

Baten Kaitos FAQ/Walkthrough

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Baten Kaitos: Eternal Wings and the Lost Ocean

Spoiler Free Walkthrough

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I. Version History

version 1.00 - 12/14/04

Finally done. I think I've covered everything that needed to be covered.

version 0.90 - 12/12/04 Sidequests section and lists of magnus are almost done

version 0.75 - 12/08/04

Started the sidequests section

Added the bosses' HP

version 0.70 - 12/05/04

The walkthrough is now complete

Made some corrections

version 0.50 - 11/29/04 The walkthrough now goes up to Celestial Alps

Missing sidequests were added version 0.40 - 11/26/04

The walkthrough goes up to Mintaka City on disc 2

version 0.30 - 11/24/04 The walkthrough goes from Cebalrai Village to Parnasse Village

II. F.A.Q.

Q: How do I level-up my characters? A: When you see a blue save flower, usually in towns, use it to visit the church and talk to the priest inside. Choose the «Pray» option and you'll be able to see which characters can level-up at this point. Each character needs a certain amount of experience points (gained at the end of fights) in order to level-up.

Q: How do I level-up a character's class? A: You can only level-up a character's class by finding a specific Magnus used to class-up. These Magnus are usually hard to miss, so don't worry too much about that.

Q: How do I heal characters during battles? A: When you get a healing card, switch the target (which should be targeting the enemy by default) to the character you want to heal, by pressing the R button. The L button targets the enemies, while the R button targets your characters. Note that you can't attack an enemy during a turn where you heal a character, or your character will be the one receiving the attacks.

Q: How do I make money? A: To make money in Baten Kaitos, all you need to do is take pictures of the enemies with the camera during battles. You can then sell these pictures in the shops.

III. Walkthrough

i. ~ The Beginning - Cebalrai Village ~

When you wake up at Cebalrai Village, start by examining the first wooden box in the doc's house to find a Magnus: Shish Kebab (small).

Leave the house then to end up outside. If you wish, talk to the man at the bottom of the screen to learn more about Kalas' winglet. If you go left, a man will stop you and tell you about the save flowers. Go west into the other part of the village. A boy will introduce you to Meemai. You can also talk to the man with the green pants to learn about the Magnus Cards sold in the shop.

Enter the house at the right of the shop and talk to the woman walking around the room. At the end of her dialogue, she will give you a Magnus: Shish Kebab (medium). Then, enter the house at the left of the stable and talk to the mayor. Also examine the bookshelf at the back of the room to find a Magnus: Fire Burst Lvl between two books.

Go back outside and talk to the girl with the short blond hair and pink outfit near the entrance to the village. Once you're done, go up the stairs and leave the village. Walk left to Moonligue Forest.

ii. ~ Moonguile Forest ~

You'll encounter some enemies here, but they're pretty weak. Go left and open the treasure chest (press A) for a Magnus: Voice 1. Then, go up into the path

where light is coming from.

In the next area, you can talk to the man sitting on the tree trunk to learn about the battle system. Walk past the tree trunk after talking to him and continue north. Walk along the shore until you find a treasure chest containing a Magnus: Leather Hat. Then, cross the river where the water is low and once on the other side, go south for a treasure chest with Magnus: Bamboo Shoot. Go north and you'll hear a growl. You will find the girl from the village.

Boss

Sabre Dragon (230 HP)

After the fight, continue up to the next area. Go left through the door opening in the ruins and pick up the Magnus: Flame Sword at the end. Then, go back and continue into the path at the right of the ruins. Head to the right of the red flower and open up the treasure chest for a Magnus: Fire Burst Lvl. Walk on the fallen column next to the red flower to up to the ledge above. Head south and go left into the woods. Follow the path to the red flower and save your game. Go north to the next area.

Boss

Lord of the Spring (300 HP)

After the fight and dialogues, return to Cebalrai Village.

iii. ~ Back at Cebalrai Village ~

Larikush will approach you as you enter the village. When he is finished talking, go to his house and talk to him. He will give you four Blank Magnus. After the discussion, go down and examine the barrels of explosives against the wall at the right. Trap them into a blank card to carry them with you.

Go outside and examine the barrels filled with apples at the right of the blue flower. Trap an apple into one of your blank cards. Go back inside Larikush's house and talk to him again. Give him the Mountain Apple from your Magnus and he will give you a Magnus: Ice Dagger in return.

If you want to level-up with all the experience points you got from Moonguile Forest, go in the blue flower and choose to access the church. Once there, talk to the priest and choose «Pray». You can now level-up Kalas and his class level.

Back in the village, enter the stable. Examine the large jar in the northeast corner of the stable to trap some milk into a blank card. Then, go to the house at the right of the shop. Talk to the cooking lady and tell her you'll help her. Talk back to her and give her the Pow Milk from your Magnus. She will give you Magnus: Puppis to thank you.

Then, talk to Maynee, the girl standing near the entrance of the village. She is looking for her husband Aljeemo. She'll ask you to tell her if you encounter him and will give you Maynee's Pendant.

Now, go to the mayor's house and examine the fireplace. Trap some flames into one of your blank cards. Go back to Moonguile Forest once you have the flames.

Moonguile Forest - Sidequests

Head for the area with the river and you'll notice a treasure chest behind a tree trunk at the left. Use the Stoked Flames you trapped inside a Magnus at the mayor's fireplace and use it on the trunk to clear the way. Open the treasure chest for a Magnus: Ice Dagger.

Now, go to the area with the ruins. Talk to the man standing near the entrance as you enter the area. Say you'll help him catch the Bluebird. Head for the woods he pointed you and walk past the tree with the birds. You'll see some of them fly away. Stick to the right the more you can, and walk south. If you were well positioned, the birds should fly towards the man. If not, start back and try to make the birds fly in the man's direction. Talk back to the man after helping him to trap a Bluebird into one of your blank cards.

Before leaving the forest, go back to the spring where you fought the boss and open the treasure chest there for a Magnus: Escape. Also trap some the spring's water into a blank card, if you wish.

Once you're done here, go back to the world map and enter the next location, Nunki Valley.

iv. ~ Nunki Valley ~

As you enter Nunki Valley, continue straight ahead and you'll come to the end of the path, where water is poured out from the waterfall to the small river. Examine the water a second time to jump to the other side of it. Then, jump over the river at the left using the rock in the middle of the water to reach the other side. Go south from there to find a treasure chest with Magnus: Flame Shield.

Go back to the entrance of Nunki Valley and cross the log at the left.. Go south and open the treasure chest there for Magnus: Frozen Shield. Then, go all the way north to the next area. Use the explosives you trapped in your blank card at Larikush's house on the rocks blocking the path to clear the way. Follow the path until you reach the next area, where a man is standing under a large waterfall. Grab the treasure chest behind the waterfall for a Magnus: Secret Recipe 1. You can also get Pristine Water from the waterfall, but you don't need it now.

Go back to the previous area and cross the river where there are two rocks in the water. Follow the path to the next area. Go up the ladder here and leave Nunki Valley to end up on the world map. Walk to Pherkad and enter the city.

v. ~ Pherkad - The Ancient Capital ~

At the entrance of the city, talk to the kid drawing on the ground to receive a Magnus: Pyxis. If you want, you can also give a Mountain Apple to the little girl at the left for a Pebble in return. Mountain Apples can be found in Celbarai, but you don't need the Pebble.

Talk to the old man walking down the street to receive a Magnus: Dark Flare

Lv2. Then, enter the house at the end of the street in this area and examine the jars inside to find a Magnus: Pine Tree between two jars. There's also a woman in this house who wants water, so give her Pristine Water (found in the Moonguile Forest spring) to receive a Magnus: Aquarius.

Now, leave the house and go north to the northern part of the city. Enter the house at the right and talk to the man sitting on the bed. He'll ask you to help him find members of his family. Say you'll help him. The old man will give you the Family Tree. Talk to his wife to add her name to the family tree.

Go back to the previous section of the city and go right to enter the eastern part. Talk to the little girl sitting on the fence and give her the Bluebird of Happiness you caught in Moonguile Forest. Show her the Family Tree afterwards and she'll add her name. Then, talk to her father next to her to make him sign the family tree too. Also, talk to the little boy wearing a bird suit running in this area to add his name too. The man who asks you about the Bluebirds in Moonguile Forest can also sign the Family Tree.

Go back to the first section of the city and head all the way north until you arrive at the Lord's Mansion. Talk to the guards and watch the cutscene. Then, ask the lady about the kid. Go to the house at the right of the tavern in the first part of the city and you'll find the mysterious kid. He'll ask you to bring him a Rainbow Spider's web. Go back to Nunki Valley.

Nunki Valley - The Rainbow Spider's Web

Go to the second area and you'll see a huge spider that wasn't there before. Cross the river and go down the path to it.

Boss

Nunkirantula (350 HP)

After the fight, go back to Pherkad with the Rainbow Spider's web you got from Nunkirantula. vi. ~ Back at Pherkad - The Lord's Mansion ~

In the first part of the city, talk to the kid blocking the entrance to Palolo's hideout. He'll let you pass. Talk to Palolo inside to learn about the secret passage leading to the Lord's Mansion. Talk to him again once you're ready to sneak in.

Once in the Lord's Mansion, go up the stairs to the main corridor. Go straight and examine the stained-glass window to find a Magnus: Frozen Shield. Enter the room at the left and grab the Magnus: Shadow Wings from the northwest corner. Go back in the corridor and go up the stairs at the left. At the end is a treasure chest with Magnus: Chain Mail. Go through the door here and pick up the Guestroom Key on the table. After the cutscene, open the treasure chest in the northeast corner of the room for a Magnus: Wind Blow Lvl.

Leave this room and return to the main corridor down the stairs. Open the first locked door on the left using the key you found. Talk to the man inside the room. He is Aljeemo, Maynee's husband she's been looking for. Give him the pendant Maynee gave you in Cebalrai. Aljeemo will give you a Magnus: Voice 2. Back in the corridor, open the other locked door on the right side. Inside, you'll find Xelha. Open the two treasure chests in this room to get Magnus: Shrike Statue and Magnus: Chronos Blow 1. Enter the room at the right of the one where Xelha was and examine the bedside table to find a Magnus: Ice Dagger.

Go back in the corridor and go up the stairs at the right. Go through the door here to enter the kitchen. There are two ladies here, one wants yogurt, while the other one wants cheese. To get these two ingredients, you need to take some milk from the stable back at Cebalrai and wait until the milk transforms into yogurt, then into cheese. You can do this sidequest later if you don't have the milk right now. If you give the Pow Milk Yogurt to the woman, she'll give you a Magnus: Fire Burst Lv2 and if you give the other lady the Pow Milk Cheese, she will accept to add her name to the Family Tree if you show it to her. Leave the kitchen then and save your game using the blue flower. Examine the statues to go on to the roof.

Boss

Giacomo (750 HP)

After the fight, go back to Cebalrai for some small side quests before leaving for Diadem.

Cebalrai Village - Sidequests

Talk to the girl with the green dress in the stable so that she signs her name in the Family Tree. Also, talk to the girl milking the cow to receive a Magnus: Anklet of Calm Winds from her.

When you are done on this continent, head for the eastern part of Pherkad to take the liner heading to Diadem.

vii. ~ Nashira Village ~

When you arrive on Diadem, you will land at Nashira. Enter the building at the left. Inside, go left and examine the pot to find a Magnus: Pine Tree. Also talk to the woman right there so that she signs the Family Tree. If you jump from the balustrade, the man above will give you some Rock Salt. Examine the water pitchers downstairs at the right to find a Magnus: Fire Yell Lv1.

