 31 SA 55 ID 98 DA Y Sp 8 CS E Def E											
			HP	130000	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.	
			MP	3645	Basic 1	4	--	W	HP	T	--	--	--	
			EXP	5460	Basic 2	11	--	W	HP	T	C	--	--	
			FOL	150										
			ANTI-ATTACK AURA TYPE				OFF	LOCATION(S): Fighting Arena						
			DROP ITEM		None									
			LV	85	ATK	1408	DEF	75	HP/MP MULTIPLES	UNIVERSE LV	1.50/1.50	4D LEVEL	1.86/1.82	
			AGL	260	HIT	922	INT	776	SPECIAL ATTACKS:	Dagger Dance (W); Fire Bolt (Sp)				

	ID # 431	BOSS	TRICHIMERA		<div>CH 8SS 50SA 94ID 100</div> <div>DA XSp 8CS DDef 8</div> <div></div>									
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	ID # 432	BOSS	UNHOLY TERROR		CH 8 SS 31 SA 100 ID 98										DA X Sp 8 CS E Def D				R R			
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GETTING STARTED

CHARACTERS

WALKTHROUGH

BONUS DUNGEONS



























































PRIVATE ACTIONS


MINI-GAMES AND
SUB-QUESTS


ITEM CREATION


ITEMS
AND EQUIPMENT






BESTIARY

ID # 433	NORMAL	UNHOLY TERROR		<div>CH 34SS 50SA 50ID 98</div> <div>DA YSp 8CS EDef C</div> <div></div>										
				HP	49000	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.
				MP	30000	Basic 1	6	--	W	HP	--	--	--	--
				EXP	2500	Basic 2	31	--	S	HP	--	T	--	Silence
				FOL	500	Basic 3	6	--	W	HP	--	T	C	--
ANTI-ATTACK AURA TYPE				2-Way			LOCATION(S): Fighting Arena							
DROP ITEM				Scholar's Bracelet (4%); Cooking Ingredients (3%)										
LV	46	ATK	1200	DEF	80	HP/MP MULTIPLES	UNIVERSE LV	1.50/1.50	4D LEVEL	1.82/1.95				
AGL	160	HIT	560	INT	300	SPECIAL ATTACKS:	Steal Life B (X); Steal Spirit A (X); Thunder Flare (Sp)							


ID # 434	NORMAL	UNHOLY TERROR	CH 8 SS 31 SA 100 ID 98									
			DA Y Sp 8 CS E Def D									
	HP	80000	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.	
	MP	7000	Basic 1	6	--	W	HP	--	--	--	--	
	EXP	2111	Basic 2	31	--	S	HP	--	T	--	Silence	
	FOL	3300	Basic 3	6	--	W	HP	--	T	C	--	
	ANTI-ATTACK AURA TYPE: Off					LOCATION(S): Fighting Arena						
DROP ITEM		None										
LV	60	ATK	1300	DEF	120	HP/MP MULTIPLES:		UNIVERSE LV	1.50/1.50	4D LEVEL	1.84/1.83	
AGL	260	HIT	840	INT	617	SPECIAL ATTACKS:		Steal Life B (X); Steal Spirit A (X); Thunder Flare (Sp)				


ID # 435	NORMAL	UNHOLY TERROR	<div>CH 8SS 31SA 100ID 98RWRD</div> <div>DA YSp 8CS EDef DRR</div>										
				HP	84000	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK
			MP	7000	Basic 1	6	—	W	HP	—	—	—	—
			EXP	2500	Basic 2	31	—	S	HP	—	T	—	Silence
			FOL	3400	Basic 3	6	—	S	HP	—	T	C	—
			ANTI-ATTACK AURA TYPE					Off	LOCATION(S): Fighting Arena				
			DROP ITEM None										
LV	60	ATK	1300	DEF	120	HP/MP MULTIPLES		UNIVERSE LV	1.50/1.50	4D LEVEL	1.84/1.83		
AGL	260	HIT	840	INT	617	SPECIAL ATTACKS:		Steal Life B (X); Steal Spirit A (X); Thunder Flare (Sp)					

































































































































































































ID # 436	NORMAL	VENDEENI SOLDIER		<div>CH 8SS 24SA 90ID 98</div> <div>DA YSp C CS -Def E</div>									
	HP	4500	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.		
	MP	600	Basic 1	4	--	W	HP	--	--	--	--		
	EXP	260	Basic 2	11	--	S	HP	T	C	--	--		
	FOL	160	Basic 3	6	--	W	HP	T	T	C	--		
	ANTI-ATTACK AURA TYPE: Standard							LOCATION(S): Shrine of Kaddan					
DROP ITEM: Machinery Materials (3%)													
LV	20	ATK	195	DEF	25	HP/MP MULTIPLES		UNIVERSE LV	1.50/1.50	4D LEVEL	1.80/1.80		
AGL	105	HIT	376	INT	79	SPECIAL ATTACKS:		None					


