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Introduction

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Hi. This is a Game Script for the English, North American version of [Tales of Phantasia] for the GBA.

THIS IS A HUGE DOCUMENT OF SPOILERS. If you don't like that then, I say, don't read on. If you don't care about plot spoilers or you have already played the game then, I hope you will find this Game Script useful.

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## Legend

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- [] Has my notes. Describes what is happening.
- < > Has symbols or special characters that you see in the game's text.
- > Has dialogue choices or actions that are available to the player.
- @ Indicates that the player needs to talk to the character to trigger the following dialogues. These are not essential to finish the game.

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Updates

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- 03/27/2007 - Started this transcript
- 04/03/2007 - Game Script completed from start to finish
- 11/19/2007 - Updated contents, etc.
- 12/23/2007 - Added script of the opening fight scene.  
Credits to Lisa Ramos. Thanks!
- 01/02/2008 - Allowed Tales Central to host this file.  
Fixed a lot of mistakes too. Happy New Year!

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#####
#1.01] Toltus and the Southern Forest                                     #
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[The game begins with four warriors fighting against a long-haired wizard named Dhaos.]

??? (Morrison): "I dwell amidst the amounding light of Heaven.
 Thou art at the gate to the Underworld!
 Come forth, Thunder of the God(s)!!"

Dhaos: "What the heck is that?!"

Morrison: "It ends here! Indignation!!"

[Morrison, one of the warriors, casts Indignation.]

Dhaos: "It can't be!!"

[Dhaos escapes through dimensions until he reaches a temple of some sort. People are gathered near a sarcophagus.]

Dhaos: "What are you doing here!!!"

[Dhaos gets trapped.]

Dhaos: "Nooooooooo!!!"

[A man imprisons Dhaos to the sarcophagus with the help of a pair of pendants.]

???: "Is the task appointed to my family throughout the generations

fulfilled at last?"

A dozen or so years passed...

[In the Village of Toltus, in a sword dojo.
A lad named Cress goes to speak with his dad.]

Cress: "Did you call for me, Father?"

Cress's Father, Miguel: "I did. How is your mother feeling?"

Cress: "Her fever's gone, so she should be fine now. So what's on your mind?"

Miguel: "About that pendant I gave you..."

Cress: "Pendant? Oh, the one you gave me for my 15th birthday... What about it?"

[Meanwhile, a long blue-haired lad, named Chester, steps out from his house.
He says goodbye to her little sister, Ami, before going.]

Chester: "OK, I'm off to hunt, Ami."

Ami: "Be careful. You're the only big brother I have..."

[Chester goes in front of Cress's house.]

Chester: "Cress, let's go!"

[Inside the dojo...]

Miguel: "That sounds like Chester."

Cress: "Oh, sorry, Dad. I already had plans with Chester."

Miguel: "OK, let's talk about the pendant tonight at dinnertime."

Cress: "OK. Master Tristan, please make yourself comfortable."

[Cress leaves the house and talks to Chester.]

Cress: "Sorry about that. Master Tristan just stopped by the house. But I'm ready now, Chester."

Cress's Mom, Maria: "Cress, wait."

[Maria steps out of the house.]

Cress: "Mom! You're still recovering from that illness. You should stay inside."

Maria: "But I was worried about you. There've been monsters about lately."

Cress: "We'll be fine, as long as Chester has his bow, and I my sword. Plus, Dad's here in the village."

Chester: "Don't worry, Mrs. Albane. We're just gonna do some hunting."

Maria: "Well, OK, but... Don't overdo it. Oh, and take this."

[They receive an Apple Gel.]

[Cress and Chester are ready to leave but they check out the village first.]

@MIGUEL

Miguel: "Don't stay out too late, OK?"

Cress: "I know."

@MARIA (in bed)

Cress: "Mom..."

Maria: "..."

Cress: "She's sleeping like a baby. She always works too hard. She's gotta take it easy sometimes."

Chester: "What a great mom you have. I envy you. A magnificent father and a kind mother... What an ideal family."

Cress: "What are you talking about? <sweat drop> I mean, Chester... You have Ami, don't you? I've never seen a sister look up to her big brother more than her."

Chester: "Any why wouldn't she! She's my kid sister, after all!"

Maid: "Quiet down! Sheesh..."

@AMI

Ami: "Oh, Cress. Nice to see you. <heart> I... I made this for you."

[Cress receives a Stuffed Cress.]

Chester: "Hey, it's a Stuffed Cress. Ha ha ha... It looks just like you. Was that what you were knitting so late every night?"

Cress: "Thanks. I'll take good care of it."

Chester: "Hey, Ami, what about me?"

Ami: "Oh, umm... <sweat drop>"

@AMI

Ami: "Oh, Cress. Nice to see you. Going hunting? Well, catch a big one, OK? Chester! Try to keep up!"

Chester: "I don't need you to tell me that!"

@PRIEST (in the Temple of Lenios)

Priest: "Hello, Cress. Is something on your mind?"

Cress: "No no, nothing like that..."

Priest: "We'll be holding a wedding ceremony here soon. Would you lend a hand?"

Cress: "Sure, of course."

Priest: "Thank you. This temple... It was named after Lenios, the founder of Toltus. I want to hold a magnificent wedding worthy of our great founder."

@SHOPKEEPER (at the Item Shop)

Shopkeeper: "Hello, Chester. How's your little sister? Here, give this to her, will ya?"

You got Apple.

[Chester takes the Apple and gives it to her sister.]

Chester: "This is for you."

Ami: "Chester... You got another apple from the man at the grocery?"
crunch "Yummy. <heart>"

[Chester gains the title of Kind Brother.]

[Cress and Chester are about to leave the village for hunting when...]

Tristan: "Hello there, Cress."

Cress: "Leaving already, Master?"

Tristan: "I am. And where are you two headed?"

Chester: "We're going hunting in South Forest."

Tristan: "That will be excellent practice."

[Tristan exits the village. Chester and Cress do so as well.]

[The party heads to the southern forest. There, Chester spots the Wild Boar.]

Chester: "The Wild Boar!"

[The boar runs away.]

Chester: "After it!"

[They go after the boar.]

Chester: "I see it! Over there!"

[Cress and co. move along till they see a big tree.]

Cress: "Huh? It's gone..."

Chester: "I'll go check over there."

[Chester goes south.]

Cress: "I know it went this way."

[Cress checks out the tree. An image of a woman appears from it.]

Woman: "Do not defile the tree..."

[A flash occurs and Cress sees the tree full of life. In a flash the tree returns to its former state. Chester comes back to Cress's location.]

Chester: "Nothing over there. How about you? You OK, Cress?"

Cress: "I'm fine..."

[The boar appears from the west.]

Chester: "There it is!"

[The boar, with three baby boars, attacks Cress and co. Cress and Chester kills it.]

Cress: "It's a big one."

Chester: "This alone should be enough. Let's get back to the village."

[The village bell sounds.]

Cress: "Hey... That's the village's bell! I wonder what's going on!?"

Chester: "Let's find out. Hurry!!!"

[Cress and Chester run back to the village only to see it in ruins.]

Cress: "This...this can't be."

Chester: "I'm gonna check out my house!"

[Chester runs to his house. Cress runs to his as well. He finds his dad lying on the ground.]

Cress: "D-Dad..."

[Maria steps out of their house and then falls down.]

Cress: "Mom!! Hang in there, Mom!"

[Rain starts to fall.]

Maria: "Cress, you must flee. Flee to your uncle's place in Euclid to the north. They're after your pendant..."

Cress: "Who!? Who's after it!? Who the heck did this!"

[Maria does not respond.]

Cress: "Mom, Mom!!! Don't die, Mom... Mom!! Noooooo!!!"

[Cress goes to Chester's house. He finds Chester beside Ami's dead body.]

Cress: "Chester... Chester, it's too dangerous here. Let's go to my uncle's place for now."

Chester: "What about Ami and the villagers? Are you planning to just leave them like this? I can't do that! Go alone if you must! I'm gonna give them a proper burial, even if I have to do it alone."

Cress: "If whoever attacked the village returns, they're liable to kill you, too!"

Chester: "..... Sorry, Cress... It's what I need to do!"

Cress: "Chester..."

Chester: "You go on ahead. It's too risky for us both to stay here. I'll meet up with you later, I promise."

Cress: "I'll hold you to that!"

Chester: "You can count on me. We'll get our revenge together!"

Cress: "Yeah!!!"

[As Cress leave Chester's house, he remembers what her mom said.]

"They're after your pendant..."

Cress: (That pendant my mom was talking about... I wonder if she meant this one that my father gave me...? I better leave quick! Chester will be safer here without me...)

[Before leaving, Cress finds a sword on the upper floor of his house.]

Cress: "This sword... It's not mine nor my father's... Maybe it belongs to whoever attacked the village!?"

[Cress gets Knight Saber.]

#1.02] Capture in Euclid & Escaping Prison #
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[Cress travels to Euclid. He passes by a stone figure along the way.]

Cress: "It's a stone figure? What's a stone figure doing in a place like this? It's impossible to lift... Looks like I can push or pull it, though."

[Cress moves on to the lively town of Euclid.]

Cress: "I'm pretty sure my uncle's house is to the northwest."

@GATE WATCHMAN 1 (in front of Euclid Castle)

Gate Watchman: "This is no place for you to come. Huh? You want to know about the Independent Order of Knights? Well... Umm... As

far as I know... Captain Mars succeeded Captain Miguel as leader of the Knights. He was a master swordsman, comparable to Captain Miguel. But...he hasn't been seen lately. They say he's in his sickbed, so I think he's at home... Where is it? In the northeastern part of the town."

[Cress, being the curious boy that he is, checks out the house in the northeast. There, he finds Mars's Wife.]

Cress: "Are you Mars's..."

Mars's Wife: "That's right. Mars is my husband. Wait, do you know where my husband is!?"

Cress: "Um, no... I came here because I heard from a soldier in Euclid Castle. My father Miguel used to be the Captain of the Independent Order of Knights... The soldier told me that Mars succeeded him, so I came here."

Mars's Wife: "Well, thanks you for your visit, but... My husband is... He's... He's missing."

Cress: "Missing?"

Mars's Wife: "It happened three months ago. He left in the night with his armor on and never returned. I thought it was for work, but... He hasn't been back to the castle either... He's just gone."

Cress: "I'm sorry to hear that..."

[Cress heads to his uncle's house in the northwest.]

Cress: "Hello! Uncle, are you there!?"

Cress's Uncle Olson: "Cress!"

[Cress's Aunt and Uncle welcome him.]

Cress: "Uncle, Aunt, it's been so long..."

Olson: "Cress... You look well. You know, I heard a horrible rumor... Is it true that the village of Toltus was attacked?"

Cress: "It's true... Mom and Dad were both..."

Olson: "So...the rumor was true..."

Cress: "Yes..."

Cress's Aunt Joanne: "Cress... Don't be so glum... Why don't you stay with us for a while."

Cress: "Thank you..."

[Cress talks to Olson.]

Olson: "you must be exhausted, Cress. Why don't you take a rest."

-> 1. Yes

-> 2. No

1. [Correct answer]

2. Olson: "Don't say that, just rest already!"

-> 1. Yes

-> 2. No

1. [Correct answer]

2. Olson: "I see... Well, don't overextend yourself."

That night...

[As Cress is sleeping on his bed when Olson and some soldiers enter the room. A soldier wakes Cress up with his spear.]

Cress: "Uncle, what's this!?"

Olson: "I'm sorry... We had no choice... If we refused, our city would suffer the same fate as Toltus. Please forgive me..."

???: Enough talk. Shut up and do as you're told."

Cress: "Grr..."

???: "Walk!!!"

[The soldiers take Cress out.]

Olson: "I'm sorry... Cress..."

[Meanwhile, at Toltus, Chester has just finished giving some of the village people a proper burial when he hears the steps of horses.]

Chester: "Hm? Someone's coming!!!"

[Chester hides behind a tree.]

Chester: "I wonder if they've come back? Ami, I shall avenge your death!!!"

[The soldiers take Cress to a black-armored man.]

Soldier: "We've captured Miguel's son!"

???: "Excellent work. Heh, I had no idea he had a son as young as you..."

Cress: "It was you guys, wasn't it? You guys attacked the village!"

???: "Hmph, I know nothing of that."

[The man takes Cress's pendant.]

Cress: "Hey, that's mine!"

???: "Thanks for the pendant, kid. Take the kid's weapons and throw him in

the dungeon."

[The black-armored person goes in front of a mirror.]

???: "Heh heh heh... Now, at last..."

[Cress notices that the man's reflection in the mirror was different.
That it was a hooded skeleton appearing in the mirror.]

Cress: (What the!?! That's...)

[The soldiers take Cress in the dungeon.]

Soldier: "Get in there. Stop stalling!"

[A soldier kicks him in jail.]

Soldier: "You'll last a lot longer in here if ya keep yer mouth shut.
Got it?"

[The soldiers leave. Cress stands up and goes near the bars.]

Cress: "Dang it!!!"

[Cress checks the jail door.]

Cress: "It's no use barehanded."

[Cress checks a small hole in the wall.]

Cress: "I can't get out through this hole..."

???: "Can you...hear me?"

Cress: (Was that a woman's voice I just heard...?)
"I can hear a woman's voice coming from that hole."

???: "Give me your hand."

Cress: "W-who are you?"

???: "Please, reach through the hole. I want to help you."

[Cress reaches through the hole.]

Cress: "An earring?"

???: "Hold it up toward the wall. I know you can escape.
You must believe."

Cress: "Hey, wait! Who are you? Well, I guess I'll give this earring
a shot.

[Cress raises the earring and it creates a ball of light.
A hole, with a size enough for him to pass through, is created.]

Cress: "Wow! I'll have to go meet her and say thanks."

[Cress goes through the hole to another cell and finds a dead body of a woman chained on the wall and stabbed by a sword.]

Cress: "How could this be... That hand felt warm... She's impaled by a sword. Who could do such a thing? This might come in handy."

[Cress takes the Long Sword.]

[Cress equips the Long Sword. He uses it to break through the cell. While figuring out how to escape the dungeon, he opens other cells as well. He finds a blonde lady, wearing a white hat, in one of the cells.]

Cress: "Are you alright? No injuries?"

???: "Who are you?"

Cress: "I'm Cress. And your name is...?"

???: "Mint."

Mint: "Um, thank you so much for freeing me. We should get out here as fast as we can. Yes, let's go!!! Please free my mother, too!!! She's in a cell over that way."

[Mint points to the cell where Cress finds the dead body of a woman that's chained on the wall.]

Cress: "Really...? I didn't see...anybody over there. We better hurry!"

Mint: "But... I know I head my mother's voice! She kept telling me that everything was going to be OK. I know it was my mother..."

[Mint looks sad.]

Cress: (She doesn't know yet. I can't let her see her mother's body.)

[Cress and Mint find a way into the Aqueducts.]

Mint: "It looks like a way into the Aqueducts. I wonder how we could open it?"

[Cress pried it open with his sword. They move on till they see something that looks like a magic circle.]

Cress: "What's that?"

Mint: "That's a Memory Glyph."

Cress: "A Memory Glyph?"

Mint: "It's said that by standing on it, your experiences up to that point... ..will be saved as a residual memory."

[Mint & Cress move deeper in the Aqueducts till they meet a devil.]

Spiny Devil: "None shall pass!!!"

[They defeat the devil.]

[Moving on, they reach the exit of the Aqueducts and comes out in a forest.]

Cress: "We should be safe now."

[A slime falls behind Mint.]

Cress: "Mint, look out!!!"

[Cress moves Mint out of the way and gets harmed by the slime instead.]

Cress: "Ack!?"

Mint: "Cress!"

Cress: "I should've been more careful..."

[Cress faints.]

Mint: "Cress... Hang in there, Cress!"

[Steps of horses can be heard.]

Mint: "They must be after us... We better get out of here!"

[Mint carries Cress on her back.]

Cress: "Mom, Dad..."

#1.03] Morrison & the Catacombs #
#####

[Cress appears to be in bed. A man is standing beside him.]

???: "Are you alright...?"

Cress: "You must be the one who helped us. Where are we...?"

???: "This is my home. I'm Trinicus D. Morrison. And you're Cress, right?
Your friend told me your name. She also told me what you've been through
up to this point. I think I got the general picture."

[Mint enters the room.]

Mint: "Cress... You're awake. What a relief..."

[Cress gets up from bed.]

Mint: "Please, Cress, eat this. You'll feel much better."

[Cress eats whatever Mint gives him.]

Cress: "Wow, this tastes great!!! It's unbelievably good! Would you mind
giving me the recipe?"

[Cress receives the recipe for Quiche.]

Mint: "And take this, too."

[Cress receives a Monster List.]

Cress: "What is it?"

Mint: "I'm sure it'll come in handy. Oh, and... Why don't you step outside."

Morrison: "Yes, Cress... Why don't you step outside for a breath of fresh air."

Cress: "Uh, OK."

[Cress goes outside. An arrow flies toward him but he manages to dodge it. The arrow hits a tree.]

Cress: "Whoa!"

???: "Cress, you awake now?"

Cress: "Chester...!!!"

[Morrison and Mint steps out of the mansion.]

Morrison: "I told you I heard your name from your friend. Didn't it dawn on you?"

Chester: "Morrison came to the village after you'd left. With his help, it didn't take long to give everyone a proper burial."

Cress: "Oh, I see. But why were you in our village?"

Morrison: "I was after the black-armored man. If I'd known sooner, I could have saved your village... It was too much for Miguel alone. He couldn't even save Maria..."

Cress: "You knew my mom and dad!?"

Morrison: "I did. We went way back. And you, young lady... I knew your mother, Meryl, very well. Perhaps even better than you did."

Mint: "My mother..."

Cress: "....."

Morrison: "By the way, Cress... Do you know anything about that jewel your father closely guarded?"

Cress: "Actually... He made it into a pendant and gave it to me as a birthday present."

Morrison: "Do you have it with you?"

Cress: "It was stolen..."

Morrison: "What!?"

Cress: "The black-armored man stole it when I was captured. Why is that pendant so important?"

Morrison: "This is terrible... It may already be too late. May the gods help us..."

[Morrison thinks for a while.]

Morrison: "You three stay here. I must visit the Catacombs at once."

Cress: "It's the black-armored man, isn't it? We're going, too! Please, let us get our revenge!"

Morrison: "No, wait here."

Mint: "But...!"

Chester: "Please!"

Morrison: "Sorry, but I'm afraid you'd only get in the way."

Cress: "We might just surprise you!"

Morrison: "Have you ever beaten your father?"

Cress: "No..."

Morrison: "I'm really sorry. If anything bad happened to you kids...
I'd never be able to face your parents in the next life.
Please, you must listen to me."

[Morrison leaves. Cress, Chester and Mint goes inside the house.]

Mint: "Now what are we supposed to do?"

Chester: "You heard what Morrison said, but...
...there's no way I could just sit and wait here."

Mint: "Me, either..."

Cress: "....."

Chester: "Cress... How about you?"

[Cress looks hopeless.]

Chester: "Answer me! We made a pact, didn't we!? We swore to avenge their deaths. Are you going to let what Morrison said stop you!? Hey, I'm talking to you!"

Mint: "Please don't fight, guys! Please..."

[Knocks can be heard. An familiar old man enters the room.]

???: "Who's making all that noise? Hey, Morrison, how about a cup of tea? I suppose that little whipper-snapper has stepped out..."

Cress: "Master Tristan!? What are you doing here?"

Tristan: "Well, well... If it isn't Miguel's son, Cress. I come here all the time for a cup of tea or two. And what might you be doing here?"

Cress: "Actually..."

[Cress tells Tristan what happened.]

Cress: "And that's where it stands now."

Tristan: "Hmm... Morrison said you would only get in the way, did he?"

Mint: "Yep..."

Tristan: "Ho ho ho. That Morrison... He should not get so puffed up...
...just because he can use a smidgen of divine power..."

Mint: "Huh!? Morrison is a Healer, just like me?"

Tristan: "Like you? Well now... You must be Meryl's daughter... A spitting
image of your mother. You are going to be a real beauty."

[Mint turns away, blushing.]

Cress: "Why... Why does everyone we meet seem to know Mint and I? And why do
they also know about our parents? It's freaking me out."

Tristan: "Do you really want to know?"

Cress: "Uh-huh. But what we really want is to get revenge!"

Chester: "Now yer talking Cress!"

Mint: "That's the spirit, Cress!"

Cress: "Morrison may be right about what he said, but... I've made up my
mind! Master, I beg you, let us fight!!!"

Tristan: "I don't see why not. However, you are currently ill equipped.
A peddler stopped by, so you should get everything you need
first. Go to the cave to the southeast when you're ready.
I'll await you there."

[Tristan leaves.]

Cress: "Huh?"

Chester: "What is it, Cress?"

Cress: (That earring I got in the Dungeon is gone. Where could I have lost
it?) "Nothing. Let's go!"

[The trio leave for the Catacombs in the east. Inside, they meet old man
Tristan.]

Tristan: "Good, you're here. Morrison is in the Catacombs up ahead."

Cress: "What is this place?"

Tristan: "Even I do not know. But we must remain vigilant."

Cress: "Got it!"

Tristan: "Very well then... But first, there is something I want to teach
you... You will find this Secret Skill useful."

Cress: "A Secret Skill?"

Tristan: "Yes. Have you completed the third drill yet?"

Cress: "I just finished the fourth drill the other day."

Tristan: "Did you!? Then you should be able to do this one in no time. Now listen very carefully. A Secret Skill consists of two Deadly Skills combined. It is a matter of focusing the mind... ..and disciplining the body. Once you have mastered its two Deadly Skills... then you will finally be able to perform the Secret Skill."

Cress: "I understand, Master."

Tristan: "Now pay attention. This Secret Skill combines Demon Fang and Swallow Dance. It is called Demonic Swallow Kick!"

Cress: "I wonder if I'll ever be able to do that one?"

Tristan: "Why, Miguel mastered that one around the time he turned 14. Trust your lineage. A great man is not made overnight."

Cress: "Understood..."

Tristan: "Now give it everything you have!"

[Cress has learned Demonic Swallow Kick.]

[The party moves on in the catacombs. While exploring it, they find a large statue.]

Cress: "I bet I can move this statue. Huh? Did it just move by itself?"

[The statue turns to be a Golem and attacks them. Cress and co. defeat it. They move the statue to hold a switch on the floor. A door opens and in it lies a treasure chest.]

Cress: "What's this...! I sense a strange power... I better hold on to it."

[Cress gets a Raise Ruby. Cress and co. continue to explore the dungeon. They pass by a previously locked door which opens with the Raise Ruby. They ride on square platforms to move across. While riding one of the platforms, Cress seem to drop something.]

Cress: "Dang it! I drop the Raise Ruby..."

[Cress finds the Ruby on the edge of a room. While trying to get it, the Ruby falls down.]

Cress: "Oops! Now, I've done it. It fell to the floor below."

[Cress and co. find a weird symbol on the floor and step on it.]

Cress: "I wonder what this is?"

[Cress and co. starts to float.]

Cress: "What's this? We're floating! Wow..."

Chester: "....."

[The party uses this ability to pass through the damaging floor below, so they won't get hurt by it. They find the Raise Ruby. They can now explore the catacombs even deeper.]

[Finally, they find Morrison confronting the black-armored man.]

Morrison: "Your evil scheme ends here, Mars Uldole!"

Mars: "Hmph, come to see the show? Seems your friends have come too."

[Morrison looks puzzled. He turns around and sees the trio.]

Morrison: "Why are you here?! After all that I told you...!"

[Mars, the black-armored man, holds a pair of pendants and takes it to a sarcophagus. Sadly, Morrison and the others can't do anything about it because two small-fry soldiers are in the way.]

Morrison: "This is bad!"

Mars: "Ha ha ha... Fools!"

[The pendants seem to start breaking a seal of some sort.]

Chester: "What's going on?"

Mars: "Now to free the Ancient King from the spell that imprisons him."

Cress: "You can't be serious!?"

Mars: "I want you to hear this before you die... The War of Valhalla... A war waged some 100 yeas past... You've heard of it, no doubt. A single King displayed overwhelming power against... an alliance of two greatest nations of that time. His name was Dhaos. However... Even he was defeated by a certain powerful group... One of my ancestors was a part of that group."

Cress: "I don't understand."

Morrison: "His name is Mars Uldole. He's the leader of the group that is attempting to free Dhaos. And you, Mint, and I are the...
...descendants of those who battled Dhaos long ago."

Cress: "I am?"

Mint: "Me, too!?"

Morrison: "That's right. Furthermore, we have lost family because of him... Both you two and I... That fiend... Mars Uldole, is to blame!"

Mars: "So what if I am?"

Cress: "I know you tried to warn us Morrison, but... it's too late now. Chester and I... We're going to... And what about Mint's..."

[Cress, Chester, and Mint move forward.]

Chester: "You're gonna pay for what you did to my sister and the others!!!"

[Something catches their attention... Dhaos gets released from the seal that imprisons him.]

Mars: "Ohhh... The Ancient King Dhaos is free. O mighty Dhaos, Ancient King... Heed my command. I am Mars... Mars Uldole..."

Dhaos: "Heh heh... Fool! Do you not realize it is fate that controls you?"

Mars: "What are you talking about? I broke the spell that imprisoned you. I am your master!"

Dhaos: "I shall kill those who imprisoned me. As for the key that freed me... ..it was I who made you steal it. Shall I remind you? You recall what happened three months ago when you visited me?"

[Mars thinks back.]

Mars: "How d-dare you!!!"

[Dhaos starts to gather energy.]

Morrison: "Uh-oh! Look out!!!"

[Dhaos unleashes an energy wave that destroys the two soldiers. Mars, Morrison, and the others were able to run before it hits them.]

Mars: "What the!?"

Dhaos: "I have no further use for you."

Mars: "No... Noooooooooooo!!!"

[Mars tries to run away but he gets hit with the energy wave. He vanishes in an instant.]

Dhaos: "Foolish mortal... Acting on his own... Without knowing the grand destiny that awaits me... As for the descendants of those who imprisoned me... You there!!!"

[Dhaos points at Morrison.]

Dhaos: "You shall feel my wrath..."

Morrison: "He can't be slain by weapons. I'm going to use my divine power to send you to another place. There, you must learn how to slay him. There's no other way."

Cress: "I don't understand!"

Morrison: "And take this book! Carry on where your parents left off!"

[Morrison starts chanting a spell.]

Dhaos: "Heh heh heh... Die!"

[Dhaos prepares to unleash another wave.]

Chester: "There's no time!!!!"

[Chester runs and takes the blow of the energy wave.]

Cress: "Chester...!!!"

Mint: "Chester, no!!!"

[Morrison's divine power transports Mint and Cress.]

Morrison: "Chester, hang in there!"

Dhaos: "Where did you send them? Answer me!"

Morrison: "Ack... Do you think I'd really tell you!?"

Dhaos: "Heh, you cannot fool me. That was the flash of time travel. I know not where in time you sent them... But you are inexperienced indeed if you yourself cannot time travel."

Morrison: "Yikes...!"

Dhaos: "Heh heh heh heh... Your life ends here!!!"

[Dhaos unleashes a bright light...]

#1.04] The Past: Belladem & Euclid #
#####

[Cress and Mint are lying on a grassland. Cress wakes up.]

Cress: "Chester!!! ...What is this place...?"

[Cress goes to check on Mint.]

Cress: "Mint, Mint!"

[Mint wakes up.]

Mint: "Cress... Where are we...?"

Cress: "I don't know either. What is this place?"

[Cress and Mint goes to the edge of a hill.]

Mint: "It's beautiful..."

Cress: "...Where's Chester? ...Morrison!?"

Mint: "...They must be... They must... No, they are definitely OK..."

Cress: "..."

Mint: "Let's do everything we can now. OK, Cress? Cheer up..."

Cress: "Sorry... I know there's no time to be depressed..."

Mint: "That's not what I meant..."

Cress: "Hey, I know what to do! The book Morrison gave us!"

Mint: "Book?"

Cress took the book out and started reading. The book discussed King Dhaos of old. There was a battle between Dhaos and a certain party a long time ago. At the last instant of this battle, Dhaos traveled through time and escaped to another age. In this other age, Morrison's and Cress's parents... Then Mint's mother... Dhaos was imprisoned. One of the pendants used to cut Dhaos's powers in half was... the pendant Cress received from his father.

Mint: "This means..."

Cress: "So the next thing we need to do is..."

Mint: "Find a way to defeat Dhaos. Anyway, let's find someplace with people first."

Cress: "Right."

[A sound is heard.]

Cress: "!"

Mint: "!"

[A bow appears on the ground.]

Mint: "Hey, that's... Chester's bow..."

Cress: "Chester!"

Mint: "Cress! They must be OK..."

Cress: "Darn!!!"

[Cress and Mint find a village on the east, near their location. It is Belladem Village. As they move north in the village, villagers see them.]

Villager 1: "Hey, who's that over there? Strangers by the looks of 'em."

Villager 2: "Indeed."

Villager 3: "And they're quite young."

Cress: "Um, excuse me. Where are we?"

[An old man enters the scene.]

Cress: "Pardon me..."

???: "Visitors? How unusual. I'm chief of this village. And where might you be from?"

Mint: "Huh? Oh... Um..."

Cress: "I'm Cress. I come from the Village of Toltus. And this is Mint. A divine power was cast upon us... and before we knew it, we found ourselves on the nearby grassland."

