

Tales of Phantasia FAQ/Walkthrough

by WishingTikal

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This walkthrough was originally written for Tales of Phantasia on the GBA, but the walkthrough is still applicable to the PSX version of the game.



Logo thanks to osrevad (<http://www.osrevad.com/>)

\ Tales of Phantasia for GBA || Walkthrough by WishingTikal //

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Introduction

If you began with Tales of Symphonia, then you missed the game that started it all, Tales of Phantasia, released some ten years ago for the SNES. Although none ever saw the light in the US, a PSX version was also released a few years afterward, with a few ameliorations. The GBA version, somewhat between both, features most of the PSX upgrades, like the cooking system, the titles, the new sprites -- although a few areas like the graphics, music and voice overs were downgraded a bit. Still, you get a portative ToP you can bring anywhere with you!!

FAQ-wise, if you've read my ToS FAQ, then you know what to expect. I know from the many emails I received, that most of you seemed to really like the ToS FAQ, so I tried to stay close to the ToS FAQ regarding the layout, while making it even better content-related. Also, I'm not one to go describe cutscenes, but there still might be a few spoilers here and there, although I'm trying to minimize them.

Check out my video walkthroughs too! <https://www.youtube.com/WishingTikal>

F.A.Q.

Q: How do you save the game ?

A: When you start playing, it's not really obvious, but you can actually save simply by opening up the pause menu on the world map and the save option will appear at the bottom of the list. In dungeon, you can't save unless you're standing over a save point, which appears as a purple glowing circle.

Q: How do you use the «? items» with a X beside them ?

A: Simply, use a Rune Bottle on them and they will turn into normal items. You can buy Rune Bottles from a few shops or get them from certain enemies.

Q: How do you get the chibi style display pictures ?

A: It's possible to get different display pictures for your characters by changing them in the options, but you can actually get one more by obtaining Curio's Mirror. To get it, visit Edward's house in the future, which is at the left of Volt's Cave and in the right room, talk to the Traveling Artist named Curio and if you have a Glossy Magazine on you, he will trade it for Curio's Mirror. A glitch in the game prevents you from getting the mirror after Volt's Cave, so get it while you still can. You can get Glossy Magazines from ? Books dropped by monsters around Alvanista. Use a Rune Bottle to change the ? Books into Glossy Magazines.

Q: How do you get Suzu in your party ?

A: Complete the Ninja Village sidequest.

Q: Are there more summon spirits?

A: It's possible to get Pluto at the end of the game, in the Dwarven Temple.

Q: What do you get for beating the game ?

A: The New Game+ transfers over your Collector Book and Monster Book data, along with Mania Mode and the Let's Go Arche mini-game.

Walkthrough

Toltus Village

oo

After this little intro, you'll gain control of Cress in the peaceful Village of Toltus. Before you leave the village, your mother will hand over some Apple Gel. If you'd like to get more stuff before the departure, head to Chester's house right below yours. Go up to the second floor and talk to Ami, Chester's sister, to get a Stuffed Cress. How sweet.

If you haven't had enough, enter the Goalie across the bridge near the entrance and talk to the old man at the reception to receive an Apple. This apple, however, is not for you, but for Ami, so head back to Chester's house and give the apple to Ami to earn the title of Kind Brother.

You're all set for now, so head out the village to the world map. Head south

to enter South Forest.

South Forest

oo

As you enter the forest, you'll spot a wild boar. Go after it, then head north into the east path to find a chest containing a Life Bottle. Now follow the boar south, east, then north to discover a huge tree where Cress will have a vision. The wild boar will then attack you, so get ready.

Boss // Boar / Baby Boar x2 Recommended Level: Lv.2

The boar can deal great damage, so make use of your Apple Gels if needed. There's no real strategy for this fight; simply attack, avoid, attack, avoid.

After the fight, you'll hear the village's alarm, so hurry back to it to find out what's going on. You'll arrive only to find out something terrible happened to the village. After the cutscene, go inside Cress' house and on the second floor, look at the right of the stairway to find a sword, the Knight's Saber. Equip it to Cress.

There's nothing more you can do in here, so head back to the world map and walk north until you enter a mountain pass.

Mountain Pass

oo

If you're low on supplies, buy some Apple Gels from the merchant at the entrance. Now we'll take care of that statue next to him. Press A while pushing the statue to move it back. You can now follow the path behind it, so do so until you get to a chest and a bag containing a Life Bottle and an Orange Gel north of there. Once you've got 'em, head west to end back up on the world map. Walk north and enter the City of Euclid.

Euclid City

oo

When you arrive here, go to the food shop and talk to the chef to receive the recipe for Cabbage Roll. Then, head to Cress' uncle's house, situated in the northwest corner of the city. Talk to the uncle and aunt, then talk to them again after reentering the house and accept to take a nap. That night... Uh-oh.

Once you get back control of Cress in the jail, examine the hole in the wall at the back of the cell, then walk around a bit and you'll hear a girl's voice. Look at the hole again and accept to take the earring. You can now go through the hole and find... a skeleton in the adjacent cell. Examine the poor thing and take off the sword from its remains to get the Long Sword.

Go in the menu and equip that sword to your character. You can now break open the door of the cell with it. From the cell with the skeleton, go right and enter the cell there to find a bag containing a Cheese inside. Now enter the cell right below it to meet up with Mint. After she joins your party, head down the stairs below and examine the barred gateway. Break through it with your sword (that must be one strong sword to break down metal bars) and enter the sewers.

Sewers

oo

Pick up the Apple Gel from the chest at the right of the bridge and also the Lemon Gel from the chest north from the bridge. Then cross that bridge and you'll find a save point at last. Stand on the circle on the ground and go in the menu to save your current game. Follow the path north until you come to another bridge. Cross it to find a chest containing a Wooden Shield, which you should equip.

Now head right from the bridge to find a chest containing an Apple Gel in the next screen. You'll find a lot of paths in the next room. Start by heading right and go up the stairs at the end. Walk right, then head down the other set of stairs to find a bag containing a Savory. Then head all the way north to find a chest containing a Rapier, which is, or not by that much, better than the Long Sword, so equip it, or not.

Head left now to find another save point. There's another chest to get, so take the path at the left of the save point and follow it north to the blue chest, which contains 1000 Gald. Yay. Now go back to the save point and take the path at the right to confront the Spined Devil.

Boss // Spined Devil / Giant Slug x2 Recommended Level: Lv.5

You should set Mint to Heal in Strategy (in the menu) before the fight. Don't be afraid of making use of your skills for this fight, regardless of TP.

After defeating him, head out to end back up in a calm forest. Following the little cutscene, you'll wake up in a bed in Morrison's house. You'll also receive the recipe for Quiche and the Monster List. Lucky you. Now that you're all better, head outside to meet back up with an old friend. After the conversation, talk to the peddler in the hall and buy some weapons and armor for your characters.

Once ready, head out to the world map and walk east to find a cave in the mountainside.

Cave

oo

Once inside, cross the bridge at the right and look up to spot a red chest guarded by a foe. Reach out to it to enter in combat with a Skeleton and a Ghoul. Finish them off, then open the chest for a Melange Gel. Move out to the right to come across master Tristan, who'll teach you a new secret skill, Demonic Swallow Kick. You'll receive the title of Swordsman as well.

Now move onward to enter the catacombs.

Catacombs

oo

In the hallway ahead, you'll see a few doors along the way. In each room, open the sarcophagus and fight the foe in it to receive an item. Leave the third big door for now, since you can't open it just yet.. In the first room lies a Protect Ring, in the second Magic Lens, in the fourth a Hourglass, in the fifth a Chain Mail and in the last one a Rune Bottle.

You've got all the stuff, so head right and go down the stairway at the end of the hallway. Nothing in the three following hallways, so just move on until you reach the fourth hallway with a door in the center. After passing through this door, keep heading straight ahead (ignore the path on your right) and down through a door leading to another room with two ways. Go up for a bag containing a Cheese, and then down for a chest containing an Apple Gel.

Go back to the previous hallway and take the path on your right this time. You'll end up in a room with three choices of paths. Start by heading up through the door to find a chest containing a Saber. Then go back down where the two doors are and go through the top one. Follow the path to a room with a chest containing another Chain Mail.

Now go back to the remaining door and in the next room, go right to find a bag containing Fresh Milk and also a long awaited save point. Save your game, then examine the Golem statue to confront him in a fight.

Boss // Golem Recommended level: Lv.6

Not extremely hard. Set Mint to Heal, and have Chester attack with skills, regardless of TP. Do the same you did previously.

After defeating him, you can now move the statue around. Press A to move it and push it down the hallway at the left. You'll spot a switch on the floor at the left; place the statue on it to open a door on your left (I know, everything on your left). Go through that newly open door and open the chest in the room to acquire the Raise Ruby, which allows you to open sealed doors.

Go back to the hallway with the golem statue and walk right past it. Go up the hallway at the end and you'll find a room with two chests and a bag. Open them to get a Cheese, an Orange Gel and a Panacea Bottle. Now go back all the way to the hallway with the sarcophagus and open the big door. Stand on the seal in the next room to teleport to another area.

In this area, you'll see some moving platforms above the lava. Start by going on the left one to reach a platform with a chest containing a Reverse Doll. Now go back to the seal and get on the top platform at the right. It will lead you to a wall with a switch. Pull it, then go on the other platform at the right to reach two chests containing a Rabbit's Foot and Fresh Milk.

Go back all the way to the seal and get on the bottom platform at the right. Cress will drop the Raise Ruby (-_-;). Go down the stairs here and reach out to pick up the Raise Ruby, but Cress will make it fall below... once more. Stand on the circle on the ground to start floating, then return to the platform with the seal and head down through a door leading to a hallway where the Raise Ruby

is. Go down to pick it up, then keep going down to find a chest containing a Lavender. Walking on this floor hurts, that's why you need to be floating.

Now that you have gotten the Raise Ruby back, return to the platform with the circle that makes you float and go through the door at the top. Save your game, then move on to start a fight against two Golems. This fight can be quite hard, so if you feel like you're not ready yet, you can just exit the dungeon and go back to Morrison's house to restock on items and also take a nap to replenish your HP and TP. Leveling-up would help too.

Boss // Golem x2 Recommended Level: Lv.9

At Lv.9, Cress will learn the skill Lightning Tiger Blade, which is very effective against the Golem. Use that skill against both of them, while trying to hit them alternatively so you don't get surrounded by them. Use Mint to heal, and attack one of the Golems while Chester attacks the other one (or switch between both).

After the fight and the cutscene that follows it, you'll find yourself in the past. Once you regain control of Cress on the world map, walk to the Village of Belladem nearby.

Belladem Village

oo

Does this place feel familiar? Walk to the center of the village to trigger a cutscene. After it, you'll receive the World Map from the chief. When you wake up in the morning, talk to the woman in the kitchen and tell her you're hungry to receive the recipe for the Cheeseburger.

Next, head into the weapon shop. Seems like there's nothing in here at first glance, but your eyes are deceiving you. Head right through the wall at the right of the counter to find a secret passageway leading to a room behind. Go through the door and talk to the shopkeeper behind the counter to learn the Demonic Tiger Blade skill for Cress. Awesome.

You now have to find a man by the name of Claus, living in Euclid. Before you leave the village though, go around the shop (the Draw) at the left of the entrance and you'll find two bags behind the house. One contains an Orange Gel and the other one contains a Panacea Bottle.

That's all there is in here (unless you decide to buy some new weapons and armor), so head out to the world map from the north exit. Back on the world map, if you feel like you need to train some more, walk to the area where Morrison's house was in the present and you might encounter some Thornbees. Defeating three of them will earn you 99 Exp.!

Now now, travel north from Belladem to enter the mountain pass once again. Can't use the northern path just yet; the Killer Wolves are going to kill you, just as their name says (there's nothing there anyway, it's just for the Exp.). So instead walk past the signpost left until you end back up on the world map. Keep going north to reach the Village of Euclid.

Euclid Village

oo

Well, the town looks quite different! First thing you may want to do, talk to the woman behind the Inn signpost and Mint will tell you she's lovesick. Talk to her a second time to learn about Elwin. Then, walk left from the entrance to find a red chest in the grass, which contains a ? Rod. You can't use it now, but keep it aside for later. Now walk to the right of the entrance and walk along the back wall of the inn to find two chests behind it. Open them for a Miracle Gel and a Melange Gel.

Go up the slope to reach the middle part of the village. Enter the food shop and talk to the chef at the left of the counter to learn the recipe for Sandwich. Back outside, head up the slope at the left to do up to the upper part. Open the chest here for 2000 Gald. Not too shaby. Then, walk along the left wall of the weapon shop to find another chest hidden behind. You'll get 1000 Gald. Now that's starting to be good.

Last thing, enter the weapon shop and talk to the blue-haired guy, which turns out to be Elwin. Obviously, he wants the girl's name. Go back to the girl, talk to her again to learn her name's Nancy, then go back to Elwin and tell him. Aw. How sad. Talk back to Nancy, then you'll notice Elwin is nowhere to be found. Just as Nancy. Hm. No reward, but it might do something later, who knows?

Now now, back to our mission. Enter the house at the right of the minstrels to meet Claus. After the cutscene, he will join you and you will receive the Collector's Book and the title of Snob for Mint. After leaving the house, look up the hill behind to spot a man and a blue chest. Looks like there's no way to get up there. Naw, seriously, there is. Walk at the right of Claus' house and go around it to find a bunch of trees at the back. Stick to the far right of the screen at the end and walk up. You should walk through the trees. Naviguate your way through all those trees until you reach the hill at the left. Open the mysterious chest for a Charm Bottle.

You're done here for now, so leave the village and cross the bridge east from the village to reach Lone Valley, that small house between the mountains. Before entering though, continue north along the mountains until you reach the Town of Hamel.

Hamel Town

oo

Quick tour around the town. Talk to the chef at the left of the entrance to learn the French Toast recipe. Also, if you go inside the inn, you'll see Nancy! But we came here for a specific reason, so go inside the tool shop at the entrance and buy a Pickaxe and a Rope, which are both pretty cheap. You'll need them for the following area.

Go back to the world map and travel back to Lone Valley south of there.

Lone Valley

oo

Before entering the house, go around it by the right to find a chest behind. Open it for a Thief's Cape, which you should equip to Claus. Now go inside the

house and talk with Bart to receive the Opal Pact Ring. Make sure you brought the Pickaxe and Rope from Hamel before heading onward.

Move ahead and follow the path at the left of Bart's house to head into the valley. Your path will be blocked by some boulders. Examine them to use the Pickaxe and crush them all. The way's now clear, so keep going until you spot some Sylphs at the right. Look in the bottom right corner of that area to find a chest hidden under the cliffs. Open it for a Long Blue Ribbon.

Now make sure Cress is equipped with a strong weapon and approach the Sylphs to fight them. Defeat them all and you'll be able to move forward. Save your game at the save point, then follow the path to a cave entrance. Don't enter yet, instead continue to the right for another entrance. Go down from that one to find a chest containing an Apple Gel. Now go back to the first cave and enter it.

If you try heading up, you'll get pushed back by the wind. Save at the save point if you must, then go right and you'll see a chasm. Examine the stake next to it to tie the rope and head down into the chasm. In the passage down there, examine the cracked wall at the end to crush it down. Keep going further into the tunnel and take down the back wall at the end to find a chest containing Magic Lens behind.

Now go down the stairway in the middle and take down the wall. Head left and climb up the rope at the end. Defeat the Sylphs at the right to stop the wind, then head down through the exit on your left. Outside, you'll find two chests containing a Kite Shield and an Amber Cloak. Pick that up, then head back inside and go back to the save point on your right. Now that the Sylphs are gone, you can move up into the stairway in the center of the room.

Quickly cross the room so you don't get too hurt by the miasma and look at the right for a cracked wall. Crush it down to find a big boulder behind. Move that boulder out of the alcove and push it across the room with the miasma. Place the boulder on the brown puddle of something (mud? Ew) and the miasma will disappear. Good riddance. Now go all the way right and down to find another chasm with a stake. Tie the rope and climb down.

(Warning: Do not attempt to fight the Hell Masters. Run away.)