	ID # 437	NORMAL	VENDEENI SOLDIER										CH 9	SS 50	SA 90	ID 98				











	ID # 438	BOSS	VENDEENI SOLDIER		<div><div>CH 9</div><div>SS 50</div><div>SA 90</div><div>ID 98</div><div></div><div></div><div></div><div></div></div> <div><div>DA Y</div><div>Sp C</div><div>CS --</div><div>Def E</div><div></div><div></div><div></div><div></div></div>							
	HP	7400	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.	
	MP	336	Basic 1	4	--	W	HP	--	--	--	Paralysis	
	EXP	600	Basic 2	11	--	S	HP	T	C	--	--	
	FOL	500	Basic 3	6	--	W	HP	T	T	C	--	
ANTI-ATTACK AURA TYPE					Standard			LOCATION(S)			Shrine of Kaddan	
DROF ITEM					Jewel of Avarice (4%)							
LV	29	ATK	247	DEF	27	HP/MP MULTIPLES	UNIVERSE LV	1.50/1.50	4D LEVEL	1.80/1.80		
AGE	125	HIT	410	INT	111	SPECIAL ATTACKS:	None					


ID # 439	NORMAL	VENDEENI SOLDIER	CH 34		SS 50		SA 90		ID 98		R W D		
			DA Y	Sp 8	CS -		Def E		R W D				
	HP	13000	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.		
	MP	500	Basic 1	4	-	W	HP	-	-	-	-		
	EXP	450	Basic 2	11	-	S	HP	T	C	-	-		
	FOL	624	Basic 3	6	-	W	HP	T	T	C	-		
	ANTI-ATTACK AURA TYPE							Homing		LOCATION(S): Kirba Training Facility			
DROP ITEM			Machinery Materials (3%)										
LV	32	ATK	380	DEF	30	HP/MP MULTIPLES		UNIVERSE LV		1.50/1.50		4D LEVEL	1.81/1.80
AGL	160	HIT	469	INT	178	SPECIAL ATTACKS:		None					


	ID # 440	BOSS	VENGEFUL SHELBY			<div>CH 24SS 100SA 100ID 100</div> <div>DA XSp BCS -Def B</div> <div>H A H</div> <div>V V</div>											
	HP	150000	NAME	FURY	ELE.	ATR.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.						
	MP	20000	Basic 1	4	-	W	HP	T	-	-	-						
	EXP	180000	Basic 2	11	-	S	HP	T	C	-	-						
	FOL	310000	Basic 3	11	-	W	HP	T	T	C	-						
ANTI-ATTACK AURA TYPE					2-Way			LOCATION(S):					Sphere 211, 137F				
DROP ITEM					Death Bringers (100%)												
LV	144	ATK	2500	DEF	100	HP/MP MULTIPLES		UNIVERSE LV		1.50/1.50		4D LEVEL		2.55/2.80			
AGL	460	HIT	1400	INT	1000	SPECIAL ATTACKS:		Ice Breath B (W); Giant Swing (W)									


ID # 441	NORMAL	VENOMOUS PINE	CH 8	SS 24	SA 100	ID 98																																																																																																																																																																																																																																																																																																																																																																				
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ID # 442	BOSS	VILE CHIMERA										CH 36	SS 31	SA 100	ID 100				
												DA D	Sp B	CS	H	Def H			
	HP	66200	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.								
	MP	35000	Basic 1	21	—	W	HP	—	—	—	—								
	EXP	40000	Basic 2	0	—	S	HP	—	—	—	Paralyze								
	FOL	10000	Basic 3	31	—	S	HP	—	T	—	—								
	LV	95	Basic 4	6	—	S	HP	—	T	C	—								
ATK	1600	Basic 5	6	—	W	HP	—	T	C	—									
DEF 84	AGL 180	ANTI-ATTACK AURA TYPE: Standard					LOCATION(S):					Maze of Tribulations, B8F							
HIT 1190	INT 853	DROP ITEM: Jewel of Alertness (4%)					Pyroblast (W); Triple Attack B (W); Lunging Bite (S)												
HP/MP MULTIPLES		UNIVERSE LV	1.50/1.50	4D LEVEL		2.13/1.97		SPECIAL ATTACKS:											