Village Chief: "Toltus?... Never heard of it. I don't think anyone has."

[The villagers look puzzled and Cress can't help but drop a sweat.]

Cress: "Really?"

Village Chief: "Hmm... You don't appear to be lying... But I don't know what you mean by divine power. Perhaps you meant magic?"

[Cress and Mint look at each other.]

Cress: "Huh? Magic...? What's that?"

Village Chief: "Somehow I think I can trust you. Won't you come to my house? We could talk more over there. Please follow me."

Villager 1: "This is getting interesting."

Villager 2: "Let's go listen in."

Village Chief: "Oh yes, my name is Lenios. Pleased to meet you."

Cress: (Lenios... I've heard that name before...)

Lenios: "I find it very strange that you know nothing of magic."

Mint: "Well, you don't know anything about divine power, do you? It's the power to heal."

Lenios: "The power to heal...?"

[Mint casts Heal on Lenios. Looks like the old man felt good.]

Lenios: "Ohhh... That sure feels good. But I still don't know what it is. Let's see... Magic is this sort of power..."

[Lenios gathers energy. Cress and Mint look closely.]

Lenios: "Flames, come forth!!!"

[Lenios casts a fireball. It hits something or someone, which doesn't really matter. Cress and Mint look terribly amazed.]

Cress: "Wow... Amazing!!!"

Mint: "Maybe this is the power for defeating Dhaos!?"

Lenios: "What!? Did you just say Dhaos!?"

Cress: "You know about him?"

Lenios: "Of course I do. He is feared and despised across the land! I imagine he's steadily extending his might even as we speak."

Mint: "Really...? But wasn't he just recently released from the spell that imprisoned him?"

Lenios: "Imprisoned...? What are you talking about? Do you mean how long it has been since he first appeared?"

Cress: "Has that much time passed...?"

[Cress thinks for a while. Mint and old man Lenios stare at him until he gets an idea.]

Cress: "Maybe we traveled to the future!?"

Mint: "Huh...?"

[Mint develops an idea of her own.]

Mint: "Oh, I think I get it! This is probably the world before Dhaos was imprisoned!"

Cress: "Hey, I think you're right! The Village Chief here is named Lenios, right? I knew I heard that name before! It's the same name as the founder of Toltus... and the temple in our village! We really are in the past!"

Lenios: "The future? The past? What are you talking about...? It's the year 4202 on the Aserian calendar."

Cress & Mint: "That's 100 years in the past!!!"

Mint: "No way!!!"

[A villager who looks burned hurries inside. I wonder why? heh heh]

Villager: "Village Chief! What in the world are you doing?!"

[That night, the Village Chief is walking back and forth after Cress and Mint told them about the future.]

Lenios: "Amazing. Visitors from the future... I still find it hard to believe."

Mint: "But from what you have said, it appears you are telling the truth."

Cress: "You are free to come to any conclusion you like. But what's really important... is having you tell us about Dhaos and magic. Would you please?"

Lenios: "Very well. It is believed that only magic can harm Dhaos. He cannot be defeated without it. Magic is an absolute requirement. However...you folks cannot use magic."

Cress: "What!? How come!?"

Lenios: "I can tell just by looking at you, for I have Elvish blood in me. you folks are pure-blooded Humans."

Mint: "Elves...? Pure-blooded...?"

Lenios: "Yes. Only Elves or those with Elvish blood flowing in their veins... can use magic."

Mint: "But..."

Lenios: "No need to worry. Simply seek out those who can use powerful magic."

Cress: "Do you know of anyone?"

Lenios: "Now hold on. Are you really serious about defeating Dhaos?"

Cress: "Of course we are! That's why we came here from the future in the first place!!!"

Lenios: "Yes... But--"

Mint: "Please! We must defeat Dhaos at all costs! For the sake of Morrison and Chester!"

Lenios: "There is a man named Claus. He lives in Euclid Village, to the north. He's a bit stubborn and may seem unfriendly when you first meet him... but he is a good man at heart. You should go pay him a visit."

Cress: "Thank you!"

Lenios: "It is the least I could do. When I was your age, I was an impetuous Magic User. I devoted myself to my training so I would be able to protect the world."

Mint: "Chief..."

Lenios: "I know exactly how you feel, but do not do anything reckless. You should rest here tonight. Make yourselves at home."

Cress & Mint: "Thanks."

[Lenios takes them to a room.]

Lenios: "It's late. You should get some rest."

Cress: "OK."

[Lenios goes to sleep beside his wife, Sophia... There is only one bed left.]

Mint: "Umm... Cress...?"

Cress: "Yeah, what is it?"

Mint: [blushing, sweating] "Am I supposed to sleep here, too?"

Cress: "Huh...?"

[Cress thinks for a while, imagines stuff, and finally gets the idea. He turns red.]

Cress: "Oh, uh... Ummm... I'm gonna sleep on the floor..."

[Cress hurriedly moves away from Mint and positions himself on the floor.]

Cress: "N-night..."

[Mint lies on the bed.]

Cress: (A hundred years in the past... I wonder if we'll ever be able to get back to our own time? If we defeat Dhaos here in the past, maybe we could change... the course of history and save Morrison and Chester... Just maybe...)

Mint: "Cress... Are you still awake?"

Cress: "Hm? Oh, yeah..."

Mint: "Let's give it our best shot starting tomorrow, OK...?"

Cress: "Sure..."

[Cress falls asleep.]

Mint: "Cress..."

[Mint gets up and checks if Cress is as asleep. She gets a blanket and covers Cress... aww.]

[That morning...]

Mint: "Cress. Good Morning. The Village Chief gave me this."

[They receive a World Map.]

[Mint and Cress exits Belladem and heads north to Euclid.]

SIDEQUEST-----
2.1.1] Nancy & Elwin Part 1: Euclid Village

[Cress and Mint find a woman under a tree near the entrance in Euclid Village.]

Cress: "Excuse me... Do you mind if I ask what you're doing there?"

Woman: "None of your business..."

[Cress and Mint walk away. Mint stops along the way.]

Cress: "What is it? Mint...?"

Mint: "That woman... She's sick."

Cress: "Really?"

[Cress looks back at her.]

Cress: "She looks fine to me..."

Mint: "Hmph! Cress... You're not too sharp, are you!? She's lovesick..."

Cress: "Lovesick!?"

Mint: "That vacant stare... The faint pain looming over her...
I wonder if there is something we could do for her?"

Cress: (We should mind our own business.)

Mint: "What did she say!?"

Cress: "Nothing really..."

[Cress talks to the woman again.]

Cress: "Um..."

Woman: "Yes...?"

Cress: "Nice weather we're--"

[Mint pushes Cress back. She and the woman can't help but drop a sweat.]

Mint: "Cress! What good is small talk gonna do!? Forget it! Let me handle this!!!"

[Mint goes to talk to the woman.]

Mint: "Excuse me... Is something on your mind? Won't you tell me what's wrong?"

Woman: "Huh? But..."

Mint: "You'll feel better if you talk about it."

Woman: "I've fallen...in love."

[Cress, being the curious lad that he is, goes near Mint and the woman.]

Mint: "I could tell... Who's the lucky guy?"

Woman: "Elwin... He's over at the Weapon Shop."

Mint: "Elwin at the Weapon Shop... Got it."

[Mint and Cress goes to the shop and finds a blue haired lad.]

Cress: "Are you Elwin?"

Elwin: "I am, but... How do you know my name?"

Cress: "Well, you see, there's this girl who cares dearly for you..."

Elwin: "Huh...? Who? What's her name?"

Cress: "Her name...?"

Elwin: "Hurry up and tell me her name."

[Silly couple... Cress and Mint didn't even ask the woman's name. So they go back to the woman to ask her.]

Cress: "Excuse me again. Your name is...?"

Woman: "Oh, forgive me. I'm Nancy."

Nancy: "Elwin..."

[Back to Elwin...]

Cress: "Her name's Nancy."

Elwin: "Oh... Nancy you say. But I don't know if I should meet her..."

Mint: "How come?"

Elwin: "My father's the president of a trading company in Venezia. I'm here in this village on business. But I'll have to return to Venezia soon. Plus, I don't think my father would allow it."

Cress: "Well, how about at least meeting her once?"

Elwin: "No. If I meet her even once, I'll want to see her again... Please give her my best wishes. I better get back to work."

Elwin: "I have work to do."

[Back to Nancy.]

Nancy: "It's not going to work out, is it? I just knew it. After all, his father's president of a company. And I'm just a peasant... It was never meant to be."

Cress: "Nancy..."

Nancy: "Thanks for trying, but it's no use. I'll be OK! Really... .."

[The couple goes back to the weapon shop but finds out that Elwin's not there anymore.]

Boy: "Elwin? He went back to Venezia."

[Still in Euclid, they enter the house to the northeast. They see a long-haired man in front of a bookshelf.]

???: "Milard? Just put my tea over on the table."

Mint: Excuse me... Are you Claus?"

???: "Hm?"

Claus: "I am, but... What can I do for you, young lady?"

Mint: "We want you to help us with your magic."

Claus: "Really?? Oh, you must be a student of the magic arts. If so, talk to Milard back there. The course fee is 380,000 Gald. Upfront..."

Mint: "What? There's a fee? But..."

Claus: "This isn't charity work. Come back when you are ready, princess."

Mint: "Don't call me that!"

Claus: "Sorry, but... You never told me your name. Or have we met somewhere

before and I've just forgotten?"

Mint: "Oh! I-I'm Mint. And this is Cress..."

[Mint turns around, embarrassed.]

Cress: We need magic to defeat Dhaos. Would you help us, please?"

Claus: "Defeat Dhaos? Are you...serious? Hmph, that's quite a tall tale. It's really just an excuse to learn some spells for free, isn't it?"

Cress: "What!?"

Mint: "No!!!"

????: "Claus! That wasn't a very nice thing to say!"

Claus: "Milard!"

Milard: "I can't believe you! I just don't understand you sometimes. You're being rude. Where's your heart for Pete's sake!? You just met them, right? They came pleading for your help, didn't they? Can't you be a bit nicer? You're such an idiot!!!"

[Claus, Cress, and Mint can't help but drop a sweat.]

Milard: "I'm sorry about this... He can be so childish."

[Claus look irritated.]

Milard: "You don't need people like that... I'll introduce you to someone more mature and dependable. Just forget about him..."

Claus: "What!? Hey! What do you mean people like that!? What kind of people!?"

Milard: "Did I say something wrong? Or is it just that the truth hurts?"

Claus: "Enough already! Anyway, who else in this area could possibly help them besides me!?"

Milard: "Hey, he's catching on."

Claus: "Why you...!"

Mint: "Um, we heard that Humans can't use magic. It's true, right, Claus? That's why we want you to join our party. We need someone who can use magic!"

Claus: "Join you?"

Mint: "That's right."

[Claus thinks for a second.]

Claus: "Let's hear what this is all about."

[They move on inside then Cress and Mint tells him their story.]

Claus: "Um...From the future, you say? I find that hard to believe..."

Cress: "I don't blame you for not believing us at this point."

Mint: "In any case, we need magic to defeat Dhaos. Please... Please help us!"

[Claus thinks for a second.]

Claus: "Actually, I'm a Human just like you. I don't have pointy ears, do I? I'm not even Half-Elf. I regret to say I can't use magic either, at least not now."

Mint: "But..."

Claus: "However... One day I will prove that even Humans can use magic! I'm researching summoning as the first step toward my goal."

Milard: "But you can't summon anything yet, can you?"

Claus: "Will you shut up already."

Claus (to Cress & Mint): "Sorry to be abrupt, but would you come with me to Lone Valley? It was Cress and Mint... if I'm not mistaken."

Cress & Mint: "That's us! Thank you so much!!!"

[Claus takes his hat from the table and joins the party.]

Milard: "Oh and... Also... Don't forget this."

[The party receives Collector's Book. Mint gains a new title, "snob".]

@MILARD

Milard: "Be careful. And please take good care of him."

Claus: "That's not a very manly thing to say."

#1.05] Lone Valley & the Forest of Spirits #
#####

[Cress and co. leave the Village and heads east, across a bridge, and reaches a valley.]

Cress: "Where are we?"

Claus: "Lone Valley. The Valley of the Wind Spirit."

Mint: "The Wind...Spirit?"

Claus: "Summoning's a skill for making pacts with Spirits, which can then be summoned. It's similar to magic. Making a pact requires an extremely valuable ring and is very risky."

Cress: "A ring?"

Claus: "Let's just leave it at that for now. I need to speak with the man

who lives here."

[The party moves on inside a house that's near the entrance of the valley. Inside, there is man, who seems to be thinking deeply. The party surprises him.]

Claus: "Excuse me... Are you Bart?"

Bart: "And who are you?"

Claus: "I'm Claus. I want to attempt making a pact with the Wind Spirit."

Bart: "You should wait a while. Do you recall that earthquake? The Spirits have been rampaging ever since. I don't know the exact cause. It's too dangerous to find out by myself."

Claus: "We don't have much time. Also, we'd hope you'd part with your Pact Ring. We'll pay for it..."

Bart: "If you really must go...you may have the Pact Ring for free."

Claus: "Why are you willing to do that?"

Bart: "Well, you see, my daughter disappeared several days ago. She was probably worried about the Spirits and went to take a look."

Claus: "A girl all alone in a place like that!? That's way too dangerous!"

Bart: "Please..."

Claus: "You are willing to give us the ring, so... OK, we'll look for her."

Bart: "Her name's Arche... And she always has her hair in a ponytail. She looks like a tomboy. And she stands out from the crowd."

Claus: "OK, let's go look for her."

Bart: "Oh, and the Wind Spirit dwells at the very end of the valley...
...across a rope bridge."

[The party receives an Opal Pact Ring.]

Bart: "Oh, and before I forget... You should bring a Pickaxe and Rope. You'll need them, no doubt. The valley's a dangerous place. Where can you buy them? I'm sure they sell such equipment over in Hamel."

[The party goes on to buy Pickaxe and Rope at Hamel. While in there, they find Nancy at an inn.]

SIDEQUEST-----
[2.1.2] Nancy & Elwin Part 2: Hamel

[She is talking to a Female Swordsman.]

Cress: "Nancy, is that you?"

Nancy: "Oh, Cress. Thanks for all your help."

Cress: "What are you doing here!?"

Female Swordsman: "She just had to meet her beloved. I'm a traveler. I had planned to travel to Venezia anyway. So I brought her along with me."

Cress: "Oh, I see..."

Nancy: "I wanted to tell him in person..."

Female Swordsman: "She's hopelessly in love."

Nancy: "Elwin..."

[Cress's party returns to Lone Valley. They explore the valley, enters a cave, and finds a quadruplet of little monsters.]

???: "I can't bear it..."

[They fight and defeat the 4 Sylphs.]

Sylph: "The evil wind from Daemonium is causing us to go insane."

[The Sylphs disappear.]

Mint: "Evil wind from Daemonium?"

Claus: "I get it now. They're under the grip of Miasma!"

Cress: "Miasma...? And what did she mean by causing them to go insane?"

[Mint and Claus stare at Cress.]

Mint: "What is the Miasma?"

Claus: "It's an evil wind from Daemonium. There must be some sort of rift between our world and... Daemonium that's allowing it to escape into this area. Humans can tolerate it to a degree, but it seems Spirits can't."

Mint: "And so that's why those Spirits earlier were acting like that..."

Cress: [goes between Mint & Claus] "Then I guess we'll just have to plug up that rift or hole or whatever it is. Let's go take a look."

Claus: "OK."

[They leave the cave and move north. They see a cyclone.]

Claus: "That's the physical manifestation of madness. It must have sprung from the insanity of those Spirits."

[They reach the end of the valley, but the Spirit's not there.]

Cress: "Sylph's not here... Maybe it's because of the Miasma?"

[Moving on, they enter the cave and find another group of Sylphs.]

???: "I can't bear it... Help..."

[They defeat the Sylphs and move on till they see a boulder.]

Cress: "I think we can move that boulder. If we plug that hole with it, then..."

[They move the boulder to a hole on the floor that's leaking the Miasma. But that's just one of them. They move forward and down a big hole. They reach another area that's filled with Miasma.]

Claus: "This is just like Daemonium as told in ancient tales! The whole place is teeming with Miasma, and Demons roam free. We should avoid any Demons we see! We can't possibly defeat them!"

[A demon appears in front of them, but quickly disappears.]

Mint: "What are we gonna do!?"

Claus: "It's all because of the Miasma. They can't survive without it."

[They find the holes that are leaking the Miasma and plug them with boulders. They went back up and leave the cave.]

Claus: "OK! That should take care of the Miasma streaming into our world. Now let's go meet Sylph. Bart said we'd find her across the rope bridge that lies further on. Let's go."

[They go to where they're supposed to be able to meet Sylph. Sylph appears.]

Sylph: "So you're the ones who cleared the Miasma for us..."

Claus: "I'd like to make a pact with you, Wind Spirit, in accordance with... the command of the Ancient Ring."

Sylph: "I shall help you. But there is one thing I must first request."

Claus: "Now this is unusual... A spirit requesting from a Human?"

Sylph: "Yes. Even if we make a pact, it will soon all be in vain if you don't act now. That much I am sure of."

Claus: "I don't understand. Please explain."

Sylph: "Magic, the source of our power is fading from this world. Without it, both Spirits and the magic arts will be lost forever."

Claus: "What!? But why...!"

Sylph: "Go see the Great Tree, Yggdrasill, which grows in the Forest of Spirits. With this, you'll be able to speak with the Spirit that dwells within. The Spirit may be able to tell you what must be done."

Claus: "OK. Let's go. Oh, wait... There's something we wanted to ask. Did you ever come across a young girl lost here in this valley? Please try to remember."

Sylph: "You are the only ones to visit our valley in the past few months.
Sorry, but I haven't seen anyone else..."

Claus: "I see..."

Sylph: "Let us make a pact. Please ready the Opal Ring."

[Claus takes out the Opal Ring.]

Claus: "I beseech you great Wind Spirit. Submit to me, as decreed by the
covenant of this ring. My name is Claus..."

[Claus successfully makes a Pact with Sylph. He can now summon her.
The party gets an Elemental Orb. Claus also gains the title of Tamer.]

[Cress and co. run back to the entrance of Bart's Cabin, where Bart eagerly
awaits their return.]

Bart: "Looks like you did it! The wind's back to normal."

Claus: "Yeah."

Bart: "And...?"

Claus: "There was no sign of your daughter in the valley... We even questioned
a Spirit that regained her senses, but..."

Bart: "I see... Where could Arche have gone..."

Mint: "Please hang in there. We'll go ask about your daughter in the town
we're heading to next..."

Bart: "Thank you..."

[Bart returns inside his cabin.]

Claus: "OK... Let's make for that Forest of Spirits Sylph mentioned."

Mint: "It was south of Belladem Village, wasn't it?"

Claus: "Yep."

[Cress and company head south of Belladem to the Forest of Spirits.
There, they find a big tree in the end.]

Claus: "Is this the Great Tree, Yggdrasill, that Sylph spoke of?
Hm? What's happening!?"

[The tree sparkles. And a female spirit appears from it.]

Cress: (I know this tree...)

Tree Spirit: "Can you see me? Can you hear me? Please listen. I need to warn
you... I need to warn you that the end is near."

Cress, Mint, & Claus: "..."

Tree Spirit: "I am Martel, the Tree Spirit who dwells within Yggdrasill."

The hour of the Great Tree's death nears."

Claus: "What are you talking about...?"

Martel: "Mana, the source of all Spirits and magic, is born of this tree.
Did you not know?"

Claus: "What! Really? Could this tree produce enough mana for the entire world?"

Martel: "It is true..."

Claus: "I find that hard to believe... It defies reason."

Martel: "Perhaps you will believe me once the tree withers and dies...
...and all Spirits and magic are lost for all eternity..."

Claus: "....."

Cress: "I think she's telling the truth! Where we live, 100 years from now,
magic doesn't even exist! Plus, I've seen this tree before! But it
was dead..."

Claus: "Are you positive? If so, then..."

Martel: "Yggdrasill can endure for all time as long as it has mana.
But without it, the Great Tree shall wither and die. Mana depletion
by magic alone would not normally harm the tree."

Claus: "So then what's the problem?"

Martel: "I know not... Perhaps some powerful force is consuming vast amounts
of mana."

Cress: "How can we save the tree? There'll be no stopping Dhaos without
magic."

Claus: "And all my research will have been in vain."

[Martel disappears in a flash.]

Claus: "Wait! I still have questions!!!"

Mint, Cress, & Claus: "..."

Mint: "Maybe I could help."

Claus: "Hm?"

[Mint casts Heal on the tree.]

Mint: "It didn't work... If only I was as powerful a Healer as my mother..."

Claus: "It's probably not that simple..."

Mint: "But we're going to change the course of history, aren't we? I mean,
it should be possible to defeat Dhaos... before he travels to the
future!!!"

Claus: "That's true. If we could eliminate whatever is consuming all that

mana--"

Cress: "Easier said than done. We don't even know what to do next."

Claus: "Among the Spirits I've discovered thus far... 'Luna' is the most powerful. The ring I need to make a pact with her... lies in Morlia Mineshaft. At least that's what I've heard."

Cress: "The Morlia Mineshaft?"

Claus: "The ruins of an ancient Dwarven mine located in the Kingdom of Alvanista. But that's all I know."

Mint: "Alvanista?"

Claus: "That's right. The Kingdom of Alvanista has the most advanced magic in the world. We should be able to get the information we need there. To get to Alvanista, we should... take the ship that departs from the port town of Venezia to the north."

#1.06] Hamel, Venezia & the Isolated Island: Rhea & Demitel #
#####

[To Venezia, then! On their way, they past by Hamel, which is in... ruins.]

Claus: "The town's..."

Mint: "This is terrible..."

Claus: "No survivors?"

Cress: "..."

[The look around the town and finds a pink haired girl standing in the middle of ruins. Cress talks to her.]

Cress: "Are you alright!?"

Young Girl: "Yes... At least I'm not injured."

Claus: "What in the world happened here?"

Young Girl: "It was Demitel..."

Claus: "Who's Demitel?"

Young Girl: "The Magic User who attacked the town. My parents were killed, too."

Cress: "I'll help you get revenge!"

Young Girl: "Really?"

Claus: "Now hold on a second! We don't have time for that."

[Silence.]

Mint: "But..."

Claus: "Not you, too, Mint!"

Cress: "I know we're in a hurry, but... I just can't...!!!"

[Claus looks puzzled.]

Claus: "What was that all about?"

Cress: "..."

[Cress thinks back... 100 years in the future, where he finds the bodies of his mother and father lying on the ruins of Toltus.]

Cress: "Nothing... I just can't walk away from this..."

Claus: "..."

Mint: "I... I agree with Cress."

[Claus looks irritated.]

Claus: "Fine... Let's hear what she has to say. We might even get some information on magic out of it."

Young Girl: "How could I ever thank you... All I can offer is my sincere gratitude. Oh, and I haven't introduced myself... I'm Rhea Scarlet. I don't know where to find Demitel, but... I saw him head north as he left."

Claus: "I see... So, we just might find him... if we head toward Venezia."

Mint: "I'm Mint. This is Cress. And that's Claus over there. Nice to meet you."

Rhea: "The pleasure's all mine."

[The party takes Rhea and leaves for the port city of Venezia.]

SIDEQUEST-----
2.1.3] Nancy & Elwin Part 3: Venezia

[Cress and co. find Elwin in his company in Venezia. Cress approaches her.]

Elwin: "Hey you guys... How's it going. I don't have much to offer you in terms of hospitality, but welcome."

[They leave the company and heads to the inn, where they find Nancy.]

Nancy: "And you are...?"

Mint: "So, what do you think? Is it going well?"

Nancy: "Well..."

Cress: (Something must have happened again...)

Mint: "Is there anything we can do to help you?"

Claus: "Hey, we don't have time to waste here, you know..."

Help her?

-> 1. Yes

-> 2. No

1. [Correct answer]

2. Cress: "I'm sorry, but we're in a hurry..."

Nancy: "I can go as far as the front of his company, but... My legs start shaking and I can't go inside..."

Mint: "OK, so all we have to do is set up a meeting with Elwin?
We can do that."

Nancy: "Elwin..."

[They go to Laiott Trading Company, where Elwin is.]

Elwin: "Hey you guys... Did you need something?"

Cress: "I just wanted to say that Miss Nancy has come to this town."

Elwin: "What!? Nancy..."

Mint: "She really wants to see you... Can't you just see her one time?"

Elwin: "Well... OK. I'll meet her...in front of the central fountain."

Cress: "Alright, I'll tell her."

Elwin: "I'll be right there."

[Cress and co. go back to the inn to tell her the news.]

Cress: "We set up a meeting! He said he'd wait for you in front of the central fountain."

Nancy: "Oh, thank you! How can I ever thank you..."

Mint: "Don't worry about us, just hurry up and go see Elwin!"

Nancy: "OK!"

[Nancy runs to the central fountain while Cress & the others follow her.]

Nancy: "I wonder if he'll really come for me..."

Cress: "I told you, he'll be here! Look, there he is now."

[Elwin comes to the scene.]

Elwin: "You're...Miss Nancy?"

Nancy: "Yes..."

Mint (to Cress): "Let's go, then."

Cress: "Yeah."

Elwin: "Thank you. If I'd known she was so amazing, I'd have wanted to meet her long ago."

Nancy: "Umm, err..."

[Still in Venezia, they go to the Mayor's Estate and talks to the Mayor.
He looks familiar, by the way.]

Mayor: "I'm the mayor of Venezia. Huh? What, you didn't know that? By the way, where are you folks from?"

Cress: "From southern Euclid."

Mayor: "Do you mean from Belladem, per chance? Does a person by the name of Lenios live there?"

Cress: "Um, yes, he's the mayor."

Mayor: "What!? So, he's become the mayor... He's my twin brother, you know. He said he wanted to develop southern Euclid. He left this town ten years ago. If you see him, please give him my regards."

Mayor: "I'm holding a party downstairs. Care to join us?"

[Downstairs, they encounter a couple who are talking about Demitel.]

Girl: "We were talking about Demitel. Demitel was a Half-Elf who could use magic. He used to research magic in this town, a long time ago. They say he helped people with his work. But a year ago... He was like a changed man. He suddenly threw away his research. He moved to an isolated island far away to the west."

Cress: "The Isolated Island of the West?"

Claus: "The Isolated Island of the West... We'll need a boat to get there. Let's go to the harbor. Maybe the captain will take us there."

[And so, the party goes to the harbor. The party gets aboard a ship that apparently travels to Midgard. But things aren't so good there so it doesn't travel to there anymore. They talk to the Captain.]

Captain: "What? You need a ship? If you're not here on business, get outta here!"

Cress: "We'd like you to take us somewhere..."

Captain: "Oh, a customer! Please excuse my poor manners! So, where to?"

Claus: "Please take us to the Isolated Island of the West."

Captain: "The Isolated Island of the West? Ah yeah, I know that island. That's where Demitel lives. That'll be 400 Gald per person for round-trip passage, food and insurance. The total cost will be

1600 for your entire party. Ready to go? Time to sail!"

[The ship reaches the isolated island. It docks on the port.]

Captain: "Be careful, now. You can rest in the sleeping quarters down below whenever you want. Come speak to me whenever you want to return.

[The party leaves the ship and reaches Demitel's mansion.]

Claus: "Is this it? What an amazing place."

Cress: "I just wanna know why Demitel had to attack Hamel."

Rhea: "I bet it was just to show off his power. As for his master, he even..."

Mint: "He what? Killed him...?"

Rhea: "That's right. He killed my father, and then... Murdered my mother, too..."

Claus: "Let's hurry up. I can't bear to let a fiend like that live another minute longer!"

[Then they go inside the mansion. They find a magnificent looking tree.]

Cress: "What a magnificent tree."

Mint: "There's nothing particularly strange about this place."

Claus: "Hm? Did that tree just move?"

Cress: "It's just your imagination. Even if it did, trees are all bark and no bite."

Mint: "Was that supposed to be funny?"

Claus: "It is moving!"

[The tree turns out to be an Orcrot, a monster. The party gets rid of it. Finally, they encounter...]

???: "You're a disturbing looking bunch."

[They move forward and see a blue haired man with red bangs.]

Cress: "You must be Demitel!"

????: "The one and only."

Demitel: "But what's it to you?"

Cress: "You killed Rhea's parents! Prepare to die!!!"

Demitel: "Oh... So you knew the Scarlets, did you? I would never harm the one whom I looked up to as my master. You must be mistaken. They died in an accident. That's the simple truth."

Cress: "Liar!!!"

Demitel: "Who in the world told you I killed them?"

Cress: "She did... Rhea knows you did it!!!"

Demitel: "Let me fill you in. My master's daughter Rhea...
...perished along with her parents in that unfortunate accident.
Now I advise you to leave now while you still can."

[Claus, Cress, & Mint look shocked as that is not the story they heard from Rhea.]

Demitel: "I don't know who she is or what she's up to, but...
...her story is full of holes. She doesn't even look anything
like Rhea!"

Rhea: "..."

Claus: "So who's telling the truth?"

Cress: "Rhea, tell me he's a big fat liar!"

Rhea: "..."

Demitel: "How about you leave me the girl... and I'll let you explore the
place to your heart's content."