Leave this place to end up in the main place of Nashira. Here, enter the first door you see on your right. Inside, examine the wooden fish box at the right to find a Magnus: Carina. Then talk to the old woman sitting at the table. After her dialogue, leave this house and go through the door at the right of the shop. In this house, go up the ladder to examine the bed where you'll find a Magnus: Feathured Hat.

Go back outside and go south from where you just came from. Examine the container at the right of the last dock to find a Magnus: Fire Burst Lv2. Then, go left and examine the container at the left of the first dock to find a Magnus: Scale Shield. Also talk to Lyude, the soldier with the red hair, at the second dock.

Lastly, go to the tavern at the far right of the village and examine the barrels in the top right corner to find a Magnus: Shortcake (small). There's also a man here whom you must give the Popular Pickup Line to receive a Magnus: Shako, but you can get the Popular Pickup Line later. Then, talk to Anna the tavernkeeper. If Gibari does not show up, go back to talk to the old fortune-teller and Lyude, then go back to talk to Anna in the tavern. Watch the cutscene and accept Gibari's help. Once you're ready to go, head for the third

dock to get onboard to the Celestial River.

viii. ~ Lesser Celestial River ~

As you reach this area, open the treasure chest right in front of you for a Magnus: Chaos Edge. Go straight and cross the water by jumping over the rocks in the river. Then go down for a treasure chest containing a Magnus: Mana Stone. Go up for another treasure chest with a Magnus: Stream Blade.

Jump over the water at the right and enter the next area. Here, go left for a treasure chest containing a Magnus: Camera 1. Then, go up in the passage at the right and jump to the other side of the water. Fight the enemy here and grab the treasure chest with a Magnus: Fire Burts Lv2 inside the little cave.

Go back to where the treasure chest with the camera was and this time, go in the passage at the left. Jump on the rocks in the river to reach the other side. As soon as the third waterfall stops, run past it before the second waterfall starts. It could take you some tries. Open the treasure chest containing a Magnus: Century Veil and save your game at the red flower

Carry on to the right and enter the next area.

Boss

Thunderfish (1000 HP)

After the fight, go back to the area where you fought the boss and cross the river at the left where the water is low. Continue to the left to find a treasure chest containing a Magnus: Hemp Creel. Don't continue in the next area yet, go back to the area just before the boss one. Across from the red save flower, you'll see the Thunderfish's skull floating above the water. Get to the other side and make the skull drift down the river.

Go back to the first area of Celestial River and get to the skull again. Make it drift to the bottom of the river so it stops the water from flowing on the rocks. Now you can get the treasure chest at the left of the entrance. It contains a Magnus: Heron Statue. Return to Nashira once you've gotten everything from here.

ix. ~ Back at Nashira Village ~

Go to the tavern and talk to Rebllys. Then, go to the warehouse where they usually keep the fish and watch the cutscene. Go back to the tavern then and talk to Anna. Once back on the world map, head to Cloud Passage.

x. ~ Cloud Passage ~

As you enter Cloud Passage, make your way to the next area. Follow the path to the right to reach the next area. Follow the right path again to the north and turn on the device to gather the clouds. Trap some clouds essence into 2 blank magnus. Go back to the previous area and go left on the small piece of cloud. Use one of your magnus containing the clouds to create a small bridge here.

Cross to the left and go north to the next area.

Go north again and where the cloud path ends, use the other clouds you have left to make another bridge. Cross to the other side and continue north. Open the two treasure chests here for a Magnus: Cygnus and a Magnus: Aqua Burst Lv2. Continue up the path and save your game at the red flower. Go back to the start of this area and cross over to the cloud on the left. Go north to the bridge.

Boss

Iron Beetle 1 (1500 HP)

After the fight, leave Cloud Passage and return on the world map. You can now go to Sheliak or go back to Lesser Celestial River for a small sidequest.

Lesser Celestial River - Sidequest

Go to the area just after the one where you fought the boss. You'll be under Cloud Passage. Start by going right and jump over the water. Go to the area at the right and open the treasure chest here for a Magnus: Cloak of Dark Night.

Back to the area under Cloud Passage, go down along the river and save the kid drowning in the water at the right. Then, show him the Family Tree so that he adds his name. Continue to the left and pass under the cloud. Go south a bit under the cloud at the right and press A to make Kalas jump to the other side of the river. Once there, open the treasure chest containing a Magnus: Stream Blade. The chest is hidden by the cloud above so it's hard to see it.

Continue to the left and save the other boy in the river. Make him sign his name in the Family Tree after saving him. Now that you've saved the two kids, return to Cloud Passage and in the second area, go north in the left path and talk to the boys' father. He will add his name to the Family Tree.

Go back to the world map and enter Sheliak.

xi. ~ Sheliak - The Castle Town ~

After the cutscene here, go up the stairs at the right and go through the first door you see. Inside this house, examine the bookshelf at the back of the room to find a Magnus: Clock Shield. Also examine the dresser at the right to find a Magnus: Light Flare Lv2.

Go back outside and enter the house at the right. Inside, examine the piece of furniture on the right wall to find a Magnus: Red and Blue Pencil. Then, push the bookcase to reveal a hidden entrance behind. Go through and open the two treasure chests here for a Magnus: Calm Helmet and a Magnus: Ray of Truth.

Go back outside and enter the last house on the right. Examine the dresser inside at the right to find a Magnus: Voice 2. Leave the house and go right to the castle. Watch the cutscene, then run to the docks and get in the boat.

Castle Elnath

Once on the castle's dock, go all the way left to find a treasure chest containing a Magnus: Infinity Mask. Then, go downstairs and enter the castle. Go left inside for a chest with a Magnus: Dark Sword. Talk to the man blocking the stairway and you will get the Diadem Royal Crest. Go down the stairs and examine the third statue at the right of the staircase to find a Magnus: Dark Flare Lv2.

Then, deploy an unit of knights to help the ones fighting at the left of the stairway. They will give you a Magnus: Butterfly if they win the fight. Also examine the middle statue at the left to find a Magnus: Light Flare Lv2. Carry on the next area at the left. Go all the way left and go through the door at the end of the hall. In this room, deploy two units of knights to help the fighting ones. If they succeed, they will give you a Magnus: Chronos Aura 1. Examine the porcelaine pot on the small table to find a Magnus: Fading Notebook and open the treasure chest at the left for a Magnus: Magical Anklet.

Leave this room and go downstairs. Examine the third painting on the wall at the right of the staircase to find a Magnus: Dark Yell Lvl. If you help the knights fighting on the right by deploying more units and they succeed, they will give you a Magnus: Fire Aura Lv1. Now, go to the left and defeat the soldiers to help the knights. Then, go through the door at the left and you'll be in a room with injured knights. Show the Diadem Royal Crest to four of them and they will join you. Then go back to the corridor and go downstairs at the right to end up in the main hall of the castle.

Here, deploy some units of knights to help the ones in front of the door. If they succeed, they will give you a Magnus: Light Aura 1. Then, go downstairs and look on each side of the stairways for two treasure chests containing a Magnus: Flash Armor and a Magnus: Shadow Suit. Go right and deploy the best units of knights to help the ones fighting here. If you're low on knights, go back to the room with the injured knights and take some more with you. If they succeed, they'll give you a Magnus: Dark Aura 1. You can also save your game at the red flower on the left. Go back upstairs and go up the stairs on the right to next section. Help the knights here by deploying some units of knights and they will give you a Magnus: Aqua Aura 1. Then, examine the painting on the wall at the right of the staircase for a Magnus: Light Yell Lvl.

Then, go through the door at the right. In the room here, help the knights to receive a Magnus: Wind Aura 1. Then, climb up to the window to end up in the room on the above floor. Examine the porcelaine pot in this room to find a Magnus: Wheat Crackers. Leave the room and watch the cutscene.

Boss

Iron Beetle V (1700 HP)

After the fight, you will be in the Great Hall. Go right to leave and return to the world map. Walk right to the Shrine of the Winds.

Shrine of the Winds Boss

Lord of the Winds (1900 HP)

You'll be back into the castle after the fight. Talk to Lyude on the bed and watch the cutscene. Leave this room to rest. Then, go back to talk to Lyude in his room.

Before leaving for Anuenue, go back inside the castle and talk to one of the knights at the right of the room where the injured knights were resting. Tell him you'll help them clean the castle. To do so, simply push all the rubble

against the top or bottom wall. Then, go back upstairs and talk to the knight standing in front of the Diadem Royal Crest symbol to receive a Magnus: Hydra.

Now, go for a walk in Sheliak. There are now people in the streets. Go to the first building when you enter the town, the one that was inaccessible when you first came into town. In the first room, examine the piece of furniture against the wall to find a Magnus: Saving Book. Then, go in the room at the right and open the treasure chest behind the sofa for a Magnus: Butterfly. If you go back in the street and see a running soldier, talk to him and give him Stagnant or Pristine Water to receive a Magnus: Shadow Cornet. If you don't have any water, just come back later with it. There's also a woman washing a lamp at the entrance of the town, give her some Salty Water to receive a Magnus: Flash Armor. You could find the Salty Water in Nashira, in the warehouse where they keep the fish, or you can also pick up a cloud from Cloud Passage and wait until it turns into Salty Water.

When you're done here, go back to the castle's dock at the top of castle and take the ship to Anuenue. The king will give you Ladekahn's Letter.

xii. ~ Anuenue Port ~

After landing at Anuenue Port, go right and climb down the rockface for a treasure chest containing a Magnus: Explosive Paddle. Then, go up the ladder to the house on the cliff. Before going in, go in the passage at the left of the house in the mountainside. Go up to the big tree branch you see in the background at the left. Once on it, run all the way to the left and at the end, jump to reach a treasure chest containing a Magnus: Snake Tuba.

Then, go back down and enter the house. Examine the piece of furniture on the back wall to find a Magnus: Auriga and open the treasure chest on the right for a Magnus: Bamboo Grass Creel. Then leave the port and go to Komo Mai on the world map.

xiii. ~ Komo Mai - City of Flowers ~

Go south from the entrance of the city and examine the basket filled up with bananas at the end of the alley to find a Magnus: Bananas. Then go right to see a little cutscene. Go up in the passage at the left leading to the upper part of the city.

Go up the stairway at the left and enter the School of Magic. Go through the first door in the corridor to enter a classroom. Examine the lockers on the right wall to find a Magnus: Chronos Bow 2. Go back to the corridor and go through the next door on the left. Examine the paintings on display at the front of the classroom to find a Magnus: Sweetheart Picture. Talk to the woman sitting at the table if you want to see a little cutscene.

Go back outside the School of Magic and this time, go up the stairway at the right. Go through the door here to enter the other section of the School of Magic. Go in the first classroom and examine the lockers on the left wall to find a Magnus: Black Scepter. Also examine the bookshelf at the right to find a Magnus: Secret Recipe 3. There's also a boy wearing black sitting at a desk who'll give you a Magnus: Zeit Robe if you give him the Popular Pickup Line (talk to the couple outside the classroom to get it). Go back in the corridor and enter the second room. Taste the strange liquid in the large flask at the

right of the desk, then talk to the woman next to the desk and she will give you a Magnus: Silkworm.

Leave the School of Magic and go to the palace, straight ahead. Once inside, go left and through the door at the end of the corridor. In the room here, examine the plant in the pot at the right to find a Magnus: Deluxe Bananas. Then, go back in the corridor and talk to the guard next to the door. Give him Pow Milk Yogurt (age Pow Milk) to receive a Magnus: Sagitta. Then, go all the right to another room. Examine the plant near the door to find a Magnus: Flower Bud. Also examine the table to find a Magnus: Strawberries. Leave the room and enter the other room north from this one. Examine the bed inside to find a Magnus: Mattress.