	ID # 443	NORMAL	VILE LIZARD	<div>CH 13SS 31SA 31ID 98</div> <div>DA 1E Sp 8CS 1Def 0</div> <div></div>										
				HP	76065	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.
				MP	3457	Basic 1	6	--	W	HP	--	T	--	--
				EXP	3500	Basic 2	6	--	W	HP	--	T	--	--
				FOL	4250	Basic 3	21	--	S	HP	T	T	--	--
				Basic 4	31	--	W	HP	T	T	C	Fury Drain		
				ANTI-ATTACK AURA TYPE		Standard		LOCATION(S)				Fighting Arena		
				DROP ITEM		None								
LV	60	ATK	1122	DEF	120	HP/MP MULTIPLES		UNIVERSE LV	1.50/1.50	4D LEVEL	1.84/1.82			
AGL	260	HIT	712	INT	617	SPECIAL ATTACKS:		Flaming Breath B (S); Ice Needles (Sp)						

	ID # 444		NORMAL		VORACIOUS EATER										CH 13		SS 24		SA 78		ID 98		R H A D	
															DA Y		Sp B		CS -		Def E		R V S	
	HP	156420	NAME	FURY	ELE.	ATR.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.													
	MP	7110	Basic 1	6	--	W	HP	--	T	-	-													
	EXP	13800	Basic 2	16	--	S	HP	--	T	-	-													
	FOL	455	Basic 3	11	--	W	HP	--	T	C	-													
ANTI-ATTACK AURA TYPE: Standard														LOCATION(S): Sphere 211, 101F-111F										
DROP ITEM: Regeneration Symbol (4%)																								
LV	110	ATK	1779	DEF	54	HP/MP MULTIPLES		UNIVERSE LV		1.50/1.50		4D LEVEL		1.88/1.84										
AGL	555	HIT	1132	INT	982	SPECIAL ATTACKS:		Poisonous Seeds B (W); Tentacle Whip (W)																


	ID # 445	BOSS	VOX	<div>CH 16SS 50SA 100ID 100</div> <div>DA 1Sp BCS -Def A</div>									
	HP	30000	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.		
	MP	20000	Basic 1	4	-	W	HP	CC	-	-	-		
	EXP	2700	Basic 2	11	Fi	S	HP	CC	C	-	-		
	FOL	5200	Basic 3	11	-	S	HP	CC	T	C	-		
ANTI-ATTACK AURA TYPE				King Wave					LOCATION(S):			Aire/Kirba Hills	
DROP ITEM				None									
LV	39	ATK	190	DEF	30	HP/MP MULTIPLES		UNIVERSE LV		1.50/1.50		4D LEVEL	1.81/1.90
AGL	110	HIT	364	INT	72	SPECIAL ATTACKS:		Dragon Brigade Slash (S); Searing Breath A (W); Steel Rend (S)					


	HP	3784	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.	
	MP	172	Basic 1	21	--	W	HP	--	--	--	--	
	EXP	70	Basic 2	21	--	W	HP	--	--	--	--	
	FOL	9	Basic 3	31	--	S	HP	--	--	--	--	
	LV	21	Basic 4	31	--	S	HP	--	--	--	--	
	ATK	120	Basic 5	6	--	W	HP	--	--	C	--	
DEF	21	AGL	65	ANTI-ATTACK AURA TYPE				OFF	LOCATION(S):		Irise Fields	
HIT	309	INT	30	DROP ITEM				Jewel of Avarice (4%); Crafting Materials (3%)		SPECIAL ATTACKS:		Poison Breath B (W); Raider Smash (W)
HP/MP MULTIPLES		UNIVERSE LV		1.50/1.50		4D LEVEL		1.80/1.80				


	ID # 447	NORMAL	WAR VULTURE										
			HP	20000	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.
			MP	2600	Basic 1	4	--	W	HP	--	--	--	Confusion
			EXP	1200	Basic 2	16	--	S	HP	--	--	--	--
			FOL	1560	Basic 3	6	--	W	HP	--	--	C	--
ANTI-ATTACK AURA TYPE: N/A													
LOCATION(S): Fighting Arena													
DROP ITEM: None													
LV	39	ATK	700	DEF	60	HP/MP MULTIPLES		UNIVERSE LV	1.50/1.50	4D LEVEL		1.81/1.81	
AGL	160	HIT	700	INT	300	SPECIAL ATTACKS:		Heat Impact (S); Injurious Song (W); Wing Cutter (W)					