[Demitel starts walking and passes by a mirror. His reflection looks like
a hooded skeleton. Like how Mars's reflection look like earlier in the game...
100 years later, that is.]

Cress: "Look at his reflection...!!! Now we've seen you for what you really
are! You're just another one of Dhaos's minions!"

Demitel: "What!? Bah, you can see that?"

[Demitel starts gathering dark energy.]

Cress: "Hide, Rhea, hide!!!"

[Rhea runs.]

Demitel: "Mwahahaha!!! Do you really think you're going to get out of here
alive!? Prepare to meet your maker!!!"

[Demitel, a Golem, & a Lilite attacks the party.
Cress and the others defeat them.]

Claus: "I wonder if this was really the right thing to do?"

Mint: "Rhea!?"

Claus: "Are you OK!?"

Rhea: "Thank you...for... believing me..."

Mint: "Hang in there!"

Rhea: "N-now...I can join my parents."

Mint: "No!"

Rhea: "But, I have one last wish... Please take care of...my dear friend..."

Cress: "Rhea, no!!! What 壇 she mean by dear friend...?"

[Rhea dies.]

Mint: "Rhea!!!"

[Sparkles of light come down to Rhea. An angel comes out of her body and flies away.]

Mint: "Did you see that!?"

Cress: "Yeah!!!"

Claus: "What was it?"

[Silence. Mint notices something.]

Mint: "There's something in Rhea's hand. It looks like...a ribbon..."

Cress: "A ribbon?"

[Rhea wakes up. Everyone is shocked.]

???: "Where...where am I? Where's Rhea? What happened to Rhea?"

Mint: "Rhea...?"

???: "Rhea...? No!!! I'm Arche... not, Rhea..."

Claus: "You're...Arche?"

[The party takes Arche to Bart in his cabin in Lone Valley.]

Bart: "Arche!"

Arche: "Sorry... I..."

Bart: "Don't worry about it. I'm just happy you came home..."

Arche: "Sorry, Daddy..."

[Arche cries. Mint & Claus exit the cabin. Mint pulls Cress out.]

Claus: "She lent her body to the grieving soul of her dear friend...
...who could not find peace until it had revenge upon its foe..."

Mint: "So I guess Rhea's gone to a better place...?"

Cress: "She must have..."

Claus: "Only a skilled Magic User like that Arche could have pulled it off.
Absolutely amazing."

[Arche comes out of the cabin.]

Mint: "Rhea! Oh... Sorry..."

Arche: "No sweat... It was Mint, right? It's my fault for not putting my hair in my trademark ponytail."

[Arche puts her pink hair in a ponytail.]

Arche: "How do I look?"

Mint: "Um... You look great that way."

Arche: "Thank you for helping Rhea. <heart> Now it's my turn to help you guys. This is from my dad. Just something to say thanks."

[Cress's group receives Aquamarine and Ruby Pact Rings.]

Arche: "Well, what are we waiting for!"

Cress: "Yeah! Off to Alvanista!"

#1.07] The Ship & Alvanista: Saving the Prince and Getting the Mineshaft Pass #
#####

SIDEQUEST-----
2.1.4] Nancy & Elwin Part 4: Venezia Again

[Cress's party passes by to the second floor of the Laiott Trading Company building in Venezia and sees a scene.]

Elwin's Father, Douglas: "I'll be the one to decide who you marry!
No country girl is good enough for you!"

Elwin: "Why do you have to be the one to decide who I marry!?"

Douglas: "You just do as I say!"

Elwin: "I'm not your slave!"

[Nancy runs away.]

Elwin: "Nancy!!!"

Douglas: "Forget about her!"

Elwin: "You care about what you think!"

Douglas: "That's enough of your sass!"

[Elwin runs after his love.]

Douglas: "Elwin! Fool of a son!"

[Cress talks to Douglas.]

Company President: "Who are you people? How dare you barge in here!?"

[The party exits the building and finds Nancy at the central fountain.]

Nancy: "What should I..."

[The party finds Elwin behind a pillar, watching Nancy.]

Elwin: "What should I do?"

[Cress decides to encourage Elwin.]

Cress: "Keep your chin up, Elwin."

Elwin: "But there's no way my father will approve..."

Claus: "You should probably just elope."

Mint: "Claus! How could you say that!"

Elwin: "No, he's probably right."

Mint: "But..."

[Elwin moves forward and takes Nancy to elope.]

Claus: "I'm sure he'll handle things just fine."

Cress: "You think so?"

Claus: "That's love for you. You guys'll understand better when you're a little older."

[Off to Alvanista then! The party finds a ship in Venezia, the Alvanista Liner.]

Cress: "Captain, when the heck is this ship sailing?"

Captain: "How should I know? Alvanista could be attacked by Dhaos at any time, you know. I can't sail to such a dangerous place. What can I do?"

Cress: "Arche?"

Arche: "Hey, Captain. <heart> Could you do me a favor? Please? If you do, I'll make it worth your while. <heart>"

Captain: "... Bah, how could a kid like you afford my services."

Arche: "Why, I'll have you know..."

Claus: "Captain, we'll pay you price. Please, take us to Alvanista!"

Captain: "Well... Fine."

[Arche gains the title of Negotiator.]

Captain: "That'll be 200 Gald per person for passage, food, and insurance."

The total cost will be 800 Gald for your entire party. Ready to go?
Time to sail!"

[The ship travels to Alvanista. The party decides to feel the sea breeze on the deck.]

Arche: "I just love the sea breeze."

Mint: "Yeah, it feels great."

Claus: "Hey, Cress. Which one are you after?"

Cress: "Huh? What are you talking about?"

Claus: "Mint and Arche, who else!? So, which one are you after?
Mint... She's prim and proper. I like that in a girl.
Arche on the other hand... She's a little firebrand. It's hard to turn your back on a girl like that!"

Cress: "Now hold on a second! I-I... I've barely gotten to know them yet!"

Claus: "Oh, come on... OK then... Shall I pick first?"

Cress: "Claus!!! What about Milard!"

[Cress & Claus gets the ladies' attention.]

Claus: "What are you talking about!? She's just my assistant!"

Cress: "Oh, really?"

Arche: "Hey, guys. Whatcha talking about?"

Claus: "Oh nothing... Nothing at all. And it has nothing to do about you two."

Arche: "Oh come on, tell me!"

[A man wearing a bandana goes near them.]

???: "Are you guys adventurers?"

Claus: "Something like that... And you are..."

???: "The name's Meia... the wandering Swordsman."

Claus: "Are you a mercenary?"

Meia: "Nope. I'm gonna go explore the Morlia Mineshaft."

Cress: "The Morlia Mineshaft?"

Meia: "Yeah, you know, the ruins of the Dwarven mine. You must've heard of it before. These days, you need permission from Alvanista to even enter."

Claus: "Do you think you'll get it?"

Meia: "I have a contact over at the Adventurer's Guild, so... Oh... I suddenly feel really hungry... Well, see ya later."

[Meia goes down to eat.]

Arche: "I'm hungry, too."

Claus: "OK, let's go get a bite to eat, too."

[Cress's party goes to the Dining Area.]

Claus: "Let's see... Where should we sit..."

???: "Hey, guys!!!"

[Cress & co. realize that it's Meia that's calling them.]

Meia: "Come join me? We'll have a blast."

Claus: "OK. There really isn't anywhere else to sit, anyway."

[Claus and the others sit near Meia.]

Meia: "They have an all-you-can-eat special tonight. You in?"

Claus: "Sounds great!"

Meia: "Here's to new friends!"

Claus: "Cheers!"

Meia: "Hey, waiter. Keep it coming!"

[One hour later... Claus, Meia, and Arche are still eating.]

Cress: (How long can they keep eating like this?)

[Two hours later... Claus and Meia are still eating.

Arche fell asleep already.]

Cress: "Arche, you OK?"

Mint: "Don't worry. The worst that can happen is a little heartburn."

[Three hours later... Cress and Mint disappears from the table.

Arche's still asleep while Claus & Meia are still eating.]

Meia: "So, I stayed up all night working, but... it turned out to be all for nothing!"

Claus: "Aha ha ha ha!!! What a great story!!!"

Meia: "By the way..."

Claus: "Yes?"

Meia: "Just between you and me..."

Claus: "Uh-huh? Stop beating around the bush, already!"

Meia: "I'm not really heading for the Morlia Mineshaft."

Claus: "You're not?"

[Arche starts sleep talking.]

Arche: "Oh dear!!!"

[Claus & Meia look surprised.]

Arche: "Stop, Cress... We shouldn't... <heart>"

Meia: "My true mission is to sell some secret information about Alvanista... through a contact of mine over at the Adventurer's Guild."

Claus: "Information...?"

Meia: "Yup. Things may look peaceful in Alvanista, but in reality... it's already under the control of Dhaos for the most part. Bet ya didn't know that!"

Claus: "What!? How's that possible?"

Meia: "I'll tell you... It seems that Prince Laird, the sole heir to the throne of Alvanista... is under the control of one of Dhaos's minions. That's why Alvanista and the great kingdom of Midgards to the east... have not openly opposed Dhaos's ambitions."

Claus: "Wow. I'm speechless..."

[Arche starts talking again. Claus & Meia are shocked.]

Arche: "Stop... We really shouldn't... <heart> Cress..."

Meia: "Anyway... You can't tell anybody about this. Well... We should call it a night."

Claus: "Yeah."

[Meia stands up and leaves.]

Claus: "Arche. You'll catch a cold if you sleep there all night."

Arche (asleep): "Cress, you dummy..."

Claus: (What the heck is she dreaming about?)

[Claus carries her on his back.]

Claus: "Guess I'll have to carry her back. Heave ho..."

[Claus takes her to the party's cabin.]

Claus: "Hey, Arche. We're back in our cabin."

Arche: "My stomach hurts. I think I ate too much."

[Everyone goes to sleep.]

[The next morning, someone knocks the door of their cabin, waking Cress up.]

Cress: "Oh, Meia. Good morning. Is something wrong?"

Meia: "....."

[Claus wakes up.]

Claus: "Cress! Look out!!!"

[Meia is about to attack Cress but Claus stops him.]

Cress: "Claus, what's going on!?"

[Meia runs out of the cabin.]

Claus: "Cress, out there! Meia's under someone's or something's control!"

[Claus falls down.]

Cress: "Claus... Are you OK!?"

Claus: "Uuuhhh..... I think I'm gonna be sick... I ate too much last night..."

Cress: "Claus, you just stay there and rest. I'll go check it out!"

@CLAUS

Claus: "I think I'm going to be sick. Oh, aching belly..."

@ARCHE

Cress: "Arche, we're under attack! Get up!"

Arche: "No can do... I have an upset stomach... I think I have the flu..."

Cress: "This is bad."

[Arche gains the title of "Delicate Flower".]

@MINT

Cress: "Mint, Mint, we're under attack! Wake up!!!"

Mint: "I feel awful... It's like I'm seasick or something..."

[Oh wow, looks like Cress has to take care of things himself. He goes up to the deck.]

Captain: "You! Do something about that fool now! He's been rampaging like he's possessed or something!"

[Cress talks to Meia.]

Cress: "Meia! Get a hold of yourself!!!"

Meia: "H-help me..."

[Cress stops Meia.]

Claus: "Cress, are you OK!?"

Cress: "Meia was possessed by a demon... One of Dhaos's minions, no doubt."

Claus: "He was trying to kill us because of what we learned about Alvanista. Meia... He's dead... We have to be more careful from now on. Dhaos knows about us now..."

[The Alvanista Liner continues to Alvanista. They reach the port.]

Claus: "Thanks, Captain."

Captain: "Don't mention it. These days, people have to help each other out to survive. See yah later."

Arche: "Thank you, Captain. <heart>"

Mint: "Thank you very much."

Cress: "Alright, let's hurry to Alvanista Castle. We'd better hurry up and save the Prince..."

Claus: "Wait a sec, I've got an idea. Let's talk about our future plans after we get to the inn."

[The party goes to Alvanista Inn. That night...]

Claus: "I was thinking... If Dhaos has support inside the royal court... We'll have to be careful not to make any foolish moves, or we might walk right into a trap. Rather than learning something new about magic, we might wind up in danger for our lives."

Mint: "Then...what should we do?"

Claus: "Just this...We must rescue the Prince, even though he's under the sway of Dhaos's people."

Cress: "Wha'!? You mean infiltrate the castle?"

Claus: "That's exactly what I mean. Now, how are we going to sneak in..."

[Silence... until Claus thought of an idea. He starts staring at Arche. Cress and Mint stare at her too.]

Arche: "What's wrong? Why does everyone look so grim? Don't tell me you want to use my broom...?"

[Everyone nods.]

Arche: "Are you guys kidding? I can only take one person on it at a time."

Claus: "Please! Dhaos's people must be somewhere near the Prince."

Arche: "Hmm... OK. Want to go sneak in tonight? Since the moon won't be up, it'll be the perfect night for it."

Mint: "But don't you think it'll be dangerous to just go all of a sudden like that? Don't we need to prepare some gear, or something?"

Cress: "Alright, let's go!"

[Arche takes everyone on her broom one by one. They wind up in the castle's balcony.]

Arche: "Phew... We all made it. <sweat drop>"

Claus: "OK, let's go check the Prince's bedroom. Quiet, everyone..."

[The party sneaks in. They get past all the guards and reaches the Prince's room.]

Cress: "Where are we?"

Claus: "It's so dark I can't see a thing."

????: "What do you want?"

[The lights turn on.]

????: "I am the Prince of this kingdom. You have a lot of nerve sneaking into my room."

Claus: "You're Prince Laird?"

Laird: "Help, intruders!!!"

Claus: "Damn!"

Cress: "The guards will be here any second!"

Laird: "Ha ha ha! They'll be here any moment. What are you going to do now?"

Arche: "What now? This is bad!"

Claus: "Who's ever controlling him must be around somewhere... Hm...?
What's that parrot doing here? That's it! It must be the parrot!"

[Cress & Arche try to catch the parrot but it flies away to the Prince. She turns to a demon.]

Arche: "You're joking, right!? I mean, just look at it. It's so cute!"

Jahmir: "I am Jahmir. But let's dispense with pleasantries, shall we?
After all, you're going to be dead in a moment, anyway. I thought
I'd just sit here and enjoy watching your capture, but I've changed
my mind. <heart> Prepare to die!!!"

[Cress's party battle Jahmir and defeats her.]

Cress: "Phew, we did it."

Mint: "What about the Prince?"

[The Prince wakes up.]

Laird: "What in the world happened to me...!? And who are you people!?"

Mint: "We're--"

Laird: "Help, intruders!!!"

Mint: "Not again..."

[Four sentries enter.]

Sentry: "Are you all right, Your Highness!?"

Laird: "I'm fine. But forget about me! Seize these intruders at once!"

Sentry: "Yes, Your Highness!"

Claus: "There's no point arguing now. They wouldn't believe anything we'd say, anyhow. Let's surrender and see where it goes from there."

Arche: "Surrender? No way! I'm not gonna eat prison food!"

Claus: "I'm guessing the King and his closest aides will be able to figure out what happened."

Mint: "You mean he'll let us go once they realize the Prince is back to normal?"

Claus: "Bingo."

Sentry: "What are you blabbering on about!? Surrender now or suffer the consequences!"

[The party is sent to jail.]

Arche: "What's gonna happen to us?"

Claus: "I already told you, don't worry. They're bound to let us go once they realize the Prince is back to normal."

Arche: "Hmph! I can't stand it anymore! This dungeon air is just terrible for my skin..."

[After a few seconds, a mage and a sentry comes.]

????: "Treat them courteously during the audience with the King."

Sentry: "Huh? An audience with the...? Yes, my Lord!"

????: "I am Lundgrom, Court Magic User of Alvanista."

Lundgrom: "The King himself would like to ask some questions about what you were doing in his castle. You are to be released for the audience with the King."

Arche: "I knew it!"

[Cress's party is taken to the King.]

Lundgrom: "Tell us what you were up to sneaking around the castle."

Claus: "We came to help the Prince."

Prince Laird: "Don't believe such nonsense!"

King: "Silence, Laird. I want to hear what they have to say."

Claus: "We require the power of the magic arts. We've been scouring the land in search of more powerful spells."

Lundgrom: "Why?"

Claus: "To defeat Dhaos, who they say can only be harmed by magic."

King: "To defeat Dhaos!? So you are merely a band of thieves who just happened to save Laird? I just wanted to set the record straight about whether you intended to help my son from the start. Regardless, I thank you from the bottom of my heart."

Prince Laird: "I was under Dhaos's control? Is this true, Father?"

King: "It is. And because of that, we have not been able to join our ally... ..in preparing for the coming war. I imagine that is actually what Dhaos had intended."

Cress: "War? What war?"

Lundgrom: "Surely you must have heard rumors during your travels? Our kingdom and our ally Midgar are on the brink of war with Dhaos."

Claus: "Yes, we're aware of the situation."

King: "Once you feel that your quest for powerful spells has proven fruitful... I would ask that you lend your support in the coming war."

Claus: "We will, Your Majesty."

Lundgrom: "We found this on the body of that monster you killed. You should take it. Also..."

[Lundgrom gives Claus a book.]

Claus: "It's a magic arts book! Can I really keep it?"

Lundgrom: "By all means. The beast also had this. Please take it."

[Lundgrom presents a spear to Cress.]

Cress: "This is--!"

Lundgrom: "Gungnir... A spear said to have been made for the Final Battle of the Gods. It is yours now."

King: "Please come see us anytime, whatever the problem."

Claus: "Thank you! I'm going out to the chase. We'd like a Pass for exploring the Morlia Mineshaft."

Lundgrom: "Why? Surely you're not intending to go on a treasure hunt?"

Claus: "No, we're not. The ring for making a pact with the Moon Spirit Luna

is in that mine. At least that's what we've heard."

King: "Very well, you shall have it. Pick up the Pass at the city's Adventurers' Guild tomorrow."

Lundgrom: "I'll return to the lab now, Your Highness."

Prince Laird: "I'm going back to my room."

[Cress's party gets a Garnet Ring, Gungnir, and a Serano Fragment. They leave the castle for the Adventurer's Guild. They talk to the man behind the counter.]

Cress: "I think you have a Morlia Mineshaft Pass for me?"

Master: "Ah yes, here it is. You must be Cress. Alright, sign here, here, and here."

[Cress's party gets Morlia Mineshaft Pass.]

Master: "But you'd be wasting your time if you go now. Apparently there's a dead end halfway through."

Cress: "A dead end?"

Claus: "Anyway, we'd better go check it out for ourselves so we can see what the situation is..."

Mint: "Maybe we should look somewhere else first, before we go to Morlia Mineshaft?"

Claus: "Yeah... What do you think, Cress? I'll let you decide this one."

SIDEQUEST-----
2.1.5] Nancy & Elwin Part 5: Alvanista

[Cress & co. find Elwin & Nancy on a shop in Alvanista. They are browsing the goods together.]

Cress: "Hey, could it be Elwin and Nancy?"

Elwin: "Hey, Cress!"

Nancy: "Long time no see."

Cress: "Wow, you really eloped."

Elwin: "Yes, we did. But I don't regret it. I'd go anywhere with Nancy."

Nancy: "But we're going to stay here for a while. Midgards is too dangerous now."

Elwin: "Please don't tell my father that we're here."

Mint: "Good luck, Nancy."

Nancy: "Thank you, Mint."

Elwin: "Don't tell my dad!"

#1.08] Earth Spirit: Gnome, Water Spirit: Undine & Fire Spirit: Efreet #
#####

[With the information they got, Cress party learns that one of the spirits lies on the Cavern of Spirits, east of Belladem. So, they go there. A door welcomes them.]

Door: "If you wish to break the seal, proffer the password."

[The password is Kikurin, which they learned from a man named Sakuraba in the Adventurer's Guild. Moving on they find a sprite.]

???: "I'm lost! Can you take me back to where everyone is?"

[The party agrees.]

???: "Thank you!"

[The sprite follows Cress's party to where the other sprites are.]

???: "Ah, there you are."

[The lost sprite joins the group and runs away. The party moves on. They get to a seemingly empty room.]

Cress: "What is this place?"

[A rubber-like creature with four heads appear. It is Gnome.]

Gnome: "Who's there!? Who dares enter my territory!?"

[The Gnome attacks them but it is defeated by the party.]

Gnome: "Dang it all..."

Claus: "Alright, time for the pact."

Gnome: "You got the Ruby Ring?"

Claus: "I beseech you great Earth Spirit. Submit to me, as decreed by the covenant of this ring. My name is Claus..."

[Claus can now summon Gnome.]

[The party exits the cavern. While they are in the area, they decide to visit Belladem's mayor, Lenios.]

Lenios: "You met my brother in Venezia!?"

Cress: "Yeah, he said to say hi."

Lenios: "I see... I should go visit him sometime. Tell me, is that girl over there a Magic User? If so, she can have this spell book if she wants. There's no point in me keeping it."

[Arche learns Cyclone. Cress and the others exit Belladem. On their way, they pass by the ruined, Hamel. Arche stops all of a sudden.]

Cress: "Arche?"

Claus: "Hey, what's wrong? We don't have much time."

Mint: "Claus..."

Claus: "Oh..."

Arche: "Rhea... Hey, guys... Could I have a word with you?"

[Arche makes a grave for Rhea. It's a cross with a bouquet of flowers below it. It reads: "Here lies Rhea Scarlet."]

Arche: "Rhea, sorry we took so long."

Mint: "Arche..."

Arche: "Well, let's go!"

Cress: "OK!"

[Arche gains the title of True Friend.]

SIDEQUEST-----
2.1.6] Nancy & Elwin Part 6: Venezia Third

[Cress and friends pass by Venezia on their way back to Alvanista. Cress and friends go to the Laiott building in Venezia and meet Elwin's Father, Douglas.]

Douglas: "Oh, it's you guys... Have you seen Elwin? Elwin has... gone missing!"

Claus: "Don't you think that maybe it was because of you? Maybe you love your son too much to let him grow up? Let me guess. Did I get it in one?"

Douglas: "Yeah... I admit it. I've had a change of heart, you know. If only Elwin would come home..."

[Cress tells that he knows where Elwin is.]

Douglas: "You know where he is!?"

Cress: "Yes, he's in Alvanista. He's with Nancy."

Douglas: "He is...? That girl has Elwin..."

SIDEQUEST-----
2.1.7] Nancy & Elwin Part 7: Alvanista Again

[Cress and company go back to Alvanista, where they find a house in the northeast corner of the town, which is the residence of Elwin and Nancy. Inside, Douglas and his son are arguing.]

Elwin: "We've decided to get married! You go home!"

Douglas: "Don't be silly! Come on, time to go back to Venezia!"

Help Elwin and Nancy?

-> 1. Yes

-> 2. No

1. [Correct answer]

2. Claus: "I don't think we should interfere anymore."

Cress: "Hey, calm down, you guys..."

Douglas: "This has nothing to do with you! Mind your own business!"

Mint: "Why do you hate Nancy so much!?"

[Silence.]

Douglas: "... I never said I hated her... I just don't want Elwin to lead a bad life. Do you have any idea how hard I had to work to get this company on track? And..."

Cress: "And...?"

Douglas: "My wife died when Elwin was still very little. Wherever she is now, I just know she wouldn't forgive me... She must hate me..."

Elwin: "Father..."

Douglas: "I just don't want you to repeat my mistakes, Elwin..."

Elwin: "Father... Mother would never hate you. When Mother was alive, she used to tell me... She'd tell me... that I have a wonderful man for a father..."

Douglas: "..."

[Douglas starts to exit the house.]

Elwin: "Father!"

Douglas: "I have been away from the company for so long, the work's really piled up. I want you to help me do it. And...you know...Nancy could help, too..."

Elwin: "Father!"

Nancy: "My father-in-law..."

[Douglas leaves.]

Mint: "What a relief..."

Claus: "All's well that ends well, I guess."

Cress: "Exactly."

Nancy: "How can I ever thank you... I'll never forget what you did for us."

Elwin: "Thank you... Thank you so much."

[Cress and friends find a port, east of Alvanista, with a ship going to Freyland. The land where the Fire Spirit is.]

[East of Oasis, a town they found, is the Cave of Burning Sand. There, they meet a burning Spirit, Efreet.]

Cress: "It's... Efreet?"

Efreet: "What do you seek from me?"

Claus: "I'm here to form a pact with you."

Efreet: "Heh... I like the look of you... Very well."

Claus: "Really?"

Efreet: "If you can defeat me in battle, that is!"

[Cress's party battles Efreet and defeats him.]

Efreet: "Hmph... You endured my flames, which have the power to melt boulders..."

Claus: "Let's get on with the pact."

Efreet: "Very well. Bring forth the Garnet Ring."

Claus: "I beseech you great Fire Spirit. Submit to me, as decreed by the covenant of this ring. My name is Claus..."

[Claus can now summon Efreet.]

SIDEQUEST-----
[2.1.8] Nancy & Elwin Part 8: Venezia Last

[Cress and co. return to Venezia. At the Laiott Company Building, Cress & co. find Nancy cooking in the kitchen.]

Nancy: "I want to go on supporting Elwin, as his wife."

[Douglas is on his office, as usual.]

Douglas: "I want to thank you all so much for your help. This is what Elwin has decided. I won't interfere anymore."

[Elwin is downstairs.]

Elwin: "We're gonna have our wending ceremony soon. You'll come too, right?"

[Several days later... The day of the wedding. Everyone is gathered near the central fountain.]

Priest: "Do you swear to remain true, and stand by him for as long as you live? In sickness and in health?"

Nancy: "I do."

Priest: "And do you swear to love your wife for as long as you live?"

Elwin: "I do."

Priest: "You may kiss the bride."

[Nancy and Elwin... kiss. Nancy throws the bouquet of flowers and Arche catches it.]

Arche: "How romantic!"

[The couple goes to where Douglas is.]

Elwin: "Father, both of us will support you."

Douglas: "Boohoo... Elwin..."

Nancy: "Please, Father, don't cry. I'll do my best to help and stand by Elwin..."

Douglas: "I'm so happy for you, Elwin! I think your mother would be happy... Bwaaaaa!"

Elwin: "Father, please calm down."

Nancy's Mother, Maggie: "Please take good care of my Nancy."

Mint: "They both look so happy. I'm so glad..."

[The couple approaches Cress & Mint.]

Elwin: "Mint... Cress... I really want to thank you for all you've done."

Nancy: "I couldn't have gone through with it if Mint hadn't given me the courage to go on. Mint... Please, take this small token of my gratitude."

[Mint gets Bridal Gloves.]

Nancy: "Your turn's next. <heart>"

Mint: "Er..." [turns red]

[Elwin & Nancy kiss again.]

[The ceremony's over. Cress, Mint, Claus, & Arche are the only ones left near the central fountain.]

Claus: "In sickness and in health... I guess true love is only tested when..."

Terrible problems arise..."

Cress: "I'm sure these two will be OK. They've already survived some pretty terrible problems."

Arche: "Hey Mint, did you see that? I'd love to wear a dress like that! Now I want to get married right away! Hey, Cress... Wanna get married?"

[Cress & Mint look shocked. Mint turns red.]

Arche: "Right now. <heart>"

Cress: "Wha'!? What are you talking about!? I, I, I..."

Arche: "... Tee-hee, I'm kidding! What you thought I was serious!?"

[Cress looks irritated. Mint gains the title of Cupid.]

[The party heads to Venezia harbor, where they board the Midgards Liner. The ship takes them to Limestone Cave, the place where Undine is said to be lurking.]

[Once there, they move on until they hear a voice.]

???: "Who is it!? Who dares disturb my sleep!?"

Cress: "Who's there!?"

[The water spirit appears from a hole underneath the water.]

Undine: "You!"

[Undine and a Squid attacks Cress's party. The party defeats Undine.]

Undine: "Forgive me... What is your wish?"

Claus: "I'd like to form a pact with you."

Undine: "Very well. Bring out the Aquamarine Ring."

Claus: "I beseech you great Water Spirit. Submit to me as decreed by the covenant to this ring. My name is Claus..."

[Claus can now summon Undine.]

#1.09] Morlia Mineshaft & Edward Morrison #
#####

[The party enters Morlia Mineshaft. A Guard greets them.]

Guard: "Hey you, you can't go in there without authorization!"

Claus: "We have been given permission by the King of Alvanista. We have hit royal warrant."

Guard: "Oh, my most humble apologies. Please go on through."

[The go through the mineshaft till they reach level 10. In there, they find two teleporters. The right takes them to a stone slab.]

Cress: "What's this?"

Claus: "This stone..."

Mint: "It's got something written on it..."

Claus: "Hmmm... I can't read it!"

Arche: "Call the bringer of destruction in the direction that smells of death. If you feel the breath of life, then this is where the Spirit of Life belongs. The maiden who cries over the fallen belongs with death on the left. Wind faces the maiden, blowing on all in the direction of the flow of time. That's all it says..."

Claus: "Can you read it!?"

Arche: "It's Primal Elven Lore. You can't expect to be able to read ancient Elven words like this. I'm a Half-Elf, so of course I know what it says! What am I, nothing?"

[Cress, Claus, & Mint don't look very impressed.]

Claus: "Hey... Don't get mad. So, what does it mean?"

Arche: "Hmph... Give me a second here. It tells us where the Elemental Spirits must be summoned to open the door. I guess, anyway..."

[Arche gains the title of True Scholar.]

[They leave the area and use the left teleporter this time.]

Cress: "What is this place?"