Go back to the entrance of the palace and go up the long stairway in the center to the throne room. After the cutscene, leave this room and go back to the world map. Enter the Ancient Library of Magic at the right.

xiv. ~ Ancient Library of Magic ~

Go left and open the treasure chest containing a Magnus: Zeit Robe. Then, pick up the Geography Section Key on the old lockers behind the counter. Go left and go through the first door with the seal. Using the key, you'll gain access to the geography section. Inside, push the empty red bookshelf to the left so you can pass. Go on and push the other red bookshelf down, but just a little. Get around it and open the treasure chest containing a Magnus: Sforzando on the other side. Also pick up the Philosophy Section Key at the left. Then, push back up the red bookshelf and go right. Examine the bookshelf at the right to find the Geography Book. Go back left and push the red bookshelf up until you can pass. Leave this room and return to the entrance of the library.

Go up the stairway at the right and go through the first door you see. Examine the red bookshelf with a key on top and it will fall down. Go to the right and open the treasure chest containing a Magnus: Kite Shield. Go back left to the sealed door and put back the Geography Book into the bookshelf at the right of the door. From this door, go all the way to the right and examine the second bookshelf to find a Magnus: Deluxe Shortcake. Then, go up and left. Save your game at the red flower and go right for a treasure chest containing a Magnus: Falcon Statue. Now enter the philosophy section at the left of the save flower (you'll need to push up the red bookshelf blocking the way to the door first). The seal will break since you have the key.

Enter the room and go down. You'll see a red bookshelf at the left, but don't push it yet! Go up the ladder on the side of the bottom bookshelf to get on top of it. From there, jump to the other bookcase and open the treasure chest for a Magnus: Scarlet Shell. Then, jump to the bookcase at the left and go down the ladder. Pick up the Literature Section Key and open the treasure chest containing a Magnus: Deluxe Cookies. Go right and push all the way down the red bookshelf. Go back up the first ladder and jump on top of the red bookshelf you just moved at the left. Jump left again and go down the ladder. Open the treasure chest here for a Magnus: Magnum Cornet. Also examine the bookshelf here to find the Philosophy Book.

Go back in the room with the save flower and put back the Philosophy Book in the bookshelf in the northeast corner of the room. Then, go to the entrance of this room where you made the bookshelf fall and the key should still be laying on the floor. Go right from there and push the red bookshelf to the right to reveal another entrance. Leave the room by this entrance to end back up in the corridor. Open the treasure chest at the right for a Magnus: Wave Blade. Then,

go left and enter the room again, but by the first entrance. You can now pick up the History Section Key on the floor.

Go back to the entrance of the library and enter the history section, through the second door at the left. Inside the room, go up and examine the bookshelf at the right to find a Magnus: Deluxe Bonbon. Then, examine the bookshelf in the southwest corner of the room to find the History Book. Also open the two treasure chests at the back of the room for a Magnus: Taurus and a Magnus: Fruity Gelatin. Go back to the room with the save flower and put back the History Book in the bookshelf at the right of the room, in the middle. Then enter the literature section at the left.

In this room, go left and open the treasure chest for a Magnus: Silver Sword. Then, go to the back of the room and push the red bookshelf just a bit down, enough so you can access the ladder at the right. Climb it up, then stand at the left of it on top of the bookcase and jump to the other bookcase south from this one. Climb down the ladder here and open the treasure chest at the left for a Magnus: Ruby Earrings. Then, push the red bookshelf all the way up. Go back up the ladder and go left to cross to the other side using the red bookshelf you just moved. Pick up the Literature Book. Go back down and go right. Push the bookshelf at the right so you can pass and leave this room.

Back in the room with the save flower, put back the Literature Book in the bookshelf at the left of the table near the red flower. Now that all four books are back on their bookshelf, the door in the northeast corner of the room will unlock. Save your game and go through the door.

Boss

Folon (2300 HP)

After the fight, go back to the boss room and open the treasure chest at the left for a Magnus: Water Mirror Anklet. Now, the next destination is Holoholo Jungle, but you won't make it through without the Landmark Stone. Go back to Komo Mai City to get it.

xv. ~ Holoholo Jungle ~

Once in Komo Mai, go in the right section of the School of Magic and enter the second room on your right. Talk to the kid in red at the right and she will give you the Landmark Stone, essential to go through the jungle. Now you're ready to enter Holoholo Jungle.

When you reach Holoholo Jungle, work your way to the second area and before entering the next area, look for a cliff at the end of the second area that you can climb down to a lower area. Here, get the treasure chest at the right for a Magnus: Silver Earrings. Then, go all the way left to reach another area. Follow the path down to find another treasure chest at the very end containing a Magnus: Ice Crystal Buckle.

Then, go back to the second area and climb back up the cliff. Follow the path to the third area and in this area, climb down the cliff near the entrance and go right. Defeat the enemies in your way and at the end of the path you will find several treasure chests containing Magnus: Heat Paddle, Magnus: Brave Knight Helm, Magnus: Smash Tackle, Magnus: Equuleus, Magnus: Fire Burst Lv3, Magnus: Wind Yell Lv1.

Go back to the main path and follow it to the fourth area. Then advance to the last area, and finally, leave to the world map. Walk to Opu Village.

xvi. ~ Opu - The Waterfall Village ~

Go down the small bridge on your left for a small cutscene. Enter the first house after the bridge and examine the tub at the right to find a Magnus: Uncooked Rice. Also examine the flower pots at the back to find a Magnus: Lupus. Go back outside and enter the house at the left. Inside, examine the pots on the left wall to find a Magnus: Curry. Talk to the old woman on the bed to listen to her story. Then, go to the house next door and talk to the little girl. Leave the house for a cutscene.

Go down the path to the bottom of the waterfall and talk to the woman in front of the house. Then, talk to the little girl playing on the ground next to the save flower to receive the Magnus: Perseus. Enter the house and examine the containers next to the fireplace at the left to find a Magnus: Ice Knuckles. Now you need some Komo Mai Cookies, so go back to Komo Mai.

Komo Mai City - The Komo Mai Cookies

Talk to the merchant selling Komo Mai Cookies at the right in the alley before the palace. He'll ask for a Celestial Flower Seed, which can be found in Queen Corellia's room in the palace. Examine the shelves at the right of her bed and trap the Celestial Flower Seed in a blank card. Give it to the merchant to receive the Komo Mai Cookies. If you give the merchant a second Celestial Flower Seed a bit later, he will give you a Magnus: Doll. Then, go back to Opu Village with the cookies.

Talk to Mayfee in the first house after the bridge to give her the Komo Mai Cookies. The waterwheel will start working again. After the cutscene, grab the treasure chest in the house for a Magnus: Flash Explosion. Go to the house at the bottom of the waterfall and talk to the woman inside. After the cutscene, go back to the world map and head for the Celestial Tree.

xvii. ~ The Celestial Tree ~

After the cutscene as you enter the Celestial Tree, go in the hut at the right to find a Magnus: Crater. Then, start climbing the tree by the left side. At the top you'll find a treasure chest containing a Magnus: Wild Cherry Bud. Go back down the tree and this time, climb it up by the right side. When you arrive at the first landing, continue climbing up by the right side. When you reach the next landing, climb down at the right. Defeat the enemy here to save Mayfee. Go back up and save your game at the red flower. Climb up at the right to find a Golden Beetle in the hole. Keep it as you'll need it soon. Go back to the save flower and climb up at the left to reach the top of the tree. Go inside.

Boss

Tree Guardian (2700 HP)

Boss Savyna (3300 HP)

Go back to Komo Mai after the fight. Talk to Queen Corellia in the throne room, then go to her room and talk to her again. When you're ready to go, leave the city and go to Anuenue Port. Take the ship to Mira.

xviii. ~ Aboard the Mindeer - Portal to an Outer Dimension ~

Talk to Xelha and Lyude inside the ship. Then, go to the deck and talk to Savyna. Go back inside and talk to Gibari. After the cutscene, go back to the deck. Another cutscene, then go back inside and talk to Xelha. You'll then cross the Portal to an Outer Dimension. Simply take out all the enemies waves by shooting them with the A button and moving the ship with the control stick. When you shoot down a group of enemies without missing a single one, you'll get a magnus, but you must pick it up to collect it. Follow the Great Mizuti to the end to arrive at the end of the Portal.

Here's a list of the twelve magnus you can get:

Magnus: Half Plate

Magnus: Aqua Burst Lv3

Magnus: Crystal Edge

Magnus: Shish Kebab (Large)

Magnus: Ice Knuckles

Magnus: Green Oak

Magnus: Kite Shield

Magnus: Devil Eupho

Magnus: Diminuendo

Magnus: Wheat Crackers

Magnus: Camera 2 Magnus: Secret Recipe 4

Boss

Gnosis (3600 HP)

Once in Mira, walk to Parnasse Village.

xix. ~ Parnasse Village ~

Watch the cutscene as you enter the village. Then, enter the first house up the stairs at the right. After the cutscene inside the house, re enter it and examine the refrigerator to find a Magnus: Frozen Tangerine.

Go to Donella's pastry next door. Talk to the kid at the right and say you'll help him. Then, talk to the man checking the chocolat in the top left corner of the room. He'll offer you some Mira Chocolate if you bring him some Mira Cream.

Go back to Trill's house and check the jars at the left of the oven to find the Mira Cream. Take the Mira Cream to the man in Donella's pastry and give him. Then take some Mira Chocolate in the container while Donella's not looking. Give the Mira Chocolate to Trill.

Enter the last house and examine the dresser at the right to find a Magnus: Chronos Armor. Also examine the kitchen at the left to find a Magnus: Fresh Beef. The last thing you can do here is making the fat guy at the entrance of the village sign the family tree. He doesn't want to sign it unless you give him something sweet. You must bring a dead Bluebird from Moonguile Forest and put it in Trill's oven so it becomes Roasted Bird. Then give it to the fat guy and show him the family tree. You can do this sidequest later.

Now that you're done here for now, go back to the world map and enter Detourne, the Mystical Garden.

xx. ~ Detourne - The Mystical Garden ~

This place can be quite complicated. From the entrance, jump over the red block at the right to get on the other side. Talk to the woman here and ask her about the garden and the Golden Hero, then leave Detourne and re enter. The Golden Hero (a man wearing green) should now be near the woman. Talk to him to receive the Jet Boots. Then, go through the door on this side and you will find yourself in a weird maze that is actually a representation of an old Namco game called Tower of Druaga. What you will need to do first in this maze is defeat the three slime enemies. For the moment, you can only defeat two of the slimes. Make your way through the maze and find the two slimes to defeat them. The last one is unreachable for now. In the middle of the maze, you will see three doors placed vertically. Go through the top door. You should now be back in the entrance area, but upside down. Go right and jump over the red block in the water.

Go through the door here to be back in the maze. Defeat the last slime here. A chest should appear at the other side of the maze, but you'll get it later. Exit the maze to return in the entrance area (still upside down). Cross back to the middle alley and re enter the maze by the door here. Go back to the door at the far right of the maze, the door from where you came from when you first entered the maze, and go through it. You should be back at the entrance of the garden and the Golden Hero should now be next to the door. Talk to him to receive the Red Necklace. Then, go back in the maze.