	ID # 448	NORMAL	WATER REAPER										CH 8SS 31SA 47ID 98 DA TSp BCS -Def E																			
	HP	600	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.																					
	MP	68	Basic 1	4	--	W	HP	--	--	--	--																					
	EXP	33	Basic 2	11	--	S	HP	T	T	--	--																					
	FOL	2	Basic 3	11	--	S	HP	T	T	--	--																					
			Basic 4	11	--	W	HP-MP	T	T	C	Paralysis																					
ANTI-ATTACK AURA TYPE													OFF										LOCATION(S): Kirba Caverns									
DROP ITEM													Jewel of Avarice (4%); Cooking Ingredients (3%)																			
LV	6	ATK	60	DEF	8	HP/MP MULTIPLES					UNIVERSE LV					1.50/1.50					4D LEVEL					1.80/1.79						
AGL	35	HIT	259	INT	9	SPECIAL ATTACKS:					Aura Sickle (W)																					

	ID # 449	NORMAL	WATER REAPER		<div>CH 9SS 31SA 100ID 98</div> <div>DA TSp BCS -Def E</div> <div></div>																		
					HP	704	NAME	FURY	ELL.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.								
					MP	20	Basic 1	3	-	W	HP	-	-	-	-								
					EXP	3	Basic 2	11	-	S	HP	T	T	-	-								
												EXP	3	Basic 3	11	-	S	HP	T	T	-	-	
												FOL	4	Basic 4	11	-	W	HP/MP	T	T	C	Paralysis	
												ANTI-ATTACK AURA TYPE							LOCATION(S): Airylyph Aqueducts				
												Cooking Ingredients (3%)											
LV	8	ATK	44	DEF	4	HP/MP MULTIPLES	UNIVERSE LV	1.50/1.50	4D LEVEL	1.80/1.80													
												AGL	20	HIT	233	INT	6	SPECIAL ATTACKS:	Aura Sickle (W)				


ID # 450	NORMAL	WATER STRIDER	<div>CH 8SS 31SA 35ID 98</div> <div>DA TSp BCS -Def E</div>									
	HP	2800	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.	
	MP	120	Basic 1	21	-	W	HP	-	-	-	Poison	
	EXP	65	Basic 2	4	-	S	HP	-	T	-	Poison	
	FOL	60	Basic 3	6	-	W	HP	-	T	C	-	
	ANTI-ATTACK AURA TYPE: StandardLOCATION(S): Summit Steppes											
DROP ITEM: Eldrich Fire Stone (4%); Cooking Ingredients (3%)												
LV	17	ATK	110	DEF	15	HP/MP MULTIPLES		UNIVERSE LV	1.50/1.50	4D LEVEL	1.80/1.80	
AGL	50	HIT	284	INT	17	SPECIAL ATTACKS: Sticky Webs (W)						


ID # 451	NORMAL	WILL O' THE WISP	<div>CH 34SS 78SA 100ID 98</div> <div>DA YSp BCS -Def C</div>									
			<div><div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div></div>									
	HP	37000	NAME	FURY	EL.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.	
	MP	3700	Basic 1	4	-	W	HP	-	T	-	-	
	EXP	1500	Basic 2	11	-	S	HP	-	C	-	-	
	FOL	3050	Basic 3	11	-	S	HP	-	C	-	-	
	ANTI-ATTACK AURA TYPE: HomingLOCATION(S): Ancient Ruins of Mosel, B1F											
DROP ITEM: None												
LV	49	ATK	1100	DEF	100	HP/MP MULTIPLES		UNIVERSE LV	1.50/1.50	4D LEVEL	1.82/1.82	
AGL	215	HIT	561	INT	312	SPECIAL ATTACKS: Plasma Cannon A (W); Prism Shake A (W)						


ID # 452	NORMAL	WINGED MANTIS	<div>CH 8SS 31SA 75ID 98</div> <div>DA YSp BCS -Def E</div>									
	HP	80190	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.	
	MP	3645	Basic 1	6	-	W	HP	-	-	C	-	
	EXP	5500	Basic 2	21	-	W	HP	-	T	-	-	
	FOL	4250	Basic 3	21	-	W	HP	-	C	-	-	
	FOL	4250	Basic 4	31	-	S	HP	-	T	-	-	
ANTI-ATTACK AURA TYPE				OFF		LOCATION(S): Fighting Arena						
DROP ITEM				Symbol of Courage (4%)								
LV	85	ATK	1408	DEF	73	HP/MP MULTIPLES		UNIVERSE LV	1.50/1.50	4D LEVEL	1.84/1.82	
AGL	260	HIT	922	INT	776	SPECIAL ATTACKS:		Death Blade (W); Glowing Pinchers B (W)				