Claus: "Is this where we should summon the Spirits?"

Mint: "This must be the place! There are four rooms."

Claus: "Alright... You guys wait here."

[Claus summons the four Elemental Spirits. Efreet to the north, Undine to the west, Sylph to the east, & Gnome to the South. A voice can be heard.]

???: "Who... Who has called me forth?"

Claus: "What!? Who said that!?"

???: "Come to the stone!"

[They return to the stone, using the right teleporter. There, they see an old Spirit floating.]

Cress: "Wait... That must be... Could it be Maxwell!?"

Claus: "Are you...Maxwell?"

Maxwell: "Indeed. Are you the ones who summoned me here?"

Claus: "Yes."

Maxwell: "State your business."

Claus: "We're looking for the ring required to enter a pact with Luna. Please open the door leading to the inner rooms."

Maxwell: "Of course. That door leads to the treasure chamber. The item you seek may lie within. But first... I must test your strength!"

[Cress's group defeats Maxwell.]

Maxwell: "Grrrrr... You're as powerful as you say..."

Claus: "Alright, open the door leading in."

Maxwell: "Fine. Hohoho! I like you people. I'd be glad to assist you. Let's form a pact."

Claus: "Are you serious!? Wow! A pact with Maxwell, leader of the Four Great Spirits!"

Arche: "Thank you, gramps! <heart>"

Maxwell: (G-Gramps...) "Oh-hoh! Now, before the Turquoise Ring..."

Claus: "I beseech you great Elemental Spirit. Submit to me, as decreed by the covenant to this ring. My name is Claus..."

[Claus can now summon Maxwell. Claus gains the title of Subduer. Suddenly, light is emitted from Gungnir, the spear given by Lundgrom to Cress.]

Cress: "Gungnir is..."

Maxwell: "Hohoho! The true power of that spear is so much greater than just that. I just drew it out a smidgeon."

[Some of Gungnir's power is released. Now, to the Treasure Chamber!]

Arche: "It's full of treasure... Wow!"

[The four of them start opening the chests.]

Cress: "That's it!"

Claus: "Really!?"

[Claus goes near Cress.]

Claus: "It's just a ring..."

Arche: "A ring!"

Mint: "There's another one here."

Cress: "But, this..."

Claus: "It's breaking... What about the other one?"

Mint: "The other one's not a ring."

Arche: "What should we do?"

Claus: "My powers are not enough... We should probably go back to Alvanista."

[Cress's group exits Morlia Mineshaft.]

[The party travels to Alvanista and speaks to Lundgrom.]

Lundgrom: "Welcome back. By the look on your face, I'd say your search has proved fruitful."

Cress: "Yep. We made it to the bottommost level of the Morlia Mineshaft."

Lundgrom: "Did you now? Amazing! The bottommost level is quite perilous they say."

Claus: "There in the depths of the mineshaft, we found another Pact Ring."

Lundgrom: "Excellent! Now you can make a pact with Luna. So why the glum faces? Is there a problem?"

Claus: "Could we talk about this outside..."

[The party takes Lundgrom outside the Castle to talk.]

Lundgrom: "Hm, I think I understand. You want to find out whether that broken ring can be fixed..."

Mint: "Um... Do you think there's any hope?"

Lundgrom: "... There's a Magic User known as Edward. He is a royal advisor and a dear friend. He has conducted research on rings in the past."

Claus: "Where could we find him?"

Lundgrom: "Cross the bridge southwest of Alvanista and then seek the manor that lies far to the west. I shall write you a letter of introduction."

Claus: "Thank you."

[The party receives Lundgrom's Letter.]

Lundgrom: "Now, if you would excuse me. Good luck to you."

[Lundgrom re-enters Alvanista Castle.]

Claus: "OK! Let's see if we can find this Edward. Something wrong, Cress?"

Cress: "No... I Just have a ringing in my ear."

Voice (to Cress): "Hey, Swordsman! You carry that which is far beyond your

standing!"

Mint: "Cress... Are you OK!?"

Cress: "Yeah, I'm fine. I thought I heard something, that's all."

[And so, the party heads to a manor, southwest of Alvanista.
Cress knocks at the door.]

Cress: "Hullo!"

[A woman comes out from the manor.]

???: "Who is it?"

Claus: "My name is Claus. I'm looking for Edward.. First, there's this letter..."

???: "Oh my, this is a recommendation from Lundgrom himself..."

Lilith: "My name is Lilith, and I'm his wife. I'm sorry, but my husband isn't home right now."

Claus: "That's too bad, we're in a bit of a hurry."

Lilith: "Since you have this letter from Lundgrom, I guess I can tell you... My husband knows that Alvanista is unprepared for the coming war... Just the other day, he left to seek someone who can defeat Dhaos."

Claus: "And his destination?"

Lilith: "He said something about going to Freyland."

Claus: "Thank you very much, Lilith."

Lilith: "I wonder if you would do me a little favor... If you see my husband... Tell him... Tell him we're all doing fine."

Claus: "Sure, I'll tell him for you."

[Lilith goes back in the house.]

Claus: "If we hurry, we might be able to catch him, Let's hurry!"

[Cress's party rides the ship to Freyland. They find themselves in Olive.]

Cress: "It's sure hot here."

Claus: "Well, it's a desert. Edward must have stopped by here."

Mint: "Oh, there's someone we could ask."

[They approach a man standing beneath a tree.]

Cress: "Excuse me..."

Villager: "Yes?"

Cress: "Did a man by the name of Edward visit here?"

Villager: "Edward? Yes, a traveler by that name was here recently."

Cress: "And where is he now?"

Villager: "He left one day. Said he had urgent business or something like that. He could've reached the oasis southeast from here by now."

Cress: "Thank you."

Claus: "We might be able to catch up if we leave now. Let's hurry!"

[The party hunts Edward to an Oasis southeast from Olive.
They talk to a traveler.]

Traveler: "Edward? He left for the oasis north of here."

[An oasis north? OK... There, they find an old man.]

Old Man: "Eh? What do you want, sonny?"

Cress: "I already told you... Has a man by the name of Edward been here?"

Old Man: "Eh? What's that about a snail you say?"

Cress: "Huh? Who said anything about a snail?"

Old Man: "Didn't you just say something about escargot?"

Cress: "No, Edward! Except for the first E, the two words doesn't sound anything alike!"

Old Man: "I was just pulling your leg... Edward headed off to the oasis north of here."

[Cress & co. leave the old man to another oasis to the north.
There they talk to another traveler.]

Traveler: "Edward? He went to Olive Village."

Arche: "Dang, we must've just missed each other."

Cress: "Let's get back, quick."

[Yeah, back... damn it. Back to Olive Village...]

Cress: "Edward must have come back here."

Mint: "Let's ask that guy again."

[Cress approaches the guy they talked to before.]

Cress: "Excuse me..."

Villager: "Yes?"

Cress: "Have you seen Edward, that man we talked about last time?"

Villager: "As a matter of fact I have. He went to the inn a few hours

ago."

Cress: "Thank you."

[The party goes to Hamburger Inn and asks the proprietor.]

Proprietor: "Master Edward? Yes, he came here. He's been all over inquiring about Basilisk Scales."

Claus: "Oh, he must want to make that special remedy for wounds."

Proprietor: "Exactly. How d'ya know? It's been tough getting a sufficient quantity these days."

Mint: "What's a Basilisk, anyway?"

Proprietor: "A terrible monster that roams the desert. It's rare to get a Basilisk Scale that is suitable for making medicine. At least that's what Edward said. He wanted me to tell him if I met anyone with Basilisk Scales. Said he'd be here in a flash. Hey, those are Basilisk Scales you have there, aren't they? Please wait and stay here a night. It's on the house."

[The party decides to stay the night.]

Proprietor: "I better let the others know."

[The next morning...]

Proprietor: "Master Cress... Edward has returned."

[Cress wakes up. Outside the room, he finds the others speaking to a man that looks somewhat familiar.]

Edward: "So you're the ones... You're willing to give me those precious Basilisk Scales?"

Claus: "You must be Edward. Actually..."

Cress & Mint: "Morrison!?"

Edward: "My family name is Morrison, but... Why do you two act so surprised?"

Cress & Mint: "Uh... Umm... Err..."

Claus: "What's wrong with you guys? Edward, please read this letter first."

Edward: "An introduction from Grom? There must be a good reason for tracking me down way out here."

Claus: "There is... But I'd rather talk about it behind closed doors."

[They all go inside the room.]

Edward: "Well now! So you were the ones who saved Prince Laird."

Claus: "That's us. They did take us prisoner after that, but that's another story."

Edward: "Aha ha ha ha...! You even have a punch line. Well, I think I

understand the situation."

Claus: "So, what should we do?"

Edward: "I know of a faster solution than trying to find another ring. From what I can tell, this damaged ring appears to be for summoning a... Spirit of considerable power. I don't think you'll ever find another like it. After all, it's the joint work of an Elf and Dwarf who are long dead."

Claus: "So, then what are we to do?"

Edward: "You should go to Ymir Forest. There must be a way to repair it."

Claus: "The Elf Colony!? There's no way they'd let us in!"

Edward: "You should call on Lundgrom. You'll be fine, as long as you have a letter of introduction from Alvanista."

Claus: "Hmm..."

Edward: "Anyway, I'm grateful for the Basilisk Scales. I'm gathering allies and heading for Midgard's before war breaks out. I'd like you to, um..."

Claus: "Yes?"

Edward: "I mean, I'd hope to get people like yourselves who we could depend on. I can't force you if you're not interested. Well, may we meet again soon."

[Edward leaves. Not long after he goes, Cress follows.]

Cress: "Morrison!"

Morrison: "What now?"

Cress: "Please take a look at this book. I'm sure it'll be useful."

Morrison: "It's quite old, isn't it? Hm...? Is this my writing...? And my signature?"

Cress: "Trinicus D. Morrison. It's the name of the man who entrusted it to me."

Morrison: "He was a Morrison?"

Cress: "One of your descendants... You see, I'm from the future."

Morrison: "Time travel... Oh... I see, ha ha... Surely you jest... After all, I'm still merely researching the matter."

Cress: "Well, maybe your work bears fruit, and in the future, your descendant--"

Morrison: "Even if what you say is true, it's not something I wish to hear."

Cress: "Huh?"

[Back inside the inn...]

Mint: "Arche... There's something about us you don't know yet. You see, Cress and I... were sent back in time 100 years to get here."

Arche: "Huh? In other words...well-- You mean like I'm a 100-year-old granny to you guys?"

Mint: "We were sent back by Edward's descendant..."

[Back to Cress & Edward...]

Morrison: "I suppose you know the outcome of the war? As well as what happens after the war and in the future? But I don't want to give up simply because I know what will happen. After all, you're here to help my descendant and your friends. You're here to change the future! I feel the same way. Futile though it may be!"

Cress: "I-I never said that exactly--"

Morrison: "No. I know you feel the same. Nothing makes it clearer than your being here."

[Morrison walks away.]

Cress: "Morrison! Please wait for us in Midgards... I know we'll meet again! We'll help you then!"

Morrison: "Do you have any hope of returning to the future?"

Cress: "That's something else we're gonna have to figure out."

Morrison: "Then I'll just have to come up with something before we meet again. If my descendant could do it, there's no reason I couldn't either. Heh heh... The truth is I was about ready to give up my time travel research."

Cress: "Just do the best you can!"

Morrison: "You, too."

[Morrison leaves Olive. Claus, Mint, & Arche come out from the inn.]

Claus: "Alright. Let's hurry back to Alvanista. We need Lundgrom to give us a pass for entering the Elf Colony."

#1.10] The Elf Colony #
#####

[Cress's party returns to Alvanista. They report to Lundgrom.]

Claus: "Lord Lundgrom, could I have a word with you?"

Lundgrom: "By all means. I take it you've met with Edward?"

Claus: "That's exactly what I wanted to talk about. Could we please continue outside?"

[Outside the castle...]

Lundgrom: "That Edward... How could he tell you without first checking with me."

Claus: "We'll need something we can show to the Elves so that they will let us into Ymir Forest."

Lundgrom: "Hmm... That is not a simple request. It will take a day or so."

[Lundgrom goes back to the castle.]

[The next day, the party talks to Lundgrom again.]

Lundgrom: "Sorry to keep you waiting. Wear this on your breast. And, I must warn you... Half-Elves are absolutely forbidden from entering Ymir Forest."

[The party receives the Royal Crest of Alvanista.]

Lundgrom: "Ymir forest can be reached by crossing the bridge east of here and then heading southwest."

[Cress and co. exit the castle. Outside...]

Arche: "Half-Elves? He means me, right?"

Claus: "Sorry, Arche."

Arche: "No biggie. I'll just wait at the Inn."

Cress: "Hang in there. We'll be back before you know it."

[Arche leaves the party.]

[The party heads to Ymir, Forest of Mirror Water.]

Sentry: "Who are you guys? Only Elves are allowed beyond this point. Leave, immediately."

Cress: "We've got permission. This Crest proves it!"

Sentry: "Let me see... This is definitely the Royal Crest of Alvanista. You may pass!"

[They move deeper in Ymir. As they are moving, Claus notices something.]

Claus: "Hmm?"

Mint: "What is it?"

Claus: "I thought I saw something pink in the shadow of that tree..."

Cress: "Are you sure you aren't just seeing things?"

Claus: "You think?"

[The party moves on to the Elf Colony. They are welcomed by two Elfen guards.]

Elfen Sentry: "Halt! Who goes there!? This area is restricted to all but Elves!"

Claus: "Perhaps this Crest will make you reconsider. Take us to your Lord."

Elfen Sentry: "Why, that's... The Royal Crest of...! Forgive me. This way, please."

[Cress & co. follows the Elfen Sentry to a room. After the wait, comes a long, white-haired elf.]

???: "Sorry to keep you waiting. I am Brambert, Lord of the Elves. Pleased to meet you."

Claus: "I'm Claus. And this is Cress and Mint. Lemme get to the point. This is--"

Brambert: "That's a Pact Ring! Oh... But it appears to be broken."

Mint: "We're here because we heard there's a way to fix it."

Brambert: "I see. You need the power of the Black Stone. I'll await you north of the village. I'll tell you more at that time."

[Brambert leaves. The party gets prepared and meets Brambert at the north of the village.]

Cress: "Lord Brambert, what should we do now?"

Brambert: "Some distance from our village... lies a forest sacred to us. It is known as Heimdall. You must find the Black Stone within the sacred forest."

Cress: "What's so special about that stone?"

Brambert: "I'll tell you once we find it... Perhaps the forest creatures will guide us to its secret location."

[Cress and the others move deep into the Treantwood maze and finds the black stone.]

Mint: "What's this stone?"

Brambert: "Ymir, which is also the name of this forest, means source or origin. It is said the Spirit Origin, Source of All Things, slumbers here."

Cress: "Origin..."

Brambert: "We believe he's the King of the Spirits. Legend says he appeared in our world only once... It was during the final battle long, long, ago in the ancient past. It is known to us as Kangaroo. I really don't know how much of that is true, but... this stone really does have the power to mend things."

Claus: "Hmm... That's just the sort of power legend says Origin has."

Brambert: "This Stone does have wondrous powers... Perhaps the ancients made

the connection between it and Origin."

Mint: "Please. Fix the ring."

Brambert: "Step back, please..."

[Mint hands the rings to Brambert. She, Claus, & Cress step back.
Brambert raises the rings up and light flashes.]

Brambert: "It is done."

Mint: "Wow, I didn't realize it was such a beautiful ring."

Claus: "OK, looks like my next pact will be with the Moon Spirit Luna."

Mint: "And after that we have to help Morrison."

Brambert: "You should go to the Tower of the Zodiac. It's located somewhere between Freyland and Midgards. A Spirit is rumored to live there. Unfortunately, I don't know what sort of Spirit it might be. But if you could summon it, it would be no doubt be of great assistance."

Claus: "OK, thanks."

[Brambert starts leaving when Cress thought of something.]

Cress: "Hey, wait! How about this!?"

[Cress shows Brambert the bow Chester was using.]

Claus: "Where'd you get that old bow? It's completely broken."

Cress: "Can this be fixed, too? I know it's a lot to ask. But...
It's very special to me and I really need it fixed!"

Mint: "Cress..."

Cress: "I beg you! Please fix this bow!"

Brambert: "..... I'm sorry, but that would be impossible."

Mint & Cress: "..."

[Brambert returns the bow to Cress.]

Cress: "Oh, I see... Sorry for asking the impossible."

Brambert: "No, I'm just saying it would be impossible for me to mend.
You see, I can mend items with magical power, like Pact Rings.
The Black Stone simply returns things to their original form.
That bow was created by a normal person, right? Therefore, I'm
assuming its original form was a stave of wood."

Cress: "Huh?"

Brambert: "In other words, if it's broken, simply fix it. A skilled bowsmith should be up to the task. It's that simple. I believe the village Weapon Shop might even be able to fix it."

Mint: "Really!? That's great news."

Claus: "Cress... What's so special about that bow, anyway?"

Cress: "It's something I have to return to a very special friend. And I will, someday... I will see him again! I swear to it!"

Mint: "Let's go. Now that the Ring's fixed, we can go take care of the bow!"

Brambert: "I guess it's settled then. I'll head back with you, seeing as you want to visit the Weapon Shop."

[The party gets Moonstone and Topaz Pact Rings. They exit Treantwood. As they return to the Colony an Elven Sentry hurries to Brambert.]

Elven Sentry: "My Lord! We've caught a suspicious looking character snooping around!"

Brambert: "A Human intruder?"

Elven Sentry: "No, that Half-Elf over there."

Brambert: "A Half-Elf!?"

???: "Lemme go! Hey, you're kinda cute. <heart> Wait, come back here!"

Cress: "That voice..."

[Cress, Mint, & Claus run and see Arche tied to a tree.]

Claus: "Arche! You still followed us after all we said!?"

Arche: "Well... Untie me this instant! Besides, I'm not into this kinda thing!"

Brambert: "One of your companions?"

Mint: "Please untie her! Please!"

Elven Sentry: "If we make an exception, others will surely follow!"

Brambert: "... The punishment for Half-Elf intruders is death, no exceptions..."

[A pink-haired elf (not Arche :P) runs out from the inn.]

???: "No, wait!!!"

[The elf runs to Arche.]

???: "Please, spare her life! Take me instead! Please... I beg you...!"

Brambert: "... Very well... Untie her."

Elven Sentry: "But...!"

Brambert: "As your Lord, I order you to release the prisoner!"

[The sentry unties Arche.]

???: [cries] "I'm so sorry, Arche... Forgive me... I'm really sorry..."

I never meant..."

Arche: "Huh???"

[The party are leaving the colony when Arche stops along the way.]

Claus: "What is it?"

Elven Sentry: "What do you want now?"

Arche: "Please! Let me speak with that woman again!"

Elven Sentry: "It can't be allowed! Consider yourself lucky to even be
alive!"

[Arche tries to run through the sentry but fails.]

Arche: "Hey! Can you hear me!? Mother... You're my mother, aren't you?
Please! Let me see you one more time. I beg you..."

Cress: "Arche..."

[2.2.1] Chester's Bow Part 1|

[Cress and friends decides to re-enter the Elf Colony again.]

Elven Sentry: "Sorry, but you can't enter the village as long as she's with
you. You must leave at once."

Cress: "Please, wait. We need to speak with Brambert. It won't take long."

Elven Sentry: "Impossible!"

Mint: "Please, just for a moment!"

Elven Sentry: "..."

Brambert: "What's all the racket!"

Cress: "Oh, Lord Brambert!"

Brambert: "Oh, you folks again... An exception was made last time in
allowing you to enter... I would ask that you stay away as long as
you travel with that Half-Elf."

Cress: "We're not contesting that. We're here about that bow we told you
about by the Stone in Heimdall!"

Brambert: "...? Oh, that bow! I guess I did say something about showing
it to the village bowsmith... Hmm... Very well. This is what
we'll do. The two of you will come with me to the bowsmith.
The other two will have to wait here. Agreed?"

Cress: "Yes, thank you so much."

[Brambert escorts Mint & Cress to a nameless Weapon Shop.]

Mint: "Excuse me... Could you fix a bow for us?"

Elven Bowsmith: "A bow?"

Cress: "Yes. This one here."

[Cress shows Chester's bow.]

Elven Bowsmith: "Hmm... Let's see... Well... I think it could be fixed, but... It really is broken something awful, isn't it? You'd probably have to rebuild the whole darn thing."

Mint & Cress: "..."

Mint: "Do you think we'll ever be able to use it again?"

Elven Bowsmith: "Hmm... There is a special method I know if you really need the bow that bad."

Cress & Mint: "!"

Cress: "Really!? Tell us, please!?"

Elven Bowsmith: "Exit Ymir forest and head east. You should come across a small manor. Arsia the Woodcarver lives there. She should be able to rebuild it. She's a master woodcarver and has exceptionally strong magic power. However..."

Cress: "What?"

Elven Bowsmith: "I'm not sure whether she still lives there. After all, contact between Elves and Humans was cut off long ago."

Mint: "Thank you."

Brambert: "Are you ready then? Then lets go."

[Brambert escorts the two to the entrance of the colony.]

Cress: "Thank you for going out of your way to help us."

Mint: "Yes, we have a new lead now, thanks to you."

Brambert: "I wish you best of luck."

[Brambert leaves.]

Cress: "Well, let's head back now. Sorry to keep you waiting."

Claus: "All done?"

Mint: "Yep."

[The party leaves for Arsia's Manor.]

Claus: "This is the house where the sculptor Arsia lives."

[Arche notices some amazingly detailed statues beside the mansion.]

Arche: "Hey, Cress! Look at this! This statue looks real!"

[Arche stares at the statue.]

Arche: "How creepy..."

Cress: "Someone might be here. Let's go have a look."

Arche: "Wait."

[Cress knocks at the door.]

Cress: "Hello? Is there somebody here?"

[Silence.]

Mint: "I guess...there's nobody home."

[Cress and friends are leaving when someone answers.]

???: "Yes?"

Cress: "Huh? Did you just hear a woman's voice? Hello?
Arsia...are you here?"

???: "Yes, hang on and I'll open the door."

[A blonde hair woman with pointy ears comes out of the mansion.]

Claus: "Are you Arsia?"

Arsia: "Yes, did you need something from me?"

Cress: "Actually..."

[Arsia takes the party inside her mansion. Cress tells her about the bow.]

Arsia: "Oh, that bow... I see. I'll give it a try if you want."

Cress: "Really!?"

Arsia: "Yes... However... There's one condition."

Cress: "Condition?"

Arsia: "Yes... Don't worry, it's extremely simple."

Claus: "Well, let's listen anyway. Depending on the details, we may have to reconsider our next action."

Arsia: "...I want you to bring a certain person here."

Claus: "You want us to look for someone...?"

Arche: "Heh, sounds simple. <heart> So who do you want us to bring?
Someone we know?"

Arsia: "I want you to bring an Elf man named Brambert back here.
You should be able to find him deep in Ymir Forest..."

Mint: "Brambert... You mean the Lord of the Elves?"

Claus: "...OK, that was unexpected."

Cress: "Well, I bet Brambert would be willing to help out!"

Claus: "Yeah, it's not a very difficult condition."

Arsia: "Wow, that's a surprise, tee-hee. I can't believe you actually know him... Well... that speeds things up. Please bring him to me."

Cress: "Alright! Let's go pay Lord Brambert a visit!"

Mint: "Yeah, let's go!"

Arsia: "Wait, please. There's one...condition."

Claus: "Yeah?"

Arsia: "...One of you must remain here. As collateral... As collateral to make sure you bring him to me."

Claus: "You mean...as a hostage?"

Arsia: "That's right... I'm going to turn one of you into a statue."

Cress: "What!?"

Claus: "You're kidding! You want us to let you turn one of us into a statue? You're crazy if you think we'd let you do that!"

Arsia: "It's OK, I promise you that they will not die. You want me to fix your bow regardless of the cost, right? Well... Bring him back to me..."

[Arsia walks to the window.]

Mint: "What should we do?"

Claus: "... Hey, Cress."

Cress: "Yes?"

Claus: "What do you think?"

Cress: "Huh?"

Claus: "That woman is dangerous. I can't explain it, but I'm having a bad premonition about this... Is that bow all that important? We don't have time anyway. Let's give up on the bow."

Mint: "!"

Cress: "You can't be serious..."

Mint: "No! That bow... It belongs to Chester... Please, we just have to fix that bow...!"

Arsia: "Who will stay behind? If you can't decide among yourselves, I'll pick someone for you."

[Arsia thinks. She goes near Mint.]

Arsia: "I pick you... You will stay."

Mint: "....."

Cress: "Wait!!! I'll stay instead of her!"

Arsia & Arche: "..."

Arsia: [backs away] "No. I've already made up my mind. Come here, into this light..."

[Arsia creates a light. Mint goes to it but Arche pushes her out of the way.]

Arche: "What do you care who stays! You <circle><triangle><star> witch!!!"

Claus: "Hey!"

Mint: "Arche!"

Cress: "Arche!!!"

[Arche turns to stone.]

Arsia: "Bring him back with you, just like you promised."

Claus: "Grr! We'd better go get Brambert! Hurry back to Elf Colony!"

Mint: "Arche..."

[The party hurries back to Elf Colony, where they are allowed to pass. They find Brambert spacing out at the northern part of the village.]

Mint: "Brambert!!!"

Brambert: "Oh, it's you folks. I trust your travels are going well? Is something wrong...?"

Claus: "Actually... We wanted to ask you a favor."

Brambert: "And what might that be?"

Cress: "Do you know someone by the name of Arsia?"

Brambert: "! ... Yes, but... What do you folks have to do with her?"

Mint: "Please! Please come with us! Arche has...!"

Brambert: "Now hold on a second! Are you telling me that you've met with her?"

[Silence.]

Claus: "That's right... And she asked that we bring you to her."

Brambert: "... I see. She... Very well, let's go! I don't want to cause you folks any further trouble. This is all my fault."

[Cress and co. run back to the manor. Once there...]

Brambert: "... Same as always..."

[Brambert looks at the statues by the side of the house.]

Brambert: "Let's go."

[They go in front of the door. Brambert knocks at it. Arsia comes out.]

Brambert: "Arsia..."

Arsia: "...It's cold outside, isn't it. Why don't you come inside?"

[Inside...]

Brambert (to party): "I'd like to speak alone with her. Can you give us a little time?"

[Brambert & Arsia talk alone.]

[Some time passes...]

Claus: "Even though we're inside the house, it's suddenly really cold in here."

Cress: "Yeah."

Mint: "... (to Arche) "Poor girl, it's so cold..."

[Mint embraces the Arche statue.]

Cress: "Mint..."

Claus: "They sure are taking their sweet time... I just hope she turns Arche back to normal, anyway."

Cress: "I'm sorry, Claus. It's my fault for saying I wanted to fix that bow..."

Claus: "Don't sweat it. That bow is really important, right? Don't worry about it, I'm sure she'll fix it good as new."

[Brambert & Arsia walk to the party's location.]

Brambert: "You've got to understand. I can't do anything irresponsible like that. I can't abandon my people."

Arsia: "Are you sure? But... I love you so much..."

Brambert: "Arsia..."

Arsia: "...No. This can't be happening... I can't take it! If you won't stay here with me... Then I won't turn her back to normal!"

Cress: "What! But you promised!"

Mint: "Please, you've got to turn her back!"

Brambert: "... I know how you feel... I'm the one who drove you to this..."

And... I can't let any innocent people be hurt anymore."

Arsia: "....."

Brambert: "Turn me into a statue instead."

Arsia: "!"

Brambert: "Once I'm a statue, they won't bring me back to the forest.
You've changed... You didn't used to be like this. The way
you are now... You'd be satisfied with me as a statue, right?
So...I'm ready! Turn me into a stone if that's what you want!"

Cress: "Lord Brambert! There's no reason for you to go that far!"

Brambert: "No... If I can spend my life for her... Cress... She's a
half-elf... And the love of my life..."

Cress: "But why!"

Claus: "Cress... Half-Elves are forbidden from entering Ymir Forest...
The Elves have chosen a path of cohesion as a people."

Arsia: "..."

Brambert: "As the Lord of the Elves, there is no way I could be together with
her... I'm the one who forced you people into this... And her as
well... It's all my fault!"

Arsia: "... To keep you by my side... I have no other choice, do I?"

[Arsia turns Brambert to a stone. Arche returns to normal.]

Arche: "H-huh? What happened?"

Mint: "Miss Arche!"

[Cress runs to the Brambert statue.]

Arsia: "Stay away!Please, just let me be."

Cress: "..."

Arsia: [cries] "Please, let me be alone..."

Mint: "Cress. Alright, let's come back after she settles down a bit."

Claus: "It's frustrating, but there's nothing we can do right now...
I just hope you have a change of heart! Let's hurry up and go, people!
I can't stand looking at her face anymore!"

[The party exits the mansion.]

Mint: "After all that, we ended up leaving the bow behind, didn't we..."

Cress: "Oh well... At least Arche's OK!"

Claus: "...Let's get outta here."

#1.11] Midgard's and the Tower of Zodiac: Luna, and the Magitech #
#####

[The party takes the ship to Freyland then travels north to Midgard's.
Once in there, they here a voice.]

???: "Hey, over here!!!"

Cress: "Huh? Did anyone else hear that?"

Arche: "Yeah, I head a strange voice."

Claus: "Over there..."