Down there, save your game at the save point, then go down a bit and go all the way right at the intersection. Then down all the way. Right again. Head up, push up the boulder a bit, bypass it, crush down the wall behind, go back to the boulder, and push it all the way up. Then left. Place it on the puddle. Whew. One more to go. Go back right and open the blue chest to get an Emerald Ring. Equip it on Mint, preferably.

Go left and down past the first boulder to find a second boulder. Push it all the way down, then left, then up, and place it on the puddle to get rid of the miasma. Go back to the save point and save your game. Climb back up the rope and you'll notice the Sylphs that were on the left are now gone. Open the chest up there to get a Rune Bottle.

Now that you've gotten rid of the miasma, you can go off to meet with Sylph. Before though, exit the cave and once outside, walk down a bit, then all the way left to find a chest at the end, containing a Charm Bottle. Go back to the last cave entrance and head up at the right to reach the mountain peak. Cross the bridges and talk with Sylph to acquire the Elemental Orb. Claus can now summon Sylph and earns the title of Tamer.

Done here, so head out of the valley. Back on the world map, travel back to Belladem Village. Enter the village by the north entrance, leave by the south

exit. Walk south to enter the Forest of Spirits.

Forest of Spirits

oo

After entering the forest, walk down a bit, then go right to find a chest hidden in the shadows of a tree, which contains an Apple Gel. Walk north from there to find another chest containing a Hourglass. Now walk all the way to the end of the forest where the Great Tree is. After the cutscene, look on the left to find a chest containing a Reverse Doll. Next stop: Venezia.

Start by traveling all the way north to Hamel Town. Something terrible happened here, apparently. Talk to the pink-haired girl at the top of the town for more info. She will join your party as a NPC temporarily. Now walk out of town from the north exit and head north to find the City of Venezia.

Venezia City

oo

This is one big city. Plenty of things to do. Start by going to the inn and make sure to talk to Nancy in the room at the left. Accept to help her, then enter the Trading Company, the building north of the inn, and talk with Elwin in the left room (blue- haired guy). Go back to the inn to talk to Nancy, then talk to her a second time at the fountain in the center of the city. That's it for now.

Now return to the Trading Company and climb up to the second floor. In the left room, exit through the door leading to the balcony and open the chest on there to get a Protect Ring. Now enter the shop in the east part of the city and talk to the chef to acquire the Sushi recipe. There's one more thing to get. In the north district, talk to the man who owns a small boat and pay him 50 Gald to take you to the Armor Shop. On the second floor, talk to the girl with the ponytail and accept to buy her book for 3,000 Gald to learn the Lightning Tiger Thrust skill.

All is left now is to find a ship. Start by going to the Mayor's Estate (you can get there by boat for 50 Gald) and talk to the lady with turquoise hair to learn about Demitel and the island. Once that's done, head to the harbor and talk to the captain of the first ship. For a total of 1,600 Gald, he will take you to Demitel's island. Accept the offer and off you go.

Demitel's Island

oo

When you arrive at the island's harbor, look at the right of the ship at the tip of the two quays to find two chests containing Melange Gel and ? Book. Now time to leave the harbor and get island the island. Look at the left of the gate leading inside Demitel's domain to find a chest containing Magic Lens. Enter the manor once you're ready.

Inside the main room, open the middle curtain at the back by pressing A in

front of it. Then, go through the left hallway and enter the first room to find a save point. After saving, go down the hallway and go through the first door to enter Demitel's studyroom. At first glance, you may not notice it, but there's a chest hidden between the closet and a vase in the top-left corner of the room. Open it to get a Savory. Then, examine the closet behind where the chest was to find Demitel's Key.

Go back to the main room and go through the right hallway this time. Enter the first room to get several chests containing an Elixir, 430 Gald, a Savory, two Apple Gels and a Verbena. Back in the hallway, unlock the door at the end of it with the key you found. You'll find yourself in the manor's courtyard. Examine the tree in the center four times to start a fight.

Boss // Orcrot x2 Recommended level: Lv. 13

Shouldn't be too hard. Have Mint heal the party, Claus summon Sylph, and Cress attack with skills of your choice. The Orcrots are pretty slow, although they have some long-range attacks.

Now that you've gotten rid of the tree, the light can once again make its way into the main room. Before getting on with the rest, return to the ship and rest to heal back the party. Also save your game. If you go back to the main room of Demitel's manor, you will notice there's now light coming through the middle window (must have opened the curtain). You've also probably noticed the prisms around the room.

Start by moving the middle one twice so that the light reflects on both sides. Then move the left and right ones three times so that the light hits the crystal balls. You'll hear a door open. Look at the left of the entrance at the bottom of the room to see a stairway that wasn't there before. It will lead you into the basement. When the path splits in two, go left to find a chest containing a Reverse Doll at the end.

Then go right to another intersection. Take the bottom path to find two chests containing a Ranseur and an Armet Helm. Equip both on Cress, then take the top path and save your game at the save point. You'll find Demitel in the room at the end of the hallway. You might want to train around to level-up some more before the fight ahead.

Boss // Demitel / Golem / Lilite Recommended level: Lv. 16

As soon as the fight starts, take down the Golem with Cress' Lightning Tiger Blade skill, which should only take about 2 or 3 hits. Whatever you do, never let Demitel cast his spell. Sword Rain works very well against him, so repetitively use that skill against him until he's defeated. A few Tiger Blade hits on the Lilite should take him down quickly.

After the combat and cutscene, you'll receive the Aquamarine and Ruby Pact Rings. Arche will also join your party. You can now equip the Long Blue Ribbon on her.

If you don't mind shelling out another 1600 Gald, return to Demitel's Island by the same ship in Venezia and go back to the room where you fought Demitel in the basement of his manor. There are three items to get in that room: Cabbage, Halberd and another ? Book. The Halberd is really worth the 1600 Gald, equip it on Cress as soon as you get it.

En route to Alvanista

Now our next destination is Alvanista. Back at Venezia, you may to keep up with the sidequest with Nancy and Elwin first. Go to the second floor of the Trading Company and you'll find Elwin and his father arguing. Go back to the fountain and talk to Nancy, then talk to Elwin in the left corner of the building north of the fountain to encourage him. That's it for now, you'll meet back up with them in Alvanista. Now, off to Alvanista. Go to the south district (The Boatman can take you there) and get on the ship at the right. Talk to the captain and Arche will earn the title of Negotiator. Accept to pay 800 Gald to get taken to Alvanista. On the ship, watch the cutscene, then go inside to watch another one. Afterwards, you'll be controlling Cress alone. In the room, talk to Arche in her bed to get her to gain the title Delicate Flower. Now make it back to the deck to enter in combat with Meia.

Boss // Meia Recommended level: Lv. 17

A one on one fight. Meia doesn't deal that much damage, you should be able to make it without having to use any Gels. Simply use your best skills and the fight should be over quickly. (You don't need to win the fight though)

Alvanista City

oo

After all of this, you'll arrive at Alvanista. Before entering the city though, there is a chest you can get at the harbor. Go down the stairs at the right where the gull is and follow the path at the left to find the chest containing a Lavender.

You can also now finish off the sidequest with Nancy and Elwin if you followed the previous parts. Go to the tool shop (Calendar) in the southeast part of the city and you'll find Elwin and Nancy. Talk with them, then return to Venezia and speak with Elwin's father. Tell him where Elwin is, then go back to Alvanista again. Enter the house in the northeast corner of the city and accept to help out Nancy and Elwin. Now, head back, once again, to Venezia and talk to Elwin in the Trading Company. Accept to attend the marriage and you'll receive the Bridal Gloves. Mint will also gain the title of Cupid. Phew. You've finally completed this sidequest!

Now back in Alvanista, on with the main quest, talk to the chef inside the food shop to learn the Spaghetti recipe. Then, go inside the Apothecary (item shop) and head down into the basement where all adventurers gather. Talk to the soldier at the right of the stairway and buy his secret book for 6,000 Gald to learn the Demonic Sword Rain skill. Also talk to the guy with blue hair at the right of the counter and accept to buy the secret password (kikurin) for 1,000 Gald. You'll need it later on.

Now make sure to save your game first (you can do so on the world map) and also train your party outside the city to level-up a bit, then head to the inn and pay 40 Gald to spend the night there. During the night, the party will decide to infiltrate the castle.

Alvanista Castle

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Inside the castle, wait until the guards are completely out of sight and head through the hallway on your right. Enter the first room you see for a short cutscene followed by a battle.

Boss // Jahmir / Ares x2 Recommended level: Lv. 18

Make sure to set Claus and Arche to Full Magic in the menu. Have Claus summon Sylph, Arche use several attacks and Mint heal the party. Try to concentrate your attacks on Jahmir while the others take care of the Ares. By continuously attacking Jahmir, you'll prevent her from casting any magic. Lightning Tiger Blade works well against her.

After the battle and cutscene, you'll acquire the Garnet Pact Ring, Gungnir and a Serano Fragment. Equip the Serano Fragment on Claus and the Gungnir on Cress. Before leaving the castle, head into the room south of the prince's room where the fight took place and talk to the girl with blue hair in the left room. Buy the Tractor Beam and Thunder Blade skills for Arche. Also, make sure you speak to everyone in this room (in the right one too).

Another thing you may want to do is face Ishitori to gain a new title. On the second floor of the castle, talk to the guy with green hair in front of the stairway to play a game. To win the game, just make sure you're not the one who picks up the last of the stones, so you'll need to calculate in sort that you don't end up having to take the last one. You'll need to win twice to receive the title Ishitori Master as well as a Miracle Gel and a Spirit Ring.

Now go back to the Adventurer's Guild where you got the secret skill for Cress and talk to the old man with a red hat behind the counter to receive the Morlia Mineshaft Pass.

The Quest for the Elemental Spirits

From here, you can do the following parts in the order you want (although keep the Morlia Mineshaft for the end). You already have the wind spirit Sylph, so now you still have to get the earth spirit Gnome, the fire spirit Efreet and the water spirit Undine.

Before going on with the quest, you may want to get a few things first. Exit Alvanista and back on the world map, cross the bridge on your left and walk west along the south shore until you come to a small house between the mountains. Talk to the girl here to learn the Phoenix Sword Rain skill for free. Now go back to Alvanista and this time cross the bridge at the right of the city. Head south along the shore, then walk left a bit until you get to a mountain and head south along that mountain to find a small house near the shore on the right. Talk to the old man here twice to buy for 12,000 Gald the Beast Swallow Kick skill.

Now now, back to the elemental spirits quest. Like I said, the order you get them in doesn't matter, but I'll go with Gnome, Efreet and then Undine, for purely strategic reasons. Gnome lies in a cave near Balledem Village, so head

back to Alvanista and take the ship back to Venezia. While you're in Venezia, use that opportunity to visit the Half-Elf in the house at the left of the fountain to buy two new skills for Arche: Lightning and Debris Fall.

Now off to Belladem. On your way, stop at Hamel for a cutscene where Arche will receive the title of True Friend. Travel back all the way to Belladem, rest and save, then head northeast from Belladem to arrive at a harbor near the shore. Explore it to find a few chests and treasure boxes containing Beef, Life Bottle, Mystic Symbol, Elixir and Magic Lens. You should equip the Mystic Symbol on Mint.

Then cross the bridge near the harbor and head right to find a cave.

Cavern of Spirits

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Inside, go right and up across the bridge to get to a sealed gate. The password is the one you got in Alvanista, so choose 3124 for kikiran. You'll find a little gnome deep inside; talk to him and accept that he follows you around. When you want to move to the next screen, make sure that you wait for the gnome to catch up to you and only step to the next screen when he is next to you or he won't follow you. In the next area, avoid the little gnomes walking around and get to the next area with your little gnome friend. You'll see three gnomes here. When they see you brought their friend, they'll run away with him. Hmm.

Move on to the next area where you'll find two doors. Cross the bridge and go through the first one. Flip the switch on the wall at the right, then save your game at the save point. There's two doors ahead; go through the middle one.

Boss // Gnome Recommended level: Lv. 19

When the fight starts, stay where you are and don't move. If you get too close to Gnome, you won't be able to attack him anymore. Stay far and attack him with long-range attacks (like Demon Fang). Gnome is weak to wind, so have Claus summon Sylph over and over. Arche's Thunder Blade also works well. Repeat until you defeat him.

After the fight, Claus will be able to summon Gnome. Open the treasure chest in the room to get Arche to learn Glaive. She will also gain the title of Witch. Now, if you spoke to everyone in the magic lab back at the Alvanista castle as I told you, you'll get to use the ship in Venezia to reach the island where Undine lies. Use the same ship that took you to Demitel's Island and choose the second option to set sail for the Isolated Island of the North Sea.

Limestone Cave

oo

Head right once you've entered the cave and follow the path to the next area. Cross the bridge in here, then go down and left to find a switch on the wall. Flip it, then go up and through the passage leading down. The water should have been drained in that room, so you can now pick up the chests around to get an

Orange Gel and Magic Lens. Keep heading down and you'll end up in a room with another chest and switch. Open the chest for to get a Rune Bottle and flip the switch.

Now go back to the first switch and flip it back. Go back up and this time go through the top door. Open the chest in the room here (which should have been drained of water) to get an Aqua Cape. Go through the door ahead, then in the next room, go left and down the stairs to get a chest containing a Tuna. Then go down the stairway at the left and down there, flip the switch on your right. Go back up and move on to the next area.

Use the save point here to save your game, then flip the second switch on the other side (but not the first one). Now return to the previous room. Go down the stairs on your right for a chest containing another Tuna. Then go down the other stairway and flip the switch down here. Go back up, back to the room with the save point and you'll notice a hole in the ground. Flip the first switch up the stairs on the other side and Undine will show up.

Boss // Undine / Squid Recommended level: Lv. 22

As soon as the fight starts, quickly take down the Squid with all the skills you have, since Undine has a heal spell and will try to recover the Squid's health. Then take care of Undine by continuously attacking her so that she doesn't get a chance to cast her spells. Have Arche cast Thunder Blade as much as possible.

Once you've defeated Undine, Claus will gain the power to summon her. Flip back the switch and leave the cave. Sail back to Venezia and take the other ship to return to Alvanista. Upon arrival, head for the world map and travel east across the bridge. Head all the way south, then east again to find another harbor. Take the ship here to reach Freyland.

When you get to Freyland, head east to reach Olive Village. Look at the right of the village on the world map to find a cave.

Cave of Burning Sand

oo

After stepping inside this lava cave, head to the far right and go up to find a chest containing Magic Lens. Then head south and down the stairs to find two more chests containing a Talisman and a Resist Ring. There's also another chest in this area if you go left and up. Open it to acquire the Sorcerer's Ring. Now go back up to the entrance.

Back to the the lava pool with the pillars at the left of the entrance, stand on the left pillar floating over the lava's surface and face the wall. Equip the Sorcerer's Ring and press R to shoot the switch on the wall. The door will open, so go through. You'll find three chests in the next room containing an Ax (Strike Ax), a Savory and the Warrior Symbol. Move out two rooms ahead and go up for three more chests containing 1000 Gald, a Melange Gel and the Lava Key.

Then go down to the next area and head right, then up the stairway. You should be back at the entrance. Go through the door at the left and you'll find a save point. Open the chest on your left to get a Charm Bottle, then look up on the wall above where the chest was to spot another switch. Shoot it with the

Sorcerer's Ring to open the door on the right. Go through that door after saving your game and use the Lava Key on the next door.

In this room, you'll need to shoot down the pillars over the lava with the Sorcerer's Ring. Start by shooting down the right one, then walk over the pillar to reach the left one and shoot it down. Make your way across the pillars to shoot down the one at the right, then the one behind it, which will create a path in the middle. Cross over to the other side to reach out to Efreet.

Boss // Efreet Recommended level: Lv. 23

If you've got Undine already, have Claus summon her repetitively while Mint heals and Arche attack with Thunder Blade. Use Lightning Tiger Blade and Raising Phoenix on him. Give it everything you've got and Efreet should go down pretty fast.

After the battle, Claus will gain the power to summon Efreet. Open the chest behind to get the Eruption skill for Arche.

Now that you have formed a pact with all the elemental spirits, you're ready for the Morlia Mineshaft. Sail back to Alvanista and travel east on the world map, then south and east again, past the harbor, and up along the shore (so north from the harbor if that's where you just came from) to find a cave in the mountain range. Morlia Mineshaft ahead.