ID # 453	NORMAL	YELLOW REAPER	<div><div>CH 8</div><div>SS 31</div><div>SA 47</div><div>ID 98</div><div></div><div></div><div></div><div></div><div></div><div></div></div> <div><div>DA Y</div><div>Sp B</div><div>CS -</div><div>Def E</div><div></div><div></div><div></div><div></div><div></div><div></div></div>									
	HP	84000	NAME	FURY	ELE.	ATK.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.	
	MP	7000	Basic 1	4	-	W	HP	-	-	-	-	
	EXP	2500	Basic 2	11	-	S	HP	T	T	-	-	
	FOL	4400	Basic 3	11	-	S	HP	T	T	-	-	
	FOL	4400	Basic 4	11	-	W	HP/MP	T	T	C	Paralysis	
ANTI-ATTACK AURA TYPE: Regeneration							LOCATION(S): Fighting Arena					
DROP ITEM: Wind Charm (4%)												
LV	60	ATK	1300	DEF	120	HP/MP MULTIPLES		UNIVERSE LV	1.50/1.50	4D LEVEL	1.84/1.83	
AGL	260	HIT	840	INT	617	SPECIAL ATTACKS: Aura Sickle (W)						

ID # 454	NORMAL	YELLOW WISP	<div> <div>CH 34</div> <div>SS 50</div> <div>SA 94</div> <div>ID 98</div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>DA Y</div> <div>Sp B</div> <div>CS -</div> <div>Def D</div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> </div>
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ID # 457	NORMAL	YOUNG SHRIEKER	CH 34	SS 50	SA 50	ID 98	Def E	Def E	Def E
			DA Y	Sp 8	CS -	Def E	Def E	Def E	Def E
	HP: 143	NAME: FURY	ELE: E	ATK: W	DMG. TYPE: MP	DOWN: -	STUN: T	BACK: -	ADD. EFF.: -
	MP: 6	Basic 1	21	-	W	MP	-	T	-
	EXP: 1	Basic 2	31	-	S	MP	-	T	-
	FOL: 8	Basic 3	31	-	S	MP	-	T	-
	ANTI-ATTACK: AURA TYPE: N/A	LOCATION(S): Ruins of Coffin							
	DROP ITEM: Jewel of Alertness (4%)								
LV: 1	ATK: 33	DEF: 0	HP/MP MULTIPLES: UNIVERSE LV	1.50/1.50	4D LEVEL	1.80/1.67			
AGL: 10	HIT: 218	INT: 4	SPECIAL ATTACKS: Young Spores (W); Spore Jump A (W)						


ID # 458	NORMAL	YOUNG SHRIEKER	CH 8	SS 24	SA 78	ID 98	Def E	Def E	Def E
			DA Y	Sp 8	CS -	Def E	Def E	Def E	Def E
	HP: 1496	NAME: FURY	ELE: E	ATK: W	DMG. TYPE: MP	DOWN: -	STUN: T	BACK: -	ADD. EFF.: -
	MP: 68	Basic 1	21	-	W	MP	-	T	-
	EXP: 29	Basic 2	31	-	S	MP	-	T	-
	FOL: 8	Basic 3	31	-	S	MP	-	T	-
	ANTI-ATTACK: AURA TYPE: Standard	LOCATION(S): Granoh Hills							
	DROP ITEM: Charm of Insight (4%); Cooking Ingredients (3%)								
LV: 16	ATK: 80	DEF: 8	HP/MP MULTIPLES: UNIVERSE LV	1.50/1.50	4D LEVEL	1.80/1.79			
AGL: 35	HIT: 259	INT: 9	SPECIAL ATTACKS: Young Spores (W); Spore Jump B (W)						


ID # 459	NORMAL	YOUNG SLIME	CH 9	SS 50	SA 50	ID 50	Def E	Def E	Def E
			DA Y	Sp 8	CS -	Def E	Def E	Def E	Def E
	HP: 187	NAME: FURY	ELE: E	ATK: W	DMG. TYPE: HP	DOWN: -	STUN: T	BACK: -	ADD. EFF.: -
	MP: 8	Basic 1	11	-	W	HP	-	T	-
	EXP: 1	Basic 2	31	-	S	HP	-	T	-
	FOL: 6	Basic 3	31	-	S	HP	-	T	-
	ANTI-ATTACK: AURA TYPE: N/A	LOCATION(S): Pesotto Forest							
	DROP ITEM: Blueberries (3%)								
LV: 1	ATK: 20	DEF: 0	HP/MP MULTIPLES: UNIVERSE LV	1.50/1.50	4D LEVEL	1.80/1.75			
AGL: 10	HIT: 217	INT: 0	SPECIAL ATTACKS: None						