[A little guy with wings appear.]

Cress: "What the!? Is it some kinda bug?"

???: "I'm no bug, you idiot!"

Claus: "OK then, maybe a monster!?"

???: "***tsk*** Wrong again. I just had some free time and wanted to play
with you guys."

Arche: "We're on a very important mission. We don't have time to play with
you!"

???: "Fine! Let's see how you like this!"

[The little dude attacks Cress and disappears.]

Mint: "Cress! Are you alright...!?"

Arche: "What was that all about!?"

Cress: "Oh no!!!"

Claus: "What's wrong, Cress!?"

Cress: "The Royal Crest of Alvanista! It's gone!"

Claus: "What!!!"

???: [voice only] "Come to the Tower of Zodiac if you want your Crest back!
Buh-bye..."

Cress: "What are we gonna do now?"

Claus: "We'll just have to get it back. We'll never get into Midgard's Castle
without that Emblem. The Tower of Zodiac... Brambert mentioned it
before."

Mint: "The tower with the Spirit in it?"

Claus: "Yeah. It should lie south of the city."

[The party heads to the Tower of Zodiac. At the sixth level, they encounter the little dude again.]

???: "Who are you people!? That's Luna's room! You can't go there!"

Cress: "What's going on!?"

???: "Oh, you guys."

Arche: "Hey! This is a Midgard's bug!"

???: "I'm no bug! I'm the fairy Artemis. I protect Luna!"

Claus: "You're a fairy!?"

Mint: "A fairy from the legends?"

Claus: "Wow... A supernatural organism that supposedly died out long ago. I can't believe you survived the War of Ancient Civilizations."

Artemis: "Bah, we're not that easy to wipe out! Whatever, I'm not letting you go in there!"

Claus: "How can we convince you to let us in?"

Artemis: "Hmm... If that pink-haired girl... Gives someone a kiss... Then I'll let you through. She could kiss anyone. Say for instance, me. For instance."

Arche: "Umm... Er..."

[Arche moves forward, then turns to Cress.]

Cress: "Arche? Wait a second!"

Arche: "Well, we have to get in to talk to Luna..."

[Arche slowly approaches Cress... then Mint gets in the way.]

Mint: "Don't do it!!!"

???: [off-screen] "That's enough mischief, Artemis."

Artemis: "OK..."

Claus: "Who's there?"

???: [off-screen] "Artemis, give it to them."

Artemis: "OK. Um, miss, you're a sorceress, right? Here, you can have this."

Arche: "It's...a spell book!"

[Arche learns Ray.]

Artemis: "Luna is up there. Sorry. Bye!"

[Artemis disappears. Then, a moment of silence occurs.]

Arche: "That kid seemed so...lonely."

Claus: "Do you think he's maybe the last of the fairies?"

[Claus and the rest move forward and meets a female spirit sitting on a crescent.]

Cress: "Is that... A spirit?"

???: "I am the spirit Luna..."

Luna: "I'm sorry for the trouble Artemis caused you..."

Cress: "Don't worry about it. There are more important things to worry about... We'd like you to return the Royal Crest of Alvanista."

Luna: "I see."

[Cress retrieves the Crest.]

Cress: "Thanks."

Claus: "We need your help to defeat Dhaos. I'd like to form a summoning pact with you."

Luna: "..."

Claus: "If you want to see how powerful we are... We don't mind!"

Luna: "I do not seek a battle. Not even against a monster... Unfortunately, it is not possible to survive without fighting anymore. It's the way of this world. I will help you..."

Claus: "Really!?"

Cress: "Thanks, Luna."

Claus: "Alright, let's form the pact. Cress, everyone, stand back."

Luna: "Artemis, you're listening, aren't you? I must go. I'm sorry if you get lonely... Hang in there... Bring forth the Moonstone Ring."

Claus: "I beseech you great Moon Spirit. Submit to me, as decreed by the covenant to this ring. My name is Claus..."

[Claus can now summon Luna. The party leaves.]

Artemis: (Luna...)

[Cress and company return to Midgards and heads to the castle.]

Sentry: "Halt! Hm, adventurers? Let's see some identification."

Claus: "How about this? It's the Emblem we received from the King of Alvanista."

Sentry: "! It really is...!"

Claus: "We'd like to see Edward D. Morrison."

[The guard talks to another probably to call Mr. Edward.]

Sentry: "This way please."

[The party is escorted to a room inside the castle.
After some time...]

Claus: "How much are we going to be made to wait?"

Arche: "I've about had it! I'm sick of waiting..."

Mint: "What a pretentious display."

Claus: "Someone's coming."

[Edward enters the room with another man.]

???: "I'm sorry to keep you waiting. I am Reisen, captain of our kingdom's knights. Lord Morrison told me all about you folks."

Reisen: "He said you were heroes on par with the mightiest of warriors."

Cress: "Oh, um... Uhh... I wouldn't exactly say that..."

Morrison: "Thank you. I'm so glad you came."

Cress: "Let's join forces to crush Dhaos's evil designs."

Arche: "Huh? Evil designs?"

Mint: "?"

Arche: "Now that you mention it, what are Dhaos's evil designs anyway?"

Reisen: "What are you talking about? Dhaos is attempting to bring ruin upon our world!"

Arche: "Really...?"

Mint: "Arche... What's wrong with you?"

Cress: "Yeah, you're acting really weird."

Arche: "... .. Bring ruin upon our world...?"

Reisen: "That is correct!"

Arche: "Whatever you say..."

Claus: "Please forgive her. I don't know what's gotten into that little head of hers."

Morrison: "Well, I'd like to thank you all once again. Above all, your offer of support in the coming war is very reassuring."

Claus: "How much longer until the war begins?"

Reisen: "We will discuss the matters before the King. He awaits you in the Throne Room. Please come once you are done here."

[Reisen leaves.]

Morrison: "I also have some urgent news that I must report to the King at once. Good day."

[Morrison leaves. The party does so as well. Along the way, they see Reisen and a researcher talking.]

Researcher: "Sir Reisen! Was there really a warning from Dhaos? Did he really say we must stop our research? What are we to do...?"

Reisen: "Do not fear. Our kingdom shall never bow to the will of that fiend. Keep devoting yourselves to your research."

[Reisen notices the party.]

Reisen: "What are you doing here? Please get to the Throne Room at once."

[Reisen escorts the party to the Throne Room.]

King of Midgards: "So these are the ones who you spoke of?"

Morrison: "Yes, Your Majesty. They are the ones who saved the Prince of Alvanista. They are highly skilled in the arts of war and magic."

King: "That is most heartening."

Reisen: "It is indeed, Your Majesty."

King: "Our kingdom has not interaction with the Elves and knows little of magic. A magic corps has arrived from Alvanista, but I fear they will not be enough. Experienced fighters like yourselves are a most welcome addition to our ranks."

Reisen: "We've also received reports of hordes of monsters forming in the Valhalla Mountains. War is near. Please remain in the city if at all possible."

King: "Oh, and one more thing... Our kingdom has been researching a technology that may turn the tide of war. Do you know of what I speak?"

Reisen: "In that case, I shall show them. This way to the Magitech Lab."

[Reisen escorts the party to the Magitech Lab.]

Reisen: "This is the Magitech Lab. If our research succeeds even Humans will be able to use magic. Quite impressive, don't you think?"

Claus: "Are you serious!? Humans...using magic? Is it really possible? It's like some sort of dream."

Reisen: "Should we prove victorious in the battle, we shall reward your distinguished service by... allowing you to be among the first to whom we teach this new technology."

Claus: "Wow, really!? Now we're really going to have to give it our best

shot!"

Reisen: "The researchers over there will explain the rest. I have matters to which I must attend."

[As the party leaves the castle, Arche stops.]

Arche: "I don't buy it."

Claus: "Buy what?"

Arche: "All that talk about Dhaos's evil designs, that's what! Sure he's attacked towns... He's killed people... And he controls monsters... But..."

Claus: "But what?"

Arche: "Has Dhaos ever attacked Venezia or Euclid? In Alvanista, he had one of his minions take control of the Prince, right? He could have destroyed the kingdom from the inside, but he didn't. The only place Dhaos is attacking directly is Midgards. Why do you think that is?"

Cress: "..."

Claus: "Hm, you have a point there."

Cress: "What's gotten into you guys? He was the one who attacked Hamel!!!!"

Arche: "... Well, I'm not talking about personal grudges or anything."

Cress: "What the hell are you talking about!? What about the murder of Rhea and her parents!? Dhaos was behind that atrocity, wasn't he!? Or don't you even care about such things!?"

Mint: "Cress! That was a bit harsh!"

Arche: "That's just it."

Cress: "Huh?"

Arche: "That's what bugs me. Why...? Why would he attack Hamel?"

Claus: "Hmmm..."

Arche: "Maybe I'm just overanalyzing things. But if you think about it, maybe there's some connection between... Midgards, Hamel, and Rhea's parents? Don't you see? There's something strange there. I mean, all the other towns have been spared..."

Claus: "... I don't have a clue..."

Arche: "Let's stop by my house. My dad might know something that would help us. Plus, I have a bone to pick with him."

Claus: "Do to your house? Right now!? Isn't that pretty far?"

Arche: "Don't worry. We'll just go straight there and then hurry back."

Cress: "What's this about a bone to pick?"

Arche: "Never mind that. Let's get going!"

[Cress's group goes to Arche's house near Lone Valley.]

Cress: "Phew... Finally back at Arche's house. Arche?"

[Arche rushes to a room where Bart is.]

Arche: "You lied to me, Daddy!!! My mom didn't die!!!"

Bart: "Huh...? You... You met her? I see..."

Arche: "Why did she leave? Because of an affair?"

Bart: "Heavens no! Why would you think that!?"

Claus: "The race of Elves closed themselves off from the rest of the world.
At least I think that's what happened."

Bart: "Here's what I recall. Just ten or so years ago, Elves and Humans lived together. But one day, they suddenly started hating Humans. They won't allow any commingling of Elven blood with Humans. And they've gone into isolation in Ymir Forest."

Everyone: "..."

Bart: "Of course, not all Elves were of the same mind. There were many cases of Elves forcibly separated from Humans. Luti and I were one of those couples."

[A FLASHBACK starts to occur. Two elves are escorting Luti out of Bart's house.]

Bart: "Luti!!! Must you leave?"

Luti: "I'm afraid so..."

Bart: "But why...? Why can we no longer live together? Luti! Please reconsider!!!"

Luti: "Bart..."

Bart: "Together, we can..."

Luti: "....."

Bart: "Why, Luti, why!!!"

Elf: "The differences between our races are much greater than we thought. You Humans... You should think carefully about the foolish things you have done... and are trying to do now."

Bart: "What are you talking about? I don't understand..."

Elf: "If you don't reconsider... then we shall never again appear before you Humans."

[The Elves take Luti away.]

Bart: "Why are you doing this... Luti..."

[FLASHBACK ENDS.]

Cress: "The foolish things Humans are doing now...?"

Claus: "..."

Bart: "I have no idea what he meant. Luti begged me to think of her as dead... That's what she wanted."

Arche: "So that was my mother..."

Bart: "Hm?"

Arche: "She said she was sorry. You don't hate her anymore, do you, Daddy?"

Bart: "I never once in my life hated your mother."

[Arche turns away from her father. Tears start to fall from her eyes.]

Arche: "Then... Maybe things will return to how they were before?
So let's not talk about it anymore!"

Bart: "OK. I'm sorry I lied to you."

Claus: "There's one other thing..."

Arche: "It's about Rhea's parents... Did they do something wrong?"

Bart: "Huh?"

Claus: "Is there a connection between the Scarlets and Midgards?"

Bart: "Well, they did move here from Midgards several years ago. And I heard the Scarlets were conducting research on some... mysterious power at the castle. Did something happen to them?"

Claus: "Mysterious power? Are you talking about magitech?"

Arche: "I wonder if magitech and Dhaos are somehow connected?"

Cress: "Hmm..."

Mint: "We'd better get back to Midgards."

Claus: "Yeah."

[The party returns to Midgards.]

Cress: "Look! Something's going on at the castle entrance."

[Cress and co. run to the castle entrance. They see Morrison talking to a (pink) beast who's taken a child hostage.]

Cress: "Morrison, what's going on!?"

Morrison: "....."

???: "Heh heh. So the main players are all finally here."

Morrison: "What do you want Justona!?"

Justona: "I came to declare war... However, it's not in my nature to simply leave empty handed. I'm sure Lord Dhaos will be absolutely delighted... if I claim your lives right here and now."

Cress: "Why you--!"

Justona: "Don't move! One step closer and this brat's history."

Cress: "That's not fair!"

Justona: "You're as good as dead anyway! You, Morrison, and those other three fools over there."

Morrison: "... Arche... I hope you're watching this..."

[Morrison unleashes a circle of light surrounding him then he teleports to the back of the beast, enabling him to take the child away.]

Justona: "Uwooh!!! You...you fools!!!"

[Justona thrusts Morrison with a sword.]

Cress: "Morrison!!!"

Morrison: "Stay back!!! If I could just expand this... it would enable time travel..."

Justona: "Ha ha ha ha ha! I think not!!!"

Morrison: "Ack! ***breathing heavily*** Don't...try this... yourselves."

Justona: "W-what are you...!?"

[Morrison gathers light and then in a flash, he disappears with Justona.]

Mint: "Noooo...! This is terrible."

Cress: "Morrison... Arche... Do you still have doubts about Dhaos now?"

Arche: "..."

Cress: "You saw it, didn't you!? He'll stop at nothing to kill us!"

Arche: "I know. I'll keep my mouth shut from now on..."

Mint: "Cress... History has now diverged from what we knew in the future."

Cress: "Morrison... This makes two times that he's saved us. There's already so many!!! We've gotta kill them all!!! And then... And then we have to put an end to this whole mess!"

#1.12] War in Valhalla #
#####

[In Midgards Castle Council Room...]

Reisen: "I'd like you to take a look at this map of the continent."

[Reisen presents a map of the continent.]

Reisen: "As you know, Dhaos is in a castle located on an island to the northeast of this kingdom. The island is only connected to the continent by a single bridge. This bridge is, of course, extremely valuable from a strategic viewpoint. The first phase of the operation will involve forming ranks at this site. Keep in mind that it will take five days for our main forces to arrive here... by the shortest route. The enemy's army will end up crossing the bridge if it takes five days. That's why I have come up with a plan in which we form a few small yet specialized forces... that will harass the enemy."

Macaulay: "In other words, you want to slow their advance?"

Reisen: "Precisely. I know it's an extremely risky mission, but if successful... it just may ensure victory for our forces. I will now read the names of the captains who will lead each special force. Captain of Special Force 1, Richard! Captain of Special Force 2, Macaulay! Captain of Special Force 3, Kirkwood! Captain of Special Force 4, Claus!"

Kirkwood: "Lord Reisen! Are you sure it's wise to leave such a crucial mission like this in the hands of a mercenary!?"

Reisen: "I won't hear another word. I will take responsibility for my decision."

Kirkwood: "Yes, sir."

Reisen: "All but the captains who I named are dismissed. This operation is highly classified. I'll start by explaining the mission of the main forces."

Claus (to party): "You guys should head back to town and get whatever you need. This looks like it could take awhile."

[Cress, Mint, & Arche leave Claus.]

[After the preps, Cress and the ladies head back to the castle. It seems like the meeting is over.]

Mint: "Claus, what about the meeting?"

Claus: "oh, it just ended."

Cress: "And...?"

Claus: "It's a risky but crucial mission. And the other captains weren't too happy about having me taking part."

Arche: "Forget about that kinda stuff."

Claus: "Anyway, they'll quiet down once they see what I can do."

[Meanwhile, Reisen is checking on the Magitech.]

Reisen: "How is the system doing?"

Engineer: "Everything's fine, my lord."

Reisen: "Excellent. With this weapon, that Dhaos will... Heh heh..."

4202 in the Aserian Calendar.

The biggest battle this continent has ever seen was finally about to begin on Valhalla Plain.

Major Historic Conflicts

- War of Valhalla -

Major Historic Figures

Edward D. Morrison

With his passing, the pages of history were thrown into chaos...
...and the tide of war was again at the mercy of fate.

Which side would the Goddess of Victory smile upon?

[At Valhalla Plains...]

Reisen: "Before we go any further, I have a message from the King.
His Majesty says, 'A handsome reward awaits the best fighter.'"

Captain Kirkwood: "A reward?"

Captain Richard: "So what we get depends on how well we fight?"

Reisen: "Let the mission commence! You have my full confidence, men!"

[Claus's party travels deep in the plains till they meet a flying monster.]

???: "Mwahahaha. A fine feat making it this far. I must commend you.
I am Ishrantu, Commander of Dhaos's army. Your advance stops here.
This frozen land shall be your grave for all eternity!!!

[The party defeats the 'commander' of Dhaos's army.]

Cress: "OK, we've defeated a considerable number of enemies."

Claus: "Let's return and report the situation."

[Claus's group returns to Midgards Castle.]

Sentry: "Sir Cress! A job well done. The other units are already assembling. To the throne room, if you please."

[To the Throne Room, then! The four captains are lined up before the King.]

King of Midgard: "To the glorious heroes who played a leading role in saving our kingdom... I grant thee a handsome reward."

King: "Captain of Special Force 4, Claus!"

Claus: "Yes, Your Majesty!"

[Claus moves forward, to the King.]

King: "In return for your distinguished service, I grant you this handsome reward."

[Claus gets 10,000 gald.]

Claus: "Thank you very much."

[Claus returns to the line.]

Reisen: "Well done, everyone. Our victory is now only a matter of--"

Soldier: "Your Majesty!!!"

[A soldier comes rushing in.]

Reisen: "What is the meaning of this! Lower your voice!"

Soldier: "It's the enemy! We're under attack!!!"

Reisen: "What!? How could this be!? We already retook the plain!"

Soldier: "That's just it. They're coming from the sky now!"

Reisen: "Aerial forces, eh... Muster the catapult and artillery units at once! Hurry!!!"

Soldier: "Yes, my lord!"

[The soldier and the three other captains leave the Throne Room.]

Reisen: "Your Majesty, you must move to a safer location."

King: "No, I shall remain here. I cannot simply flee and leave my subjects behind."

Reisen: "Very well... Now's a perfect chance. We shall show that Dhaos the power of our magitech weapon!"

[Reisen rushes away.]

Claus: "This is bad. We better help!!!"

Cress: "Yeah, but what can we do against aerial forces?"

Claus: "Still, we have to at least try!!!"

[As the party exits the castle, a voice rings to Cress's head again.]

Voice: "Hey, Swordsman! You carry that which is far beyond your standing!"

Cress: "?"

Claus: "Hey, Cress! Where are you going!?"

Cress: "I head a woman's voice..."

Claus: "Huh? What are you talking about?"

[A gate envelopes Cress and disappears.]

Arche: "He's gone!"

Mint: "Cress...? This is terrible."

[Mint faints.]

Arche: "Aaaaah! Mint, Mint! Hang in there!!!"

Soldier: "Lord Claus! What are you doing? Please, we need you to join the battle!"

Claus: "B-but my friend just..."

Soldier: "The battle's not over yet! There's no time to waste!!!"

Claus: "No, you don't understand..."

[Cress appears somewhere. He moves forward and sees a blonde woman with a helmet and a spear. She's riding a white horse.]

Cress: "Are you one of Dhaos's minions!?"

???: "I have awakened from a long slumber. Fealty is my sworn pledge to the great Odin. I am known by the name of Valkyrie."

Cress: "Odin...? Valkyrie...? ... What do you want from me?"

Valkyrie: "Return the divine weapon. I speak of Gungnir, that spear you wield. That is the spear of Odin, the master whom I serve. A man of low standing such as you is not fit to bear such a magnificent weapon."

Cress: "Low standing...?"

Valkyrie: "That spear was stolen from my master's grave by people like you. If you part with it willingly, I shall offer you a fitting reward."

Cress: "... Can your horse fly?"

Valkyrie: "?"

[In the room with the magitech weapon...]

Researcher: "Target sighted and locked in. Magitech energy level... 99.2%
Firing mechanism, all clear. Ready to fire, my lord!"

Reisen: "Right! Now to teach those fiends a lesson! Fire!!!"

[The magitech fires and eradicates a bunch of flying monsters.
Meanwhile, in Yggdrasil, Martel, the Spirit of Life, is around a bunch
of animals.]

Martel: "Mana is... fading from the world..."

[Back at the magitech lab...]

Reisen: "Ha ha ha ha! Did you see that! That's the power of our magitech
weapon!!!"

Engineer: "Lord Reisen, there are still more coming!"

Reisen: "Right, Let's give them another blast!!!"

[The magitech weapon fails to function. Smoke is coming out from it.]

Reisen: "What's wrong!?"

Engineer: "It's no use! It seems the weapon couldn't withstand the tremendous
magitech energy level!"

Reisen: "This can't be!!!"

[Outside the castle, Claus and the others witnessed the power of the
magitech. Also, looks like Mint's OK now.]

Claus: "Amazing... Dhaos doesn't stand a chance against this."

[A soldier reports.]

Soldier: "Oh, no!!! The magitech weapon broke down!!!"

Claus: "Are you serious!? Perhaps it is impossible for science to harness the
power of magic?"

Arche: "Never mind that! What're we gonna do now!?"

Claus: "Darn it! If only Cress were here."

[Cress appears out of nowhere, with Valkyrie's horse.]

Claus: "Cress! Are you OK?"

Mint: "Cress...? Is that really you, Cress?"

Cress: "Sorry if I worried you guys."

Arche: "Cress. Where'd ya get that horse? It's so cool looking!"

Cress: "I'll explain later! Right now, I'm gonna go take down the enemy's
commander! The enemy underestimated us, thinking we couldn't fly!"

Arche: "Hey, wait! I'm going, too!"

Cress: "But with that broom--"

Arche: "I know! I can't fly for very long but... two's better than one, right?"

Pegasus: "With my power, you shall fly long and far. We shall need all the help we can get."

Cress: "Thanks, Pegasus!"

Pegasus: "Take up Gungnir as your weapon. Neither sword nor axe is the proper weapon for mounted combat."

Cress: "OK! Let's go!!!"

[Cress and Arche fly and defeat a couple of enemies and then the commander. Back at the ground...]

Cress: "Thanks, Pegasus!"

Pegasus: "I was merely doing my master's bidding. I shall take Gungnir back now. Farewell."

[Pegasus disappears. Reisen appears from the castle.]

Reisen: "Master Cress, Lady Arche! Are you OK!?"

Cress: "Yep. With the loss of their commander... the enemy's aerial forces are scattering and in retreat."

Reisen: "Forgive me. If only our military was more powerful... But that's beside the point. The King will be delighted. I expect you get a medal for this."

Claus: "I think that's a bit premature."

Cress: "We better not let our guard down until Dhaos has been defeated."

Reisen: "You are absolutely right. But it's safe to say the enemy's been dealt a setback. You should get some rest. Oh, and this is for you..."

Cress: "It's a spell book!"

Reisen: "It was on Edward's desk back at the Research Lab... along with a letter that says, 'Should something happen to me, please give this book to Arche. I'm sure she'll be able to make good use of this spell.'"

Arche: "Morrison left me a spell?"

[Arche has learned Indignation.]

Reisen: "Edward has entrusted us with fulfilling his mission. Do whatever it takes to honor his final wish!"

[Cress and the others take a rest. The next day...]

Cress: "OK! Time to enter Dhaos's Castle!!!"

#1.13] Dhaos's Castle & Reviving Yggdrasil #
#####

[Cress's party heads to Dhaos's Castle. Deep Inside they find a sealed door with four magic directional sealing runes.]

Claus: "It's four magic directional sealing runes!"

Cress: "It's what?"

Claus: "Four people need to stand in the four directions...
And concentrate to unlock the door."

[The four stand in all directions. Claus to the north, Arche to the east, Mint to the west, & Cress to the south. The door opens.]

Cress: "It's open!"

[Moving on, they encounter another of Dhaos's minions.]

???: "You won't be laying a single finger on Lord Dhaos."

[Cress and co. defeat the fools. Now, they continue forward and finally meets Dhaos, quietly sitting in his throne.]

Cress: "There you are, Dhaos! We've found you at last! I hope you're ready! We're gonna finish you off once and for all!"

Dhaos: "..."

Cress: "What's wrong... Lost your nerve!?"

Dhaos: "I have...no reason to fight you. Why do you oppose me?"

Cress: "You may not have a reason to fight us, but we have reasons to fight you!"

Dhaos: "Don't make me laugh. You know, when it comes right down to it, you're nothing more than pawns of Midgards. Nothing but mere sparks to be stamped out."

Cress: "It's over, Dhaos!"

[Cress and his friends fight Dhaos and his minions. After the long battle, Dhaos disappears.]

Cress: "He ran away... No!!!"

Mint: "Cress... What can we do?"

Claus: "Well, there's no point just standing around here... Let's go back..."

[Back at the lab in Alvanista Castle...]

Lundgrom: "I've been waiting for you."

Mint: "We're so sorry about...Morrison."

Lundgrom: "It was no fault of yours. The real villain, the one we should truly loathe, lies elsewhere, does he not?"

[Silence.]

Lundgrom: "Actually, Morrison left me a letter before his passing."

Mint: "What's this?"

Lundgrom: "He enclosed a key with the letter. He also mentioned that he wanted me to help you."

Cress: "What's the key for?"

Lundgrom: "Let's head for Morrison's Residence. We can talk more about it there."

[Cress and the others go to the late Morrison's house.

Lundgrom knocks at the door. Edward's wife opens it.]

Lilith: "Hiyah, Grom."

Lundgrom: "It's been a long time. I'm so sorry about Edward..."

Lilith: "Please, don't let it concern you..."

Lundgrom: "Actually, I was wondering if I could take a look at Edward's library."

Lilith: "I wouldn't mind, but...it's locked, and I can't get in!"

Lundgrom: "Would this be the key?"

Lilith: "Wow! Why do you have it?"

Lundgrom: "Edward asked me to take care of it..."

Lilith: "In that case, please, go right on in."

[Inside...]

Lilith: "Go through this door and up to the second floor. That's his library."

[Lundgrom unlocks the door and heads upstairs.]

Lundgrom: "He had been doing research on his own, you see. Research about time travel."

Claus: "This book must be the culmination of all his work..."

Arche: "Really?"

Claus: "Allow me to explain in layman's terms... Apparently an ancient kingdom sank to the bottom of the sea. It was called...Thor. They used incredible technology to actually travel through time."

Mint: "The Ancient City of Thor...?"

Arche: "But how does that help us? It sank."

Claus: "I mentioned incredible technology, didn't I? If we can trust what is said here, Thor was not actually destroyed. It does say, however, that he failed to reach the sea bottom."

Lundgrom: "Naturally... There's no technology or magic that could do that for you."

Claus: "Still...Claus might, know a way... That's what it says right here."

Everyone: "?"

[Outside Morrison's house...]

Lundgrom: "So, what do you plan on doing?"

Claus: "The position... It must be about 100 kilometers offshore, northeast from Venezia. Let's start researching in that area."

Lundgrom: "I see. I wish I could go with you, but I've got something else I need to do. Good luck."

Claus: "Alright, let's go to Venezia first."

Mint: "Please wait. Once we go to Thor... We won't be able to come back, right? In that case, isn't there something we could do about Yggdrasil first? Yggdrasil is all withered in our age. So..."

Claus: "With all the mana gone, magic doesn't work at all... Right. Which means..."

Arche: "We can't beat Dhaos without magic because we need it to hurt him... Yeah... Right?"

Claus: "Exactly right."

Cress: "Hang on, you guys are giving me a massive headache..."

Claus: "Let me explain. In order to allow you to use magic in your time... We need to find a way to prevent Yggdrasil from withering away. After that, we need to take a boat from Venezia and go offshore... So we can search around where Thor is thought to have sunk. Got it?"

Cress: "Yes."

[And so, the party looks for ways to save Yggdrasill. They ask some people that they know. Including Lenios at Belladem...]

Lenios: "How to save Yggdrasill? Err... I know not. To begin with, divine power does not even exist in this day and age."

[Milard in Euclid...]

Milard: "How to save Yggdrasill? I couldn't possibly help. After all,

magic destroys. It doesn't have the power to heal..."

[& Bart at Arche's house.]

Bart: "According to the folklore of Midgards, there is a Spirit who...
...presides over life energy, the source of our existence.
At least that's what I've heard. Perhaps it's related to that divine
power of Mint's. She has the power to help living things, doesn't she?
They also say that the Spirit takes the form of a horse."

[After searching for information, the party decides to sleep
at the inn in Alvanista. That night, Mint starts to have a dream.]

[In the dream, we can see a woman, who's dressed like Mint, in front of the
fireplace. A little girl (Mint) calls her.]

Mint: "Mother?"

Mint's Mother Meryl: "Yes?"

Mint: "Those are beautiful."

Meryl: "Oh, these?"

Mint: "I want earrings like those."

Meryl: "... I'm afraid I can't let you wear these."

Mint: "Why not?"

Meryl: "They were passed down from my mother's mother... They're the sign
of great and esteemed Healer."

Mint: "... So, they're very important to you?"

Meryl: "That's right."

Mint: "They're shaped like a horse."

Meryl: "A Unicorn, actually. The Unicorn is the symbol of a Healer."

Mint: "A symbol...?"

Meryl: "I'll give you this hat instead. It's the best I can offer."