Morlia Mineshaft

oo

Make sure you're ready before entering. 10-floor dungeon. Big boss. Okay so on the first floor, head left for a chest in the corner, containing an Orange Gel. Also flip the switch on the left, then head right to the next screen (don't go down the stairs just yet). Cross that room, then head down to the second floor.

2nd floor

Step on the switch at the right of the door here, then go through. There's two ways you can go here; but first, grab the treasure chest hidden behind the signpost in the middle for a Lavender. Then take the left path and push the statue on the switch further down. Then go inside the room down there and flip the switch on the wall. Don't forget the three chests at the bottom to get 2000 Gald, Beef and Protect Ring. Go back to the previous screen and take the right path this time. At the end of the corridor, head down through the passageway and down the stairs to reach the third floor.

3rd floor

Here, go right and into the path leading up. All the way up. Stand on the «on» pad on the ground to start floating. Make it back down, go around the «off» pad at the left and go up through the door up there. Keep going up to find another «off» pad. Stand on that one to be back on your feet. Go right and step on the switch the left of the door to open it. Go through, then all the way right to the next screen. There's a statue here, push it off the switch it's standing on. Then go all the way down through a door. Head right and down the stairs to

reach the fourth floor.

4th floor

If you talk to the adventurer at the end of the corridor here, he'll let you know about a secret passageway nearby. Interesting. Go back to the bottom wall with the torches along it and examine the unlit one. Examine it a second time and pull the lever to open up the secret passageway. Way to go. Head through it and at the end you'll face two doors. Go through the right one. In the next room, wait until the man steps on the right switch and step on the left switch so that both switches are pressed down at the same time. A treasure chest will appear; open it for a Rune Bottle. Go back to the previous room and step on the left switch to open the left door. Go through it, then left to the next screen.

You'll find four switches in this room. You'll have to step on them in a specific order to open a door, but not the one in this room. The order you'll have to step on the switches in is the following: north, north, south, south, left, right, left, right. Now go back to the previous screen and head down through the door that should now be open. Step on the switch at the right of the save point, then flip the switch on the wall and save your game. Return to the room with the four switches and push the statue up through the now open door. Place it on the switch to open the door at the right and go through it, down the stairs to the fifth floor.

5th floor

It's getting dark in here. Head right, then up, then right again and step on the switch at the left of the door to open it. Go through and in the next room, press R to shoot the switch on the back wall (you do remember you have the Sorcerer's Ring, right?). Now return to the dark corridor and head left to the previous screen. Stick along the lower wall of the corridor to find a hard to see passageway leading down. Go downstairs to the sixth floor.

6th floor

Go through the door at the right of the stairway and you'll find yourself in a room full of spikes. Go around the spikes by the top, then go right to the next screen and walk up through a door leading to a room with three statues along the wall. Push the statue at the far right off the switch and pull the lever on the wall behind it. Now push back the statue on the switch and go down into the new passageway to find a chest containing a Lemon Gel. Exit this room by the door you came in, then head all the way down to find the stairway leading to the seventh floor.

7th floor

Save your game here, then light the far right torch by shooting it with your Sorcerer's Ring. A teleport pad will appear, stand on it to get warped to another room. There's a chest north of you in this room, but you can't reach it because of an invisible teleport pad. Instead go right and up around the room to get the chest containing a Lemon Gel. Now stand on the invisible teleport pad below to get warped back to the save point room. Do this two more times (warp, warp back, warp, warp back...) and the third time, you'll appear in a different room. Go around this room by first going right, then down and left and look up to find a chest containing Agalloch Incense. Then step up to warp

back to the save point room. Stand on the teleport pad once more to warp to another room with a chest on the left. You can't reach it, so go around the room to open it by the other side. It contains the Mystic Broom for Arche.

Now warp back to the save point room using the invisible teleport pad and warp yet another time to appear in, once again, a different room. Light all the candles in this room with your Sorcerer's Ring to open the door at the top. Go through, then follow the right path all the way until you reach a room with water. Go down and crush down the wall using the Pickaxe from earlier. Head left and up, light the two candles, then go back down and right and look down for a stairway in the bottom wall. Go down to the the eighth floor.

8th floor

Don't try to light the candle in the next room, just examine it to find a lever, and pull it. Go through the door, then step on the switch in the next room. Walk across the spikes up, then a bit right and go down the passageway in the middle to find a chest containing Agalloch Incense. Go back up and cross the room, then head down the stairway south of there in the next screen to find two chests containing a Rune Bottle and an Apple Gel. Go back up and head left, then down the other stairway at the left and go through the door on your right to end up on the ninth floor.

9th floor

Here, go right, then up and step on the switch to open the door. Go through, then in the next room, head right, then up and follow the path all the way to find a chest containing a Combo Counter. Step on the switch that was under the chest, then go back all the way to the previous room. Head back down and go through the left corridor with the fire. Flip the switch on the wall, then go through the door at the left and head down the stairway to the last floor.

10th floor

Open the chest on your left to acquire the Turquoise. Save your game, then flip both switches on the wall to make teleport pads appear. Get in the right one, then examine the stone tablet in the next room and Arche will gain the title of True Scholar. Go back to the previous room and get in the left teleporter this time. In this room, you'll need to summon the right spirits in each area. North: Efreet. South: Gnome. Left: Undine. Right: Sylph. Return to the save point room after you're done and step back in the right teleport pad. Go up to finally face Maxwell.

Boss // Maxwell Recommended level: Lv. 25

Maxwell's actually not very hard to defeat. He doesn't have any specific weaknesses, so any element will work well against him. Efreet seems to do him the more damages, then make sure to be using skills that can reach him in the air, like Rising Phoenix. Keep attacking him without a break so that he doesn't get the opportunity to cast any of his spells. You'll eventually defeat him without too much trouble.

After the fight, Claus will form a pact with Maxwell and gain the title of Subduer. Move out to the room ahead grab all the treasure chests after the cutscene is over to get a ? Rod, Elixir, ? Clothing (x2), Hourglass, Verbena, 6000 Gald, Black Onyx and a Rune Bottle.

Now go back to the room with the fire on the right and flip the switch on the wall to put out the flames. Quickly run across the corridor, then head up and left to find a door. Flip the switch next to it to open it, then head up all the stairways until you're back on the first floor. Leave the cave and return to Alvanista to consult Lundgrom, the magic user in the magic lab south of prince Laird's room inside the castle. After the discussion, you'll receive Lundgrom's Letter.

The Search for Edward

Head back out to the world map and cross the bridge left of the city. Find the small house near a lake on the map and talk to the woman inside the manor to learn that Edward has headed off to Freyland. Talk to her again inside the house to learn the Sashimi recipe. Then, use the ship south of the Morlia Mineshaft to go back to Freyland. Upon arrival, enter Olive Village to learn that Edward has gone to the southern oasis. Oh well. So head back to the world map and walk southeast to reach a small lake with a few trees. Talk to the man there to learn that Edward has moved to the oasis north of there. Hm, fine. Grab the two treasure chests here before leaving to get a Flare Cape and a Rune Bottle.

Back on the world map, head northeast to find another oasis. Talk to the old man across the bridge there to learn that Edward... has gone to another oasis. Great. Get the chest here for a Syrup Bottle and talk to the chef to receive the Fresh Juice recipe. Head out to the world map again and walk northwest to reach the other oasis. Open the chest here for a Life Bottle, then talk to the traveler who'll inform you that Edward has gone back to Olive Village. >_<

Olive Village

oo

Back at Olive Village, you'll be told Edward was at the inn a few hours ago, so head in and speak with the proprietor, who'll tell you Edward went to gather Basilisk Scales. So, what you'll need to do now is to gather 5 Basilisk Scales yourself. Travel back to the world map and walk around the desert until you encounter a Basilisk. They drop Basilisk Scales, so fight a few until you collect five scales. They're kind of rare, so you may need to walk around a lot.

Once you're in possession of the five Basilisk Scales, head back to Olive Village and spend the night at the inn. When you wake up, Edward will have returned. I'll spare you the following spoilers. After the cutscene, you may want to get a few things around the village before leaving. Grab the chest at the right of the entrance by the lake to find a Melange Gel and the bag at the right of the item shop (at the back) to get 2600 Gald. Also talk to the chef in the food shop to get the Tenderloin recipe. That's all for here, so sail back to Alvanista.

Go back to the castle and talk with Lundgrom to ask for permission to enter Ymir Forest. Getting it takes about a day, so sleep at the inn and go back to talk to Lundgrom the next day. You'll receive the Royal Crest of Alvanista. Now you're set, so return to the world map and cross the right bridge, then head

south along the shore and southwest to find Ymir Forest in the middle of a lake on the other side of the mountain.

Ymir Forest

oo

Show the sentry the crest to gain access to the forest. Head up all the bridges until you reach the second screen where a save point awaits you. Follow the right path to the next area where you'll find a chest containing a Melange Gel. Keep following that same path to find another chest at the end containing a Sage. Travel back to the save point and follow the left path this time.

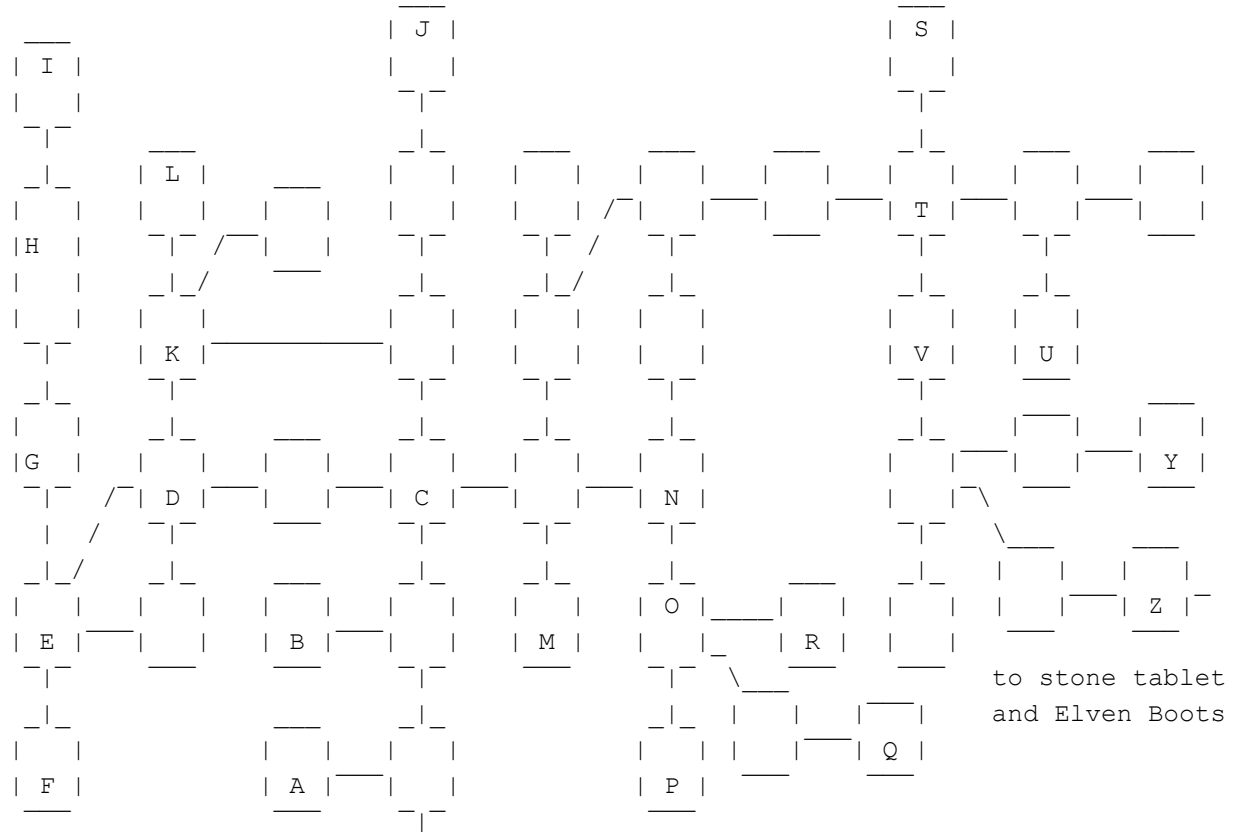
When you get at the intersection, continue left to find a treasure box hidden by the tree containing a Lavender. Then go left and down to find another treasure box with another Lavender. Go back up and down the other path to find another chest with yet another Lavender. Head back up and follow the path leading north to enter the Elf Colony.

After the cutscene, leave the inn and cross the bridge at the right. Talk to Brambert by the river to let him join your party as a NPC. There's nothing you can do in the village for now, so head up to Treantwood.

Treantwood

oo

This area is sort of a maze filled with treasure chests, so I'll try my best to guide you through it. The map isn't the most accurate, but try to follow it using the map below. If you don't want to go treasure hunting, just head for the stone tablet at the right.



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 | X | Save Point
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From the save point, move ahead one screen and go left to find a chest containing (A) Magic Lens. Go back to the previous screen and go up, then left again for another chest containing (B) Carrot. Go back again and move up to the next screen. Look at the right here to find a chest containing a (C) Life Bottle. Now go back left and go up to come to a fork in the path. Take the left path and keep heading left to the next screen to find two chests containing (D) Black Onyx and Holy Symbol.

Then go down and follow the path leading down to another screen. Go left to find a bag containing an (E) Apple Gel by the pond. Follow the path leading down from the pond to enter another screen with a chest containing a (F) Charm Bottle. Go back to the pond and look at the left of it for a small passageway hidden between some trees. Follow it down to find a chest containing a (E) Stun Bracelet. Now look above the pond for a bag containing a (E) Savory. Go up the path north of the pond to enter another screen. Start by going left to find a chest containing a (G) Hourglass.

Go back and go all the way up to find a chest containing (H) Moon Crystal hidden by trees on the left side of the path, then go up one screen for a (I) Gravity Stone at the end of the path. Now go back to the screen where you found the Life Bottle and at the intersection at the top of the screen, go up the path leading north, this time. Keep heading north all the way to find a chest containing an (J) Apple Gel at the end of the path. Go back down two screens and take the left path to reach another screen. Grab the chest here for a (K) Warrior Symbol, then go left for another treasure box with an (K) Apple Gel and north for another one containing an (K) Orange Gel on your left.

Follow the path leading north for a (L) Holy Bottle in the next screen. Now, go back once again to the screen where you found the Life Bottle. This time, follow the path leading right to the next screen. This screen has three ways you can go. Start with the south path to find a bag with a (M) Verbena. Go back and take path leading right to enter a screen with a chest containing a (N) Savory. Then look down for another chest containing a (N) Stun Bracelet. Also look in the bottom right corner of the screen for a chest containing a (N) Dark Bottle.

Now go down the south path to enter a screen with a chest containing (O) Magic Lens hidden behind a boulder on your right. Also get the other chest at the right for a (O) Melange Gel. Now go down the south path for another chest containing a (P) Life Bottle in the next screen. Go back and look at the right of the screen for two paths. Start with the bottom right one and you'll find two chests containing (Q) Syrup Bottle and Resist Ring at the end of the path. Go back to the screen with the pond and take the top right path this time to find (R) Chicken, Thief's Cape and Rune Bottle.

Now, from the pond, follow the paths going north all the way until you can't go up anymore. Go right two screens from there, then go up to a screen with a chest containing an (S) Elixir hidden under the trees at the right. Go back to the previous screen and look in the bottom right corner for three chests containing (T) Protect Ring, Resist Ring and Thief's Cape. Now follow the path leading right and in the next screen, go down the path in the middle to find a (U) Reverse Doll in the next screen.

Now go back two screens where the three chests were and head down the south path. Go south to the next screen and open the chest containing a (V) Stone Charm on the right. Now follow the top right path to find a chest containing a (Y) Protect Ring. Go back to the pond and take the bottom right path to find a chest with a (Z) Resist Ring and also a save point (at last).

After saving your game, go up to the stone tablet. After the cutscene, you'll receive the Moonstone and Topaz Pact Rings. Go back up to the stone tablet before leaving and look behind it for a well hidden chest containing Elven Boots. Now go back all the way to the Elf Colony for a cutscene.