ID # 460	NORMAL	YUANTI	CH 8	SS 31	SA 100	ID 98	Def E	Def E	Def E
			DA Y	Sp 8	CS E	Def E	Def E	Def E	Def E
	HP: 22000	NAME: FURY	ELE: E	ATK: W	DMG. TYPE: HP	DOWN: -	STUN: T	BACK: -	ADD. EFF.: -
	MP: 2000	Basic 1	6	-	W	HP	-	T	-
	EXP: 1500	Basic 2	31	-	S	HP	-	T	-
	FOL: 1700	Basic 3	6	-	W	HP	-	T	-
	ANTI-ATTACK: AURA TYPE: Off	LOCATION(S): Iriss Fields							
	DROP ITEM: Writing Materials (3%)								
LV: 49	ATK: 750	DEF: 78	HP/MP MULTIPLES: UNIVERSE LV	1.50/1.50	4D LEVEL	1.81/1.81			
AGL: 185	HIT: 511	INT: 234	SPECIAL ATTACKS: Psycho Blast (W); Deep Freeze (Sp)						

ID # 461	NORMAL	YUANTI	CH 8	SS 50	SA 50	ID 98	Def E	Def E	Def E
			DA Y	Sp 8	CS E	Def E	Def E	Def E	Def E
	HP: 45000	NAME: FURY	ELE: E	ATK: W	DMG. TYPE: HP	DOWN: -	STUN: T	BACK: -	ADD. EFF.: -
	MP: 1500	Basic 1	6	-	W	HP	-	T	-
	EXP: 1400	Basic 2	31	-	S	HP	-	T	-
	FOL: 1000	Basic 3	6	-	W	HP	-	T	-
	ANTI-ATTACK: AURA TYPE: Off	LOCATION(S): Stryx							
	DROP ITEM: Jewel of Avarice (4%); Smithy Materials (3%)								
LV: 44	ATK: 750	DEF: 50	HP/MP MULTIPLES: UNIVERSE LV	1.50/1.50	4D LEVEL	1.82/1.81			
AGL: 160	HIT: 490	INT: 250	SPECIAL ATTACKS: Psycho Blast (W); Ice Needles (Sp)						

ID # 462	NORMAL	YUANTI	CH 8	SS 31	SA 100	ID 98	Def E	Def E	Def E
			DA Y	Sp 8	CS E	Def E	Def E	Def E	Def E
	HP: 70000	NAME: FURY	ELE: E	ATK: W	DMG. TYPE: HP	DOWN: -	STUN: T	BACK: -	ADD. EFF.: -
	MP: 6000	Basic 1	6	-	W	HP	-	T	-
	EXP: 3000	Basic 2	31	-	S	HP	-	T	-
	FOL: 2750	Basic 3	6	-	W	HP	-	T	-
	ANTI-ATTACK: AURA TYPE: Off	LOCATION(S): Fighting Arena							
	DROP ITEM: None								
LV: 54	ATK: 1180	DEF: 150	HP/MP MULTIPLES: UNIVERSE LV	1.50/1.50	4D LEVEL	1.83/1.83			
AGL: 160	HIT: 840	INT: 300	SPECIAL ATTACKS: Psycho Blast (W); Ice Needles (Sp)						

ID # 463	NORMAL	YUANTI	CH 8	SS 31	SA 100	ID 98	Def E	Def E	Def E
			DA Y	Sp 8	CS E	Def E	Def E	Def E	Def E
	HP: 165220	NAME: FURY	ELE: E	ATK: W	DMG. TYPE: HP	DOWN: -	STUN: T	BACK: -	ADD. EFF.: -
	MP: 7510	Basic 1	6	-	W	HP	-	T	-
	EXP: 39200	Basic 2	31	-	S	HP	-	T	-
	FOL: 1300	Basic 3	6	-	W	HP	-	T	-
	ANTI-ATTACK: AURA TYPE: Off	LOCATION(S): Sphere 211, 142F-151F							
	DROP ITEM: Charm of Insight (4%)								
LV: 130	ATK: 2547	DEF: 200	HP/MP MULTIPLES: UNIVERSE LV	1.50/1.50	4D LEVEL	1.88/1.84			
AGL: 755	HIT: 1468	INT: 1409	SPECIAL ATTACKS: Psycho Blast (W); Ice Needles (Sp)						