[Meryl puts her hat on Mint's head.]

Mint: "Thanks, Mother."

Meryl: "It might be a little big on you. But it suits you well.
Now you look like a fine Healer."

Mint: "Yep! I'm gonna become a Healer just like you!"

[The dream ends. The next day, Cress's party rides a ship bound to Venezia.]

Arche: "Don't you just love traveling by ship. The sea breeze sure feels
good."

Mint: "... Listen, everyone."

Cress: "What's on your mind?"

Mint: "I was thinking of a way to revive that tree Yggdrasill. I thought I might be able to do something with my divine power. But I'm not powerful enough yet."

Claus: "So...?"

Mint: "I'm going to seek help from the Unicorn."

Cress: "The Unicorn...?"

Mint: "The Unicorn is the sign of a Healer.
It dwells somewhere in this world."

Claus: "But... Even if you did find it, do you really think it would help us?"

Mint: "I don't know. I don't know, but--"

Cress: "It's the only choice we have, right, Mint? Now let's go find that Unicorn! I know we can do it."

Mint: "Cress...Thanks..."

Claus: "Quick action after a decision, I like that."

[They decide to find the Unicorn. From the information they got, it seems like the Unicorn is in White Birch Forest, past Valhalla Plains. So, they travel there.]

Claus: "This forest? This is where the white horse with the horn lives?"

Mint: "Maybe..."

Cress: "What is it, Mint?"

Claus: "She must have some idea..."

Cress: "It will only meet with a pure, innocent maiden... What an obnoxious horse..."

Mint: "It's not a horse. It's a unicorn."

Cress: "Whatever. Anyway, this forest seems safe enough... Go check it out with Arche."

Arche: <sweat drop> "What, me too? I don't think I..."

Cress: "?"

Claus: "..."

Arche: "well, OK... Come on Mint, let's go."

[Mint goes deeper in the forest. On they way...]

Arche: "I'll go look over there! Mint is that way, right!?"

Mint: "What's wrong, Arche?"

[Arche runs away.]

Mint: "Hey, wait a second! Hey! Gone..."

[Mint moves on and meets...]

Mint: "Eek! You were really here..."

[Mint sees the Unicorn.]

Mint: "You don't bite, do you? Umm..."

Unicorn: "I knew you would come. What do you need? Gentle maiden."

Mint: "What a relief... You can talk... Listen to what I have to say.
This is very important... It's a life or death problem, and it affects
every person and animal in the world!"

[Mint tells the unicorn about the dying Yggdrasil. Meanwhile,
Claus and Cress are still waiting at the entrance of the forest.]

Claus: "This is boring..."

Cress: "Yeah."

Claus: "I think I'll take a walk in the forest myself, after those two come
back."

Cress: "Sounds good."

[Silence.]

Claus: "By the way..."

Cress: "By the way?"

Claus: "Cress, what do you think... About Mint?"

Cress: "What do I think? Well...nothing, really..."

Claus: "Never mind."

Claus: "!"

Cress: "What's wrong? I sense an evil presence in the forest."

Cress: "Wha'!?"

[Back with Mint and the unicorn...]

Mint: "And that's what happened."

Unicorn: "..."

Mint: "What, you doubt my story? ... That's all I can say. Please...you
must believe me!"

Unicorn: "..."

[Three Evil Lords from above come down and attack Mint.]

Unicorn: "Look out!"

???: "My master's name is Dhaos. He has commanded me to take your souls!"

Cress: "Let's hurry!"

[Cress and Claus hurry to Mint's location.]

Cress: "Mint!"

[Cress, Claus, & Mint defeat the Evil Lords.]

Cress: "Mint are you OK!?"

Mint: "I'm fine..."

[Mint sees the unicorn badly injured on the ground. Arche comes to the scene.]

Arche: "Is everyone OK!? What the heck happened!"

Mint: "Hang in there..."

Unicorn: "I believe your story."

Mint: "Huh?"

Unicorn: "Your heart is completely unsullied. I will change my form in order to assist you, my beautiful maiden..."

[The Unicorn changes to a staff. Mint gets Unicorn Horn.]

Claus: "The unicorn is a symbol of the healer's art. We can use that to revive Yggdrasill!"

[Mint gains the title of Maiden.]

Mint: "Yes. I can feel some kind of divine power in the Unicorn Horn... The divine power of healing."

Cress: "Perfect! Let's head over to the Forest of Spirits! By the way... Arche. Where did you go?"

Arche: "Umm... I was... I wonder if I could meet the unicorn? What do you think?"

Cress: "Hmm..."

Arche: "I had this boyfriend once... And..."

Cress: "And?"

Arche: "Shut up! Anyway, the unicorn refuses to see me! Let's just go on to the Forest of Spirits!"

[At the Forest of Spirits, before Yggdrasill...]

Mint: "Please step back, everyone. I'm gonna use the strongest divine power I have."

[Mint casts Resurrection. A huge amount of energy starts to surround the tree.]

Claus: "What the!?! What's happening!?"

Mint: "The Unicorn Horn's too powerful."

Cress: "Mint! Let go of the Unicorn Horn, now!!!"

Mint: "I can't! If I stop now... it might go completely out of control!!! And if that happens, Yggdrasill might...!"

Cress: "Mint... !!!"

Mint: "(Mother, father... Lend me your strength!!!"

[A bright light is generated near the tree. Everyone is lying on the ground.]

Cress: "Is everyone OK?"

[Cress sees the tree full of life.]

Cress: "You did it!!! Yggdrasill's back to normal!!!"

Claus: "That was amazing, Mint! Well done!!!"

Arche: "I knew you could!"

[Martel appears.]

Martel: "I sense a power welling within me. It is your power I feel."

Mint: "It's not only mine... I couldn't have done it without the Unicorn and my friends."

Arche: "No, it was your divine power that did it, Mint."

Cress: "She's right. We couldn't have done it without you, Mint."

Martel: "Thank you. I shall live a while longer, thanks to you... However, vast amounts of mana are still being consumed. I know not why, but..."

Claus: "I'm pretty sure it's due to magitech. It must take an awful lot of mana to elicit such power."

[Martel disappears.]

Arche: "She's gone... That wasn't very nice. We weren't even finished talking."

Claus: "Well, she is a Spirit, after all. Simply appearing in our world is a difficult task for them. Anyway, it seems that mana is still being depleted..."

Cress: "Hey, maybe..."

Claus: "Maybe what, Cress?"

Cress: "Maybe Dhaos keeps attacking Midgard's because... he's trying to wipe out magitech?"

Mint: "Maybe he's trying to use the power of Mana to--"

Arche: "I bet it's because he fears the power of magitech. I mean, Dhaos can only be hurt by magic, right?"

Claus: "Well, there's no point in debating the matter here. We won't really know until we find out from Dhaos himself. Let's head for Thor. This may end up being our final battle. Let's make sure we have everything we need."

#1.14] Thor & the End of Dhaos? #
#####

[The party goes to Venezia and rides the ship that sails to the possible location of Thor. They stop in the middle of the sea.]

Cress: "Captain, right here's fine."

Captain: "Here? You sure?"

Claus: "Yep. Now all we have to do is get to the bottom of the sea. Thanks for getting us this far."

Captain: "Don't mention it."

Claus: "OK. Now to summon Undine..."

[Claus summons Undine.]

Undine: "What is thy bidding, Master."

Claus: "Undine, Spirit of Water... take us to the very depths of the deep, dark sea."

Undine: "Your wish is my command."

[Undine creates a big bubble.]

Undine: "Enter this bubble."

[The party enters the bubble and go to the bottom of the sea.]

Captain: "Now they were a strange lot. Our work's done here! Weigh anchor, you bilge rats!"

[At the bottom of the sea, they find what looks like the ruins of a city.]

Arche: "Wow..."

Mint: "Is this really the bottom of the sea?"

Arche: "Yeow, that's the sea above us!"

Claus: "Hey, don't go far away! I don't know how it's done, but...
We seem to be surrounded by an invisible barrier strong enough to
withstand water pressure."

Cress: "I wonder if there's really a time travel machine down here..."

Claus: "Well, one thing's for sure. Thor definitely sank to the bottom of
the ocean. How could you doubt the words of such a magnificent
sorcerer?"

[Cress finds a card on one of the tables in a building.]

Cress: "Huh? It's..."

Mint: "A playing card?"

Arche: "What a strange design... Did the ancients play cards?"

Claus: "Leave that trash, we don't need it. Come on."

[Cress takes the card, anyway. They leave the building and goes in front
of another. It seems that the door is locked.]

Cress: "I can almost open it but...no cigar. What the heck're we supposed
to do?"

Claus: "Hang on a second. What if we put that playing card we found into one
of those slots?"

[Cress tries slashing the card into the slot.]

System: "Card recognized... Security system deactivated."

Cress: "Did you hear that voice!? Is there someone here?"

Arche: "I don't sense anyone..."

Cress: "?"

[They enter the building. Deep inside they find the Mother Computer Room.
As soon as they enter, a voice started talking.]

???: "Unauthorized entry detected. Eliminate immediately.
Unauthorized entry detected. Eliminate immediately."

[A couple of robots attack them. However the robots were the ones eliminated.]

Cress: "Looks like our enemy dropped something. It's a Pact Ring!"

[The party gets Diamond Pact Ring. They move north towards a machine.]

Cress: "What is this?"

Claus: "It's some kind of a really sophisticated machinery."

???: "Main system activated... Bio-ROM check."

Cress: "Wha!?"

Claus: "What's this?"

[An image of a face appears in the machine.]

???: "Welcome to Mother Computer Room. I am Cust."

Cust: "I provide all functions throughout Thor City. Select objective."

Cress: "Time Warp."

Cust: "Voice recognition activated. Time warp device driver activated. Anti-gravity energy check... Insufficient energy. Town functions must be restored. Although the mayor is the only individual with the authority to restore functions, he is deceased. Therefore, this authority passes to you."

Arche: "What's it blabbering about?"

Claus: "I'm not entirely sure, but unless we restore the city's functions... We won't be able to travel through time. Apparently."

Cust: "Restore city functions?"

Cress: "Yes."

Cust: "Voice command accepted. Restoring city functions. Attention citizens of Thor. Attention citizens of Thor."

[The place starts rumbling.]

Cress: "Hey, should we really be doing this!?"

[Thor surfaces from the bottom of the sea.]

Cress: "It's over..."

Claus: "What incredible technology. To lift an entire continent..."

[The party activates the Time Warp.]

Cust: "Voice recognition activated. Time warp device driver activated. Anti-gravity energy check... Energy verified. Indicate the number of years, relative to the present."

Cress: "Send us to May 21st, 102 years from now, at the deepest end of the Catacombs!"

Cust: "Voice command accepted. Time travel destination space coordinate safety conditions met. Beginning main process. Travelers, proceed to the designated position."

Cress: "Let's go, everyone!"

Cust: "Travelers confirmed. Antimatter energy released... Wormhole generated. Baby universe confirmed. Time warp operation systems all

green. Time warp commencing."

[The party disappears.]

Cust: "Process completion confirmed."

[Cress and his friends are sent 102 years in the future, in the catacombs.
The time and place that Dhaos is just released from being imprisoned.]

Dhaos: "Where did you send them? Answer me!"

Morrison: "Ack... Do you think I'd really tell you!?"

Dhaos: "Heh, you cannot fool me. That was the flash of time travel.
I know not where in time you sent them... But you are inexperienced
indeed if you yourself cannot time travel."

Morrison: "Yikes...!"

Dhaos: "Heh heh heh heh... Your life ends here!!!"

[Cress and company suddenly appears between Dhaos and Morrison.]

Dhaos: "You again!? But how...!?"

Morrison: "Now this is getting interesting..."

Chester: [lying on the ground] "Cress..."

Cress: "The world and our friends are not your playthings!"

Dhaos: "You cannot stand in my way. There is still something I must do!
I cannot afford to be defeated in this time or place!!!"

[The party battles Dhaos. After the hard-fought battle, Dhaos is defeated.]

Cress: "We did it...!"

[The Catacombs start to collapse.]

Morrison: "Look out! Run!"

[The party runs.]

Cress: "What the heck is happening!?"

Morrison: "A massive amount of energy was released when Dhaos was freed!
It must have destabilized this entire area!!!"

Cress: "We're gonna be buried alive!"

[At the entrance, they find Tristan.]

Tristan: "Oh, Cress, Morrison! What's happening!?"

Cress: "Master Tristan! We gotta get out of here now!!!"

#The Future: Volt and the Techbird #
#####

His last power spent, Dhaos
vanished amid the fiery tomb
of the collapsing Catacombs.

Several days passed...

Claus the Summoner

and Arche the Magic User

knew the time had come to part
with their friends with whom
they had been through so much.

[Outside Morrison's house...]

Cress: "I guess this is goodbye."

Claus: "Yeah... Let's head for Thor, Arche."

Arche: "Remember me, always. I'll never forget you guys."

[Tears start to fall from Mint's eyes.]

Claus: "Mint, don't cry. Our meeting was never really meant to be.
But it did happen... ..so... can't you at least be happy that we
had this most improbable encounter?"

Mint: "I guess..."

Claus: "Ha ha... Look at me trying to justify an impossible situation."

Cress: "Claus, Arche... Take care, guys."

Claus: "You, too..."

Arche: [cries] "Bye bye..."

[Claus and Arche start to leave. But then, a rumbling sound occurs.]

Morrison: "What in the world!?"

Arche: "Look!!!"

[Rocks start falling from the sky. The land shakes and then stops.]

Claus: "Phew, I think we're safe now."

Cress: "W-what the heck was that!?"

[A man appears from another time.]

???: "I made it! Trinicus D. Morrison's house... Exactly as planned."

Morrison: "The flash of time travel... And who might you be?"

???: "I'm Harrisson..."

Harrisson: "I've traveled back in time 50 years by the order of the King of Alvanista".

Claus: "Really? From the future!?"

Harrisson: "Several years have already passed since Dhaos appeared in our time. The world is on the verge of utter destruction... and you people are our only hope."

Cress: "Was Dhaos somehow behind those meteors!?"

Harrisson: "I wouldn't be surprised. He no doubt fears that I'd bring you from the past... so he tried to strike first."

Cress: "But this doesn't make any sense. I thought Dhaos was dead!"

Arche: "We gotta do something quick!"

Cress: "Let's go into the future!"

Claus: "Seems it was too early for goodbye."

Mint: "Yep!"

Morrison: "This time I'm the one who'd get in the way. I'll stay here. You guys better come back in one piece."

Cress: "We will! You come, too, Chester."

Chester: "You got it!"

Arche: "... Hmph..."

[Arche stares at Chester.]

Arche: "Hmm... Hmmm..."

Chester: "?"

Arche: "He looks kinda weak..."

Chester: "!?"

Arche: "I don't think he has what it takes."

Chester: "Who does she think she is!"

Cress: "That's enough, Chester."

Mint: "Please don't fight, you guys."

Arche: "OK, OK... Well, try to keep up. And no slacking off."

Cress: "Chester... Don't mind Arche. She really means well."

Chester: "....."

[Cress and company heads to the Mother Computer Room in Thor.]

Chester: "So this is the time machine?"

Cust: "Main system activated... Bio-ROM check."

Harrisson: "Hey... This is..."

Cust: "Welcome to the Mother Computer Room. I am Cust.
I provide all functions throughout Thor City. Select objective."

Cress: "We're here to travel through time!"

Cust: "Voice recognition activated. Time warp device driver activated.
Anti-gravity energy check... Energy verified. Indicate the number
of years relative to the present."

Harrisson: "The time is exactly 50 years from now. The place, the future
village of Toltus."

Cust: "Voice command accepted. Time travel destination space coordinate
safety conditions met. Beginning main process. Travelers, proceed to
the designated position."

Cress: "Let's go, everyone!"

Cust: "Travelers confirmed. Antimatter energy released...
Wormhole generated. Baby universe confirmed. Time warp operation
systems all green. Time warp commencing.
Process completion confirmed."

[The party appears in Toltus, 50 years in the future.]

Chester: "Is this Toltus in the future?"

Harrisson: "It's the Town of Miguel."

Cress: "They named the town after my father...?"

Harrisson: "Dhaos isn't attacking South Euclid for some reason. So you
should be safe as long as you remain in this area."

Claus: "Has Venezia been spared?"

Harrison: "It has. We should first catch a ship to Alvanista. I'd like to
speak with the King. I'll go on ahead to Venezia and hire a ship
to Alvanista. Meet me there as soon as you're ready."

[Harrison leaves.]

Cress: "OK, that makes five of us now!"

[The party stays at the inn. That night, Chester trains on the fields.
He shoots some arrows at a dummy.]

Cress: "Chester... How about taking a little break?"

Chester: "Cress..."

Cress: "Don't worry about what Arche said..."

Chester: "Yeah, I guess you're right. It's you I'm worried about."

Cress: "Hmm?"

Chester: "You and I have always trained together on the sword and bow. But you've grown stronger than me, by living in a different time frame. You're tough now! I dunno... I guess I feel the need to catch up with you."

[Chester shoots an arrow at the dummy.]

Chester: "Hey, Cress... Do you ever have dreams about the people who lived in Toltus?"

Cress: "Yeah..."

Chester: "I've been having dreams every night recently. I can't sleep. I keep remembering the attack on the village. When I fire off my bow like this, it gives me a measure of peace..."

[Chester fires more arrows.]

Chester: "Cress... Did you know? Ami, she liked you..."

Cress: "..."

[Chester gains the title of Hard Worker.]

[Cress had a dream about his past. Miguel shows of some techniques to his son at their school.]

Miguel: "Swallow Dance!!!"

[Miguel attacks the dummy with a Swallow Dance.]

Cress: "Whoa! That's amazing!"

Miguel: "This skill's called Swallow Dance."

Cress: "That's amazing! You look so cool, dad!!!"

Miguel: "You think?"

Cress: "Yep! Show me something even better!"

Miguel: "OK then, how about--"

[Maria enters the scene.]

Maria: "Oh, what are you two up to?"

Cress: "Mom! Dad's incredible! No one can beat him!"

Maria: "Is that so... Are you showing Cress some Skills?"

Miguel: "That's right. I thought I'd at least teach him proper form...
...before actually showing him how to swordfight."

Cress: "Dad! I wanna see something even better!"

Miguel: "It's hard to say no when you say that. And then I get carried
away..."

Maria: "Isn't it about time? You're going to teach Cress swordfighting,
aren't you?"

Miguel: "Yes. And it would be best for him to start at a young age.
It sinks in better that way. After all... One day, it will be his
turn to guard the Pendant of Imprisonment."

Maria: "One day..."

Cress: "Pendant? What Pendant?"

Maria: "We'll show it to you when the time is right, Cress."

Cress: "OK, whatever. Now show me something even better, dad!"

Miguel: "Even better... Hmm..."

[Miguel fixes the dummy.]

Miguel: "I'm still practicing this skill, but I'll give it a shot. It's a
Secret Skill! Here goes! Dark Blade!!!"

[Miguel attacks the dummy using a skill called Dark Blade.]

Miguel: "What d'ya think?"

Cress: "Wow! Amazing! You cut it to pieces!"

Miguel: "You've got a ways to go..."

Cress: "....."

Maria: "Is something wrong, Cress?"

Cress: "Dad?"

Miguel: "Hm?"

Cress: "Do you think I'll become a Swordsman one day if I keep practicing?"

Miguel: "Of course you will! I know you can do it!"

Cress: "Really?"

Miguel: "Yes, really. If you practice hard, you'll be even better than me."

Cress: "Then I'm gonna keep practicing as hard as I can!"

Miguel: "That's my boy! I'm going to practice hard, too, so I can master this
Skill! Then I can teach it to you, too!"

Cress: "OK!"

[The dream ends. That morning...]

Cress: "..... Mom... Dad..."

Chester: "You say something, Cress?"

Cress: "Oh, sorry. Just thinking out loud."

Chester: "Oh..."

Cress: "That Skill... I saw it countless times after that, but...
...I wonder if I'll ever be able to pull it off?"

[Cress gains the title of Master of Secrets.]

[Cress and his friends leave Miguel and starts heading to Euclid.
On their way, at the Mountain Pass, they stop by the hill.]

Arche: "Argh! Look, look at this! What a beautiful view!"

[Everyone looks at the view.]

Arche: "Isn't that pretty?"

Mint: "Yeah. What a cool, refreshing feeling."

Claus: "Yeah."

Cress: "Almost makes you forget the battle, just for a moment."

[Chester walks forward to the edge of the hill.]

Cress: "Hey! Where are you going!? Chester...?"

Chester: "Arrrrgh!!! I'm coming for you, Dhaos!!!"

[Everyone else can't help but drop a sweat.]

Cress: "So... Shall we go?"

Claus: "Yeah..."

[Chester gains the title of Fervent Man.]

[The party finally reaches Euclid.]

Claus: "So... This is what Euclid looks like now? It sure is different from
how it used to be in my time..."

Cress: "This is pretty much how it was in our time, already."

Claus: "... Huh..."

[The party decides to stay at the inn. In there, the boys starts a conversation in their room.]

Chester: "It's always such a relief to arrive at the inn."

Cress: "Yeah."

Claus: "Hmph... Euclid, eh..."

[Claus thinks about the past. In Euclid, about 157 years ago. Claus is reading a book and then Milard approaches him.]

Claus: "Milard, is that you?"

Milard: "I made some tea."

Claus: "OK."

Milard: "I'll just...put it here."

Claus: "OK."

Milard: "Don't overdo it, OK?"

Claus: "OK. What? You want something?"

Milard: "No..."

Claus: "Then leave me alone for a while, will you? I'm busy at the moment."

Milard: "....."

[Milard leaves. Claus's flashback ends.]

Claus: "Milard..."

Chester: (Hey, Cress... Is it just me, or has he been acting a little weird?)

Cress: (Definitely...) "Is there something wrong, Claus?"

Claus: "Huh? Ah, umm... No, not really."

[Claus gains the title of Happy Fellow. The party leaves Euclid.]

[Cress and his friends travel to Venezia. At the harbor...]

Harrisson: "So you came. There's been a problem, however. The ships cannot leave port."

Captain: "Sorry. Dhaos has been extending his power to the seas. It's too dangerous."

Cress: "But we have to do something."

Harrisson: "I see no other choice... We'll have to try..."

Claus: "Is there another way?"

Harrisson: "You stopped in Euclid on the way over, right? Well...
Don't tell anyone I told you this, but... They've got a
Royal Magitech Laboratory there."

Cress: "A magitech lab?"

Harrisson: "If the sea's too dangerous, go by air."

Arche: "You mean...fly!?"

Harrisson: "Let's discuss the details in the lab."

[Everyone heads to the magitech lab in Euclid.]

Harrisson: "This is a magitech research lab."

[They enter the building. Two guards are guarding the stairs leading
to the lab itself.]

Harrisson: "I am an emissary from the Kingdom of Alvanista. I am here on
important business. Can't you let me through?"

Sentry: "I'm sorry, but... Only authorized personnel are permitted beyond
this point..."

Harrisson: "Can't you let me through due to my status as a diplomat?"

Sentry: "You're a diplomat!"

Sentry: (What should we do...)

Sentry: (What should we do...? He's a diplomat, we have no choice.)

Sentry: "Very well. Please, go right on in."

[Below...]

Claus: "Who is this?"

Harrisson: "Stanley, Chief Researcher of the Royal Science Academy of
Euclid. He is researching on flying machines."

Cress: "Flying machines?"

Stanley: "Allow me to explain. Look behind us."

[Four crafts are behind them.]

Stanley: "This is a manned flying craft that runs on magical energy.
It's known as a Techbird. Although research is still continuing,
it can already be put to practical use. If you will use it to defeat
Dhaos, then I'll let you have it for free. But Harrisson says...
You must be able to fly as far as Alvanista. The Techbird lacks
the power to fly such a long distance."

Harrisson: "Hey, don't you call yourself a magitech engineer? Why can't you
just increase the power?"

Stanley: "You don't know what you're talking about. Well, there is one way..."

Claus: "What is it? We'll do whatever's necessary!"

Stanley: "Put simply, the Techbird uses magic energy by converting it to electricity. So if we could use the electrical power of Volt, the Lightning Spirit... We might just be able to boost the power enough... Unfortunately...there are no summoners in this area."

Claus: "I happen to be a summoner."

Stanley: "Wha'!?"

Claus: "I said I'm a summoner."

Stanley: "..."

Arche: "Hey, could we use that power to make my broom fly over long distances?"

Stanley: "Huh? Hmm... Well, we're still researching it, so I can't make any promises... There is a theory that magic brooms fly by converting magic to electricity. Unfortunately, it hasn't been proved yet."

Chester: "I don't get it..."

Cress: "At any rate, let's not waste any time."

Stanley: "Don't get ahead of yourselves. I mean, you need a ring to form a pact with a spirit, right? Take this with you."

Claus: "Whoa! What are you doing with a pact ring!?"

Stanley: "Well... An Alvanistan exploratory team found it in the Morlia Mineshaft. They gave it to me to use in my research."

Claus: "But...are you sure it's OK?"

Stanley: "Yeah. I studied it, but I didn't learn a thing."

[The party gets Sardonyx Pact Ring.]

Stanley: "Rumor has it that Volt lives in a cave to the southwest of Miguel. Apparently the cave contains the vestiges of an ancient civilization. I've even heard that it might be full of mysterious devices..."

Cress: "Thanks. We'll go check it out."

[On the way to Volt's Cave, they stop by Morrison's manor. There they meet another Morrison.]

???: "Who're you? I'm busy right now."

Cress: "Are you Morrison?"

???: "I'm Harold D. Morrison if that's who you're looking for.
And you folks are...? Hey, maybe you're that Cress my grandfather used
to talk about!?"

Cress: "Yes, I'm Cress."

Harold: "I see... So you are the ones my grandfather used to talk about.
I suppose I really should help you, but... I've not the strength
nor courage. My father and grandfather... They were magnificent
Healers. My grandfather's name was Trinicus D. Morrison... I...
on the other hand..."

Cress: "It's effort not ability that counts."

Chester: "Anyway, did your grandfather tell you anything more about us?
Like what we've set out to do?"

Harold: "Even if he did know, he wouldn't tell me."

Chester: "Maybe because it would change history."

Harold: "That's part of it, but... I believe we all forge our own destiny.
Fortunetellers often say that... our destinies are already 99%
decided, but... the remaining 1% can be changed through a person's
effort..."

Cress: "Yeah, I think so, too."

Harold: "Sorry I can't offer you more, but please make yourselves at home."

[The party leaves for Volt Cave (which is the former location of the
Catacombs, btw). In there, they encounter a couple of ninjas.
Two of them are masked and seems to be against a girl ninja.]

???: "Have you ever forgotten the code of the Ninja? Let's go back home to
the Ninja Village."

Ninja: 1 "But if we go back now..."

???: "I'll try to convince the Chief."

Ninja 1: "Silence! You fail to understand Lord Dhaos's noble philosophy!"

???: "You are being played for fools."

Ninja 1: "If you insist on interfering, then you will die..."

???: "So be it, then. I will carry out my duty according to the code of the
Ninja. Prepare yourself..."

[The ninja girl quickly attacks the two masked ninjas.]

Ninja 1: "Too fast..."

Ninja 2: "How sad..."

[The ninja girl notices Cress and the others.]

Cress: "And you are?"

[The ninja girl quickly moves away.]

Cress: "Hey, wait a second! ... Gone..."

[They move north to a cave opening. Before entering, they hear a voice.]

???: "Argh!"

Cress: "What is it?"

Claus: "Hey, Cress... What was that voice?"

Cress: "That girl..."

Mint: "Yeah..."

Chester: "I wonder what happened?"

Arche: "Let's go see!"

[They go inside the cave and finds the ninja girl trapped in an electrical apparatus.]

Cress: "What happened?"

Mint: "She's all numb!"

Arche: "She's like all numb."

Claus: "She's numb all over."

Chester: "Yeah, all numb!"

???: "I...can't...move..."

Cress: "We'd better help her..."

Mint: "Cress! Go help her out!"

Arche: "Go help her, Cress!"

Claus: "Go help her out, Cress."

Chester: "Help her, Cress."

Cress: "Wha'? Why is everyone telling me to do it!?"

???: "Yeeeaahh!"

Cress: "Bah, alright..."

[Cress tries to help, but gets trapped in the machine himself.]

Cress: "Aaarrgh!!! I'm all numb..."

[The others help the two out.]

Arche: "Hey, are you alright?"

???: "... Yes, barely..."

Mint: "Cress... Are you OK?"

Cress: "Ahh... But I知 still shaking all over."

Claus: "You've been zapped with electricity."

???: "I'm sorry, everyone."

Chester: "But...what are you doing here?"

Claus: "This is no place for a little kid to be."

???: "It's...well..."

Arche: "What's up with her clothes?"

???: "Um, goodbye."

[The ninja girl speeds away.]

Arche: "I wonder what's wrong?"

Chester: "We're in a hurry, remember?"

Cress: "Anyway we'd better get moving, too."

[Cress and the others move on. They meet the ninja girl again. This time, she is surrounded by a masked ninja and three of Dhaos's minions.]

???: "To be beaten by an enemy like this... Alright, what's it gonna be? Obedience, or death?"

Cress: "We have to help..."

Mint: "Cress! Yeah, better help."

Arche: "Cress, you'd better help!"

Claus: "Cress, go help!"

Chester: "Cress, time to help!"