Cross back to the middle alley and re enter the maze by the door here. In the maze, go through the middle door this time. You should now be in a garden with a big scale in the center. Get the treasure chest at the left for a Magnus: Whirlwind Hit and the treasure chest at the right for a Magnus: Silver Barrette. Then, examine the water surrounding the big scale and trap some of this water into two blank magnus. Cross the water using the red block behind the garden to reach the scale. Examine the blue scale pan and put the two Pristine Water magnus you just caught in that plate. The blue block will now fall in the water. Use it to cross to the other side and re enter the maze.

This time, go through the bottom door. You should be back in the entrance area of the garden, but this time the blocks are placed differently. Jump over the blue block at the left to reach the other side of the water. Talk to the Golden Hero here to receive the White Sword. Go through the door next to the man to be back in the maze. You should now be where the chest appeared. If it's not there, you probably forgot to kill one of the slimes. Open the chest to get the

Golden Pick Axe. You need a blank magnus to pick it up.

Go back in the middle of the maze where the three doors are. Go through the top door. You should be back in the entrance area, upside down. Go straight and examine the chain in front of you. The chain will break. Go back in the maze and go through the middle door. Back in the garden with the big scale, put two blank magnus containing Pristine Water into the red scale pan. The blocks will regain their original emplacement. Go back to the maze once that's done and go through the bottom door. Pick up the Key here that has fallen from the chain when you broke it. Go back in the maze, for a last time.

There are two more items you can get in the maze to complete this dungeon. Simply stand still in the middle of the maze during 10 seconds and you'll hear a sound. A treasure chest should have appeared in the maze (its location is random). Find it and open it for the Green Ring. Then, wait for the timer in the bottom right corner of the screen to reach zero and two blue lights will start moving in the maze. Run into one to make a chest appear. Open it for the Balance. Now you have everything. Lastly, break the yellow bars blocking the way using the Golden Pick Axe you got earlier. Then, unlock the door with the Key you just picked up. Go through the door.

Boss

Magnus Giganticus (4000 HP)

You will get the Shadow Magnus at the end of the fight. Go back to Parnasse Village.

Back at Parnasse Village

As you enter the village, a cutscene will occur and you will find yourself locked in a house. Talk to all your party members, then talk to Gibari a second time. You will then return to the world map. Go to the next location, Reverence. xxi. ~ Reverence - The Picture Book Village ~

In this weird village, start by going up the hill and enter the house at the top. Inside, examine the yellow dresser at the left to find a Magnus: Monolith Pen and the one at the right to find a Magnus: Tri-Crescendo Pen.

There's also an old woman next to the bridge looking for a painting. If you want her to sign the Family Tree, you must go to Quzman's house in Pherkad and examine the dresser at the right of his bed to find the Terrible Painting. Once you have it, show it to the old woman and then show her the Family Tree so that she adds her name (you can do this sidequest later).

Then, go back down the hill and talk to the robot at the left of the bridge. He'll ask for a Mirage Weed. You can find plenty of these in the Mystical Garden, on the walls of the entrance area. Simply examine one of the walls covered with flowers and trap the magna essence of the Mirage Weed into one of your blank cards. Give the Mirage Weed to the robot and he will open a new passage at the top of the hill. Go in the new house at the top of the hill and talk to the fortune-teller inside, then leave the house and go back to the world map. Enter the Shrine of Spirits.

xxii. ~ Nekton - Shrine of Spirits ~

In the first area, follow the path going northwest and you will find a treasure chest containing a Magnus: Wind God Blade if you go left in the next area. Go

back to the first area, and this time, follow the path going southwest. In the second area, go down to find a treasure chest containing a Magnus: Corona Borealis. Go back up the path to reach the third area. Open the treasure chest here to find a Magnus: Water Blade. Continue into the path to the save flower, then go on to the next area.

Boss

Sikri (3000 HP)

After the fight and cutscene, go to Balancoire, the Borough of Illusion, on the world map.

xxiii. ~ Balancoire - The Borough of Illusion ~

At the entrance of the city, there's a woman who wants some clouds from Diadem. If you don't have any with you right now, you can get some in Cloud Passage and give them to him later. If you give him the cloud, he'll give you a Magnus: Arm Bomber.

Enter the first house on your right at the entrance of the city. Examine the piece of furniture at the right of the desk to find a Magnus: Millinery. Also examine the pots at the right to find a Magnus: Sugar Cane. Go back outside and up the stairs at the left. Enter the house at the top of the stairway and examine the pots on shelves at the left to find a Magnus: Pot of Air and the plants at the left of the entrance for a Magnus: Cedar Tree. Also talk to the old lady.

Go to the restaurant across the street then. At the left is a couple sitting at a table that both want a Gold Nugget. If you have one, either give it to the woman to receive a Magnus: Deluxe Cream Puff or to the man to receive a Magnus: Deluxe Pastry. The Gold Nugget is what the Gold Beetle Carapace turns into after a while. You can find that Gold Beetle Carapace in the Celestial Tree, if you climb up at the right of the save flower. There's an alcove with it inside. If you missed it, you can do this sidequest later. Still in the restaurant, examine the barrels at the left of the counter to find a Magnus: Deluxe Red Wine.

Now go to Duke Calbren's Manor. Talk to the guards, then go back in town. Make sure you talk to everyone in town. Then, enter any house and go back outside and to see a cutscene (if you don't see any cutscene, then you didn't talk to everybody).

Go back to the manor and enter it. Inside, go through the door at the right to the musical instruments exhibit room. Examine the piece of furniture in the top left corner of the room to find a Magnus: Jill's Jewelry Box. Also examine the drums at the right to find a Magnus: Piscis Australis. Then, go back to the hall of the manor and go upstairs. Go in the room at the right and examine the bookshelf to find a Magnus: Secret Recipe 5. Examine the painting of Melodia to find a Magnus: The Silent Woman.

Go out of this room and enter Melodia's room at the left. Examine the bed to find a Magnus: Tearless Mermaid and the armchair to find a Magnus: Sleet Shawl. Leave the room and go through the middle door. After the cutscene here, go downstairs and enter the music room. Go down in the secret passageway.

xxiv. ~ Cocolith - Labyrinth of Mirrors ~

You should now be in the sewers under the manor. Go right for a treasure chest containing a Magnus: Robe of Firelight, then go through the passage at the left to enter the Labyrinth of Mirrors.

The first area is simply a path leading to a treasure chest and the exit, but it's confusing to navigate into it as you look at it into broken mirror pieces. Make your way to the chest for a Magnus: Heaven's Pillar, then walk to the pole with a moon on top to leave the area. The second area is quite easy, you simply see your reflect in the mirrors around you. There's a treasure chest containing a Magnus: Corona Australis in the top right corner. Then, walk to the pole with the moon. Normally, you'd have to press A next to it to leave, but in this area, it has to be your reflect that stands next to the pole when you press A. Go south from the pole until your reflect is next to it and leave the area. The third area is the same as the first one, work your way to the save flower, then go to the moon pole.

Boss

Phantasm (3000 HP)

After the fight, you'll be back at Duke Calbren's Manor. Go to Melodia's room and talk to her when you're ready to leave for Alfard. Switch to Disc 2.

xxv. ~ Mintaka - The Imperial Capital ~

Enter the first house of the city and examine the small pots at the right to find a Magnus: Pickled Eggplants. Also open the treasure chest for a Magnus: Viking Helm. Outside of this house, talk to the man nearby wearing black and show him the Family Tree to add his name. Then, go left to the next part of the city. Enter the building at the left of the Speech Machine and open the two treasure chests inside for a Magnus: Coffin Shield and a Magnus: Scale Mail. Examine the jars at the left of the table to find a Magnus: Ara.

Go back outside and go to the north part of the city. Enter the house at the end of the alley and examine the window at the back to find a Magnus: Apple Pie (Slice). Also open the treasure chest for a Magnus: Sleet Shawl. Talk to the man inside, then leave the house. Go back to where the Speech Machine was and go up the alley here. Enter the house at the end and watch the cutscene.

After the cutscene, you must return to the ship, but before leaving, make sure your characters are at Lv25 or higher. If not, fight some soldiers around the city. Don't forget to visit the church and to buy some magnus cards at the shop if you need to before going. The boss that awaits you next is really hard and there's no way to come back here if you mess up so make really sure you are well prepared. Get in the ship when you're ready.

xxvi. ~ The Battleship Goldoba ~

Inside the ship, defeat the two enemies in the first room and write down the passwords they give. Go in the second room and defeat the three enemies here for the other passwords. Then, enter the hangar by the door in the bottom right corner and go all the way south for a treasure chest containing a Magnus: Crystal Nails. Go back in the room with the three robot enemies and go through

the door on the right wall. In this room, get the two treasure chests at the bottom for a Magnus: Cetaka's Sword and a Magnus: Rice Paper. Also defeat the enemies here for the passwords.

Go back to the previous room and enter the room in the top right corner. In this room, get the treasure chest containing a Magnus: Grace Shield and examine the bed to find a Magnus: Robe of Firelight. Go back to the previous room and this time go through the door in the top left corner. Inside the room here, get the treasure chest with a Magnus: Rainbow Straw Hat and examine the bed to find a Magnus: Sleet Shawl.

Go back to the room with the three robots and go in the middle room. You'll have to enter the right password into the machine to unlock the gate at the entrance. But first, enter the passwords 0819 and 3291 to get two magnus (Magnus: Assassin's Hood and Magnus: Viking Helmet). Then, enter the password for the gate: 4653. Once you've entered the password, go back to the entrance and save your game. Then go through the now unlocked door.

Boss

Ayme/Folon/Giacomo (2400 HP/ 2700 HP/ 3800 HP)

After the fight, hurry to the hangar and check the golden ships on the left wall. The middle one should be functional, but it's empty. Examine one of the oil tanks and trap some oil in a blank magnus. Put the oil in the sip by choosing the magnus with the C Stick. After the cutscene, go to Azha Village.

xxvii. ~ Azha Village ~

In this village, enter the house on the left and examine the barrels at the left of the kitchen to find a Magnus: Green Tea. (There's an old woman in this room who wants a Hot Rock at the left. If you give it to her, you will receive a Magnus: Cetaka's Sword in return. To get the Hot Rock, trap some lava from the entrance walls of the Lava Caves into a blank magnus and wait until the Lava turns into a Hot Rock.) Then, go through the door to the next floor above. Examine the drill here to find a Magnus: Sculping Knife. Also examine the utility shelf at the right to find a Magnus: Crimson Oak Blossom. Go in the passage leading from the second floor to the third floor and in the middle, go right to find a secret passageway leading to a treasure chest containing a Magnus: Lepus. Then, go to the third floor and some kids will stop you. Go back down and leave the house for a cutscene.

(You can come back later to the third floor of the house but you will need to give the kid a Girl's Thoughts if you want to access this floor. The Girl's Thoughts can be found in the house in Mintaka where a little girl holds a secret journal. Examine the journal to get the Girl's Thoughts. On the third floor of the house in Azha, examine the shelf at the left to find a Magnus: Sunflower Coin. Also examine the shelf on the back wall for a Magnus: Pork Ribs and the pot at the right for a Magnus: Jumbo Pastry.)

You'll be inside the mines then. Go right and examine the locked gate. Follow the old man to his house at the right and talk to him. When he asks about Larikush, say you remember him from Cebalrai Village. After the conversation, examine the plan on the table at the right to find a Magnus: Grumble Pen. Also examine the barrel behind the bed to find a Magnus: Serpens and open the treasure chest for a Magnus: Dream Blade.

Then, go to the gate and talk to the man to enter the Lava Caves.