ID # 464	NORMAL	ZEBRA WASP	CH 8	SS 31	SA 35	ID 98	Def E	Def E	Def E
			DA Y	Sp 8	CS -	Def E	Def E	Def E	Def E
	HP: 80000	NAME: FURY	ELE: E	ATK: W	DMG. TYPE: HP	DOWN: -	STUN: T	BACK: -	ADD. EFF.: -
	MP: 8000	Basic 1	6	-	W	HP	-	T	-
	EXP: 3800	Basic 2	31	-	S	HP	-	T	-
	FOL: 125	Basic 3	31	-	S	HP	-	T	-
	ANTI-ATTACK: AURA TYPE: Off	LOCATION(S): Fighting Arena							
	DROP ITEM: None								
LV: 70	ATK: 1250	DEF: 170	HP/MP MULTIPLES: UNIVERSE LV	1.50/1.50	4D LEVEL	1.84/1.84			
AGL: 360	HIT: 840	INT: 500	SPECIAL ATTACKS: None						

ID # 465	BOSS	ZORTO	CH 24	SS 86	SA 100	ID 100	Def E	Def E	Def E
			DA X	Sp A	CS -	Def E	Def E	Def E	Def E
	HP: 140000	NAME: FURY	ELE: E	ATK: W	DMG. TYPE: HP	DOWN: -	STUN: T	BACK: -	ADD. EFF.: -
	MP: 40000	Basic 1	6	-	W	HP	-	T	-
	EXP: 15000	Basic 2	11	-	S	HP	-	T	-
	FOL: 28600	Basic 3	6	-	W	HP	-	T	-
	ANTI-ATTACK: AURA TYPE: Ring Wave	LOCATION(S): Urso Cave Temple							
	DROP ITEM: None								
LV: 83	ATK: 900	DEF: 70	HP/MP MULTIPLES: UNIVERSE LV	1.50/1.50	4D LEVEL	1.87/2.00			
AGL: 200	HIT: 450	INT: 560	SPECIAL ATTACKS: Tri-Spike (W)						

ID # 466	BOSS	ZORTO	CH 24	SS 86	SA 100	ID 100	Def E	Def E	Def E
			DA X	Sp A	CS -	Def E	Def E	Def E	Def E
	HP: 300000	NAME: FURY	ELE: E	ATK: W	DMG. TYPE: HP	DOWN: -	STUN: T	BACK: -	ADD. EFF.: -
	MP: 50000	Basic 1	6	-	W	HP	-	T	-
	EXP: 50000	Basic 2	11	-	S	HP	-	T	-
	FOL: 40000	Basic 3	6	-	W	HP	-	T	-
	ANTI-ATTACK: AURA TYPE: Ring Wave	LOCATION(S): Urso Cave Temple							
	DROP ITEM: None								
LV: 110	ATK: 1000	DEF: 96	HP/MP MULTIPLES: UNIVERSE LV	1.50/1.50	4D LEVEL	1.95/2.05			
AGL: 250	HIT: 530	INT: 620	SPECIAL ATTACKS: Tri-Spike (W)						



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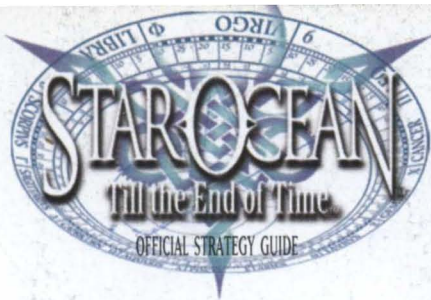
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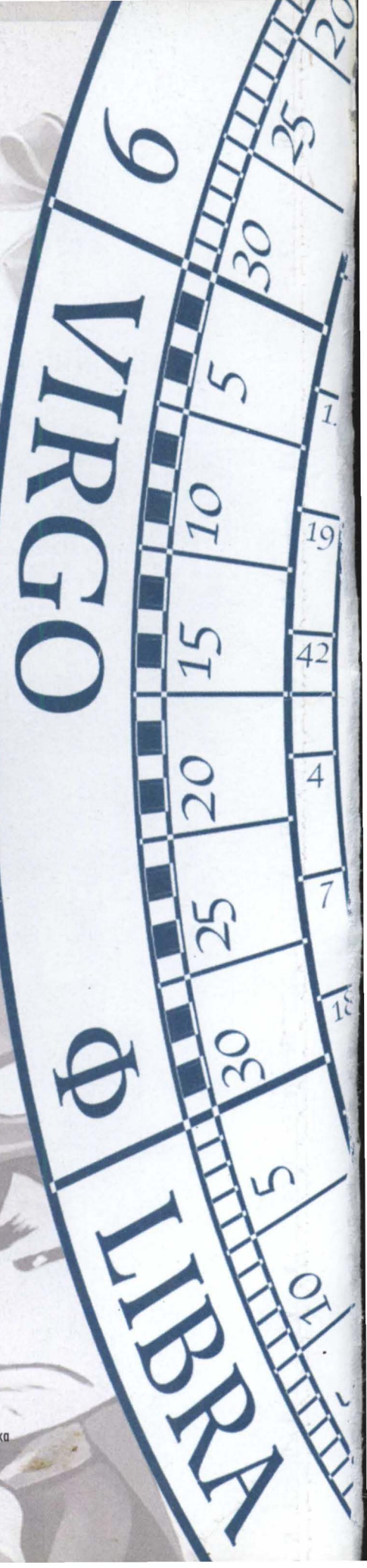
Special Thanks