Cress: "Hey, hey... What, I have to fight alone again?"

???: "Grr, you've got to be kidding me..."

Cress: "Heh, whatever..."

[Cress's defeats the enemies.]

Cress: "Heh, I won...barely. What are you doing here, anyway?"

???: "..."

Cress: "..."

???: "..."

Cress: "You don't have to tell me if you don't want to... But at least tell me your name."

???: "... Suzu..."

Cress: "Hello, Suzu... Hey, Suzu. Would you like to come along with us?"

Suzu: "Um, no... Thank you so much for saving me. Um, goodbye."

[Suzu speeds away.]

Cress: "What was that all about?"

Arche: "We'll never know if she's not willing to tell us."

Chester: "Unlike some people, she doesn't talk too much."

Arche: "Unlike who!"

Chester: "I wonder!"

Mint: "There must be some reason."

Claus: "Well, I don't get it either, but we'd better find Volt first."

Cress: "Good point."

[The party moves on and reaches a hill where they finally meet Volt, a ball-shaped Spirit.]

Cress: "So, this is the famous Volt?"

Volt: "&S7XS|?/\)%+)0(F+I!!"

Claus: "What the heck is it saying?:"

Volt: "H21IOU<788%)&!!!"

Claus: "It settled down a bit. Alright, time for the pact. Do you understand what I'm saying?"

Volt: "9&=)H&/\H%3JA/ ..."

Claus: "Ah, whatever..."

Cress: "But... What Pact Ring should we use?"

Claus: "Hmm... Just...line them all up."

[Cress steps backward.]

Claus: "I beseech you great Lightning Spirit. Submit to me as decreed by the covenant of this ring. My name is Claus..."

Cress: "Look the Sardonyx Ring is glowing..."

[Claus can now summon Volt. Now, they see two chests that are unreachable.]

Cress: "Arche... Can you go get that for me?"

Arche: "I knew you were going to say that..."

[Arche rides her broom takes the items in the chests.]

Chester: "Arche... Don't pocket anything where we can't see you!"

Arche: "Shaddap! You know I wouldn't do that!"

[Arche returns to Cress and the others.]

Arche: "Here you go, Cress!"

Cress: "You don't have to get so mad..."

Arche: "Hmph! Chester... I REALLY REALLY HATE YOU!!!"

Chester: "Heh, who asked you to like me anyway!?"

Claus: "Hey, enough with the fighting already. This is neither the time nor the place."

Chester: "OK, fine..."

Arche: "..."

Cress: "What's wrong, Arche?"

Arche: "Nothing!"

[Cress gets Emerald Ring and ? Clothing.]

[The party returns to Venezia. They stay at the inn first. That night, Chester proceeds with his training of shooting arrows to a dummy.]

Arche: "What're you doin'?"

Chester: "Nothing."

Arche: "So you're doing nothing in the middle of the night?"

[Chester fires an arrow to the dummy.]

Chester: "What do you care what I do?"

Arche: "I'm sorry for saying you looked weak."

[Chester looks irritated. He fires another arrow.]

Chester: "That has nothing to do with it."

Arche: "Then what's going on with you?"

[Chester looks frustrated.]

Chester: "I said it's nothing! Now stop bugging me already!"

Arche: "OK. Sorry. But I don't think it'll help for you to worry so much

about it. See yah."

[Arche walks away.]

Chester: "Hey! You don't understand anything. My little sister was murdered... She was only 11! And you know what makes it worse? Her murderer was slain by Dhaos. Do you understand how frustrating that is for me?"

Arche: "... That's... That's... Isn't that the same for Cress? I'm not saying you should forget about your sister. But your frustration and impatience is too obvious. Looking at you... I can't even breathe."

Arche & Chester: "..."

Chester: "... Can't you please just leave me alone already?"

Arche: "Well, good luck, anyway. Chester..."

[Next day, the party returns to the magitech lab below Euclid's Royal Science Academy.]

Harrisson: "I can see you can summon Volt now."

Claus: "Yes. I'll try summoning him right away."

Claus: "Volt!"

[Volt appears between the Techbirds.]

Claus: "Volt... I need to borrow your power. I need you to channel your power through these flying machines."

Volt: "3&JW/\G?(&&0%05T"

Cress: "Claus... Are you OK?"

Claus: "I think so... Arche, let's take care of your broom now too."

Arche: "Alright."

[Arche places her broom. Volt starts channeling his powers to the machine & the broom.]

Stanley: "Alright, this should be good enough. Now all you need to do is use this."

[Stanley shows a capsule.]

Claus: "What is it?"

Stanley: "Just take a look."

[The capsule sucks the Techbirds.]

Chester: "It sucked up the Techbird!?"

Mint: "What is that capsule?"

Stanley: "This is what we call a Wing Pack. It's an item that can be used

to store a Techbird. This let's you carry the Techbird around with you. Go on, take it with you."

[The party gets Wing Pack.]

Cress: "Thank you very much."

Harrisson: "I'm going to take a Techbird to Alvanista first. I need to tell the King about you as soon as possible.

Stanley: "You'd better take a Wing Pack too, then."

Harrisson: "Thanks. Alright, everyone, come as quickly as you can."

[Harrisson leaves.]

Stanley: "Alright, let me explain how it works. The Techbird is a mini airplane with the latest control and gyro devices. It will move in response to buttons pressed by its pilot. The A Button accelerates, and the B button lands the craft. You can even land directly inside a town. Of course, you won't be able to land on an obstacle, or in the sea. Look for the shadow to determine where your current landing site is. Press Left/Right on the directional pad to turn, and Up/Down to ascend or descend. You can fine-tune your movements by holding down the R button. Remember... Take off with the A Button. Note that taking off from inside a town is too dangerous, so you can't. Thank you so much. If it breaks, just bring it back here. Not that that's ever gonna happen!"

Cress: "Alright, let's go to Alvanista!"

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#####  
#1.15] A Bunch of Sidequests #  
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[Now the party can fly, thanks to the Techbird. They decide to check on Yggdrasill.]

Claus: "So, Yggdrasill yet lives this far into the future."

Mint: "What a relief..."

Cress: "But it still could die, leaving us without magic. We gotta defeat Dhaos as soon as possible."

Arche: "Look! The tree lady's appearing!"

[Martel appears.]

Martel: "It seemed like an eternity. I never expected to see you once more."

Claus: "Is there still enough mana?"

Martel: "Yes. Spirits and the magic are no longer in danger. Mana consumption suddenly returned to normal one day..."

Claus: "I see."

Martel: "Long I slumber now that the Tree is no longer being robbed of mana... and I no longer feel as if I am being torn asunder."

Arche: "You mean Spirits sleep, too?"

Martel: "As mana gradually amasses in this world... I sense something growing within me."

Claus: "..."

Martel: "During my slumber, I was visited by a handsome man. He watched over me before departing. His long golden hair was flowing in the wind..."

[Martel suddenly disappears.]

Chester: "Hey... What about the rest of the story?"

[Flames suddenly come, trying to hit Cress and co.]

Cress: "Who's there!?"

[Dhaos comes down from above.]

Cress: "D-D...Dhaos!"

Dhaos: "I thought I'd seen you people before. You're those meddling fools from the past. You've followed me here into the future, eh? You shall suffer the same fate as Midgards!!!"

[Dhaos gathers energy.]

Claus: "This is bad!"

[Dhaos cancels his attack.]

Dhaos: "However, a battle here would harm the Great Tree... This is your lucky day."

[Dhaos disappears.]

Cress: "That was a close one..."

Arche: "I thought we were dead..."

Claus: "That was strange. He seemed far more powerful than last time."

Cress: "With the way we are now---"

Arche: "We don't stand a chance, do we?"

Cress: "I hate to admit it, but yeah."

[Everyone looks depressed.]

Claus: "I wonder what Dhaos was doing here, anyway? Trying to kill is, no doubt."

Mint: "It sounded like this was the first time he'd ever heard of our time travel."

Claus: "Hmm... Well, let's speak with the King of Alvanista before it's too late."

Mint: "You're right."

[On their world exploration, they hear about the Ninja Village. That it is in Treantwood. So, they go there and deep in the woods, they find the ninja girl from Volt's Cave, Suzu.]

Cress: "Who are you and what are you doing in such a place?"

Suzu: "I'll show you around."

Arche: "Wait... Hey, wait for me."

[Arche comes and joins party because she was left back in the entrance of Ymir. The Elves still doesn't allow Half-Elves in.]

[Suzu disappears with the party. She takes them to the Ninja Village.]

Suzu: "Welcome to the Ninja Village. Please come meet my grandfather. He's Chief of our village."

[Suzu takes the party to a house.]

Suzu: "My grandfather's back here."

Cress: "So this is the Chief's house..."

Claus: "What a unique looking place. I can't even begin to describe it..."

[They move on in. Looks like Cress (who's after Suzu) activates a floor trap.]

Cress: "Whoa! What the heck!"

Chester: "Hey, there's bamboo stakes at the bottom of this pit."

Suzu: "Sorry about that. There are loads of traps here. It's just a precautionary measure."

Arche: "You could've warned us earlier!"

[They move on. Cress activates another trap. This time, flying spears. Luckily he's not hit.]

Chester: "This isn't funny."

Cress: "I think I'll be OK."

Claus: "Cress... We should keep on our toes!"

[Cress falls on a sliding floor.]

Mint: "Cress!"

Claus: "What did I tell you..."

[Cress falls to a spring outside the house.]

[Sometime after, Cress and his friends appear inside the house, talking to the Village Chief. He is a blue-haired man with a long beard.]

[Cress is soaked.]

Mint: "Cress... Are you OK?"

Cress: "I think so..."

???: "I am Ranzo Fujibayashi, Chief of The Ninja Village."

Ranzo: "Forgive me if you were hurt by our security measures. Suzu! Did you forget what I told you!? Always disable the traps before guests arrive!"

Suzu: "I'm sorry..."

Cress: "Oh, it's OK."

Ranzo: "This will not do. You shall catch cold like that. Come soak in the hot spring. We can talk after that."

Arche: "Oh yeah! Hot spring time!"

[Later, Claus goes first in the hot spring while Cress and Chester change.]

Cress: "So this is what a hot spring's like."

Chester: "It kinda smells like rotten eggs."

[Cress and Chester gets in the hot spring.]

Claus: "This is great."

[In the ladies' hot spring corner, Arche is already in the hot spring while Mint changes.]

Arche: "Mint, hurry up!"

Mint: "I'm coming."

[Mint goes in the hot spring.]

Mint: "This feels great."

Arche: "Are you kidding? It's awesome! Whoa!!!"

Mint: "What's wrong!?"

Arche: "Mint... You look fabulous, Mint!"

Mint: "Huh? Oh... Stop making fun of me!"

Arche: "No, really! I'm just a skinny twig compared to you! I'm jealous..."

Mint: "Oh, be quiet!"

[Back in the men's hot spring...]

Chester: "Did you hear that?"

Cress: "Hear what?"

Chester: "What Arche and Mint were talking about! This warrants further investigation, I'd say."

[Chester leaves the hot spring.]

Cress: "Wait! I wouldn't do that if I were you!"

Claus: "Ah, to be young again..."

Cress: "I don't think I wanna know what you mean by that."

[Chester takes a peep on the other side. Arche sees him.]

Arche: "I knew you were a bad boy!!!"

[Arche throws a pail straight at Chester sending him back to the hot spring.]

Cress: "I told you..."

[Chester gains the title "Bad Boy," Mint: "Glamour Queen," and Arche: "Thin Girl."]

[After the bath, everyone goes back to Ranzo's room.]

Ranzo: "Well? Feel refreshed?"

Cress: "Yeah, thanks."

Ranzo: "It is the least I could do to the one who will save the world. Make yourselves at home. We have heard the rumors. You are on a mission to slay the villanous Dhaos, are you not?"

Claus: "How did you know about that? I heard your village had cut off ties with the outside world."

Ranzo: "It may appear so on the surface... But we have covert operatives in Euclid and Alvanista."

Cress: "Covert operatives...?"

Ranzo: "Spies, in other words. Our main work is seeking out behind-the-scenes information."

Chester: "So I guess you spied on us, too. I'm liking this place less and less."

Mint: "That's not very nice..."

Cress: "Chester! You and your big mouth!"

Claus: "No, I think he's right. There are far too many Ninja who serve Dhaos. I know because I've had this feeling that we were being watched."

Ranzo: "..."

Suzu: "You have it all wrong! Those people were--"

Ranzo: "Suzu! Let me explain."

Suzu: "Yes, sir..."

Ranzo: "Actually, I had a special favor to ask of you."

Cress: "A favor...?"

Ranzo: "Dhaos has been kidnapping our fellow Ninja... and then brainwashing them to fulfill his evil scheme."

Claus: "Brainwashed? So then they'll stop at nothing to fulfill their mission..."

Ranzo: "I imagine that looming threat you have sensed was due to them. Suzu's parents are among the missing... They disappeared two years ago."

Suzu: "....."

Ranzo: "I know you are on a mission to rid the world of Dhaos, but...
...would you please help search for this child's parents, too?
For Suzu's sake as well..."

Cress: "I don't know how much help we'll be, but we'll do the best we can."

Claus: "Not another mission... You just can't say no, can you, Cress?"

Arche: "What are you talking about. That's one of his best qualities."

Ranzo: "Her father's name is Dozo and her mother's is Okiyo. According to our latest report... a couple fitting their description was sighted near Euclid. Please do whatever you can to find them. Oh, and... This is for you."

[Ranzo takes something from the cabinet and places it on the table.]

Ranzo: "It is a very special sword. A family heirloom, in fact."

Cress: "Wow, you sure it's OK?"

Ranzo: "I want you to have it. Muramasa is its name. Besides, it would be hanging over the mantle if you did not use it."

[Cress gets Muramasa. Cress gains the title of Samurai.]

[Cress and his group leave the Ninja Village and go to Euclid. There, they can't find Suzu's parents anywhere. Cress decides to join the tournament. After he defeats 8 monsters...]

Master of Ceremonies: "You did it!!! Eight victories in a row!
Congratulations, Cress!!! Alright, although you did indeed win eight times in a row... There's still one more, extremely powerful monster left."

???: "We've been waiting for you, Cress!"

Cress: "Who's there!?"

[Two masked ninjas appear.]

???: "We've come here under the orders of Lord Dhaos, to kill you!"

Cress: "Dhaos's minions! Wait a second... You're those Ninja who've been sneaking around Euclid... Wait, you must be Suzu's parents, from the Ninja Village!"

Okiyo: "Ready to die!?"

Cress: "Wait! Dhaos is just using you!"

???: "He's right. Please finish us off! Fast!"

Cress: (What was that!?)

Dozo: "Enough talk!"

[Okiyo and Dozo attack Cress. Cress defeats both.]

Cress: "So that's it..."

[Both turns out to be just woods.]

Cress: "What!?"

Dozo: "Fool!"

Okiyo: "We are Ninja Masters! We are invincible!"

Dozo: "You're no match for us!"

Cress: "Then I'll fight you to the end!"

???: "Wait!!!"

[Suzu appears between Cress and the ninjas.]

Cress: "You're... Suzu, from the Ninja Village!?"

???: "Suzu..."

Suzu: "Mother, Father, please don't hurt anyone else!"

???: "Suzu... You've got to finish us off!"

Dozo: "Shut up! No... The brainwashing was incomplete!"

Suzu: "Father... I...can't do it."

???: "Grr... Argh!!!"

Dozo: "I can't...control myself! Stop!!!"

[Dozo and Okiyo thrusts their swords at one another.]

Suzu: "Mother, Father!"

Cress: "This is horrible..."

Dozo: "No... This can't be happening..."

[Dhaos's minions leave the bodies of Suzu's parents. Both of Suzu's parents are lying on the ground]

Suzu: "Mother, Father!!! How did this happen..."

Dozo: "We must pay for our own crimes... Suzu, there is no need to befoul your own hands..."

Okiyo: "I'm sorry we couldn't be real parents to you. But...it eases my mind to see your tears."

Dozo: "Now we... We can pass on to the next life without regret."

[Dozo and Okiyo dies.]

Suzu: "Mother, Father..."

Cress: "Suzu, I don't know what to say to you... We can never undo this horrible deed..."

Suzu: "Don't let it bother you. Cress... you don't need to apologize to me. This is part of the Ninja code. Ninjas must...act without emotion. You are my parents' savior. I must return home. Please come visit the Ninja Village again. I would like to show you my appreciation one more time, and... Goodbye."

[Suzu disappears.]

Master of Ceremonies: "We've had a terrible incident... The Tournament Committee has disallowed the results of this challenge! Please, accept our apologies for the inconvenience."

[Later...]

Claus: "What a terrible turn of events..."

Chester: "What can you do. Cress, you did everything you possibly could."

Cress: "Yeah... But thanks to me, Suzu's parents are..."

Mint: "Cress... Don't blame yourself so much."

Arche: "Let's go back to the Ninja Village. We have to apologize to Suzu."

[Cress's party heads back to the Ninja Village.
They go back to Ranzo's house.]

Ranzo: "So this is Master Cress... Hello and welcome. About Suzu's parents... I do not know how to thank you."

Cress: "Yes, but... Suzu's--"

Ranzo: "I won't hear another word. It is not for our clan to bear ill will

toward you. We welcome you as heroes who saved Suzu's parents."

Cress: "Thank you, Ranzo."

Ranzo: "This is a token of our appreciation. Please accept it."

Cress: "Huh? This is--"

Ranzo: "A Secret Skill book. A traveler from a faraway land left it with us during his visit. And he left us with this message: In the world's darkest hour, a lone Swordsman shall visit your village. Should that Swordsman be a warrior with no equal... give him this Secret Skill book. And now you are here. If you are not that Swordsman, then who else could it be? You are the only one fit to use this Secret Skill book."

[Cress has learned Beast Sword Rain.]

Ranzo: "I have but one request. Will you not take Suzu with you?"

Suzu: "That's my wish, too. You've all done so much for me. I want to return the favor. More importantly, I no longer need to search for my parents. I may get in the way at times, but I want to help you the best I can! Saying that it's for sake of the world may be an exaggeration, but--"

Cress: "Suzu..."

Arche: "Of course you can come with us!"

Mint: "We'll do it together!"

Ranzo: "Suzu. You must do everything in your power for them. Master Cress!"

Cress: "Yes, sir!"

Ranzo: "Every member of our clan... No... Make that the people of the world are behind you."

Cress: "Yes, sir!"

Ranzo: "Now, Suzu. It is your fate to one day rule The Ninja Village."

Suzu: "Yes, sir!"

Ranzo: "I assume you know of the Cave of Tribulations."

Suzu: "Yes, sir."

Ranzo: "Return to me once you have furthered your ability. Have I made myself clear?"

Suzu: "Yes, sir!"

Ranzo: "Care to enter the healing waters of the hot spring before departing?"

[At the hot spring (men's section).]

Cress: "Yep... There's nothing better than soaking in a hot spring."

Chester: "Yeah, it's like it recharges your body or something..."

Claus: "Ahhh... I feel like a new man."

Chester: "Hm? What the heck are you looking at?"

Cress: "Chester, you've bulked up. You look much bigger than you were before."

Chester: "You think? I guess it's 'cause of all that training I've been doing lately."

Cress: "That chest, those arms and those six-pack abs. What a difference!"

[At the women's section...]

Arche: "Hey, Mint! Did ya hear that?"

Mint: (all red) "Hear what?"

Arche: "What Cress and Chester were talking about, silly! Aren't you interested? I think I'll just take one peek."

Mint: "Umm... That wouldn't--"

Arche: "Oh, lighten up. Besides, I'm just returning the favor!"

Mint: "I don't think it's a matter of--"

Arche: "Well, here goes..."

[Arche takes a peek. At the men's section, Suzu enters.]

Suzu: "Claus. Your snack is ready."

Claus: "Oh, thanks. Just bring it over here, will ya."

Cress: "Claus... I see you're making yourself right at home. And...oh!"

[Cress sees Arche.]

Arche: "Hiya, fellas. How ya doin'?"

[2.2.2] Chester's Bow Part 2

[The party goes to Arsia's manor.]

Claus: "Still here... Honestly, I didn't want to come here."

Mint: "Whatever happened to her after everything that happened?"

Cress: "At any rate, somebody might be here. Let's pay her a visit."

Chester: "Hey, Arche. Everyone looks so gloomy. Did something happen in the past?"

Arche: "Um, well, yeah... But I was a statue at the time, so I don't really know what happened."

Chester: "Huh!?"

Cress: "What do the two of you think you're doing? I'm going on ahead."

Arche: "Hey, wait! Um, so that's the size of it."

Chester: "Hey, wait!"

[Cress knocks at the door.]

Cress: "Hello?"

[Silence.]

???: "Yes?"

[Brambert opens the door.]

Cress: "Uh, Lord Brambert!"

Brambert: "Oh, it's you! It's been a long time. How long has it been, anyway...? How is it that you're still alive?"

[Brambert takes them inside. The party tells him about their time-travel.]

Brambert: "I see. So you chased Dhaos through space-time, into the future... What an incredible story. I can't deny the fact that you're standing in front of me now."

Cress: "Yes. We're going to finish things with Dhaos in this age once and for all!"

Brambert: "This must be the working of fate..."

Claus: "Without doubt. And..."

Brambert: "... I know what you want to say. Can you come upstairs with me?"

[Upstairs, in a room, they find Arsia. She's a statue now.]

Mint: "Arsia... Is that you?"

Brambert: "... I think this is her final answer. The first thing I realized, she was as you see her. I believe she became a statue in my place..."

Mint: "How horrible..."

Brambert: "When I look at this statue, I can almost... I can almost tell what she wanted to say."

Claus: "..."

Brambert: "Also, I found this bow at my feet."

Cress: "This bow, it's..."

Mint: "A bow? It's Chester's!"

Claus: "It is!"

Chester: "Hey, Cress! What about my bow? Wow... I can't believe it!
I can feel the power just holding it in my hands!"

Brambert: "I... This bow taught me the depth of the pain she has been
suffering. Here it is, at long last. I will return the bow
to you in her place."

[Chester receives Elven Bow.]

Brambert: "I will live here from now on. Until the day her heart's wounds
are healed... Until the day we can be together once again..."

Claus: "..."

[Cress and his friends stop by Limestone Cave.]

Chester: "Um, why did we come here again?"

Cress: "Well... I mean... There might be something, you know..."

Claus: "We formed a pact with Undine in my time."

Chester: "This is where Undine used to be? What is this place?"

Arche: "Quit your yammering already. Limes! I love limes!!!"

Claus: "Huh? Did you just say something... weird?"

Arche: "Hmm? Don't worry about it! The whole limestone cave reminded me
of how hungry I am..."

Mint: "Hmm?"

Cress: (Talking about limestone cave made her hungry for limes?)

Arche: "Hey Cress... Want to eat here?"

Cress: "Sure, why not."

Arche: "Yay!"

[Some time later...]

Arche: "Anybody got some Melon? I just love Melon. And Melon bread, too."

Chester: "What the heck is that?"

Arche: "Ta-da! I made it myself. It's my own Special Recipe."

Cress: "Wow! That sure smells good."

Chester: "Wait. Are you sure it's OK to eat?"

Arche: "Then don't eat it if you're gonna be that way!"

Claus: "Now, now settle down you two. Let's give it a try."

Cress: "***gag***!"

Claus: "***cough***!"

Chester: "***sputter***!"

[Chester, Claus, & Cress faint.]

Arche: "Huh? Mint... What's wrong with them?"

Mint: "....."

Cress: "I wouldn't eat that if I were you, Mint... You don't look so good... Arche! Did you actually taste this when you were making it?"

Arche: "What are you trying to say?"

[Arche takes a bite.]

Arche: "Ack!!! What the heck is this?"

Cress: "What d'ya mean, you made it!"

Chester: "Grrr...! Hey, Arche! This isn't even edible! You're Terrible Cook!"

[Arche has received the disgraceful title of Terrible Cook.]

Arche: "Hmph! I'm gonna restore my disgraceful title!"

Claus: "You can't restore a disgraceful title. A disgraceful title is something you clear, not restore..."

Arche: "Oh, yeah... That's what I meant."

[South of Arlee is a cave called Cave of Darkness. The party enters it and finds a black Spirit.]

Cress: "Is this...a spirit?"

???: "I...name...Shadow...Dark...Spirit... You...world...threat...Dhaos... my...dark...people...brainwashed...enemy"

Cress: "What's he trying to say?"

Claus: "I understand most of it, anyway. The people of the dark have been brainwashed by Dhaos. In other words, I guess his friends are now his enemies? So will you be our friend...?"

Shadow: "You...no...my...friend... I...to...save...dark...people..."

Claus: "Fine. Once we reach our goal, I'll release you from this pact."

Shadow: "Ancient...pact...ring...Amethyst..."

Claus: "Alright, let's make this pact."

Claus: "I beseech you great Dark Spirit. Submit to me as decreed by the covenant of this ring. My name is Claus..."

[Claus can now Summon Shadow.]

[The party passes by Elf Colony on their travels. Inside the inn, they talk to the Proprietress.]

Proprietress: "Excuse me, aren't you..."

Cress: "Aren't we what?"

Proprietress: "Um, what I mean is... Aren't you those heroes people have been talking about?"

Cress: "I wouldn't say we're heroes... We're just adventurers."

Proprietress: "Please give this to that pink haired girl you're with. There's no sense in me keeping it."

Cress: "A broom?"

[Cress receives Star Broom.]

Proprietress: "Oh, and take these, too."

[Cress receives Mom's Gloves.]

Proprietress: "Let's keep this a secret, OK?"

Cress: "So then, you really are... Arche's--"

Proprietress: "Shhh. Please, let's just leave it at that. Now where was I..."

[Along their travels, they learn about the Spirit, Aska. That it was kidnapped by the ancient people of Thor. The party heads to Thor. There, they talk to Cust and asks about the Spirit, Aska.]

Cust: "Voice command accepted. Search database... Search complete. The spirit Aska. ID RS232-C. Inhabitant of the Spirit World. Primary energy source is the ultraviolet light contained in sunlight. Susceptible to a certain frequency of radio waves. Captured by Thor at 12:56 AN, August 23rd, Solar Year 2543. According to the results of two years of studies...due to the fact that inhabitants of the Spirit World live in a different dimension from those of us in the Material world Studies are not possible. The subject was subsequently stored in an ultra-high pressure deep-freeze chamber."

Claus: "I don't get everything it's saying but it looks like Aska's here. Yo, Cust, can you release Aska for us?"

Cust: "Voice command accepted. Block 3 temporarily sealed. Door to Storage Room 401 opened."

[A bird-like Spirit appears.]

Claus: "Is that...the spirit Aska?"

Aska: "Are you the ones who freed me?"

Claus: "Yeah... The world is currently facing a crisis situation.
We'd like to borrow your power."

Aska: "I know the general situation. I would be willing to help you.
Very well. Please produce the Topaz Ring. We shall form the pact
of old."

Claus: "I beseech you great Spirit Aska. Submit to me as decreed by the
covenant of this ring. My name is Claus..."

[Claus can now summon Aska.]

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#The Eternal Sword: The Path to Dhaos                                     #  
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[Cress and company head to Alvanista. At the Castle's entrance, they are
blocked by two Soldiers.]

Soldier: "Hey, who are you!? This is no place for commoners like you!
Leave at once!"

Claus: "But we're Lord Harrison's--"

Soldier: "Silence!"

???: "wait."

[Harrison comes from the castle.]

Soldier: "Lord Harrison!"

Harrison: "They are who I was talking about earlier. Show them some
respect."

Soldier: "They are!?"

Soldier: "P-please forgive me."

Harrison: "Please excuse his rudeness. This way, please."

[Harrison leads the party inside the castle.]

Soldier: "I heard they're the ones who can defeat Dhaos."

Soldier: "They're just kids. Are they really up to the task?"

[Inside...]

Harrison: "Here they are."

Lundgrom: "Nice work."

Cress: "Lundgrom!!!"

Chester: "Who's he?"

Arche: "Someone we met in the past. He's the court Magic User here."

Mint: "I never expected to see you again, Lundgrom."

Lundgrom: "Well, I do have Elven blood, you know. I wish our little reunion could have been under better circumstances. But I am still very happy to see you all once more."

Claus: "You haven't changed a bit, Lundgrom."

Lundgrom: "Is that so? I'm sure there is much we have to catch up with, but... won't you please meet with the King first?"

Cress: "Sure."

[Lundgrom leads them to the King.]

Lundgrom: "Your Majesty, here are the five time travelers from the past."

King: "Thank you, Lundgrom. Harrisson has no doubt told you that...
...Dhaos has now become a threat to the entire world. We now know that this vicious cycle will continue for all eternity... as long as Dhaos has the power to travel from one future to the next. However...
We have not been aimlessly battling Dhaos..."

Claus: "And by that you mean...?"

Lundgrom: "Among the ancient treasures found in the ruins of Thor, we've...
obtained some information that could be the key to our problem."

Cress: "A key...to our problem?"

Lundgrom: "Several thousand years ago in the ancient past...
...three kingdoms battled for dominance of our continent.
I'm sure you've heard this before, but... The three kingdoms were Odin, Fenrir and Thor. After Thor was sunk to the bottom of the sea by a meteor strike... mysterious men appeared and put an end to the hopeless war... by annihilating the remaining two kingdoms. We've discovered documents that mention... the Three Weapons they wielded."