Lava Caves

Inside the caves, go left for a treasure chest containing a Magnus: Shadow Thruster. Continue left to the next area. In this area, examine the path flooded with lava. You can't pass, so go back to the old man's house. He'll ask you to bring him some Flame Ice. Go back to the Lava Caves and go in the path going right to an area with icicles. Examine one of them to get the Flame Ice. Take it to the man, then trap Sparkling Snow into two blank magnus cards.

Go back to the Lava Caves and follow the left path to the flooding lava. Use the Sparkling Snow on the lava to turn it into magma. Go down the magma path, then go right for two treasure chests containing a Magnus: Gold Earrings and a Magnus: Catfish Whiskers. Then go back up the path and continue to the right. There's another lava path here. Use the Sparkling Snow on it to turn it into magma, then go down the path to a treasure chest with a Magnus: Solar Saber and a save flower. Go back up the path and go right to find Xelha's Pendant. Carry on to the next area.

Boss Geldoblame (5500 HP)

xxviii. ~ The Imperial Fortress ~

When you regain control of your character, leave the room you are currently in and go in the room at the left. There's a treasure chest behind the bed containing a Magnus: Fire Burst Lv4. Go back to the corridor and go all the way left. Enter the second room on your left and open the treasure chest behind the bed for a Magnus: Whispering Wind. Leave this room and go to the left to find a treasure chest containing a Magnus: Spark Hat at the end of the corridor. Go back all the way right to the first corridor and examine the hole in the wall at the end. After the cutscene, you'll be back in Komo Mai.

Talk to the three persons here, then leave the palace and go to Anuenue Port. Take the ship to Sadal Suud Island.

xxix. ~ The Interdimentional Cracks ~

From now on, you will need to visit the 5 interdimentional cracks. There's one on each island. The first crack is on Sadal Suud in Moonguile Forest, but there's nothing in it so I'm not sure you need to visit it. The ones you really need to visit are the following:

On Diadem, go to the Shrine of Winds (go through the Sheliak Castle to access it on the other side of the Great Hall) and bring a cloud from Cloud Passage in a blank magnus. Enter the crack and use the cloud on the gate to open it. Defeat Naiad. On Anuenue, go to the Celestial Tree and bring a Celestial Flower Seed from Queen Corellia's room in a blank magnus. Enter the crack at the top of the Celestial Tree and use the Celestial Flower Seed on the gate to open it. Defeat Thalassa. On Mira, go to Balancoire Town and bring a Mirage Weed from the Mystical Garden in a blank magnus. Enter the crack in the sewers under Lord Calbren's Manor and use the Mirage Weed on the gate to open it. Defeat Despina. On Alfard, go to the Lava Caves and bring lava from the entrance wall in a blank magnus. Enter the crack at the end of the cave and use the lava on the gate to open it. Defeat Galatea.

Once you're done, go back to Komo Mai and talk to Queen Corellia. After the cutscene, take the ship to Wazn, the Ice Lands.

xxx. ~ Ice Cliffs of Gomeisa ~

When you land at Gomeisa, go left for a treasure chest containing a Magnus: Leo. Then, go up the slope for another treasure chest with a Magnus: Forseti Robe inside. Go left and touch the light orb to get the first key you need to break the seal. Go back to where the second chest was and go up the slope at the right. Then go left for the second key. Go up the slope again to reach the next area. Go straight for a treasure chest containing a Magnus: Aqua Burst Lv4. Then, go up the slope at the right and go left for the third key and right for the last key.

Go back down the slope to the previous area and go up the slope at the left. Open the treasure chest here for a Magnus: Tower Shield. Then go up to the next area and get the treasure chest containing a Magnus: Deluxe Pastry. The seal that was here should now be broken if you found the four keys. Continue on for a treasure chest with a Magnus: Shepherd's Purse inside, then go up to the next area.

xxxii. ~ Kaffaljdhma - Castle of Ice ~

In the room you start in after the cutscene, examine the dresser at the left to find a Magnus: Light Flare Lv4 and the other dresser for a Magnus: Young Wasabi Root. Also examine the bed to find a Magnus: Dancing Flames. Leave this room and go down the stairs to the second floor.

Enter the room at the left and examine the pot at the right to find a Magnus: Shortcake (Large). Talk to the woman in this room to start the animals sidequest. Then leave the room and enter the other one at the right. There are two treasure chests in that room, one with a Magnus: Phoenix Helm and the other one with a Magnus: Birdie Fatale. Also examine the pot at the left to find a Magnus: Eel. Talk to the two women in this room and give them the Warriors' Mementos to receive a Magnus: Full Helm OR you could wait until the Warriors' Mementos turns into the Warriors' Memories and give it to them to receive a Magnus: Golden Bugle. You received that item at the very beginning of the game, so if you threw it away, you can't get another one. Hopefully, the Full Helm magnus can be found elsewhere later on, but not the Golden Bugle.

Leave the room and go downstairs to the first floor of the castle. Go up the stairway at the left and enter the room here. Examine the small tea table at the left of the sofa to find a Magnus: Green Tea. Also talk to the man examining the ice pillar. Once that's done, leave the castle to end up in the city.

~ Cursa - The Snowy City ~

Talk to the mother and boy at the left of the castle entrance. Then, go to the left part of the city and examine the snowman at the far left to find a Magnus: Cloudy Emblem. Enter the first house and examine the «window» at the back of the room to find a Magnus: Ursa Mirror. Then, leave this house and enter the one at the left. Examine the bin at the left for a Magnus: Dark Flare Lv4 and

the one at the right for a Magnus: Soybeans. You'll also notice a little girl skating at the entrance of the city who keeps falling. If you give her Rubber Mud (you'll get that later in the game), she'll give you a Magnus: Light Flare Lv4.

Now, go to the right part of the city and you'll see a woman with a bracelet in front of the shop. She doesn't want to sign the Family Tree, but there is a way to make her sign. To make a long story short, you need to go to Quzman's house in Pherkad and examine the picture on the bedside table. Quzman will sign the woman's name on the Family Tree. Once that's done, go back to the woman in Cursa and show her the Family Tree. This time, she will sign it. Then, go to the Ice Cliffs of Gomeisa to find her husband, who's looking for his daughter. To find his daughter, go down the slope to the next screen, then up the hill at the right and go left to find his daughter in the snow. Show her the Family Tree and she'll sign. Go back to her father and he'll sign too.

When you're done, go back to the castle.

On the first floor of the castle, go up the stairway at the right and enter the room with the White Dragon. Someone will come and tell you that Barnette is ready. Leave this room and go to the third floor. Enter the room at the right and talk to Barnette inside to access the Lake of the Dragon.

In this place, you will need to fight the Goddess of Ice. You'll need to pick up cards randomly until you pick up the corresponding card. It really only relies on luck...

After the fight and cutscene, go back in the ritual room and examine the altar at the back to find a Magnus: Sagittarius. Then, talk to Barnette to learn about the four missing weapons. You'll need to go find the sculptor. He is in the last house of the left side of the city. Talk to him, then to his son. You'll need some Sparkling Snow, which can be found in the Ice Cliffs, in the second area. Once you have the snow, go back to the ritual room in the castle and give the Sparkling Snow to Junior. You'll need to choose the right weapons for each warrior.

Bottom right statue - Axe

Top right statue - Halberd

Top left statue - Bow

Bottom left statue - Shield

Once that's done, you'll need to wait until morning so go to the shop and rest your wings there. The statues should then be ready, so head for the right part of the city where the White Dragon should be waiting for you. After the cutscene at Komo Mai, go to Anuenue Port and ride the dragon to Mintaka. Leave the city and once on the world map, head for the Imperial Fortress.

xxxii. ~ Back at the Imperial Fortress ~

Before entering the fortress, go get the two treasure chests at the right of the entrance. They contain a Magnus: Wave Cutter and a Magnus: Light Flare Lv4. Then, go inside the fortress. In the first corridor, go all the way to the left for a treasure chest containing a Magnus: Fire Burst Lv4.

Get in the elevator to go to the second floor. Go left twice to reach a room with a treasure chest containing a Magnus: Wolf Fang. Also examine the dresser in that room to find a Magnus: Deluxe Cream Puff. Then, go right twice and you'll see that the corridor splits in two here. Go up to a room with a soldier inside. Talk to him to get the Bunnychat, one of the animals needed for the animals sidequest. Also open the treasure chest here for a Magnus: Aqua Impulse.

Go back in the corridor and go right to the washroom. Open the second toilet door to find a treasure chest containing a Magnus: Phoenix Helm. Also open the third toilet door to find a guard. Grab his Prison Cell Key. Then, go back all the way to the left until you find the elevator that goes up and go in to reach the fourth floor. Go left and grab the Elevator Key on the desk.

Then, go all the way to the right to reach the last corridor. Go through the hole in the wall at the end to find two treasure chests containing a Magnus: Scorpius and a Magnus: Dark Flare Lv3. Now, go back to the second floor and go to the other set of elevators at the left of the washroom. Since you have the Elevator Key, you can use the elevator to reach the fifth floor.

Go right to a room with two treasure chests containing a Magnus: Blood Sword and a Magnus: Dragonfly. Examine the locker at the left to find a Magnus: Inferno Fists and the bookshelf at the back to find a Magnus: Asura Tuba. Also examine the left wall at the left of the bookshelf to find a Magnus: Efreeti Suit. Then, leave this room and go all the way left to find the save flower and two treasure chests containing a Magnus: Aqua Burst Lv4 and a Magnus: Full Helm. Also look behind the fan at the top to find a treasure chest with a Magnus: Golden Buckle. Then, go back to the elevators and go down to the third floor.

Go left to enter the girl's room. Open the treasure chest here for a Magnus: Crown of Bubbles. Also examine the horse toy to find a Magnus: Birch and the bed to find a secret safe containing a Magnus: Cute Doll. Also examine the desk for the essence of the Picture Book, if needed. Before leaving the room, trap Stagnant Water from the pool in the center of the room in four blank magnus. Then, leave the room and go right to see an electric field blocking the way.

Go back up to the fifth floor. Go right, then up where the corridor splits in two. In the room here, put the four Stagnant Water magnus from the girl's room into the orb. It will then start working again and the electric field will be disabled. Go back to the third floor and go right now that the electric field is gone.

Boss Fadroh (7000 HP)

After the fight, go on and save your game.

Boss

Angel of Darkness (9000 HP)

After the battle and cutscene, you'll be back in Mintaka. Use that opportunity to visit Lyude's house for a treasure chest containing a Magnus: Intermezzo. There's also a Magnus: Rice Paper hidden on the kitchen and a Magnus: Pretty Flowers hidden in the blue flowers at the entrance. Also, for the animals sidequest, enter the first house near the port and talk to the girl inside to receive the Fluffpup. Then, go to the port and get on the White Dragon to fly off to the Taintclouds.

xxxiii. ~ Labyrinth of Duhr ~

You will land in the Labyrinth of Duhr next to a save flower. Start by going south from the save flower to find a treasure chest containing a Magnus: Cinderella Birdie. Then, from this emplacement, go right, then left twice to come to a dead-end with a treasure chest containing a Magnus: Fangs of Light. Then, go back to the save flower and go right from it this time. You'll find another treasure chest with a Magnus: Metal Knuckles. There's also a vase on the ground here, you can examine it to trap some Stagnant Water in a blank card (you'll need it soon). Go back to the save flower again and go straight (or left depending on which side you come from). Continue straight again, and where the path splits, go straight, then left to find a treasure chest containing a Magnus: White Ash. There's also a man here. Show him the Family Tree so that he adds his name to it.