After that, try to reenter the village. Another cutscene will take place and you'll be inside the weapon shop. Talk to the owner about Chester's Bow and he'll tell you a woman named Arsia might be able to repair it. Now leave the village and the forest and return to the world map. Walk east from Ymir Forest until you get to the manor where Arsia lives. Knock on the door, then after the cutscene, head back to the Elf Colony to get Brambert. He's standing by the river at the left of the food shop. After talking to him, return to Arsia's manor. After the cutscene there, head out and you'll remember the bow was left inside. Arg. Anyhow, you won't be able to continue this side quest until you reach the future, so for now, just keep up with the main quest.

Now to reach our next destination, head back to Freyland and travel north from the last oasis, cross the two bridges and keep going north until you find a tower in the forest on the side of the mountain range.

Tower of the Zodiac

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When you reach the second floor of the tower, go left and read the stone tablet. Then, head down the path south of it and at the end, go inside the first room on our left to find a chest containing Magic Lens. Also get the chest in the second room to get the Aqua Dinguen for Claus. Now look inside the rooms on the right to find Sage and Basilisk Scale in the first room and an Apple Gel in the second room. Now head back to the room with the stone tablet and go through the door behind it to reach the third floor.

Here, go right and collect the Sage inside the first room in the next screen. Then go back left and read the stone tablet in this room. Go through the hallway at the left and in the next screen, go inside the room at the end of the corridor to find an Orange Gel. Go back to the stone tablet room and head down south from the tablet Enter the first room on your left to find Bread and in the second room you'll find a statue. Examine that statue and flip the switch to change the music being played right now. This will unlock the door to the next floor. Also get the Holy Symbol in the second room on the right, then head back up to the stone tablet and go through the door behind it to reach the fourth floor.

Start by going into the path at the right and get the two chests in the last room for an Orange Gel and a Charm Bottle. Now back in the room with the stone tablet, head into the south path and check the first room on the right to find a Protect Ring and the second room to find some Beef. Back in the stone tablet room, take the left path this time and check the first room for a Basilisk Scale and a Panacea Bottle. Then check the room at the end of the corridor to find a statue. Examine it and switch the music to unlock the door to the next floor. Go through that door behind the tablet.

Go right and through the first door to find a Cape, then go back to the previous room and take the left path. Check the first room for a Silver Cape, then the bottom room for a Warrior Symbol. Go back to the stone tablet and head south. Look inside the first room on your left for a Rabbit's Foot, then go inside the second room on your right and examine the statue to switch the music. Go up to the next floor.

Head right and look inside the first room to find a Rune Bottle. Then look inside the room at the end of the hallway to find the statue to change the music which will unlock the door to the next floor. Now take the left path from the stone tablet room and look inside the first room to find a Resist Ring. Then go back to the previous room and head down the south path. Check the second room on your right to find a Rabbit's Foot and a Black Onyx. Then move on to the last floor where you'll come face to face with a fairy. Arche will then learn Ray. Talk with Luna upstairs to form a pact with her.

Now leave the tower and back on the world map, head north across the first bridge you see, then walk right to enter the City of Midgards.

Midgards City

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(Before entering Midgards, on the world map, walk west from the Zodiac Tower until you see two bridges. Cross them and keep walking south along the mountain range to find a small house. Talk to the guy there to learn the Demon Spear skill for Cress.)

Now enter Midgards by the northern entrance and look between two houses on the right side (just south of the accessories shop) to find a man hiding. Talk to him and accept to buy the Lightning Swallow Kick skill for Cress. Then hit the shops and feel free to explore the city.

After you're done looking around, head over to the castle in the center of town and you'll be left waiting in a room. Try to leave it and you'll hear someone coming. After the conversation, head over to the throne room to be brought to the magitech lab. Talk with the people in there, then exit the castle. After the discussion with Arche, accept to go to her house. Another cutscene will take place, then head back to Midgards and go see what's going on at the castle. You'll then be explained what your next mission consists of.

When you're ready, take a nap at the inn in the southern part of Midgards, then go back to the meeting room in the castle. Claus will join back with you and you're all set for the battle to commence.

Valhalla Plain

oo

You'll need to reach Dhaos' Castle within five days from the campment. Traversing the plain is rather simple, all you need to do is navigate your way through what could be considered a small maze filled with enemies. In the middle of each night, you'll be asked if you want to rest, however resting will take eight hours (but considering you can reach the castle within less than two days, don't worry too much about that time limit). The castle is situated in the northeast corner of the plain, so either choose to take the north or east

path from the campment (if you choose the northern path, then walk all the way north, then east, or if you choose the eastern path, walk all the way right, then north and you should arrive at a save point). After saving, head east to come face to face with a boss.

Boss // Ishrantu / Drake x2 Recommended Level: Lv. 30

Start by taking care of the two Drakes first, then the fight will be much more easier. Use whatever skills you want against Ishrantu and have Arche cast Ray or Debris Fall while Claus summons Gnome, Luna or Maxwell, which all work well against him. Save Mint's TP for healing and have her cast Nurse after Ishrantu's attacks. He should go down pretty easily.

After the fight, you'll be back in Midgard. Head over to the castle and the king will reward you for your help with an awesome... 10,000 Gald, as he says. Let's just do like we're still happy though. Leave the castle and another cutscene will take place where Cress gets teleported. When you regain control of him, speak with the woman in the room ahead. Another cutscene takes place, and you'll find yourself flying in the air on Pegasus. You're alone with Arche for the following fights, so make sure both are well equipped (make sure Arche is equipped with Mystic Symbol so that she can cast the spells faster and bring a lot of Gels for healing). After a few battles, you'll face Ishrantu again for a final battle.

Boss // Ishrantu / Clay Demon / Charon Recommended Level: Lv. 30

Pretty much the same as previously, except that now Cress can't use his skills and all you have as support is Arche. Start by defeating the Charon as he deals the more damage, then take down the Clay Demon and keep Ishrantu for the end. Have Arche cast Debris Fall and attack him until he's gone for good.

After the fight and cutscene, Arche will receive the spell Indignation and also the title of Mage. You've lost the Gungnir, so equip Cress with a new weapon and head out back to Valhalla Plain north of Midgard on the world map.

There's a secret skill to be found here, so try to follow these directions. Go north two screens, then right two screen, down one screen, north, right, then north one more time and you'll come to a snowy area with a man. Talk to him to learn, for 50,000 Gald, Lightning Tiger Spear. Once you're done with that, travel back to the bridge leading to Dhaos' Castle in the northeast corner of Valhalla Plain.

Dhaos's Castle

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Inside the castle, go up the stairs in the hall and go through the door on your left. Examine the gargoyle statue in the hallway to find a Mystic Symbol. Then go through the first door you see in this hallway and open the chest for an Aqua Cape. Then go left for another chest containing a Flare Cape. Return to the entrance and this time, don't go up the stairs. Go through the door at the right to end up in a corridor with two ways.

Go up the right path and examine the weapons racks at the back of the room to find a ? Sword (Slayer Sword), a Mech Halberd and a Halberd. Then go back to the entrance hall and go through the passage at the right. Examine the flower

vase on the desk here to find a Sage and a Savory. Keep following that corridor until you step on a switch that will open a door right in front of you. Go through that door and open the chest inside to acquire the Fire Storm spell for Arche.

Exit this room and go left. Examine the weapons rack to find another Halberd and the other one on the left for another Mech Halberd. Then go south from the racks and through the door to end back in the room with the vase. Go back to the right and step on the switch once again. This will close the first door and open another one. Look at the left of the racks where you found the weapons to find that other door. Go through it.

Climb up the stairway to the next corridor that has two doors. Go through the right one and step on the switches in this room in that order: up, down, right, left, down, up. This will unlock the left door in the corridor, so go back to the corridor and go through the left door (simple, eh?). Follow the hallway until you get to another one with mirrors along the wall. Cress will spot a shadow in the last one. Go up the stairs to the next room and go right as there is nothing behind the two doors on the left. Go up the set of stairs here too to reach a corridor with three doors.

In the left room, pick up the Orange Gel and Life Bottle and in the right room, pick up the Apple Gel and the Rune Staff. Equip the Rune Staff on Mint, then go up for another Apple Gel. Back in the corridor, go through the middle door. Go up the stairs on the left and enter the room there for three chests containing Life Bottle, Orange Gel and Apple Gel. Then go back to the previous corridor and go right, through the door up there.

In the room ahead, you'll find a bunch of switches around a table. Start by reading the sign next to the locked door to engage the puzzle. You'll need to step on the switches at the exact same time as Arche, which is barely possible, unless you're really skilled, then good for you. Otherwise, just try it 10 times until Mint and Claus finally take the initiative to do it themselves. After the door opens, save your game at the save point and go up the stairs to the next hallway.

There's two doors here; go through the bottom one to find two chests containing a Protect Ring and a Rune Bottle. Then go through the other door to reach another hallway. Two more doors on the left here; Beef in the bottom room and Warrior Symbol in the other room. Then go through the door at the top of the hallway and climb up the stairs on the right in the next room. Then go down and push the statue up into the chasm. Go back below where the statue fell and push it on the switch to open the door.

You'll then find another locked door and a switch. Step on the switch twice and Claus will suggest that someone stays behind so you can go continue on. Choose anyone to leave behind (only for a little while, don't worry) and go through the door to continue your way. Climb up the stairway and follow the path to the next hallway. The door on your right is locked, so head left and you'll come to a table with a path leading left and another one leading down. Take the left path and keep following the path to the next room. Go through the door at the back of this room to find yourself in a room with a treasure chest and a ghostly foe. You ought to fight for the treasure!

Mini Boss // Evil Lord / Dragonknight x2 Recommended Level: Lv. 35

Open the treasure chest to acquire the Mysterious Hand Mirror. Now go back all the way to the switch where you left a party member and put him/her back in. Then backtrack some more; three rooms before the save point, to a room with a

mirror on each side. Look in the right mirror, then examine it to enter in combat with the same enemies as before. Defeat them, then you'll find yourself on the other side of the mirror in a room with a chest containing the spell Distortion. Now do the same with the left mirror to get to a room with five chests containing Lavender, 10000 Gald, Hourglass, Elixir and Mist Orb.

Now, backtrack again one room and go down the stairs to reach the hallway with the three mirrors on your left. Examine the right most one and fight the enemies to get teleported behind it. Go left to find three chests containing Magic Broom, Rune Bottle and Stun Bracelet. Equip Arche with the Broom, then examine the two gargoyle statues and activate the hidden switches to make a chest appear. Open it for a Spirit Ring. Now go right and cross the next corridor to arrive in a hallway with a door on the left.

In the next room, step on the switches in that order: up, down, left, right, down, up to make a chest appear in the hallway. Open it to get the Golden Key. Now, go back all the way to the save point and to the locked door that requires you to leave a character behind in order to keep it open. This time, it's important that you leave Arche on the switch, and not anybody else. When you get to the hallway with the table, go right and open the door at the end of the corridor with the key. Go in and Arche will fly back up to you through the chasm. Then open the chest for a Charm Bottle.

Go back to the hallway and where the table is, take the path leading down. Open the door on the left with the key to enter a room with four chests containing Melon, Mangosteen, Prune and Silver Cape. Now go back to the table and take the left path. Follow the hallway to the next room and go right through the passage leading down. Go through the door on your right and save at the save point. Examine the locked door and the puzzle to open the door will be solved. It's now almost time to face Dhaos. Go through the door and up the hallway to fight a couple of enemies, then ahead to confront Dhaos, at last.

Boss // Dhaos / Evil Lord x2 Recommended Level: Lv. 37

This boss can be pretty tough if you aren't well prepared, mainly because of the presence of the two Evil Lords, who can be a pain. To make things easier, try to drive all three foes in the corner and hold them back by continuously using Beast (Cress learns this skill at Lv.37). While you're keeping them from attacking, have Claus summon Luna and Arche cast Indignation against the Evil Lords (Luna also works on Dhaos, but Indignation doesn't work well at all, so as soon as you get rid of the Evil Lords, switch to another spell).

Yggdrasill and the Unicorn

After defeating Dhaos, watch the cutscene and you'll need to get on with a new quest. Spend the night at the inn in Alvanista and watch the cutscene that occurs during the night. When you wake up in the morning, go to the harbor and take the ship sailing to Belladem Village. Go back to the Forest of Spirits and go see the Great Tree. The tree's dying and even Mint can't do anything about it. Return to Alvanista using the ship in Venezia and watch the cutscene taking place on the ship. Once in town, go to the item shop (Poison Lily) and talk to the woman with green hair to hear about the Unicorn.

To find this unicorn to heal the Great Tree, you'll need to head over to White Birch Forest, located northwest of the Valhalla Plain. Thus you head back to

Midgard's by Freyland and once in the Valhalla Plain, keep heading north and west when you can to reach the northwest exit of the plain. You'll end back up on the world map next to a forest. Enter it. This is White Birch Forest. There isn't much you can do in here except looking around and picking up the Oriental Herbs scattered in the dead-ends. You can trade them afterwards.

When you're ready to go on with the quest, head right from the entrance until you get to a dead-end, then go down the path before it and go right one screen from the next one, and head all the north to find the lake where the unicorn is. After the cutscene, hurry over to the lake with Cress to enter in combat with three Evil Lords. Defeat them, then you'll receive the Unicorn Horn. Mint will also gain the title of Maiden. After the other cutscene that takes place, the tree will be healed and Martel saved. Now you'll have to head back to Venezia to continue your quest.

Before going on with it though, you may want to finish the sidequests available in the past as you'll soon move on to the future with no way to return to the past (see the Sidequests section). Also make sure you have gotten all the secret skills, recipes and titles. Don't forget to go back to Claus' house in Euclid Village with Arche and examine the bookshelves to find two secret spells: Stone Blast and Ice Tornado (one in the room, one at the end of the bottom corridor). Also return to Belladem with Arche and talk to the chief to get the spell Cyclone. You should now have 15 spells and Arche will gain the title of Sorceress.

After you're done finishing off all the stuff you want to finish, go to the north district harbor in Venezia and get on the first ship that usually takes you to Demitel's Island. A new destination will be available: Thor. So choose choice 3 and you'll get to the bottom of the sea where Thor lies.

Thor City

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When you get there, go inside the building north of you and pick up the shiny object laying on the desk to get Card. Go back outside and head down, then go right to find a save point. If you try to enter the building north of the save point, you'll find out the door is locked, so examine the security system at the left of the door to use the card you found and unlock the door. Go inside and follow the corridor to the next room where you'll see two Blue Ropers. Head down the path and open all the chests at the bottom of the room to find the Common Room Key (the other chests are empty).

Now go back to the top of the room and you'll notice several doors. There are two different rooms you can access behind them. It's random and changes each time you enter the room, so I can't guide you through it. The two rooms you can access via the doors are a room with a chest containing the Judgment spell for Arche, and a room with the time machine (the other doors are either locked or leading back outside). Try all the rooms until you get the spell for Arche and find the Mother Computer room. Everytime you open a door, you will use the key and will have to return to the bottom of the room to get another one.

Save your game in the Mother Computer room, then go up and you'll need to fight a few enemies. After defeating them, you'll find the Diamond Pact Ring laying on the floor. Move on up the hallway and you'll find the time machine. Choose choice 2 to heal the party, then I suggest going back down and saving your game, as there is another fight ahead. When you're ready, choose choice 1 to use the time warp. Accept to restore the city's functionalities, then talk

to Cust again to travel through time. You'll be back in the present, up for a fight against Dhaos.

Boss // Dhaos Recommended Level: Lv. 40

This time he's not extremely hard to beat as he doesn't have any minions with him, but depending on your level, the fight could last a pretty long time. Just keep him in the corner of the screen and keep attacking him with your best combo skills to make sure he doesn't get the chance to cast any spells. Have Claus summon Luna and keep an eye on your TP. You may have to use a few Orange Gels.

After the cutscene that ensues, you'll travel in time again, but this time heading to the future. You'll end up in the Town of Miguel, which turns out to be the new Toltus.