Claus: "Are you saying those Three Weapons could defeat Dhaos?"

Lundgrom: "It is said that merging the three weapons they wielded...
...will create a magic sword that can control time."

Claus: "You mean we could prevent Dhaos from traveling through time!?"

Lundgrom: "That is correct. The Magical Research Lab should have more information."

King: "To think youngsters like yourselves can defeat Dhaos... Your story has become a legend told throughout our lands. The tale of how you defeated Dhaos, enemy of the world 150 years ago... It seems that

once again, you are our only hope. I await your good tidings."

[According to what they heard, one of the weapons is in the Tower of Flames, in Freyland. The party reaches the top of the tower. In there, they meet a red being that looks like a Human with horns.]

???: "My name is Flamberge. You think you can take the Fire Blade and leave? That weapon houses the soul of Odin... You'll never have it!"

[Cress and co. defeat Flamberge.]

Flamberge: "Grr... Well... I would entrust my life to someone of your strength. Take it, then... Take the Fire Blade!!"

[Cress gets the Fire Blade.]

Cress: "What the heck? He's speaking inside my head..."

Flamberge: "Hahaha! How strong...I sense incredible power! The latent power that resides within you... I'll draw it out for you!"

Cress: "Ah something is being poured into my head..."

[Cress learns Chaos Blade.]

[Moving on, they heard that the Ice Blade can be found somewhere in the Temple of Fenrir, in Friezkiel. So they go there.]

Cress: "So this is the Temple of Fenrir..."

Claus: "The door's sealed shut. How are we supposed to open it?"

Voice: "Heed these words defilers of this hallowed ground. Turn back now if you hold your lives dear! But if it is death you seek, I bid you welcome with open arms!"

Cress: "W-what the heck was that?"

Claus: "Well, it looks like the seal's been broken. Let's have a look."

Arche: "I'll open it. Here goes..."

[The door shatters.]

Cress: "It broke apart."

Arche: "No biggie. At least we can get in now. Let's go!"

[They go inside the temple.]

Cress: "Wow... This stained glass is amazing."

???: "Heh heh heh... Welcome foolish mortals. I've been expecting you."

[A blue, hairy being appears.]

Cress: "Who're you!?"

???: "I am the guardian of the Ice Sword. Death awaits all who defile this hallowed ground."

Cress: "We have to finish what we set out to do! And we're willing to risk our lives to do it!"

???: "To foolish to fear even death, I see. Approach the altar!"

Claus: "This must be an entrance."

Cress: "Let's check it out!"

[They go through the opening in the Altar and finds the Ice Cave. Inside, they encounter the blue hairy beast again.]

???: "My name is Fen Beast. The Cave of Ice is sacred! You do not belong here. My holy blade contains the soul of Lord Fenrir! You'll never have it! Awoooooo!"

[The party defeats Fen Beast.]

Fen Beast: "I suppose... A human like you is worthy of holding my life in his hands. Very well. Take it! Take the Ice Blade!"

[Cress gets Vorpall Sword.]

Cress: "What the!? He's speaking inside my head..."

Fen Beast: "Heh, I like your power. I bet you could handle this technique. It is yours!"

Cress: "Something is being poured into my head..."

[Cress learns Distortion Blade.]

[The party leaves the cave and travels far to the Black Stone in Treantwood.]

Claus: "I know Origin is around here somewhere."

Cress: "You sure?"

Claus: "Uh-huh. When we had the Pact Ring repaired back in the past...
...I saw Origin for a split second."

[Chester notices something.]

Chester: "Arche!"

Cress: "Huh!?"

[Arche appears, flying using her broom, as usual.]

Arche: "Heh heh... There you are."

Claus: "Should've guessed she'd come from above."

Mint: "No doubt thanks to Volt's power."

[Everyone laughs (except for Suzu, and Arche).]

Claus: "You got that right."

[The Spirit appears.]

Claus: "!? Stop laughing already. This is serious business."

Origin: "You who dare break the seals of frost and fire. Prepare to die!"

Claus: "Bring it on!"

[Cress and his companions defeat Origin.]

Origin: "Grrr... TO think I'd ever yield to mere mortals... What is it you seek?"

Claus: "I'd like to make a summoning pact with you, but... first I'd like you to forge the Sword of Time for us. We've already broken the seals that held the Ice Blade and Fire Blade."

Origin: "Why do you seek the Eternal Sword?"

Cress: "To defeat Dhaos! We can't stop Dhaos from fleeing to the future without the sword."

Origin: "Dhaos you say... This world is indeed threatened... Heh heh..."

Chester: "What's so funny!? Do you even realize the situation you are in!?"

Origin: "Why do you think Dhaos appeared in your world? Do you have any idea who he is... where he came from... and why he is doing what he is!?"

Mint: "True, we really don't know much about him. But... Do you know how many people have suffered because of him?"

Cress: "We want to save the world! And protect all that is good and true!"

Origin: "It is not for me to decide... You defeated me. And I shall obey... You wish me to forge the Eternal Sword, do you? Very well... Place the Swords and the Diamond Pact Ring before the Stone."

[They place the swords before the Stone. Origin combines them and creates the Eternal Sword.]

Cress: "So this is the Eternal Sword... The Sword of Time..."

[Cress receives the Eternal Sword.]

Cress: "What the!? I can hear it in my mind..."

Sword of Time: "O mighty swordsman of space and time... United our power shall strike down all that is evil and false..."

Cress: "I can sense new knowledge pouring into me..."

[Cress has learned Lunge, Chaos Distortion Blade and Chaos Lunge.
Cress gains the title of Eternal Swordsman.]

Claus: "OK, I guess I'm next. We make the pact with the Diamond ring, right?"

Origin: "Correct."

Claus: "I beseech you, great Spirit of All Things. Submit to me as decreed
by the covenant of this ring. My name is Claus..."

[Claus can now summon Origin. Claus gains the title of Dominator.]

Claus: "Now all that's left is to find out where Dhaos is."

Mint: "Where could he be?"

Arche: "Maybe Lundgrom knows?"

Cress: "OK, let's head for Alvanista!"

[The party travels to Alvanista Castle.]

Lundgrom: "So you've finally found it."

Claus: "Yep. Now we need to know where we can find Dhaos."

Lundgrom: "Hmm... We don't know exactly to tell you the truth."

Cress: "What!?"

Lundgrom: "However, we do have a clue. There is a place in this world that
is forever shrouded in darkness. Perhaps you've heard of it?"

Claus: "... Well, such a place does really exist."

Lundgrom: "I don't know much about it except there is a town there.
Dhaos has the power to control time. A visit there may reveal an
important clue."

Claus: "No doubt Dhaos is behind this place of eternal darkness..."

Lundgrom: "Indeed. It is also believed that his stronghold is hidden
somewhere... that normally cannot be seen."

Claus: "..."

Lundgrom: "You must forgive me. This is but conjecture."

Claus: "Let's go pay a visit to this town of eternal darkness."

Lundgrom: "If you would excuse me. Good luck to you."

[The party travels to Arlee, the town of Eternal Darkness.]

Claus: "Brrr, it's so cold... Let's rest in the inn."

[The party decides to stay at the inn.]

Proprietor: "Have a good night. Check-out is 9 AM tomorrow."

[The party splits up. Mint & Cress remain near the counter.]

Claus: "Brrr, it's so cold... Where's the heater?"

Cress: "What's wrong, Mint?"

Mint: "Cress... Umm... I need to talk about something. I'll be waiting behind the inn. Please come after you're done unpacking."

Cress: "Umm, err, ahh..."

[Mint leaves the inn. Cress goes to the room where, Claus, Chester and Arche are in.]

Arche: "Huh? What's Mint up to?"

Cress: "She...went for a walk."

Claus: "Why's she going for a walk in this incredibly cold weather... Brrr, it's so cold..."

Claus: "What's wrong, Cress?"

Cress: "Huh? Umm... Nothing... I think I'll go for a walk..."

Arche: "Me too!"

Cress: "Eek, no, I'll be fine by myself."

[Cress hurries out.]

Arche: "What's his problem..."

Claus: "Even Cress's going out in this horrible cold. How nice, to be so young..."

Arche: "Stop talking like an old geezer. You're not even thirty yet!"

Claus: "Hehe..."

[Silence.]

Claus: "We still have a little time. What to do..."

[Claus gets an idea.]

Arche: "What's up?"

Claus: "Just a bit of mischief... Origin!"

[Claus summons Origin.]

Claus: "Origin. You can show events of the past and future, right?"

Origin: "Yes... By using the Sword of Time. Looking into the future is forbidden. I can, however, show you a small part of the past."

Arche: "Through hypnosis?"

Claus: "..."

Origin: "No matter how you plead, I'll do this for you once. This is a special favor."

Claus: "Just once, huh. Sorry. Could you please leave the room for a moment?"

Arche: "Why?"

Claus: "Just go!"

Arche: "What's up with everybody today!?"

[Arche and Chester leave the room.]

Origin: "What do you wish to witness?"

Claus: "..."

Origin: "Yes?"

Claus: "..."

Origin: "What? Very well. I heard you, but I need you to speak up, like you do when you summon something. And now..."

[Origin shows Claus the past, using the sword of time. It shows Milard, teaching some students in Euclid.]

Milard: "OK, that's enough for today's lesson. We pretty much finished the basics today."

Student: "Thank you. So when is Professor Claus gonna return? ...He taught that Dhaos a lesson, didn't he? The Village Chief is so happy... He can't wait to throw a big party with the entire village."

Milard: "Who knows when he'll be back. Claus's as stubborn as a Golem and as hard to kill as a zombie. ...I'm sure he's doing fine!"

Student: "Ha ha... You're probably right. Well, see you tomorrow."

Milard: "Bye."

[The students leave.]

Milard: "I wonder where the heck he's gone. I just hope he's making himself useful... I guess I'll just wait here patiently!"

[The vision ends. Meanwhile, back at the inn in Arlee...]

Arche: "What are you looking at, Chester?"

Chester: "You're planning on spying on those two, aren't you. I wonder about you sometimes."

Arche: "What do you mean!"

Chester: "What do you mean 'what do you mean'!?"

Arche: "You and I have completely opposite personalities, don't we."

Chester: "Isn't that as it should be?"

Arche: "Why do you always lash out?"

Chester: "I lash out!? You've been on my case since I first saw you!"

Arche: "Since you first saw me...?"

Chester: "Don't read anything into that."

Arche: "Let's go outside."

Chester: "I'm fine."

Arche: "No you're not. Come on."

[Outside, Cress meets Mint.]

Cress: "Sorry, did you wait a long time?"

Mint: "Not really."

Cress: "I just couldn't get away by myself."

[Silence.]

Cress: "Do you mind if I stand by you?"

Mint: "No."

[Cress stands by Mint.]

Cress & Mint: "..."

Cress: "You wanted to discuss something... What is it?"

Mint: "Look at this..."

Cress: "What's this? It's...an earring?"

[Cress remembers the past where he was locked in a dungeon, that a woman gave him that earring.]

Mint: "This earring, decorated with a unicorn, is really rare. Right? There are only two in the whole world. It's the Healer's Mark, and my mother used to wear it..."

Cress: "..."

Mint: "My mother's..."

Cress: "I'm sorry..."

Mint: "Don't apologize. If you hadn't... Lied to me at that time... I'm sure I would have become so distraught, it would have been made

things worse."

Cress: "Mint..."

Mint: "I really wanted to say... Thanks..."

[Near them is Chester and Arche.]

Arche: "Mint..."

Chester: "Hey, let's go back already. It's snowing again..."

Arche: "Wait a little longer..."

[Chester pulls Arche inside. Meanwhile, on the inn's roof...]

Suzu: (Mother, Father... It's almost time for our final battle against
Dhaos... ... Mother, Father... I'm... Confused... Father, must a
ninja really be unfeeling? When I'm with everyone... For some
reason, I... I feel strange. Is this... Is this a weakness of the
spirit? Mother, what is this feeling? ... I... I don't understand...
... But... At least in the last battle... I want to fight with
Cress and the others from my heart too... Even if I should perish...
I will not regret a thing.)

[The next morning...]

Exploration Team Member: "Mr. Cress! Is Mr. Cress here!?"

Cress: "Who are you?"

ETM: "I belong to the Exploration Team Information Department.
We've received reports of a huge castle in the mine's ruins."

Cress: "A giant castle?"

ETM: "Yes. The mines ruins lead to a hillside... Apparently,
you can see a huge castle from there."

Claus: "Sounds suspicious."

Cress: "Let's go have a look."

ETM: "You'll find the mine's ruins to the northwest of here.
Good luck."

[The party heads for the mines.]

Guard: "The exploration team told me about you. Go on through."

[Cress and his friends move on. They reach a hillside.]

Cress: "This looks like the place. But I don't see any castle..."

Claus: "Yeah. But based on what Lundgrom said... The castle must be hidden
in time itself... So that's why we can't see it from this world.
I bet it's only visible when monsters come and go."

Mint: "Then... What if we use the Sword of Time?"

Claus: "Good idea. The sword can manipulate time. It must be able to make the castle appear."

Cress: "Let's try it! Oh, Eternal Sword! Please pull Dhaos's Castle out of its hiding place in time!"

[Dhaos's Castle appears.]

Claus: "It worked perfectly! I didn't think it's work so well."

Cress: "Alright, how are we going to get over there?"

Claus: "Umm... The wind's too strong to use the Techbird, right? Huh?"

Cress: "There's some kind of white light coming out from the Sword of Time!"

[A white light surrounds them. They are taken to Dhaos's Castle.]

Cress: "What the heck just happened?"

Claus: "Did Dhaos's power to manipulate time resonate with the Sword of Time and pull us here?"

#1.16] Sidequests Again #
#####

2.2.3] Chester's Bow Part 3

[The party exits Dhaos's Castle first to prepare more. They stop by Arsia's Manor again. They find Brambert staring at the window.]

Cress: "Lord Brambert."

Brambert: "Oh, you people are... .."

Cress: "Lord Brambert?"

Brambert: "I'm sorry... Please, leave me alone for a while..."

Claus: "What the heck happened?"

Brambert: "You are on the crucial mission of defeating Dhaos. I won't entangle you anymore in the problems of the elves."

Cress: "Lord Brambert..."

[Someone enters the mansion.]

Brambert: "So, you've come..."

[Two Elves appear.]

Young Elf: "My lord! Do you have an answer for us today!?"

Brambert: "... I have guests at the moment. Can you wait a moment?"

Young Elf: "But, my lord!"

Brambert: "I said wait!"

Elves: "!"

Brambert: "Sorry..."

Elves: "..."

Brambert: "Everyone... I'm sorry you had to see that."

Claus: "What the heck was that?"

Brambert: "....."

Claus: "Won't you talk?"

Brambert: "Maybe I should tell you... This is the wrong place for it.
Come upstairs to talk?"

[Everybody (except for the Elves) goes upstairs, to where Arsia's statue is.]

Brambert: "Alright... Where to begin?"

Cress: "Um, Lord Brambert!"

Brambert: "I'm sorry for always dragging you into our problems."

Claus: "So tell us already. What was that all about?"

Brambert: "I'll tell you everything... While you were chasing Dhaos through
time to this age... I've lived in this place for many long years.
With her..."

Claus: "..."

Brambert: "I swore to myself I would live together with her. I thought of
it as my way of paying all the crimes I've committed."

Cress: "Crimes?"

Brambert: "I don't think that's what she wanted... But that's what I
thought... No, that's what I still think. When I think of her,
I feel the weight of my responsibility as Lord... Elves and
half-elves... It really drove home the importance of elf and
half-elf relations."

Arche: "..."

Claus: "So, who were those guys? They look like young elves to me. Right?"

Brambert: "That is correct. I left my people for one hundred and fifty
years... My selfish actions have left my people with no direction."

Claus: "So they came to bring you back?"

Brambert: "That's right. We elves stand before a major crossroad. Humans are now allowed to freely come and go in our village. Our attitudes have changed. Some humans understand elves now, too... The King of Alvanista is one of them. The King has been aggressively absorbing our culture. This has continued improving the position of elves. Still..."

Claus: "So half-elves are still not accepted?"

Brambert: "That's right... When it comes to half-elves... Some people are afraid of repeating the same mistakes of the past."

Claus: "Mistakes of the past?"

Brambert: "Half-elves enjoy capabilities that we full elves lack. Powerful magic, stronger intellects than humans, magitech weapons... Most of the excellent scientists of Midgard were half-elves."

Claus: "The scientists of Midgard!? But Midgard strictly prohibited the entry of elves into the country..."

Brambert: "That was nothing more than a facade. And... No pure elf would contribute something like magitech... They wouldn't help humans fool around with magic that way. But the half-elves assisted in the development of magitech... They were the ones who caused the critical decline in mana power. For me, the Lord of the Elves, to live with a half-elf... You understand the deep meaning behind this act now."

Claus: "..."

Brambert: "But...even so... I swore to dedicate my life to her just the same. Until the day I die..."

Arche: "Um, you know... I don't think that's what Arsia would want."

Brambert: "..."

Arche: "It may not be my place to say this, but... How do you feel about Arsia?"

Brambert: "!"

Arche: "You realize I'm one of your sword enemies, don't you? I'm a half-elf! They won't even let me see my own mother... I think how a person feels is more important... More important than whether they're elf or a half-elf! Staying with her as a punishment for crime will just hurt her more!"

Cress: "Hey, Arche..."

Arche: "Well, she did turn me to stone, but even so... Honestly, that kinda did make me mad, but what are yah gonna do... Your indecisive attitude makes me madder than anything!"

Brambert: "She's right... As Lord of the Elves, I've been repressing my own feelings. I... I love Arsia... That's more important than anything. Arsia..."

[The ground shakes.]

Cress: "Wha'!?"

Claus: "The statue!!!"

[The shaking stops. Arsia becomes alive again.]

Arsia: "Ooohhh..."

Brambert: "Arsia!!!"

Cress: "Are you OK!?"

Arsia: "Aaahhh..."

Brambert: "Arsia, are you alright!?"

Arsia: "B-Bram... I...turned back... to normal didn't I..."

Brambert: "Arsia..."

Arsia: "B-Bram... Bram, you brought me back, didn't you."

Brambert: "Arsia..."

Arsia: "Bram, thank you..."

Brambert: "Arsia..."

[Brambert & Arsia goes down to talk to the Elves. Sometime later...]

Claus: "Brambert's feelings were the key to removing her curse... She cursed herself, and waited for Brambert to cure her... She had more faith in Brambert than anyone..."

Mint: "They're finally together..."

Claus: "Although their people still gave problems, these two'll pull through."

Cress: "I wish them every happiness."

Arche: "They'll make it..."

Claus: "Yeah... Alright, the elves must have finished talking by now. Let's go down ourselves."

[Downstairs...]

Young Elf: "You can't be serious!"

Young Elf: "My lord! You've got to reconsider!"

Brambert: "I'm sorry, but this is my final answer. She's a half-elf, and I'm going to live with her from now on. Go back home and pick a new leader."

Young Elf: "Lord Brambert..."

Brambert: "Are you having trouble understanding my answer!? I can't lie to myself anymore."

Arsia: "Bram..."

Brambert: "Time to go home."

[The elves leave.]

Brambert: "I really want to thank all of you."

Arsia: "Especially you..."

Arche: "Huh?"

Arsia: "I'm very sorry for what I did?"

Arche: "It's OK. I'm completely back to normal, and I don't hold grudges."

Arsia: "You're a half-elf too, aren't you. Please use your powerful half-elf magic for the benefit of the world."

Arche: "I will."

Arsia: "Please don't hesitate to ask me if you need anything at all. I wouldn't even be here if not for you. And I wanted to ask you..."

Claus: "Hmm?"

Arsia: "Does my face still bother you?"

Claus: "Heh, I can't believe you remember that silly comment."

Arsia: "I don't know if this makes up for all I did to you, but... If it helps out just even a little bit... Here's the bow I fixed for you."

Chester: "Whoa..."

Chester: "This bow...it's..."

Arsia: "This is all I can do for you. Take this bow..."

Chester: "Wow... My bow is giving off incredible waves of power."

[The Elven Bow is upgraded.]

Claus: "We've done as much as we possibly can for the two of you. You'll have to do the rest for yourselves."

Brambert: "Thank you."

Claus: "Alright, Cress... We've got something to take care of ourselves."

Cress: "Good point! Alright, on to Dhaos's Castle!"

#####

[Back at Dhaos's Castle, they meet an Eye monster at the entrance.]

???: "Heeheehee! I can't believe you made it this far! Unfortunately for you, you came all this way to die!"

[The party moves on to a sealed door.]

Claus: "These runes...are five-direction magical sealing runes. They're the same as those other ones, but this time we'll need five people. Very well. Four people need to face north, south, east and west. Then the last person should go in the center and concentrate. Suzu! You wait there."

[The party splits up in five directions. The door opens.]

Cress: "It's open!"

[They move forward and meets another one of those eyeball monsters.]

???: "Look at these lower life forms--forms--forms! To you--you--you... I will bestow the most beautiful thing in the world--world--world. A blood--drenched death--death-- death!"

[The party defeats the monsters and moves on till they reach the top. There, they see Dhaos.]

Cress: "Dhaos! You can't get away this time!"

Dhaos: "Heh heh heh... I must admit I'm impressed that you made it this far. I'll honor you by referring to you as 'Heroes of Legend' from now on."

Chester: "Shut your trap! I'm gonna make you regret everything you've done!"

Mint: "Wait!"

Claus: "Mint stay back!"

Dhaos: "What? Isn't it a little late to be begging for your life?"

Mint: "I want to ask you something. You said that you had no reason to fight us, before. Can you explain what you meant?"

Dhaos: "None of you have anything to do with the development of magitech."

Mint: "What's wrong with magitech?"

Dhaos: "Magitech rapidly drains the power of mana! I must slaughter all humans who use magitech."

Cress: "Why!? Why would you go so far as to destroy the world just to do that!?"

Claus: "What, do you want to protect the environment or something?"

Dhaos: "Heh heh... Hahaha... You think I'm just trying to protect the environment? Do I look like a tree-hugger to you? I need the power of mana for my own purposes, and that's all there is to it!"

Chester: "So you want to use the power of mana to conquer the world!?"

Dhaos: "Hahaha, I could hardly care less about who rules this planet. I'm here on a mission to bring back the Mana Seed! And you won't stop me!"

Chester: "Mana Seed?"

Cress: "I don't care...what your mission is. You treat people like insects, and you'll pay the price for your cruelty!"

Dhaos: "Say what you will! I hope you're ready!"

[The party defeats Dhaos.]

Cress: "Is he finally gone?"

Dhaos: "Heh... Hehehehehe... I said you wouldn't stop me! For my people, who have been waiting for my return for so long... You'll never stop me!!!"

[The floor disappears. They are now floating in space.]

Cress: "The floor!?"

Dhaos: "Bwahahahahahaaa! This'll be more fun without obstacles! Time to unleash all of my power on you!!! Derris Karran, my mother world! Release my power!!!"

[Dhaos transforms into a huge purple monster. A huge chunk of flesh. After a hard-fought battle, the party defeats him. He returns to his original form, for now.]

Cress: "How do you like that!?"

Dhaos: "Grrr... No! I won't give up! I can't give up! Not until...I have the Mana Seed! Oh, my gods! Gods of Derris Karran... my mother world! Give me power! Give me power!!!"

[In a flash of light, Dhaos transforms to Plume Dhaos. An angel-like form.]

Cress: "What the!?"

Claus: "Look out! There's something strange going on..."

[Dhaos unleashes an powerful energy. Everyone can just feel Dhaos's power.]

Chester: "How is he doing that!?"

Arche: "Where does he get all that magical energy!?"

Dhaos: "I beg of you... The prayers of my people... I... I can still fight!"

[Dhaos attacks Cress & his companions. After the battle, Dhaos is defeated.]

Cress: "IS it really over this time?"

[Dhaos moves a bit.]

Cress: "It's not over yet!"

Mint: "Wait, there's something strange going on with him!"

Dhaos: "Grr, I, I am close to death... Nothing can stop that now...
Before I die... Please listen... What was this fight... About
in the first place?"

Cress: "Wha'!?"

[The party appears to be back in the Forest of Spirits. They
are gathered before Yggdrasil.]

Cress: "Could it really be true? Is Dhaos really fighting to save his own
world? If so, then maybe we're the ones--"

Claus: "Don't jump to conclusions. Besides, he's the one who's slaughtered
countless people. And we've made it this far by believing in what
we were doing."

Claus: "Or am I wrong?"

Cress, Mint, Arche, & Chester: "..."

[The next scene shows a flashback where the party talks to Martel.]

Martel: "He needed the Mana Seed to save his own world. It is said the Seed
is born from mana that has amassed in the Great Tree Yggdrasil...
The technology from magitech was powerful enough to suck up all the
mana... Letting it continue would cause the Great Tree to wither
and die. This is how the war between human users of magitech and
Dhaos began..."

[The flashback ends.]

Claus: "Anyways. Humans can survive without magitech. But I must admit, it
would be too bad if magic disappeared."

Arche: "What are you talking about! Knowing you, Claus... I'm sure you'll
figure out how to use it one day."

Claus: "Heh heh. Perhaps..."

Mint: "OK, here goes. Step back, please. I'm going to place a barrier around
Yggdrasil to prevent mana overflow. This should allow the Tree to
produce a Mana Seed."

Claus: "I guess it's the least we could do... after his lonely struggle for
what he believed was right. OK, do it, Mint!"

Mint: "Here goes!"

[Mint creates an invisible barrier around Yggdrasil.]

Claus: "Well, that's that. Let's go."

Suzu: "I guess... I guess this is goodbye."

[Tears start to fall down from Mint's eyes.]

Mint: "Suzu..."

Suzu: "I'll never see you again, will I? But I'm not going to cry. A true Ninja steels her heart against such emotions."

Arche: "Suzu... I'll never forget you."

Suzu: "I won't forget you, either... Well, goodbye then..."

Cress: "....."

Chester: "It's been a blast."

Suzu: "It sure has."

Claus: "Take care."

Suzu: "You, too."

Cress: "Thank you... Thank you for all your help."

Suzu: "The pleasure was mine."

Cress: "..... Suzu..."

Suzu: "Yes?"

Cress: "It's OK to cry, you know. I mean, I think even a Ninja should be allowed to cry at times like this."

Suzu: "..... Thanks for saying that. But I won't cry."

Cress: "Suzu... I'm going to part ways with a smile on my face!"

Cress: "Yeah, good idea! Take care, Suzu!"

[Suzu turns around, hiding her tears from them. She turns to them again.]

Suzu: "You too! Farewell, everyone! Farewell!"

[Suzu disappears using her usual technique that uses gust of leaves.]

Chester: "What a great girl."

Mint: "Saying goodbye is never easy, isn't it?"

Arche: "I wish we could stay together forever."

Claus: "Well, we should be getting back."

Cress: "..... I suppose so..."

[Cress raises the Eternal Sword.]

Cress: "O great and powerful Sword of Time! Take us back to my time!!!"

[The five of them appear in the ruined village of Toltus, in Cress's time.]

Cress: "I'll leave the Sword of Time to you."

Claus: "OK. I'll seal it away."

Cress: "Well, take care..."

[Mint starts to cry again.]

Arche: "Guys... This isn't really goodbye. I mean, it's not like we'll never meet again. Still... It's a lonely feeling knowing we won't meet for another 100 years..."

[Arche starts to cry.]

Cress: "Arche..."

Claus: "I won't ever see you guys again."

Cress: "Claus..."

Claus: "That's just how it is. But I'm glad I had the chance to get to know you all. Chester... Mint... You guys take care."

Claus (to Arche): "Well, let's go."

Cress: "You ready, Chester?"

Chester: "Yeah..."

[Arche goes near Chester. They look at each other.]

Chester: "Hey, don't look so sad."

Arche: "You're right..."

Chester: "Until we meet again..."

Arche: "Bye..."

Claus: "O mighty Sword of Time! Take me back to my own time!!!"

[The Sword of Time takes Arche and Claus to their own time.]

[Claus goes back to his house in Euclid Village, where Milard embraces him.]

[Arche goes to Ymir Forest and meets her mother.]

[Chester and Cress are hunting again in the Forest of Spirits. The next scene shows Cress and Mint. Mint places flowers on a grave, probably for her mother.]

[Next scene shows the body of Dhaos in his castle. The body is sucked by a gate and then it appears on the Forest of Spirits where Martel starts to do something.]

Martel: "O blessed Earth, blessed Universe and blessed Gods! May thy merciful spirit grace this imperfect soul with thy power..."

I beseech thee! Deliver a Mana Seed unto this world!"

[Martel creates a Mana Seed. The Mana Seed flies into space with Dhaos in it. It flies to Derris Karran.]

[At the bridge in the Village of Toltus, Cress, Mint, & Chester are together. White leaves are falling from above.]

Chester: "So what do we do now?"

Cress: "Let's start by rebuilding our village. And once that's done..."

Chester: "Then what?"

Cress: "I bet Arche will be living in the same time as us. Let's go meet her then!"

Mint: "I wanna go, too... You'll take me, too, won't you?"

Cress: "Of course!!!

[Cress, Mint, & Chester leave the village.]

FIN

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Credits

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-[GameFAQs]

-[NAMCO] for the Tales series.

-[Lisa Ramos] for sending in the opening fight scene. Thanks!

-[Nintendo] for publishing Tales of Phantasia.

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