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It takes the dedication of many talented people to ensure the accuracy of these strategy guides.

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EXCLUSIVE FOLDOUT

This two-sided foldout contains a complete reference chart of items that can be made through Original Creation. Every inventor in the game is included! It also details the intricacies of bonus dungeon Sphere 211. A complete set of maps is included, along with a comprehensive list of items available on all eight levels. This is a must-have for anyone who seeks to master this game!

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A detailed breakdown of every Private Action in the game! Learn how these Private Actions and their accompanying Affection Points affect the game's multiple endings.

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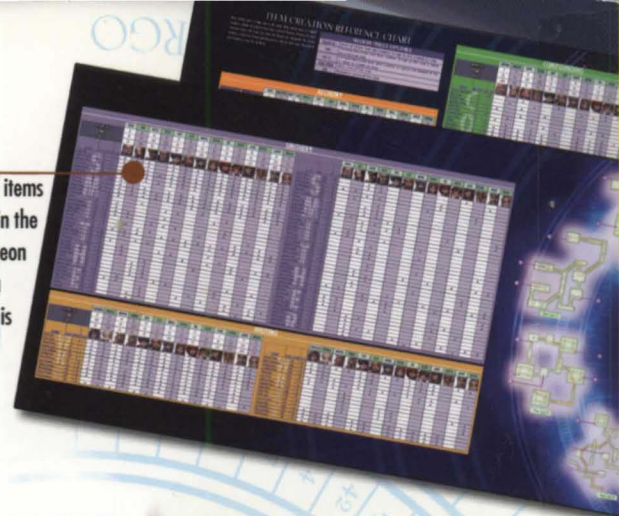
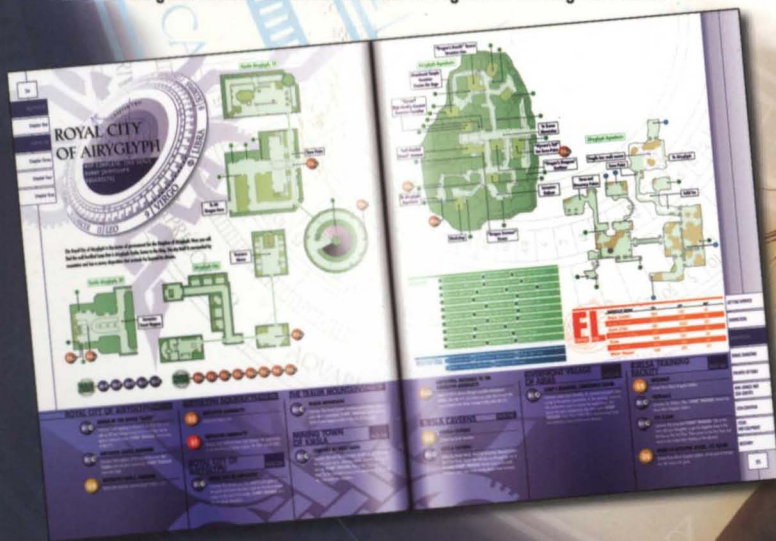
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ID #	196	NORMAL	GOLD ARMOR	CH 36	SS 24	SA 78	ID 98	DA Y	Sp	CS	Def	ADD. EFF.
HP	46000	NAME	FURY	EEL	ATR.	DMG. TYPE	DOWN	STUN	BACK	ADD. EFF.		
MP	180	Basic 1	21	-	W	HP						
EXP	1900	Basic 2	31	-	S	HP						
FOL	3100											
ANTI-ATTACK		AURA TYPE	Standard									
DROP ITEM			Mist Charm (4%); Alchemy Materials (3%)									
LV	47	ATK	1700									
AGL	160	HIT	560									
DEF	950	INT	259									
HP/MP MULTIPLES												
SPECIAL ATTACKS			Hammer Quake B (W)									



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