Miguel Town

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Before moving on to the next town, there are a few things to get in here. The most important one: sleep at the inn for 50 Gald to see a scene in which Chester will gain the title Hard Worker as well as a few levels and a new skill. There's also a chef inside the inn; talk to him to receive the Potato Stew recipe. Then, look between the inn and the tool shop, and you'll notice a blue-haired man dressed in black; talk to him and let him tell you about collectibles, then he'll give you a Black Card.

Now, head over to the swordfighting school and talk to the Master training the students in the left room. If you accept to train with them, you'll get the chance to gain the title Acting Master if you beat them. However, you can come back later and do this another time you feel like you're not strong enough yet. If you decline the offer though, he will offer you to buy a secret skill book for 20,000 Gald. Buy it to learn Phoenix Dance. After you've talked to him, spend the night at the inn again to gain the title of Master of Secrets.

There's another title you can get in here for Chester, but you can't get it right away, so for now, head out of town and walk north into the Mountain Pass. Take the north path and at the peak of the mountain, Chester will gain the title Fervent Man. Also open the chest for a Reverse Doll. Then enter Euclid.

Euclid City

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Few things to do in here as well. Sleep at the inn to see a scene after which Claus will gain the title of Happy Fellow. Then talk to the little girl near the inn and you'll find out she's lost. Accept to help her find her mom and she'll start following you around. You will need to walk very slowly, otherwise she will stop following you, so make sure she stays close to you. Her mother is located in the northeast corner of the city, behind the food shop. She's the woman with green hair. As a reward to bring her back her lost daughter, she'll give you a random item. You could get something as crappy as an Apple Gel, or an awesome accessory. Yay for randomness...

Also visit the castle and talk to the chef on the last floor in one of the rooms on the right to get the recipe for Steak. While you're in there, talk to the king in the throne room and accept the monetary support to get 80,000 Gald. You can also participate in the tournament of the Coliseum if you talk to the soldiers at the end of the hallway on the left of the first floor, but you could also come back and do this later if you want to level-up some more before (and you'll want to). Winning the tournament gets you the skill Beast Blade, some items, accessories and rare armor.

That's all for here, so now head back outside to the world map and travel to Venezia. On your way, stop at Arche's house (well, what used to be her house) and talk to the chef in the kitchen to receive the recipe for Gratin. Now off to Venezia.

Venezia City

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Not much to do in here except heading for the food shop, and getting the Green Card for giving the spiky-hair guy a melon and some kelp (buy both if you don't have them).

Also, if you visit the Mayor's house, you'll find his daughter practicing piano. Mint will help her, which is the start of this sidequest. Leave town, reenter and see her again. Mint will teach her some more. You can't continue it further right now, so you'll have to return here later in the game to finish it (see sidequests section). Finishing this sidequest awards Mint the title of Piano Teacher and gives you the Statue of Dreams.

When you're ready, head for the harbor and talk to Harrison on the second ship. Watch the cutscene and you'll receive the Sardonyx Pact Ring. I know you're impatient to use the Techbirds, but first we'll need to make a pact with Volt, who lies in a cave near Miguel. Thus, head on back to Miguel Town and find the cave on the other side of the mountain range southwest of town.

(Note: Before entering Volt's Cave, head inside Morrison's old house at the left of the cave and in the left room, talk to the chef to receive the recipe for Pescatore. Then in the right room, talk to the Traveling Artist named Curio and if you have a Glossy Magazine on you, he will trade it for Curio's Mirror, which allows you to change the display pictures in the menu to the chibi style (in the options). A glitch in the game prevents you from getting the mirror after Volt's Cave, so get it now while you still can. You can get Glossy Magazines from ? Books dropped by monsters around Alvanista. Use a Rune Bottle to change the ? Books into Glossy Magazines.)

Volt's Cave

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Head straight ahead in the cave and open the treasure chest to get a Holy Bottle. Then go through the door nearby and take the two Lavender from the chests. Go back and head left to the next screen. Grab the Shield Ring and Life Bottle from the two chests, then go through the door. Nya sorry, there's nothing in there. Head back to the entrance area and take the path going right. You'll see a little scene with a girl confronting two ninjas. Move up afterwards and enter the cave.

Another cutscene, then go up only to find out the door won't budge. Re equip the Sorcerer's Ring on Cress if you'd taken it off and shoot the light bulb to open the door. Hurry through it before it closes, then get the Garr Fragment from the chest on the left. Equip it to Claus, then go right and down the stairway. You'll see an open door on your right, but don't go through it. Instead, walk straight through the wall at the right of the door. Step on the switch behind it.

Now go back and go through that open door. Follow the path to the right and a another cutscene will take place.

Mini Boss // Ninja Lord x2 Recommended Level: Lv. 43

After getting rid of the two Ninjas, head right inside the cave for an Orange Gel, then go back to where you fought the Ninjas, and head down. Back inside another room will a locked door. Look in the bottom right corner to find a small room with a lever on the left wall. Pull it, then go back to the larger room and stand at the right of the three rows of coils in the center. Shoot the middle one from a distance with the Sorcerer's Ring and the door will open for a short time. Hurry through it before it closes and go down the stairway.

Open the two treasure boxes at the bottom of this room for an Apple and Bread, then go through the door at the top. More coils fun. First of all, take note of the secret passageway at the right where a bat is flying. Stand facing the coils, lined up toward the passageway, and shoot them to light the bulb, thus opening the door on the other side. It barely stays open, so as soon as you hit the coils, run through the passageway and hurry up through the door.

Head up again and go through the door straight ahead, and through the next door. Pull the lever on the wall in this room, then go back to the hallway and go right where the path splits. Go up and open the chest for a Sylph's Broom, then go down to end back up in the previous room. Head back through the passageway to the room with the coils and head all the way left to find a stairway and more coils. Start by pulling the lever on the wall at the back, then stand below the coils and shoot the bottom one. The door up the path at the right will open. Hurry to it and go through the next door to enter a room with more coils and a save point.

After saving, go right and stand between the second and third generators. Shoot the third one, then shoot the second one right away and quickly move over to the first one to shoot it. Now hurry through the door next to the save point. Move onward to encounter Volt.

Boss // Volt / Alraine x2 Recommended Level: 45

First thing first, take down the two Alraine with anything but Undine, as water spells will only heal them. As soon as they're gone, start using Undine against Volt. Whatever you do, don't use any lightning spells! These will heal Volt instead of hurting him. Also use Arche's ice spells (Ice Tornado, Ice Arrows..). Judgment and Fire Storm also work pretty well against him.

After the fight, Claus will make a pact with Volt and Arche will get the two chests on the cliff for you. You'll receive the Emerald Ring and a ? Clothing (Star Cloak). Then go back to the room with the save point and use the teleporter at the right of the room to go back to the entrance.

It's now finally time to claim your Techbirds, so travel back to Euclid. Sleep

at the inn and you'll get a a second training cutscene for Chester, which will allow him to gain a few more level-ups. Now go to the Science Academy in the top left corner of the city and head to the basement to claim your Techbirds. Before heading for Alvanista, there are a few fetch quests you may want to do now that the whole world map is accessible.

(Press A on the world map to use the Techbirds.)

Fetch Quests Galore

If you'd started the Elven Bow sidequest back in the past, you can continue it a bit now. Fly off to Arsia's house near Ymir Forest and you'll get a little cutscene. Knock on the door and Brambert will answer. After the following cutscene, Chester will get back his bow, now the powerful Elven Bow.

Now for a few secret skills. Head to Freyland and land at the south oasis. Talk to the swordsman here and buy Phoenix Blade for 40,000 Gald. Now fly south from Freyland and land on the small island in the middle of the ocean (Gheeth's island). Before buying anything at the shop, use a Rune Bottle on a Charm Bottle to obtain a Miracle Charm. Use it and your characters will become cute.

This allows you to get better prices on what you buy from the shops (convenient, eh?). Now talk to the rightmost shopkeeper who sells the Combo Command. Instead of paying 400,000 Gald for it, you'll get it at 200,000 Gald. Purchase it and the shopkeeper will give you the Statue of Love. Cress also gains the title of Combo Master.

Head back to the world map and fly southwest of Venezia (or northwest of Euclid) to find Demitel's Island. Once there, enter the manor and go back to the room where you fought Demitel in the basement. Open the chest here to get the spell Tempest for Arche.

More backtracking fun. Go back to the Elf Colony in Ymir Forest and talk to the inn proprietress to receive, for free, the Star Broom and Mom's Gloves, two items for Arche. Lucky girl. Now enter the food shop and talk to the chef to get the recipe for Fruit Sundae. Talk to him a second time to receive the Salad recipe.

Now there's a side quest here you can do to get a new party member, but it's optional, so if you don't want to do it, skip the following part and head for Alvanista.

Ninja Village

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At this point in the game, you can access Suzu's village, the Ninja Village, which is situated in Treantwood just above the Elf Colony. To locate it, refer to the Treantwood map. The village is in the top left corner, at the end of the path, at the emplacement of the « I « marked on the map. You won't be able to do this side quest is don't first talk to someone in Arlee who will trigger it. Go to Arlee, located on an a southwestern island (use the world map to locate it) and in the food shop, talk to the man talking to the soldier who gave you the Derris Emblem (he's hidden by a plant, hard to see) and he will tell you about the Ninja Village. If you don't talk to him first, Suzu won't appear in Treantwood. Remember that.

When you find Suzu, she will take you to the Ninja Village and introduce you to the chief. After the hot spring cutscene, Chester will receive the title Bad Boy, Mint Glamour Queen and Arche Thin Girl. After a talk with the chief, Cress will receive the title Samurai and the Muramasa, a very powerful blade (especially at this point in the game). You'll also get a new quest. While you're still in the chief's house, go in the room in the bottom left corner and talk to the painter to buy his painting Ukiyoe for 30,000 Gald, which can be sold in Alvanista later on.

Now leave the house and enter the shop right below. Talk to Ofuyu in a room in the bottom right corner of the house to learn the Miso Stew recipe. You can also buy Miso from her, but it's kind of expensive. Then go back outside and look in the bottom-left corner of the village for a field with a treasure chest. Open it to get Copy Patch.

That's all there is to get in the village, but there are a few more items outside the village in the forest surrounding it. Leave the village by the west exit (where the fields are) and head left, then down and follow the path leading south to find a chest containing a ? Book (Seven Suns) at the end. Then head all the way north past the lake until you find a chest containing Mask. Now head all the way right from the lake until you find a path leading up at the end. Open the chest here for a ? Sword (Doom Blade).

Now go back inside the village and this time, leave by the east exit. Follow the path leading up to find a chest containing Ebony Wood. Go back down and head right to find a chest containing the spell Earhquake for Arche. Go back to the previous screen and head down, then left and down again to find a chest containing Crystal Rod hidden in the trees.

Back in the village, leave by the south entrance and choose to return to Ymir Forest, then head out to the world map and fly back to Euclid. Enter the coliseum tournament and you'll face eight enemies one after the other. Defeat all of them, then you'll need to confront Suzu's parents, Dozo and Okiyo. You don't need to defeat them, just end the fight (win or loose, either) and you'll get a cutscene with Suzu. After that, return to the Ninja Village and talk to the chief to receive Beast Sword Rain for Cress. Another cutscene will take place where Chester will receive the title of Muscle Man.

Suzu is now part of your party.

There are more sidequests open at this point in the game, but stop at Alvanista first.

Alvanista City

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First thing, go to the food shop and talk to the chef to receive the recipe for Seafood Stew. Then, head to the northeast corner of the town to see a group of people. Talk to the guy at the right to learn about the race that takes place. You'll need to race 3 times around the city to win. This will award Chester the title of Mach Man and you can choose an item among these: 1. Special Flag, 2. Silver Mattock, 3. ? Bow (Flare Sprite), 4. ? Bow (Long Bow). You can win the race trice to get all the items if you want (give up the Long Bow, it's a common weapon).

Now go to the castle to hear about the three weapons to continue your quest. Talk to the people in the magic lab for more information about them. You

already have one of the weapons (the pact ring you got in Thor), so there are only two that remain. One is inside the Tower of Flames near Olive Village, and the other one is inside the Cave of Ice near Friezkiel. You can get them in any order, your choice.

Before heading out Alvanista, make sure to talk to the girl at the entrance of the city to hear about Aska. Now there are more side quests you can do, but they're still optional so if you don't want to do them, skip the following part and go after the two weapons.

More Side Quests Fun

Make sure you spoke to the girl at the entrance of Alvanista like I told you first. Now head for Thor, which is now on an island somewhere north of Venezia. Enter the northern building for a short cutscene, then go to the south building with the save point and enter the building at the right. Talk to the chefbot at the left of the counter to get the Fruit Cocktail recipe. Then go inside the building in front of the save point and go to the Mother Computer Room where Cust is. Talk to him and choose choice 3 to form a pact with Aska.

Head back out to the world map and land on the small island nearby (still north of Venezia) where Limestone Cave is. A cutscene will occur where you'll be asked if you want to eat there. Accept to watch a scene where Arche will cook for the picnic and receive the title of Terrible Cook. After the cutscene, talk to the chef in the bottom-right corner of the harbor to receive the recipe for Meat Stew. Then leave the island and reenter to watch another cutscene where Mint will earn the title of Perfect Lady.

Now enter the cave and head to the room right before the one where Undine was, it's a room with two ponds with stairways leading down. Go down the stairways in the right pond and you'll find Sapphire in a chest below. Then go back up and in the room where Undine was, open the chest to get the Maelstrom spell for Arche. Then pull the lever on the back wall and return to the room with the ponds. Go down the stairways in the left pond and open the chest down there to get a Dash Ring.

Back on the world map, head to Lone Valley south of Venezia (or east of Euclid if you prefer). Go back inside the cave at the end of the valley and climb down the far right rope. Down there, look around to find several chests containing Amethyst, Reverse Doll, Iron Boots and Mist Orb. Also, if you have Suzu in your party, go to the top of the valley where you made the pact with Sylph and talk to the ninja girl to buy Omega Storm for 53,000 Gald.

Now go to the Cavern of Spirits near Miguel Town. Go to the last room with the save point and go through the left door. Open the chest here to get Emerald.

Go back to the world map and head for Arlee, located on an a southwestern island (use the world map to locate it). Enter the food shop and talk to the woman in front of the counter to buy Phoenix Spear for 50,000 Gald. Also talk to the soldiers near the tables to receive the Derris Emblem. And don't forget to speak with the chef at the counter to get the recipe for Hashed Beef. Then, head out to the world map and enter the Cave of Darkness in the southeastern mountain range (on the same continent). Inside, talk with Shadow to form a pact with him.

If you want more skills for Suzu, head back to the Cave of Burning Sand and at the end of the room where Efreet was, open the chest to get the Fire Blitz

skill. Then, go back to Volt's Cave and at the end of the cave where Volt was, talk to the ninja to buy Merciless Thunder for 520,000 Gald (kind of expensive).

Last thing, head back to Olive Village and talk to the chef gourmet in front of the food shop to have Suzu gain the title of Sweet Tooth. You'll also learn the recipe for Curry.

Since we're nearby, let's start with the Tower of Flames to get the Fire Blade. The tower is east of Olive Village, at the right of the Cave of Burning Sand, in the middle of some mountains with lava surrounding the tower.

Tower of Flames

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Inside the tower, go through the door at the far left to find two chests containing Basilisk Scale and ? Armor (Reflect). Then go back to the entrance and go down the path at the right to find two more chests containing a Moon Crystal and a ? Book (Seven Suns). Now go up the path right above that one and pull the lever on the wall. Do the same with the lever on the other side of the room. This will open the door in the center.

Before heading through, run around the hall and fight some Geraldins until you get 5 or 6 (depending on how many party members you have) Flare Charms, which Geraldins drop once in a while. Then, use a Rune Bottle on them to turn them into Ice Charms. Equip one on each of your party members. This will protect you from the fire in some of the rooms ahead.

Once you're ready, head through the middle door and follow the path to the end. Take the path going left, then go through the passageway leading up to find a room with two chests containing Omega Shield and Flare Cape. Then head all the way down to a room with a chest containing a Verbena. Now go back to the corridor and go back to the right. Go through the passeway leading down on the right to find two chests containing two Melange Gels. Then go up the stairs north of that room.