Go back two screens and you should be back in the area with another vase on the ground. Go right from there to find a treasure chest with a Magnus: Sun Coin. Then go straight for another treasure chest containing a Magnus: Hamelin Cloak. Then, go right and you'll see a corpse on the ground. Examine it to find a Magnus: Pegasus. Then, go left and straight to find a treasure chest containing a Magnus: Air Slash. Go left twice from there and you should come to a lost lady. From there, go right twice and you should be in a dead-end with a monster. «Talk» to him and use the Stagnant Water on him. He'll give you a Magnus: Bells of Fate.

Go back to the previous screen and go right twice, then left to find a treasure chest containing a Magnus: Sunflower Barrette. From there, go left, then straight for another treasure chest with a Magnus: Platter of Parting. You should be in a dead-end here, so go back south to the previous screen. From there, go straight, right, then left. You should be in an area with a purple mist. It's the exit, so go all the way to the left to end up on the world map. Head to Gemma Village.

xxxiv. ~ Gemma Village ~

First thing to do here, talk to the old lady with the bracelet at the entrance of the village and show her the Family Tree to make her sign. Then, enter the house at the right of the palace and examine the drawer at the right. Open it to find a Magnus: Slight Debt inside. Talk to the man at the left and after his dialogue, talk to him a second time and he will give you the Magnus: Boôtes. Also talk to the lady near the cluckers and she'll let you take one. Pick any of the Cluckers for the animals sidequest. Lastly, examine the shelf on the left wall to find a Magnus Peanuts.

Leave this room and go back to the entrance of the village. Go up the stairway at the left and enter the house at the right. After the cutscene, examine the cooking at the left to find a Magnus: Oakwood. Also examine Kee's dresser next to the beds to find a Magnus: Large Teamug. At the far left is also the Adventure Novel, if needed.

The last thing to get is the treasure chest on the roof of the house at the right of the palace. To reach it, you will need to enter the teleporters in the right order. The flashing teleporters are the ones you must enter. First, go in the teleporter in the top left corner, then in the teleporter at the left of the right stairway (in front of the palace), then the one at the left of the

left stairway (near Muzuti's house), and finally, the one at the right of the right stairway (in front of the house with the cluckers). You should now be on the roof with the chest. Open it for a Magnus: Earth Buckle. Then, go on the roof at the left (go right from the palace) and talk to the man here to receive the Magnus: Siegfried.

Now, go to the palace. Talk to the Great Kamroh and watch the cutscene. You'll receive the Garden of Death Key. Then, talk to the five persons around the room and listen to their stories. Leave the palace and go back to the world map. Enter Capella, the Garden of Death.

xxxv. ~ Capella - Garden of Death ~

First thing to do when you enter this area, grab some Rubber Mud from the ground and trap it in a blank magnus. Go back to Gemma Village and enter the house with the cluckers. Talk to the shopkeeper at the far left and give him the Rubber Mud to receive a Magnus: Power Blade and a Magnus: Sacred Helm. The shop will also be open from now on.

Go back to the Garden of Death and follow the right path of mud to the top of the screen. Continue up right to an area with tree trunks in the mud. Go on them to get the treasure chest containing a Magnus: Flashy Earrings. Then continue up to the next area. Cross the bridge and get the three treasure chests at the left of the house for a Magnus: Whitecap Shield, a Magnus: Full Plate and a Magnus: Purple Rose. Then, enter the house and go to the pedestal. What you're looking for is not here. Back on the world map, go to Algorab Village.

xxxvi. ~ Algorab Village ~

Enter the house at the left of the village. Examine the pots at the left of the kitchen to find a Magnus: Aries. Also examine the boxes at the left of the beds to find a Magnus: Cherries. Leave this house then and go in the left house at the back of the village. Inside, examine the pots at the left of the kitchen to find a Magnus: Curry. Also examine the boxes with a book on at the left of the window to find a Magnus: Divorce Papers. Leave the house and enter the one at the right. Examine the boxes with the book at the right of the window for a Magnus: Cassiopeia.

Don't mind the treasure chest at the right of the houses, you'll be able to get it later. For now, go back to the world map and enter Zosma Tower.

xxxvii. ~ Zosma - Tower of Stones ~

Talk to the man inside the tower to learn about how it works. Take Stoked Flames from the fire and light the lamp. Follow the man's tutorial and after pushing the red block into the shining green hole, blocks will appear against the right wall. Climb on the second block and push the blue block into the wall. Climb up again and push the red block into the hole in the wall. Then, push the blue block into the wall at the right. Go left and use the yellow block to cross and get the treasure chest containing a Magnus: Firedrake Barrette. Then get on the yellow block again to go up to the second floor.

Once on the second floor, light the lamp here with Stoked Flames. Climb on the row of blocks at the right and push the blue block into the wall. Climb down the blocks on the other side and go behind the red block. Push it south into the hole in the floor. Then, go left and climb on the block against the left wall. Climb to the top of the second red block and push it right in direction of the hole in the wall. Go back down on the first red block and push the second red block into the north wall. Go back down on the normal block and push the last red block into the wall at the right. Then, go back down and go at the right. Climb on the blocks against the right wall and get on the yellow block at the top to go up to the third floor.

On the third floor, climb on the block at the right and light the lamp. Go left of the lamp and push the red block down. Go down to that red block and push it north to make it fall in the hole. Now, see the blue blocks in the top left corner? You can't see it, but there's a passage leading to it under the normal blocks above. It's where the hole you pushed the red block into was. Find the passage and go to the blue block. Push it into the wall to make a moving block appear. Climb back up on the blocks at the right and go on the moving block to reach the two red blocks. Climb on the first red block and push the second block into the wall at the right. Then, go back on the moving block and push the remaining red block into the wall too.

Go back down and get on the block moving up and down in the bottom right corner to go up. Once above, push the red block down below. Go back down and climb on that red block to go on the other side of it. Then push it into the hole. Go back up using the moving block and get on the block moving right and left. Push the blue block into the wall as you pass next to it and a treasure chest will appear below. Go get that chest for a Magnus: Burning Shield. Then, go back up and get on the yellow block to reach the fourth floor.

Light the lamp on the fourth floor. This floor is quite complicated to explain, but I'll try my best. Start by climbing on the blocks near the bottom right corner and push down the red block that's on top of the normal blocks. The block will fall in the hole in the floor. Then, go to the lone red block on the floor and push it against the normal block with a red block on top. Climb on top of the red block you pushed and push down the other red block. It should fall next to the lamp. Go to that block and push it into the hole in the middle of the normal blocks. Then, push the remaining red block in the remaining hole near the lamp. Once that's done, go get the treasure chest on the block in the top left corner for a Magnus: Rhapsody. Then go to the save flower in the bottom right corner and save your game. Climb to the top of the blocks and get on the yellow block to reach the last floor.

Once on the last floor, light the lamp here, then go on the moving block to go up. Here, push the blue block in the wall at the right. Go back on the moving block to reach the lower section of the floor. Push the blue block in the wall here too, then go to the other section of the floor and push the blue block in the wall here also. Do the same with the two next blocks, then go left and stand behind the red block. Push it down below in the hole between the two creatures.

Boss

Ungyo/Agyo (7000 HP each)

After this fight, go back to the previous room and save your game. Then, go up to the roof of the tower. Watch the cutscene.

Boss Malpercio (10,000 HP)

Once back on the world map after the fight and cutscenes, return to Algorab to get the treasure chest at the end of the passage for a Magnus: Inferno Cannon. Then, go back to the world map and enter Duhr Port. Fly off with the White Dragon, who'll bring you to Komo Mai palace. Talk to the three persons here, then watch the cutscene. Go to Anuenue Port then and fly off to Sadal Suud. Go to Cebalrai Village.

xxxviii. ~ Cebalrai Village - Larikush's Letter ~

First thing to do here, talk to Maynee at the entrance of the village to receive a Magnus: Shampoo. You must have taken the pendant from her and given it to Aljeemo in the Pherkad Lord's Mansion in order to receive it. (And while you're in Sadal Suud, you can now go back to the Lord's Mansion in Pherkad and go on the roof of the mansion to find a treasure chest at the left with a Magnus: Moon Buckle and there is a room on the first floor with a Koa Monkey for the animals sidequest. Also talk to the man next to Quzman's house to receive the Cloudgull for the animals sidequest.)

Still for the animals sidequest, there are five more animals to get in Cebalrai. First, go in the stable and talk to the man taking care of the horses to receive the Prancer. Then, leave the stable and re enter it. Talk to the man taking care of the cows to get a Pow. Then, go near Larikush's house and talk to the little girl watching over the ducks. Take one of each to get Fantail Duckling, Fantail Duck (regular) and Fantail Duck (white).

When you're done, enter Larikush's house. Watch the cutscene, then go back to the White Dragon and fly off to the Celestial Alps.

xxxix. ~ Celestial Alps ~

Go up the slope at the entrance for a treasure chest containing a Magnus: Canis Minor. Then, try going left but the path will be blocked by an insect's limb. To get ride of it, you will need to kill that insect. Go down the slope and go left to kill the enemy. You can now go back up and continue left. The path will be blocked again at the left, so climb down the rockface and jump down the cliff at the right to kill the enemy here. Then go back all the way to the top of the cliff and jump down at the left. Go left to the next area.

Go all the way left and the path will be blocked by the insect again. Climb down the rockface and go right to see a treasure chest, but the path will be blocked here too. Go back left and jump down the first cliff at the left. Go left to see another treasure chest, but the insect will block the path here too. Jump down the second cliff at the right and kill the insect here. Go right and kill the other one too. Now, go back all the way to the first chest you saw since the path shouldn't be blocked anymore. Open it for a Magnus: Apocalypse Sword.

Go back up the to the top of the cliffs and jump down the small cliff at the left. Kill the enemy here, then climb down the rockface for the treasure chest containing a Magnus: Air Slash. Go back up and go left to the next area. If you go left in this area, you'll find the save flower and a treasure chest with a Magnus: Chaos Mail. You can also take a white sheep to get the Caplin (white) for the animals sidequest and also the lone black sheep at the left of the house to get the Caplin (black). Don't forget the treasure chest at the right of the house for a Magnus: Azure Sand. Then, enter the house and watch the cutscene. You'll have to face the same boss twice.

Boss

Ayme/Folon/Giacomo (5000 HP/5500 HP/7000HP)

After the fight, you'll receive the Magnus: Chaotic Illusion. Then, watch the other cutscene and you'll be back at Komo Mai palace. Ask Catranne about the other islands. Then, go back to the Celestial Alps for some sidequests.

At the entrance of the Celestial Alps, if you go up the hill, you'll see a woman with a red dress who wasn't there before. Talk to her and she'll tell you about her daughter down the hill. Go talk to her daughter at the bottom of the hill and then talk back to her mother. Talk to the daughter again then and she'll ask you to push her up the hill. Push her to the top of the hill near her mother. Then, show them the Family Tree so that they sign it.

Also, if you go back to the house at the top of Celestial Alps, you can get a treasure chest inside containing a Magnus: Efreeti Saber. Also, there's a Magnus: Avocado in the cauldron on the left wall and a Magnus: Silk Veil in the left angel statue. There's also a warehouse at the right if you go through the door on the right wall. Inside, go up the ladder, then jump to the treasure chest and open it for a Magnus: Void Phantom. There's also another door on the left wall that leads to two treasure chests and a Magnus: Milk if you examine the jars. Open the two treasure chests for a Magnus: Skull Buckle and a Magnus: Holy Armor.