Go through the little passageway on your left, then up the stairway and follow the path up to an intersection. Go right and you'll find three chests containing two Shrimps and a Holy Bottle. Now go back to the left and up the stairs to find yourself in a similar hallway. Go up the next two sets of stairs to find a room with a chest containing the spell Explode for Arche. Now go back to the room with the fire and head through the top passageway.

Follow the path and go left, then down and through the door here to find a room with two chests containing Life Bottle and Shield Ring. Now go through the passageway leading up and keep going up to find a chest containing a ? Helmet (Duel Helm) on your left. Then go right and go back all the way to the entrance hall. Once back there, go through the far right door and go up to a room with a chest containing a Reverse Doll.

Then go left and follow the path until you get to a large room with lava on both sides. Take the path leading left and go through the left passageway. Pull the lever on the wall, then go down for a chest containing a Spirit Ring. Now go back to the room with the lava and take the path leading right. Go through the right path and open the chest for a ? Clothing (Star Cloak). Then pull the lever to open the door back in the lava room.

You can now go through the door, so do so and go up the path. Go through the door at the left and open the chest for a ? Cap (Star Cap). Then look at the left to find a locked door and a statue. Pull the statue down on the bridge below to open the door, then go through to find a chest containing a Shield Ring. Now do the same with the statue at the right and go through the door to find a chest containing Pretty Mittens.

Now cross that bridge and enter the room in the center. Pull the two statues here down the room and place them each on a switch to open the door above. Go through it and you'll now be in a hallway with several doors. Defeat the enemies in these four rooms, then go up the stairway that just appeared and save your game at the save point. Walk up to Flamberge to engage a fight with her.

Boss // Flamberge Recommended Level: Lv. 50

Fire heals her, so avoid using fire-based attacks. Claus should summon Aska and Shadow, Arche Indignation and/or Chester Gale Shot, while Mint heals the party. Have Cress use one of the Light Spear secret skills. Flamberge's alone against all of you, so she shouldn't be too much of a problem.

After the fight, you will earn the sacred weapon Fire Blade and Flamberge will teach you the Chaos Blade skill. Now there's one weapon left to get. Fly off to Friezkiel, located on a northern island (use the world map to find it).

Friezkiel Town

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Enter the food shop and head to the second floor. Talk to the chef here to learn the Beef Stew recipe. Then enter the inn and talk to the swordsman in the last room to buy Beast Spear for 33,000 Gald. In the weapon shop, you can buy the Blue Card for 50,000 Gald from the guy in red.

Now head over to the Temple of Fenrir in the northern part of town. Try to enter it, then after the cutscene, go through the gate to enter the Cave of Ice.

Cave of Ice

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As you enter the cave, you'll find a save point. Save if you wish, then go down and follow the left path. Equip the Sorcerer's Ring and shoot the switch on the wall. Then examine it and pull the lever to open a door further ahead. Also grab the ? Helmet (Duel Helm) inside the chest at the right. Now go back down and head right to the next screen. Go up and through the door.

In the next room, you'll come across some candles. Explore the room and light all the candles with your Sorcerer's Ring. This will open a door in the right side of the room. Go down through it and get the chest at the left for a ? Clothing (Star Cloak). Then head down the stairway. In the next room, you'll find a frozen statue. Shoot it with your Sorcerer's Ring, then push it upward into the alcove in the wall (the black opening). Now light the candles at the right and go down through the door at the right of the candles.

Cross the next room, then you'll end up in a room similar to a maze. If you want to get all the items, try to follow my directions. From the first screen, head down once for a Stun Bracelet. Then go left one screen and down one screen for a Charm Bottle. Go back up one screen, then left twice to find the spell Tidal Wave for Arche. Go back right, then up one screen for a Black Onyx. Go left from there for a Silver Cape. Go back right two screens, then up once for an Aqua Cape. Now go right one screen, and up twice for a Silver Plate. Go back down one screen, then right for a ? Book (Requiem). Now go all the way left for a Shield Ring. Go back right one screen and go up to find the exit.

In the next room, go left and through the left-most door to find a chest containing Omega Shield. Now go through the door at the right of this one and press A to open the hidden chest for a ? Cap (Star Cap). Go through the door behind it and follow the path to the next screen. Here, follow the path leading down to find a lever on the wall. Pull it and you'll hear water. Go back up and go through the path leading right. Go down the stairways to the next room and through the opening in the wall. Don't mind the door here, continue to the right and head up through a door leading to a room with ? Bow (Gale Sprite) and Pretty Mittens.

Go back and follow the path leading left. Go through the door near the water and step on the switch inside to freeze the water. Return to that water and cross it. Go up all the stairways and through the door on the left. You'll be back in one of the previous rooms. Go through the door at the left and head back right, then down the bottom path to that switch you pulled earlier. Pull it once more to hear a water sound again. This will fill the next room with water that should turn into ice.

So head back up the path and go right. Cross the frozen water and go up through the path at the right. Save your game at the save point, then move ahead to find Fen Beast.

Boss // Fen Beast Recommended Level: Lv. 50

He's pretty tough, but also pretty weak to light and fire. Use Cress' fire/light-based attacks, like Hell Pyre, Rising Phoenix, Lightning Tiger Blade, Light Spear or any combination of these skills. Have Claus cast Aska and Efreet and if you have Chester, use his fire-based attacks. Arche can cast Explode, Eruption, Thunder Blade, Ray and the like.

After the fight, you'll receive the Ice Blade, Vorpall Sword. You'll also learn the skill Distortion Blade. Now that you have the three sacred weapons, head back to the Elf Colony in Ymir Forest.

(If you haven't already been here, talk to the inn proprietress to receive, for free, the Star Broom and Mom's Gloves, two items for Arche. Lucky girl. Now enter the food shop and talk to the chef to get the recipe for Fruit Sundaes. Talk to him a second time to receive the Salad recipe.)

The Sword of Time

In Treantwood, head for the stone tablet (Refer to the Treantwood map if you forgot its emplacement). Save your game, then prepare for a battle.

The Seraph is pretty weak, so take it down first. Then, use Hell Pyre with Cress and have Claus cast Shadow on Origin. Don't use any light-based attacks. It's not that hard of a fight, as long as you keep the party healed, there shouldn't be too much problems.

After you defeat Origin, he will form the Eternal Sword for you and teach you three skills: Lunge, Chaos Distortion Blade and Chaos Lunge. Claus will form a pact with Origin, which you can now summon. He will also gain the title of Dominator and possibly Warlock if you made a pact with all the spirits so far. After the cutscene in Alvanista castle, you're ready to go to Arlee.

Arlee Town

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The town is located on an a southwestern island (use the world map to find it) near Friezkiel. If you haven't already done that, enter the food shop and talk to the woman in front of the counter to buy Phoenix Spear for 50,000 Gald. Also talk to the soldiers near the tables to receive the Derris Emblem. And don't forget to speak with the chef at the counter to get the recipe for Hashed Beef. In the weapon shop, talk to the old man and answer his questions (2,3,4) to receive the Yellow Card.

When you're done, spend the night at the inn to watch a cutscene. Claus will receive the title of Hopeless Romantic. When you wake up in the morning, try to leave the inn. Someone will stop you and inform you about a floating castle that has been reported. You now also have the Healer's Mark Earring, so equip it to Mint.

Now go back to the world map and enter the cave northwest of town (and if you haven't formed a pact with Shadow yet, enter the cave southeast of town). Talk to the guard at the entrance and he'll let you through. At the peak of the mountain, Cress will use the Sword of Time to reach Dhaos' Castle.

This is the last area of the game, so if you want to finish off the sidequests before heading through, now's the time. You can leave and reenter the castle at free will.

~~ Something you may want to do first is to go back to Arsia's house if you have gotten the Elven Bow and talk to Brambert looking through the window on the first floor of the manor. After the cutscene, go back downstairs and Chester's Elven Bow will get upgraded.

Also, if you return to Miguel Town at this point in the game and cross the bridge in the center of town, you'll get a cutscene with Cress and Chester, who'll receive the title of Selfless Man. And if you return to the Ninja Village and talk to Oshizu at the left of the chief's house, Suzu will gain the title of Future Chief.

Dhaos's Castle

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As you enter the castle, defeat the Roaming Eye, then head up the left path and enter the room to get a Sage and a Holy Bottle. Then head up the path at

the right and enter the room on your right to find a Star Shield. Pull the lever at the end of the path, then go back to the entrance and go through the passage leading right. Keep going up to the next room, then go through the door north of there and through the next door in front of you. Open the chest here to get the spell Meteor Storm for Arche.

Then, head down and open the two chests to get a ? Clothing (Star Cloak) and a Rune Bottle. Now go through the door on the left to end back in the first part of the room. Go left and down the passage leading to a room with a ? Armor (Mumbane) and an Elixir at the end. Then go back to the main room and you'll notice there is another small room in the center of it, with a staircase, but no way to get in. There's a secret passageway in the right wall leading in, so walk along it and walk through the wall in the middle. Go up the stairs once you've found it.

In the next room, you'll find a magic circle on the floor. If you step in, you'll get teleported to the basement of the castle, each character locked up in a different cell. To avoid that, you'll need to have a Derris Emblem equipped on each one of your characters. At this point, you should at least have one, which you can get from the soldier in the Arlee restaurant. You'll get more in a little bit. For now, equip the emblem on Cress and step on the circle. Since your other party members don't have an emblem equipped, they will get teleported to the basement and you'll be left with only Cress. Make sure you're pretty strong, otherwise you'll have a hard time fighting the enemies ahead alone. Run from the battles, if possible.

Start by heading right and go through the first door you see. You'll need to face a Hanzo (use Beast repetitively until you defeat him, he won't have time to attack you that way), then open the chest behind him to find a Derris Emblem. Now you have two choices. Either you continue with only Cress to get more emblems before going on, either you go back to the basement right away to rescue a party member. You'll have to rescue them one by one, so this could take a while, but it's the safest way. If you decide so, go back to the entrance of the castle and go down the passage at the left.

Your friends are all locked up in a different cell around the room, so look around until you find the one you want to bring along and equip him/her with the Derris Emblem you just found. Once you're done, go back to the magic circle and head right again. This time, go down and enter the room at the bottom to find a ? Cap (Star Cap) and a ? Book (True Magic). Then go through the door at the right and fight the Hanzo to get another Derris Emblem in the chest behind. Once again, you can go back to the basement to rescue a third party member and equip him/her the emblem.

Back at the circle, go right again and head up this time. Go all the way north and through the door at the end of the passage. Open the chests here to get Star Gloves and ? Rod (Star Mace). Go back down to the intersection and take the left path. Defeat the Hanzo here for another Derris Emblem, then if you want, go rescue a fourth party member. From the magic circle, this time head left and down. Enter the room on the left and defeat Hanzo to get yet another Derris Emblem. If you have Suzu, go left for a last Derris Emblem in the next room. Now that you have all the Derris Emblems, go back to the basement to rescue the rest of your party. Equip everyone with a Derris Emblem and go back to the room where the last emblem was. You'll now be able to open the large door in this room.

After going through the door, open the chests here to get ? Sword (Wasier Rapier), ? Helmet (Star Helm), Holy Bottle, Charm Bottle, Sage and Magic Lens. Then go upstairs to the third floor and save your game at the save point. Head right and enter the next room to find a Sage and an Apple Gel. Keep following

the hallway until you come to a locked door. You can't open it just yet, so continue your way and go through the first door on your left. Open the chests to find a Savory and a Melange Gel. Then enter the second room on your left to find a Rune Bottle.

Go back down to the save point room and go through the door in the northwest corner. Go up the hallway and enter the room at the end to find a Holy Bottle. Then go back down and go all the way down to the bottom hallway. Go right to find three rooms with Holy Bottle, Sage, Life Bottle and Emerald Ring in chests. Then go back all the way left and in the last room, defeat the Seal Eye using light attacks. Once you've dispatched him, pull the lever on the wall. Now go back to save your game and head back to that locked door in the northeast corridor. It should now be open, so head up to the fourth floor where you'll find another save point.

To open the locked door at the right of that save point, you'll need to step on the switches on this floor in a backwards order, so starting from the last one. Cross the hallway at the left until you reach a room with several doors. The bottom room has a Reverse Doll and a Spice, and the northwest room has a ? Armor (Mumbane). Now enter the left room and step on the switch here. This is the first one. Then back in the previous room, enter the northeast room and step on the second switch here. Then the third one in the hallway, fourth one in the room north of there, fifth one in the room at the right, and finally, the sixth one in front of the locked door. Now you can go through the door and head up to the fifth floor.

Head straight ahead and examine the mirror to get warped to another room. Head left in the hallway and enter the first room you come across to find a Holy Bottle. Then enter the second room on the left to get a Resist Ring. Continue down the hallway and go left to fight another Seal Eye. Pull the lever on the wall after defeating him, then go back to the entrance room and take a look at the floor. You'll notice the carpet is like a path leading to the right wall, although it seems as there's no passage there. Actually, there is one. Just walk through the wall where the carpet stops and you'll go through a secret passageway. Before reaching the next room, you'll notice a small room up above. Head up to get it and open the chest to find a Lavender. Then, move on to the next room and keep going right, then up to reach a stairway. Before heading on to that stairway, go left and walk through the wall to find another secret room. Open the chests here for Lavender, Savory, Hourglass, Elixir, Sage and Magic Pouch. Now go up the stairs to the last floor.

Start by heading up through the door straight ahead, then go right and enter the second room to find the Elven Boots. Then use the mirror in the room at the right to go back to the first room. Head through the first door again, then go left this time and enter the room down the hallway at the right to find Fresh Milk. Then go through the left door and all the way down. Go upstairs and save your game. Move out ahead when you're ready to confront Dhaos. If you want to finish off sidequests you left behind, make sure to save your game in another slot.

Boss // Dhaos Recommended Level: Lv. 60

Quite easy if you're at a good level. Dhaos has some devastating spells, so make sure to have Mint in your party so she can use Revitalize. A good party should include Cress, Mint and either Claus or/and Arche. If you go with Claus, have him summon Aska or Origin, and if you go with Arche, have her cast Meteor Storm.

After defeating him, he will summon Derris Karran. Get ready for a rematch.

Boss // Dhaos' Face / Dhaos' Arm

Use the same strategy as for Dhaos, the only difference being that this fight is slightly harder and longer.

He will then transform into his final form for the last fight.

Final Boss // Plume Dhaos

Again, same strategy. This fight is quite hard, so you may have to start using your items now. Just make sure to keep everyone healed at all time.

After the fight, watch the cutscene, which I'll leave to your discovery, then let the credits roll for one last cutscene and you'll be prompted to save your game to get the New Game+. Obviously, you'll want to save in an empty slot, if you have one. Your Monster Book and Collector Book are carried over to that file, and you can now play in Mania Mode. It also unlocks the mini-game Let's Go Arche in the main menu.

Sidequests

The Elven Bow

It's possible to get a very strong bow for Chester after you get him back in your party, which is actually that broken bow from the beginning of the game. You'll need to start the sidequest in the past, so don't forget about it or else you'll miss it.

(Past) After getting the pact rings in Treantwood, try to reenter the Elf Colony after the cutscene and another cutscene will take place. You'll then find yourself in the weapon shop. Talk to the owner about Chester's Bow and he'll tell you a woman named Arsia might be able to repair it. Now leave the village and the forest and return to the world map. Walk east from Ymir Forest until you get to the manor where Arsia lives. Knock on the door, then after the cutscene, head back to the Elf Colony to get Brambert. He's standing by the river at the left of the food shop. After talking to him, return to Arsia's manor. That's all you can do for now, so meet back there in the future.

(Future) After you've gotten the techbirds, fly back off to Arsia's house and you'll get a little cutscene. Knock on the door and Brambert will answer. After the following cutscene, Chester will get back his bow, now the powerful Elven Bow. You'll get the chance to upgrade it at the end of the game.

After finding Dhaos' Castle at the end of the game, exit the castle and go back to Arsia's house. Talk to Brambert looking through the window on the first floor of the manor. After the cutscene, go back downstairs and Chester's Elven Bow will get upgraded.

Curio's Mirror

Not really a side quest, but thought I'd put it here since it's so easy to miss.

It's possible to get different display pictures for your characters by changing them in the options, but you can actually get one more by obtaining Curio's Mirror. To get it, visit Harold's house in the future, which is at the left of Volt's Cave and in the right room, talk to the Traveling Artist named Curio and if you have a Glossy Magazine on you, he will trade it for Curio's Mirror.