Now, go back to Komo Mai in Anuenue.

x1. ~ Komo Mai - The Book of Magic ~

Before doing the main quest, there is a little sidequest for the Family Tree to do here. Go to the right section of the School of Magic and talk to the girl in the first classroom. She's looking at the bookshelf on the left of the room. Once you've talked to her, go back to the Ancient Library of Magic, in the room where you fought the boss. Read all the entries in the book on the desk. Then, go back to the School of Magic and talk to the girl again. Go back to the Ancient Library of Magic a second time and talk to the guy wearing green in the Philosophy Section. Show him the Family Tree and he'll sign it. Then, go back to the girl in the School of Magic and show her the Family Tree. Now she'll accept to sign it.

Last thing while you're still in Anuenue, there are some Pigeons for the animals sidequest at the entrance of the Celestial Tree. Also give some Apple Vinegar (age Apple Wine or Mountain Apple) to the man at the bottom of the tree to get a Magnus: Flugel Shield. There's also a Waterlark for the animals sidequest near the waterwheel if you climb on top of Mayfee's house (there's a ladder hidden at the left) in Opu. And lastly, if you enter the second house at the entrance of Komo Mai and give some Rock Salt to the man inside, he'll give you a Magnus: Deluxe Cookies. The Rock Salt can be found in Azha Village. And finally, in the left section of the School of Magic, there's a kid asking for snow from Wazn in the corridor. Give him some to receive a Magnus: Light Flare Lv5.

Now, go back to the School of Magic, in the right section. Enter the second room and talk to the girl in red sitting at the table. You must give her the Adventure Book. This book can be found in Gemma Village, in the house at the left of the Great Kamroh's palace, on the left wall. Once you give it to the

girl, she will let you have a look at the Book of Magic. Look at it to be transported to the Illusory Fortress.

~ Illusory Fortress of the Book ~

This level could be really long, but since you're reading this now, it'll be really short. In the first room, go through the fourth door on the left side to find two treasure chests (Magnus: Apple Pie (Full) and Magnus: Aqua Truth). Then go to the door. In the second room, go through the second door on the right wall and save the man here. Then, show him the Family Tree to make him sign. Go back to the main room and go through the last door on the right side to find two treasure chests (Magnus: Bloody Vortex and Magnus: Linnet Statue). Then go to the door. In the third room, go through the fourth door on the left side to find two treasure chests (Magnus: Skull Anklet and Magnus: Silk Veil) and the save flower. Save your game, then go through the door.

Boss

Kulcabaran (10,000 HP)

After the fight, you will receive the Magnus: Seal of Water.

Now, go to Nashira Village, in Diadem.

xli. ~ Nashira Village and the Greater Celestial River ~

There will be a cutscene as you enter Nashira. Then, try leaving but Gibari will tell you to stop by Anna's place first. Go in the house at the right of the shop and watch the cutscene here. Before going, go to the tavern and give Mountain Apple Wine to the man who wants liquor. He'll give you a Magnus: Secret Recipe 9. The Mountain Apple Wine can be gotten in the tavern in Pherkad. Also give the Secret Information from the maid in Corellia's palace to the man asking for good stories to receive a Magnus: Creel of the Whale.

Then, go back to the White Dragon and fly off to the Greater Celestial River, at the far left of the map.

Once in the Greater Celestial River, go left and climb down the rockface to reach the treasure chest containing a Magnus: Power Blade. Then, go up the hill and get the treasure chest containing a Magnus: Buoy of Light at the right. Go up to the next area. Here, go all the way to the left for another treasure chest with a Magnus: Battle Suit. Then, go to the end of the passage between the two cliffs at the right and press A to find the Magnus: Corvus. Go up to the top of the cliff and go left for a treasure chest containing a Magnus: Skull Creel. Then, go right and jump over the gap to reach the save flower. Save your game and carry on to the next area.

Boss

Brolokis (13,000 HP)

After the fight and cutscene, you'll receive the Magnus: Balgora's Paddle. Before leaving Diadem, go back to Elnath Castle and give a Diadem Royal Crest to the guard at the left of the door leading to the Great Hall, he'll give you a Magnus: Rainbow Ash in return. Then, go back to the White Dragon and fly off

to Mira.

xlii. ~ Trail of Souls - Phantom Goldoba ~

Head for Mira and you will encounter the Goldoba. Get onboard. Inside, get the two treasure chests for a Magnus: Cetaka's Sword and a Magnus: Rice Paper. There's another chest at the back with a Magnus: Hades Horn. Then, go left to the next room. Here, enter the room in the top right corner for a treasure chest containing a Magnus: Jasper Gem. Then, enter the room in the top left corner for another chest with a Magnus: Skull Earrings. Now go in the passage at the bottom left and go all the way for a chest containing a Magnus: Agni Tuba. Go up for another treasure chest with a Magnus: Mithril Helmet. Go back to the previous area and watch the cutscene.

Boss

Rampulus (13,000 HP)

After the fight, you will receive the Magnus: Presto. You can now access Mira. Before continuing, go to Balancoire town and take Polly the Pollywhale for the animals sidequest. Also take a rat from the sewers to get the Hograt. When you're done, head for Alfard.

xliiii. ~ Nihal Desert of Alfard ~

Once in Alfard, enter Nihal Desert near Azha Village.

When you enter Nihal Desert, you'll watch a cutscene. Once it's over, you should be in the shelter. Examine the barrels at the left to find a Magnus: Centaurus. Also examine the boxes at the right to find a Magnus: Rooster and open the treasure chest here for a Magnus: Dragon Plum Bud. Lastly, go back outside and get the treasure chest on the roof for a Magnus: Skull Barrette.

Go back inside and talk to the girl in the top left corner to receive the Twinstone Compass. Before going though, examine the jars at the right of the entrance and fill up a lot of blank magnus with Pristine Water. You'll need a lot. When that's done, go up the ladder to access the desert area.

Once in the desert, go west to find a man. Give him some Pristine Water to receive a Magnus: Red Impulse. Continue west and you'll find an oasis. Refill your supplies of Pristine Water and also take an Olifant for the animals sidequest. Continue west again and you'll find a woman lying in the sand. Give her some Pristine Water, then show her the Family Tree so that she adds her name. Then, go north from there to find a lost man. Give him some Pristine Water to receive a Magnus: Chaos Mail. Go back to the entrance and from there, go north, west and north to find another woman in the sand. Give her the Pristine Water to receive a Magnus: Holy Armor.

Go back to the entrance one last time and from the entrance, go north until you find an oasis (you may find the mirage of an oasis, but keep going north until you get to the real one). Once you reach the oasis, go west twice to find the save flower. There's also a man here, if you give him the Pristine Water, he'll give you a Magnus: Galeos Fangs. From the save flower, go south and talk to Azdar.

Boss

Sowzana (12,000 HP)

After the fight, you'll receive the Magnus: Pheonix Crest. The last place to visit now is Duhr. Enter the Tower of Zosma for the second time.

xliv. ~ Back at the Zosma Tower - The Underground Levels ~

Grab some fire at the entrance of the tower and put it in some of your blank magnus. Then, go down to the first level of the tower's basement. Go light the lamp at the other side of the room first. Then, climb on the red block next to the lamp and push the other red block at the right (make sure the moving yellow block is not in the block's way). The red block should hit another block and this block should enter in the hole of the wall. The remaining blocks should now be forming a small pyramid. Go to that pyramid of blocks and defeat the enemy next to it. Then, examine the small green stone to get the Delinquency Stone. Climb on top of the block at the right and push the top block into the north wall. Now, go back to the lamp and push the block at the right of the lamp to the right while the moving yellow block is lined up with the other red block. If the yellow block is not next to the red block while you push the block against it, it won't work. The two red blocks should enter in collision and the yellow block will stop them. Go to where the rest of the red blocks are and push the lone red block (not the two you just pushed, but the remaining one) into the wall at the right. Now the remaining blocks should be the two you pushed against the yellow block. You now have to push these two blocks into the north wall, but make sure you push the block that's at the right first! If not, you'll have to star back all over. Push the right block first, then the left block. A treasure chest should have appeared on top of the normal blocks against the wall so climb to it and open it for a Magnus: Tradescantia Petals. Then, go down to the second floor.

On the second floor, go left and light the lamp. Then, use the yellow block to go down to the ledge below. Go right and push the two blue blocks into the wall. Go back up to the first ledge and go right. Push the red block down to the ledge below. Go to the ledge below and get behind the red block you just pushed (go in the alcove where the blue blocks where). Push the red block to the floor below. Go down to the floor and push that red block all the way to the other side of the room. Place it at the left of the column made of two normal blocks (if you don't place it at the left, it won't work!). Climb on the red block, then on the normal block to reach the ledge above. There's another red block on that ledge. Push that block all the way to the right until it falls in the hole in the corner. Then, go back to the red block you left below and push it in the hole in the corner of the other side of the room to clear this floor. Go down to the third floor.

On the third floor, climb up to the lamp and light it. Grab the red block on the floor and push it to the right against the column made of 2 normal blocks. Climb on top of it and kill the frog enemy here. Go back down and grab back the red block. Push it all the way to the other side of the room against the wall made of 2 normal blocks near the lamp. Climb to the top of the ledge using the block and go right. Climb on the red block here and on the normal block. Then, climb down on the other side to end up on the other portion of the ledge. Push the red block here all the way right until it falls in the hole below. Go back down to the floor and push the red block you left there near the other red block on the ledge above. It's hard telling where to place it exactly, but you have to place it in a way so you can climb on it and reach the ledge behind the red block above. If you place it diagonally from the hole in the floor, it

should work. Once that's done and you're behind the red block on the ledge above, push that red block all the way left until it falls in the hole below. Then, go back down and push the remaining block in the hole in the corner. You can now grab the two treasure chests in each corner of the room for a Magnus: Aquila and a Magnus: Skull Birdie. Go down to the fourth floor.

On the fourth floor, light the lamp here, then push the red block nearby the lamp in the gap at the left. Then, climb down below and go left. Climb back up at the left of the other red block and push it all the way right until it's in front of the lamp. Leave it there and climb on the block on which the lamp is on. Push the red block south until it falls in the hole south of the lamp. Then, climb to the other side of the gap and push the red block here at the left until it falls in the gap at the left. Then push the red block at the left one block to the left (don't push it more). Go back down and push the two red block in the nearest holes. Then, go back to the other side of the room and push the remaining block in the last hole. The save flower will appear on the ledge above. Go on the yellow block to reach it and save your game. Then go back down and go on the other yellow block to go down to the last floor.

Boss

Wizard Shadow

This fight is similar to the one against the Goddess of Ice, simply pick up the matching cards until you defeat him. After the fight, you will receive the Magnus: Alias Fall. Now you've done everything that had to be done, so before proceeding to the final area of the game, you can finish any sidequest you didn't do before. When you're done with everything you wanted to do, talk to Queen Corellia in the Komo Mai palace and tell her you're ready to leave.

xliv. ~ Cor Hydrae Castle ~

In the entrance of the castle, go left for a treasure chest containing a Magnus: Fire Burst Lv6 and right for a treasure chest containing a Magnus: Chronos Blow 6. Then, go straight and continue until you arrive in the main room. Save your game using the blue flower, then look around to see five passageways.

Start by going in the top left passageway and continue to the next room. Here, go south for a treasure chest containing a Magnus: Wind Blow Lv6. Then, examine the orb of light in the center of the room and a red teleporter will appear in another room. Go north through the door to the next room.