A glitch in the game prevents you from getting the mirror after Volt's Cave, so get it while you still can. You can get Glossy Magazines from ? Books dropped by monsters around Alvanista. Use a Rune Bottle to change the ? Books into Glossy Magazines.

Trading Cards

Although I have no idea what those cards are for, you can collect them in the future.

Black Card*- In Miguel Town, next to the tool shop, talk to the woman in black and accept to listen to her. She'll give you a Black Card for free.

Brown Card*- In the Euclid Castle, talk to the girl near the window on the top floor and she will trade you the Brown Card for the Black Card.

White Card- In Freyland, in the northmost oasis, talk to the woman to trade the Brown Card for the White Card.

Green Card- In Venezia, talk to the kid in the food shop and he will give you the Green Card if you give him a Melon and a Kelp.

Blue Card- In Friezkiel, talk to the man in the weapon/armor shop to buy the Blue Card for 50,000 Gald.

Yellow Card- In Arlee, talk to the man in the weapon shop and answer his questions (answers: 2, 3, 4) to get the Yellow Card.

Red Card- In the Ninja Village, talk to Okayo in the southeast corner and if you have obtained the Champion title from winning the coliseum battles, she will give you the Red Card.

*After you trade the Black and Brown Cards, you can go back to get them again, in sort that you keep one of each.

Legendary Statues

Like the trading cards, no purpose, but you may want to get these statues to complete the Collector's Book.

Statue of Dreams- Complete the piano lessons sidequest in Venezia (see below)

Statue of Love- Buy the Combo Command at Gheeth's island (isle south of Freyland)

Statue of Bravery- (see Treasure Hunt sidequest) one of the treasures contains

it

Statue of Friendship- Search Harold's bed at Morrison's house to find it

Statue of Justice- Found in Dwarven Temple

Legend of Ishtar

Find those ten items, then talk to the boy in the Friezkiel inn (first room) and you will receive the Statue of Bravery along with the title Gilgamesh for Cress.

Blue Shield- Ifreed treasure hunt Red Shield- Ifreed treasure hunt

Red Lantern- Ifreed treasure hunt

Blue Candle- Ifreed treasure hunt

Green Torch- Ifreed treasure hunt

Golden Helm- Ifreed treasure hunt

Hyper Gauntlets- Ifreed treasure hunt

Golden Armor- Morlia Mineshaft (Floor 19) Excalibur- Morlia Mineshaft (Floor21)

Jet Boots- Use a Rune Bottle on Iron Boots to transform them

Treasure Hunt

To start this sidequest, talk to the man at the far left of the counter in the Friezkiel restaurant and listen to him. He'll then entrust you the Ifreed's Scroll. You'll need to find Rosania's Dress and take it back to him to receive the Technical Ring along with the title Treasure Hunter for Claus. There're also a buncha other treasures to find.

-Starting from Euclid, fly off to the north a little until you find a few small islands by the coast. Land on the left one with a mountain and you'll enter a beach area with two chests containing Fur and Moon Crystal.

-From this very spot, fly directly east and land on a small piece of land between mountains next to the sea. Open the chest here for a Reverse Doll.

-Go to Lone Valley south of there and land on the piece of land at the right of the house. You'll find a Silver Cape in the chest here.

-Now go to Volt's Cave and fly west. Land on the long piece of land on the side of the beach near a mountain. Open the chests here for Blue Shield, Fur, Black Onyx, Green Torch, Elixir and Stun Bracelet.

-Fly east of the South Forest below Miguel Town and land on the piece of land on the side of the mountain to find a Reverse Doll.

-Fly west of Miguel and land on the island across the sea to find Tapestry (x9).

-Fly northeast of the Cavern of Spirits and you'll see an island with grass. Land on the small piece of land on the side of the mountain and look in the

water once you enter the beach area to find two chests containing Protect Ring and Fur.

-Then land in the grass on that same island and look behind the tree in the middle of the area to find some hidden chests containing Dark Seal, Elixir and Spirit Ring.

-Fly south of Alvanista (or east of Ymir Forest) to find a small island with a chest containing Protect Ring.

-Fly southeast of Alvanista to find a not-so-small island with a chest containing Silver Mattock.

-Fly northeast of Alvanista and land on the small island at the end of the peninsula to find three chests containing Princess Cape, Fur and Resist Ring.

-Also northeast of Alvanista, land in the forest area on the other side of a mountain range. Open the chests here to find a ? Polearm (Saint Halberd) in the trees at the left.

-North of White Birch Forest, land on the beach along the mountain range to find Elixir, Golden Helm and Marble.

-Directly east of that spot, land on the snowy plateau above Valhalla Plain to find N.G., ? Sword (Blessed Blade), Elven Boots and Emerald Ring.

-Fly to an island north of Olive Village in Freyland to find Earthware Pot at the right and Emerald Ring and Ebony Wood in the water at the left.

-Fly northeast of Olive Village to an island near the coast. Land on the east side of that island to find some chests containing Nagazuki, Shield Ring and Elixir (x2).

-Southwest of Friezkiel, land on the island with a small patch of grass to find three chests containing Fur, Spirit Ring and Hyper Gauntlets.

-Fly to the island where Dhaos' Castle was in the past and land on the small island northwest of there to find Fur (x3).

-Now fly south of the island where Dhao's Castle was and land on a piece of land between mountains to find Red Lantern, Elven Boots, Coral, Elixir, Red Shield and ? Sword (Duel Sword)

-Land in a large patch of grass west of Arlee to find two chests containing Fur and Resist Ring.

-Near Arlee, fly north of the cave leading to Dhaos' Castle and land in the grass on a plateau to enter an area with two chests in the northeast corner. Open the top one for the Blue Candle, then look below for a hidden chest containing Sephira.

-Now fly off to a small island in the middle of a creek east of Ymir Forest (or west of the harbor that brings you to Freyland) and open the chest there to find Ifreed's most precious treasure; Rosania's Dress. Take it back to Graham in Friezkiel.

Summon Spirits

You can make a pact with two more summon spirits; Gremlin Lair and Pluto.

After getting the Eternal Sword, return to Morlia Mineshaft and go back to the ninth floor. Move on to the right, then up and take the stairs on the tenth floor to start the new dungeon. I'll include a walkthrough for it in a distant future, but otherwise, work your way to the last floor to make a pact with Gremlin Lair using the Sapphire Pact Ring.

You'll then fight a Wyvern and afterwards move out onward to enter the Dwarven Temple. Trek through it until you find the chest containing the Statue of Justice and you'll then face Pluto. Defeat him to make a pact with him using the Lapis Pact Ring.

Various Titles

The following are sidequests that award you titles and some items.

Nancy & Elwin

(past) Euclid Village Start by talking talk to the woman behind the Inn signpost at the entrance of the village and Mint will tell you she's lovesick. Talk to her a second time to learn about Elwin. Enter the weapon shop and talk to the blue-haired guy, which turns out to be Elwin. Obviously, he wants the girl's name. Go back to the girl, talk to her again to learn her name's Nancy, then go back to Elwin and tell him. Aw. How sad. Talk back to Nancy, then you'll notice Elwin is nowhere to be found. Just as Nancy.

Venezia City Later, go to the inn and make sure to talk to Nancy in the room at the left. Accept to help her, then enter the Trading Company, the building north of the inn, and talk with Elwin in the left room (blue-haired guy). Go back to the inn to talk to Nancy, then talk to her a second time at the fountain in the center of the city. That's it for now.

Venezia City (after demitel's island) Go to the second floor of the Trading Company and you'll find Elwin and his father arguing. Go back to the fountain and talk to Nancy, then talk to Elwin in the left corner of the building north of the fountain to encourage him. That's it for now, you'll meet back up with them in Alvanista.

Alvanista

You can also now finish off the sidequest with Nancy and Elwin if you followed the previous parts. Go to the tool shop (Calendar) in the southeast part of the city and you'll find Elwin and Nancy. Talk with them, then return to Venezia and speak with Elwin's father. Tell him where Elwin is, then go back to Alvanista again. Enter the house in the northeast corner of the city and accept to help out Nancy and Elwin. Now, head back, once again, to Venezia and talk to Elwin in the Trading Company. Accept to attend the marriage and you'll receive the Bridal Gloves. Mint will also gain the title of Cupid.

Piano Lessons

If you visit the Mayor's house in Venezia (future), you'll find his daughter practicing piano. Mint will help her, which is the start of this sidequest. Leave town, reenter and see her again. Mint will teach her some more. You'll have to return here later in the game to finish it. Everytime you complete a dungeon, come back here and let Mint help the girl improve each time. You can also leave and reenter to accelerate the process. Eventually, Mint will be

awarded the title of Piano Teacher and you will receive the Statue of Dreams.

Euclid Race

In Euclid in the future, head over to the northeast corner of the town to see a group of people. Talk to the guy at the right to learn about the race that takes place here. You'll need to race 3 times around the city to win. This will award Chester the title of Mach Man and you can choose an item among these: 1. Special Flag, 2. Silver Mattock, 3. ? Bow (Flare Sprite), 4. ? Bow (Long Bow). You can win the race trice to get all the items if you want (give up the Long Bow, it's a common weapon).

(the rest of the FAQ has not been reformatted yet -- sorry for the chaotic format, I'll fix it when I have time!)

Game Basics

Titles

Cress

Apprentice Swordsman

Follower of the Albane Style of Sword Fighting.

Default

Swordsman

One who learns the Albane style Demonic Swallow Kick.

Given by Master Tristan after you escape from Euclid City (present)

Battle Master

Swordsman who reaches LV. 30

Reach Lv. 30

Sword Master

Swordsman who reaches LV. 50

Reach Lv. 50

Fencer

Swordman who has reached LV. 60 and has learned a number of Secret Skills.

Reach Lv. 60 with a large number of secret skills

Acting Master

A swordsman a step away from the Master and Father of the Albane Style of Sword Fighting.

Defeat the students of the Miguel School of Swordfighting (future)

Samurai

Proof that one wields the legendary Samurai Sword.

Do the Ninja Village sidequest (future)

Master of Secrets

The ultimate secret of the Albane style (A+B+L+R).

After buying the Rising Phoenix skill from the teacher in Miguel School of Swordfighting,
sleep at the inn to get that title (future)
Champion
One who wins the Battle Tournament.
Win all the fights in the colisseum of Euclid (future)
Combo Master
Proof that one has obtained the Combo Counter and Combo Command.
Buy the Combo Command at Gheeth's island (future) and get the Combo Counter from Morlia
Mineshaft (past)
Ishitori Master
You indeed are the great master of Ishitori.
Win twice against Ishitori in Alvanista Castle (past)
Eternal Swordsman
One who has obtained the Eternal Sword.
Defeat Origin to obtain the Eternal Sword (future)
Gilgamesh

Find all of Ishtar's legendary items (see sidequests) and talk to the boy in the Friezkiel inn.

Chester
Hunter
A Bowman in training.
Default
Ranger
A Bowman who reaches LV. 5
Reach Lv. 5
Archer
A Bowman who reaches LV. 10
Reach Lv. 10
Sniper
A Bowman who reaches LV. 30
Reach Lv. 30
Shooter
A title given only to the chosen Bowman.
Reach Lv. 50
Selfless Man
A brother who has raised his precious kid sister all by himself.
At the end of the game, return to Miguel and cross the bridge in the center of town to
receive this title (future)
Kind Brother
A brother who is kind to his kid sister.
Give an apple to Ami at the beginning of the game in Toltus (present)
Hard Worker
One who has trained more than others.
When you get to Miguel the first time, sleep at the inn to gain that title (future)
Bad Boy
Title given by Arche.
Do the Ninja Village sidequest (future)
Mach Man
You are Mach Man, the fastest in the land!
Win the race in Alvanista (future)
Muscle Man
Even Cress has admitted this, Oh my, look at those abs...
Save Suzu's parents (refer to Ninja Village sidequest) and return to the

village to
talk with the chief (future)
Fervent Man
One who has intense feelings. The most honorable of men.
After leaving Miguel, stop at the Mountain Pass and take the north path.
Chester will
gain the title at the top of the mountain (future)

Mint
Healer
A Healer in training.
Default
Cleric
A Healer who has reached LV. 7
Reach Lv. 7
Priestess
A Healer who has reached LV. 12
Reach Lv. 12
Bishop
A Healer who has reached LV. 20
Reach Lv. 20
Archbishop
Title given only to the chosen Healer.
Reach Lv.40
Perfect Lady
A woman blessed with both talent and beauty.
Return to Limestone Cave at the end of the game to get a title for Arche, then

leave and reenter to get this title for Mint (future)

Snob
Title given when one does not give one's name when being introduced.
Received after meeting with Claus in Euclid Village (past)
Cupid
Proof that one has caused Nancy and Elwin to fall in love.
Received after finishing off the Nancy and Elwin sidequest (past)
Glamour Queen
Said to be surprisingly glamorous.
Do the Ninja Village sidequest (future)
Maiden
Proof that one is a pure maiden, as sanctioned by a unicorn.
Received after getting the Unicorn Horn in White Birch Forest (past)
Piano Teacher
A wandering piano teacher. A good student always listens to the teacher.
Complete the piano sidequest in Venezia (future)

Claus
Summoner
A scholar who studies the art of summoning.
Default
Tamer
One who was able to forge a pact with a spirit.
Acquired after making a pact with Sylph in Lone Valley (past)
Subduer
One who received help from Maxwell.
Acquired after making a pact with Maxwell in Morlia Mineshaft (past)
Dominator
One who received help from Origin.
Acquired after making a pact with Origin in Treantwood (future)

Warlock

Proof that one has forged a considerable number of summoning pacts.

Form a pact with all the spirits in the game

Happy Fellow

Proof of a privileged life. Don't you realize how lucky you are!?

Sleep at the inn in Euclid to get this title (future)

Treasure Hunter

Proof that one has found the treasure of Ifreed the Pirate. The greatest treasure is love.

Find Rosania's Dress during the treasure hunt (see sidequests) and take it back to Graham.

Lucky Man

A man who is looked after by a caring woman.

Default

Hopeless Romantic

One who is involved in a long-distance romance that transcends time.

When you go to Arlee before the end of the game, sleep at the inn to gain this title (future)

Arche

Magic User

One who can use magic.

Default

Witch

A Magic User who has learned 5 spells.

Learn 5 different spells

Mage

A Magic User who has learned 10 spells.

Learn 10 different spells.

Sorceress

A Magic User who has learned 15 spells.

Learn 15 different spells.

Wizard

A Magic User who has learned 20 spells.

Learn 20 different spells.

True Scholar

Proof that one is well versed in a wide range of academic subjects.

Acquired in Morlia Mineshaft (past)

True Friend

Proof that one is a true friend.

Gained when visiting Hamel for a second time after leaving Alvanista (past)

Delicate Flower

A young lady who has an unusually feminine side.

On to boat to Alvanista, talk to Arche in the bed while she's sick (past)

Thin Girl

It seems people are jealous of my thin figure.

Do the Ninja Village sidequest (future)

Negotiator

A woman who tries to solve everything through persuasion.

Gained before heading out to Alvanista in Venezia (past)

Terrible Cook

A disgraceful title reserved for failed chefs. Their goal is redemption.

Return to Limestone Cave at the end of the game to get this title (future)

Suzu

Sparrow Ninja

A female Ninja in training.

Default

Raven Ninja

A female Ninja who has reached LV. 20

Reach Lv. 20

Swallow Ninja

A female Ninja who has reached LV. 30

Reach Lv. 30

Falcon Ninja

A female Ninja who has reached LV. 40

Reach Lv. 40

Cold Heart

The burden of this title must be carried along with the law of the Ninjas.

Default

Future Chief

The one who is expected to be the next chief of The Ninja Village.

At the end of the game, return to the Ninja Village and talk to Oshizu at the left

of the chief's house. (future)

Sweet Tooth

One who likes sweets.

Return to Olive Village at the end of the game and talk to the chef in front of the

food shop (future)

Smitten Girl

My body tingled when I first met him. It was electric. Could it be love?

Default

Cooking

Hamburger

An all-beef party in a freshly baked bun. Restores a small amount of HP.

Default

Bread + Chicken/Beef/Pork (1 Type)

Rice Ball

A ball of rice wrapped in seaweed. Restores a small amount of HP. Cures poison.

Default

Rice + Seaweed

Cabbage Roll

Chef in Euclid food shop (present)

Cabbage + Pork

Quiche

A savory pie made with eggs. Restores a small amount of HP. Cures poison.

Received at Morrison's house (present) Chicken + Egg

Sushi

Fish on rice. Restores a small amount of HP. Cures paralysis/petrification.

Chef in Venezia food shop (past)

Rice + Tuna/Mackerel/Sardine/Squid/Octopus/Shrimp (1 Type)

Cheeseburger

Perfection on a bun. Restores a moderate amount of HP. Cures poison.

Talk to Belladem chief's wife to receive it (past) Bread + Cheese + Chicken/Beef/Pork (1 Type)

French Toast

A little bit of breakfast heaven. Restores a small amount of HP. Cures poison.

Chef in Hamel Town (past) - one-time only French Milk + Egg + Bread

Sandwich

A lunchtime classic. Restores a moderate amount of HP. Cures poison.
Chef in Euclid Village food shop (past) Bread + Lettuce/Cucumber/Potato/Egg (2 Types)
Spaghetti
A classic pasta dish. Restores a moderate amount of HP. Cures petrification.
Chef in Alvanista food shop (past)
Tomato + Pork + Pasta
Tenderloin
Steak grilled to perfection. Restores a moderate amount of HP.
Chef in Olive Village food shop (past)
Beef + Cheese + Bread
Fresh Juice
Naturally sweet and loaded with vitamins. Restores a small amount of TP.
Chef at second oasis in Freyland (past)
Apple + Strawberry + Banana
Sashimi
Talk to Edward's wife Lilith (past)
Tuna + Sardine + Mackerel
Potato Stew
Just like mom used to make. Restores a moderate amount of HP.
Chef in Miguel inn (future)
Carrot + Potato + Onion + Pork
Steak
Nothing beats a thick, juicy steak! Restores a large amount of HP.
Chef in Euclid castle (future)
Carrot + Potato + Spice + Chicken/Beef/Pork (1 Type)
Pescatore
Tasty seafood pasta. Restores a small amount of HP. Cures Poison/Paralysis.
Chef in Morrison's house (future)
Tomato + Squid + Shrimp + Pasta
Gratin
Pasta baked in cream sauce. Restores a moderate amount of HP, small amount of TP.
Chef in Arche's house (future)
Fresh Milk + Cheese + Pasta + Chicken/Shrimp (1 Type)
Meat Stew
Made with tender meat. Restores a moderate amount of HP. Cures K.O.
Chef in Limestone Cave harbor (future)
Carrot + Cabbage + Onion + Chicken/Beef/Pork (1 Type)
Seafood Stew
A tasty, nutritious stew. Restores a moderate amount of HP, small amount of TP.
Chef in Alvanista food shop (future)
Cabbage + Kelp + Tuna/Mackerel/Sardine/Squid/Octopus/Shrimp (2 Types)
Beef Stew
Beef slowly simmered in a rich sauce. Restores a large amount of HP.
Chef in Friezkiel food shop (future)
Carrot + Potato + Onion + Beef
Fruit Sundae
Ice cream topped with an array of fruits. Restores a moderate amount of TP.
Chef in Elf Colony food shop (future)
Fresh Milk + Apple/Lemon/Strawberry/Banana/Pineapple/Melon/Grapes/Magosteen/Prune (3 Types)
Curry
A spicy taste sensation! Restores a large amount of HP. Cures Poison/Paralysis.
Chef in front of Olive Village food shop (future)
Carrot + Potato + Rice + Spice + Chicken/Beef/Pork (1 Type)
Fruit Cocktail
Sweet, juicy fruit in light syrup. Restores a large amount of TP.

'Chefbot' in Thor south eastern building (future)

Apple/Lemon/Strawberry/Banana/Pineapple/Melon/

Grapes/Magosteen/Prune (5 Types)

Salad

Made with crisp vegetables. Restores a moderate amount of HP, small amount of TP.

Chef in Elf Colony food shop (future) Carrot + Cabbage + Lettuce + Cucumber + Tomato

Hashed Beef

Beef in a dark tomato-based sauce over rice. Restores a large amount of HP.

Chef in Arlee food shop (future)

Tomato + Onion + Beef + Rice + Carrot/Potato (1 Type)

Miso Stew

A nutritious, delicious miso-based stew. Restores all HP/TP. Cures K.O.

Get it from Ofuyu in Ninja Village shop (future)

Radish + Potato + Konjac + Kelp + Egg + Miso

Skills

Cress

Demon Fang

Attack enemy by firing sword force.

Learned at LV. 2

Swallow Dance

Combo that starts with a double kick and ends with a thrust.

Learned at LV. 5

Lightning Tiger Blade

Strike surrounding enemies with lightning.

Learned at LV. 9

Sword Rain

Cut enemy to pieces with endless thrusts.

Learned at LV. 12

Tiger Blade

Two-stages attack slashes enemy like the fangs of a tiger striking its prey.

Learned at LV. 15

Focus

Temporally increase Accuracy by focusing the mind.

Learned at LV. 20

Rising Phoenix

Envelop body in a Phoenix aura and shoot into the sky to strike enemy.

Learned at LV. 23

Aegis Strike

Thrust weapon into the ground to create a wall of light that keeps the enemies out.

Learned at LV. 27

Omega Tempest

Create a tempest and slash enemies.

Learned at LV. 31

Inspiration

Recover HP by drawing atmospheric power into the body.

Learned at LV. 34

Beast

Blow enemies away by pounding them with attack power.

Learned at LV. 37

Coil

Temporally increase Attack by focusing the mind.

Learned at LV. 41

Light Spear

Spinning thrust that lifts attack power high into the air.

Learned at LV. 45

Hell Pyre

Incinerate enemy by throwing a weapon envelopped in flaming attack power.

Learned at LV. 50

Chaos Blade

One of the space-time attacks. Cuts enemy to pieces with intense attack power.

Received from Flamberge in Tower of Flames. (future)

Lunge

One of the space-time attacks. Instantly move to enemy and unleash a combo.

Received from Origin in Treantwood. (future)

Distortion Blade

One of the space-time attacks. Divide and conquer enemies by distorting space-time.

Received from Fen Beast in Cave of Ice. (future)

Demonic Swallow Kick

A secret skill combining Demon Fang and Swallow Dance.

Taught by Master Tristan after you escape Euclid City. (present)

Demonic Tiger Blade

A secret skill combining Demon Fang and Tiger Blade.

In Belladem Village's weapon shop, head right through the wall at the right of

the counter to find a secret passageway leading to a room behind. Go through

the door and talk to

the shopkeeper behind the counter to learn this secret skill. (past)

Demonic Sword Rain

A secret skill combining Demon and Sword Rain.

In Alvanista City's item shop, talk to the soldier in the basement to buy it. (past)

Demon Spear

A secret skill combining Demon Fang and Light Spear.

On the world map, walk west from the Zodiac Tower until you see two small bridges.

Cross them and keep walking south along the mountain range to find a small house.

Talk to the man here to acquire it. (past)

Beast Swallow Kick

A secret skill combining Beast and Swallow Dance.

On the world map east from Ymir Forest, talk to the old man in the house along the shore (on the other side of the mountain range) to buy it. (past)

Beast Sword Rain

A secret skill combining Beast and Sword Rain.

After saving Suzu's parents (refer to Ninja Village sidequest), return to the village to talk with the chief (future)

Beast Spear

A secret skill combining Beast and Light Spear.

Buy it from a man in the Friezkiel inn. (future)

Lightning Swallow Kick

A secret skill combining Lightning Tiger Blade and Swallow Dance.

Enter Midgards City by the northern entrance and look between two houses on the right

side (just south of the accessories shop) to find a man hiding. Talk to him to buy the

secret skill. (past)

Lightning Tiger Thrust

A secret skill combining Lightning Tiger Blade and Sword Rain.

In Venezia City's armor shop, talk to the girl on the second floor to buy it.

(past)

Lightning Tiger Spear

A secret skill combining Lightning Tiger Blade and Light Spear.

In the Valhalla Plain, (from the entrance) go north two screens, then right two screen,

down one screen, north, right, then north one more time and you'll come to a snowy area

with a man. Talk to him to buy the secret skill. (past)

Phoenix Dance

A secret skill combining Rising Phoenix and Swallow Dance.

Buy it from the teacher of the Miguel School of Swordfighting. (future)

Phoenix Blade

A secret skill combining Rising Phoenix and Tiger Blade.

Buy it from a man in the southern oasis of Freyland. (future)

Phoenix Sword Rain

A secret skill combining Rising Phoenix and Sword Rain.

On the world map southwest from Alvanista, talk to the girl in the campment along the

mountain range to get it for free. (past)

Phoenix Spear

A secret skill combining Rising Phoenix and Light Spear.

Buy it from a woman in the Arlee food shop. (future)

Chaos Distortion Blade

A Space-Time secret skill combining Distortion Blade and Chaos Blade.

Received from Origin after forming a pact with him. (future)

Chaos Lunge

A Space-Time secret skill combining Lunge and Chaos Blade.

Received from Origin after forming a pact with him. (future)

Chester

Hell Pyre

Release a fiery arrow.

Learned at LV. 3

Ice Fang

Release an icy arrow.

Learned at LV. 8

Thunder Blitz

Release an arrow charged with lightning.

Learned at LV. 16

Sonic Bash

Cause the ground to blow up and strike enemies.

Learned at LV. 22

Wild Rain

Rain arrows down upon the enemy.

Learned at LV. 28

Eagle Shot

Release a piercing arrow.

Learned at LV. 34

Gale Shot

Rapidly fire arrows.

Learned at LV. 40

Giga Fang

Release a gigantic arrow.

Learned at LV. 46

Dragon Slayer

Release a single powerful pulse of attack power.

Learned at LV. 52

Mint

First Aid

Heal one ally's HP

Learned at LV. 3

Pow Hammer

Stun enemy by causing a hammer to fall on their head.

Learned at LV. 5

Charge

Give one ally some TP.

Learned at LV. 8

Dark Mist

Create a mist that lowers enemy Accuracy.

Learned at LV. 11

Heal

Heal one ally's HP.

Learned at LV. 14

Acid Rain

Cause acid rain to fall, lowering enemy Defense.

Learned at LV. 17

Antidote

Cure Poison for one ally.

Learned at LV. 20

Silence

Silence enemy spell casting.

Learned at LV. 23

Nurse

Heal all allies' HP.

Learned at LV. 26

Sharpness

Raise Attack of one ally.

Learned at LV. 29

Recover

Cure Poison, Paralysis, and Petrification for one ally.

Learned at LV. 32

Dispel

Dispel status changes on allies.

Learned at LV. 35

Cure

Heal one ally's HP.

Learned at LV. 38

Pow Pow Hammer

Stun an enemy by causing a giant hammer to fall on their head.

Learned at LV. 41

Barrier

Raise Defense of one ally.

Learned at LV. 44

Resurrection

Revive one ally in K.O. state.

Learned at LV. 47

Revitalize

Heal all allies' HP.

Learned at LV. 50

Time Stop

Stop enemy from acting for a short time.

Learned at LV. 53

Claus

Sylph

Summons the Wind Spirit Sylph, one of the Four Elementals.

Make a pact with Sylph in Lone Valley. (present)

Undine

Summons the Water Spirit Undine, one of the Four Elementals.

Make a pact with Undine in Limestone Cave. (past)

Gnome

Summons the Earth Spirit Gnome, one of the Four Elementals.

Make a pact with Gnome in Cavern of Spirits. (past)

Efreet

Summons the Fire Spirit Efreet, one of the Four Elementals.

Make a pact with Efreet in Cave of Burning Sand. (past)

Maxwell

Summons Maxwell, Lord of the Four Elementals.

Make a pact with Maxwell in Morlia Mineshaft. (past)

Luna

Summons the Moon Spirit Luna.

Make a pact with Luna in Tower of the Zodiac. (past)

Shadow

Summons the Dark Spirit Shadow.

Make a pact with Shadow in Cave of Darkness. (future)

Aska

Summons the Light Spirit Aska.

Make a pact with Aska in Thor City. (future)

Volt

Summons the Lightning Spirit Volt.

Make a pact with Volt in Volts' Cave. (future)

Origin

Summons the spirit Origin, Source of All Things.

Make a pact with Origin in Treantwood. (future)

Arche

Fire Ball

A fire-based attack spell that releases a ball of fire.

Default

Ice Arrows

A water-based attack spell that produces endless blades of ice.

Default

Stone Blast

An earth-based attack spell that creates a hail of stones.

In Euclid Village, return to Claus' house once you have Arche in your party and

examine the bookcase in the bedroom to find it. (past)

Lightning

A lightning-based attack spell that causes a small lightning strike.

In Venezia City, talk to the Half-Elf in the house at the left of the fountain to

buy it. (past)

Distortion

A non-elemental attack spell that seals an enemy in distorted space.

Found in Dhaos's Castle. (past) --see walkthrough

Glaive

An earth-based attack spell that causes a stone spear to thrust up from the earth.

Found in Cavern of Spirits. (past)

Ice Tornado

A water-based attack spell that pounds enemies with an ice storm.

In Euclid Village, return to Claus' house once you have Arche in your party and

examine the bookcase at the end of the south corridor to find it. (past)

Eruption

A fire-based attack spell that creates a lava flow in target area.

Found in Cave of Burning Sand. (past)

Tractor Beam

A non-elemental attack spell that lofts enemies off the ground and then drops them back down.

In Alvanista Castle, talk to the magic user in the lab across Laird's room to buy it. (past)

Thunder Blade

A lightning-based attack spell that causes a lightning strike around enemies.

In Alvanista Castle, talk to the magic user in the lab across Laird's room to buy it. (past)

Cyclone

A wind-based attack spell that causes a cyclone around enemies.

In Belladem Village, talk to the chief once you have Arche in your party to get it. (past)

Ray

A light-based attack spell that burns enemies with endless rays of light.

Learned at the top of the Tower of the Zodiac. (past)

Fire Storm

A fire-based attack spell that creates a fire storm in target area.

Found in Dhaos's Castle. (past) --see walkthrough

Debris Fall

An earth-based attack spell that crushes enemies with huge boulders.

In Venezia City, talk to the Half-Elf in the house at the left of the fountain to buy it. (past)

Tempest

A wind-based attack spell that causes a massive storm.

Go back to Demitel's manor once you have the Techbirds and open the chest in the

basement where you fought Demitel. (future)

Maelstrom

A water-based attack spell that creates a vortex beneath enemies.

Go back to Limestone Cave once you have the Techbirds and open the chest in the room where you fought Undine. (future)

Earthquake

An earth-based attack spell that causes a massive earthquake.

In a chest in the forest surrounding the Ninja Village. (future)

Judgment

A wind-based attack spell that crushes enemies with pounding winds.

Found in Thor City, in one of the adjacent rooms to the Common Room. (past)

Explode

A fire-based attack spell that creates a huge explosion in target area.

Found in Tower of Flames. (future) --see walkthrough

Indignation

A lightning-based attack spell that brings down the thunder of the gods around enemies.

Learned after defeating Ishrantu for the second time. (past)

Tidal Wave

A water-based attack spell that creates a flood around enemies.

Found in Cave of Ice. (future) --see walkthrough

Meteor Storm

A non-elemental attack spell that causes meteors to strike enemies.
Found in Dhaos' Castle (future) --see walkthrough

Suzu

Mirror Image

Create a mirror image of self to double damage against enemy.

Default

Secret Thief

Steal an item from enemy.

Default

Crow Blade

Damage enemy by dropping from above.

Default

Shadow Storm

Stir up a tempest of leaves and make your escape.

Default

Flare Blitz

Hurl a fiery throwing star.

Found in Cave of Burning Sand in the room where you fought Efreet. (future)

Omega Storm

Create a tempest that cuts enemy to pieces.

Buy it from a ninja at the top of Lone Valley.

Disclaimer

If you wish to contact me, may it be questions, comments or suggestions, please do so using this email address:

wishingtikal(at)gmail(dot)com

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