Boss

Sibling God: Che (14,000 HP)

After the fight, go back to the main room and go in the top right passageway. At the end of the corridor, examine the orb of light and a platform will appear in another room. Continue right to the next room and go south to find two treasure chests containing a Magnus: Firefly and a Magnus: Voice 6. Then go north through the door to the next room.

Boss

Sibling God: Ar (14,000 HP)

Go back to the main room and go in the bottom left passageway. Continue in the

corridor until you reach a room with teleporters. Go right and get in the teleporter here. You'll then be on a path with two teleporters ahead. Go in the first one (the middle one) and you'll end up at the top of the room. Go back in the teleporter you just came from and you'll find a treasure chest with a Magnus: Desperda. Then, go back to the top of the room and this time, go south and get in the red teleporter (if you went in the top left section already, the red teleporter should be there) to be transported to a treasure chest containing a Magnus: Lord of the Wind. Get back in the red teleporter to be transported elsewhere. Go north and examine the orb of light to make a treasure chest appear in another room. Go back in the previous teleporter and you'll find a treasure chest containing a Magnus: Dark Flare Lv6. Then, return to the top of the room and get in the teleporter at the left. Continue left to the next room. Here, go south for a treasure chest with a Magnus: Light Flare Lv6. Then go north through the door to the next room.

Boss

Sibling God: Bo (14,000 HP)

Return to the main room and go in the bottom right passageway. When you reach the room with the elevators, go on the first platform and examine the green elevator to go up to a treasure chest containing a Magnus: Venus Gard. Then, go back down and go on the other platform with a red elevator. Go up to get the other treasure chest containing a Magnus: Chronos Blow 6. Go back down and get on the next green elevator to go down. Go on the other green elevator to go up, then go left for a treasure chest containing a Magnus: Esperanza (you must have done the top right section previously in order to get that chest). Go back down and get on the red elevator to go up, then on the green at the far right to go down. Get on the red one here to go up, then on the green to go up again, and finally, on the red one to go up a third time. Examine the orb of light here to make a treasure chest appear in another room. Go back down all the way and go right, then continue to the next room. Go south in this room for a treasure chest containing a Magnus: Aqua Burst Lv6, then go north through the door to the next room.

Boss

Sibling God: Le (14,000 HP)

After the fight, go back to the main room and go in the passageway straight ahead. There should be three treasure chests here, one with a Magnus: Sybil's Crown, one with a Magnus: Shield of Hope and one with a Magnus: Mermaid Nails. Go north to the next room and get the treasure chest at the left for a Magnus: Wind Blow Lv6. Then, examine the orb of light at the right to make a chest appear in another room (the chest is in the top left section and it contains a Magnus: Brahma Eupho). Go through the door to the next room.

Boss

Sibling God: He (14,000 HP)

Go back to the main room and save your game. Get in the warp in the center of the room to go up to the floor above. Keep going north until a cutscene stops you.

Boss Malpercio (16,000 HP)

After the fight and cutscene, go right to find a save flower. Go up the stairway to the next screen. Here, go left and get on the fallen column to get the treasure chest containing a Magnus: Golden Helm. Keep going up the stairway

until you reach the roof of the castle.

Boss Malpercio (20,000 HP)

~cutscene~

Final Boss Geldoblame (15,000 HP)

End of Walkthrough.

IV. SideQuests

i. Animals

How to start this sidequest:

In the Ice Castle of Wazn, talk to the court lady in the room at the left on the second floor. You'll now need to find all kinds of different animals all over the islands and bring them to her.

Bunnycat: In the Imperial Fortress, talk to the soldier in the room of the second floor to receive it.

Caplin (white): In Celestial Alps, pick up one of the sheep-like creatures at the top of the mountain to get it.

Caplin (black): In Celestial Alps, pick up the black Caplin at the left of the house, hidden in the bushes.

Cloudgull: In Pherkad, talk to the man standing next to Quzman's house and he will give you the Cloudgull.

Clucker: In Gemma Village, talk to the woman in the house with the cluckers to receive one.

Fantail Duckling: In Cebalrai, talk to the little girl near Larikush's house to receive the permission to take one.

Fantail Duck (regular): In Cebalrai, talk to the little girl near Larikush's house to receive the permission to take one.

Fantail Duck (small): In Cebalrai, talk to the little girl near Larikush's house to receive the permission to take one.

Fluffpup: In Mintaka, talk to the girl in the first house near the port to get one of her Fluffpups.

Hograt: In Balancoire, pick up a rat-like creature in the sewers underneath Lord Calbren's mansion.

Koa Monkey: In Rodolfo's manor in Pherkad, talk to the maid in one of the rooms to receive the Koa Monkey.

Olifant: In Nihal Desert, go west twice from the entrance to find an oasis with Olifants.

Pigeon: In Celestial Tree, pick up one of the pigeons at the entrance.

Pollywhale: In Balancoire, take Pauly the pollywhale.

Pow: In Cebalrai, talk the man taking care of the pows in the stable to receive a Pow (after getting the Prancer).

Prancer: In Cebalrai, talk to the man taking care of the prancers in the stable to receive one.

Waterlark: In Opu, climb on top of Mayfee's house using the ladder hidden at the left of her house and check out the waterwheel to get a Waterlark.

Rewards:

Magnus: Endeavoring Woman

Magnus: Pegasus Anklet

ii. Family Tree

How to start this sidequest:

In Pherkad, enter the house before the Lord's Mansion and talk to Quzman inside. He will give you the Family Tree and will ask you to find all members of his family all over the world.

Taymiya: After getting the Family Tree, talk to Quzman's wife in his house to add her name.

Usaybia: When you return to Pherkad later in the game, examine the portrait on Quzman's bedside table to make him sign the Family Tree for his dead wife.

Hawqal: In Moonguile Forest, help the man catch the Bluebirds of Happiness near the ruins, then make him sign the Family Tree.

Surayj: In Cebalrai, talk to the woman in the stable and show her the Family Tree.

Rushd: In Pherkad, talk to the little girl sitting on the fence near the port and give her a Bluebird (found in Moonguile Forest) to make her sign the Family Tree.

Sabin: After making Rushd sign, talk to her father Sabin next to her to make him sign too. If Nubata has already signed, you'll need to give him the Naughty Novel to make him sign. The Naughty Novel can be found in Quzman's bedside table in his house.

Sallam: After making Rushd and Sabin sign the Family Tree, talk to Sabin's son running near them and show him the Family Tree.

Al-athir: In the Lord's Mansion in Pherkad, talk to the girl in the kitchen and give her Pow Milk Cheese to make her sign. The Pow Milk Cheese is what the Pow Milk (found in Cebalrai stable) turns into after turning into Pow Milk Yogurt.

Maymun: In Nashira, talk to the woman arranging the light on the wall on the second floor of the warehouse where they keep the fish and show her the Family Tree to make her sign.

Rustah: In Lesser Celestial River, go past the area where the Thunderfish was and continue until you reach a part of the river that passes under Cloud

Passage. Watch for a drowning kid in the river and save him. Then show him the Family Tree to make him sign.

Hisham: In the same river where Rustah was drowning, get on the other side of the river using the stepstones and look at the end of the river to see Rustah's brother. Save him too and make him sign.

Qutayba: In Cloud Passage, talk to the father of the two drowning kids after saving them and show him the Family Tree to make him sign.

Tufayr: In the Ancient Library of Magic, after defeating Folon, go back in the Philosophy Section and a man will be there. Talk to him and show him the Family Tree.

Tulun: In the School of Magic, after making Tufayr sign the Family Tree, talk to his sister in the right section of the school, in the first room. She's looking at the books on the wall. Show her the Family Tree to make her sign too.

Nubata: In Parnasse Village, talk to the fat guy at the entrance of the village and show him the Family Tree to make him sign. If Sabin has already signed, you will need to give him a Roasted Bird to make him sign. To get the Roasted Bird, cook a Bluebird (found in Moonguile Forest) in Trill's oven.

Misjah: In Reverence, talk to the old woman near the bridge and give her the Terrible Painting (examine the dresser in Quzman's house to get it), then show her the Family Tree.

Qasim: In Mintaka, talk to the man wearing black near the first house across the port and show him the Family Tree to make him sign.

Yamin: In Cursa, talk to the woman next to the shop and show her the Family Tree. She will only sign it if Usaybia's name is already on it (examine the portrait on Quzman's bedside table in Pherkad to make him sign Usaybia's name).

Yunus: After Yamin has signed the Family Tree, go to the Ice Cliffs of Gomeisa and talk to the father looking for his daughter. To find the daughter, go down the slope to the next area, then up the slope at the right and go left to find the daughter buried in the snow. Show her the Family Tree after helping her and she'll sign it.

Gabirol: After saving Yunus in the Ice Cliffs, go back to talk to her father and he'll sign the Family Tree. Bajja: After Yamin, Yunus and Gabirol have signed the family tree, go back to Quzman's house and talk to Yamin there until she signs for Bajja.

Battuta: In the Labyrinth of Duhr, there is a man in a dead-end. Show him the Family Tree to add his name. Wahshiyah: In Gemma Village, talk to the old woman near the entrance and show her the Family Tree.

Al-khatib: In Celestial Alps, after defeating the bosses, go back to the entrance and you'll see a woman with a red dress. Talk to her and she'll tell you about her daughter down the hill. Go talk to her daughter at the bottom of the hill and then talk back to her mother. Talk to the daughter again then and she'll ask you to push her up the hill. Push her to the top of the hill near her mother. Then, show her the Family Tree so that she signs.

Al-rumi: After pushing her daughter up the hill, show the Family Tree to the mother and she'll add her name. Tumart: In the Illusory Fortress of the

Book, in the second room, go through the second door on the right wall and save the man here. Then, show him the Family Tree to make him sign.

Kemal: After Tumart has signed the Family Tree, go to Quzman's house and talk to Tumart there until he signs Kemal's name on the Family Tree.

Zhur: In Nihal Desert, go west three times from the entrance to find a woman buried in the sand. Help her and give her Pristine Water, then show her the Family Tree and she'll sign.

Asakir: After Zhur has signed the Family Tree, go back to Nunki Valley and talk to the man standing under the waterfall in the last area. Show him the Family Tree and he'll sign if Zhur's name is already on it.

Maja: After Asakir has signed the Family Tree, go back to Quzman's house and talk to Asakir there until he signs Maja's name on the Family Tree.

Rabbih: This is Quzman's brother. He will sign the Family Tree last and you can find him on the fourth floor of the Zosma Tower. He will only sign if you bring him a Delinquency Stone, found on the first floor of the tower's basement.

Rewards:

Magnus: Sorcerer's Seal

Magnus: Silver Ash

Magnus: Voice 4

Magnus: Aurora

Magnus: Endeavoring Woman

Magnus: Fairy Shield

Magnus: Platinum Earrings

After Quzman's departure to the holy lands, talk to his wife to receive the rewards.

iii. Star Map

How to start this sidequest:

In the church, a man will ask you to bring him Constellation Magnus. Everytime you find some, give them back to him so he can complete the Star Map and reward you

Draco: Dropped by the Dragon Sabre boss in Moonguile Forest.

Vela: Randomly dropped by the Shawra enemies in Moonguile Forest.

Puppis: In Cebalrai, give some Pow Milk to the lady in the house at the right of the shop. The Pow Milk can be found in the stable.

Aquarius: In Pherkad, give some Pristine Water to the woman in the house near Palolo's hideout. The Pristine Water can be found in the Moonguile Forest spring.

Pyxis: In Pherkad, talk to the little girl drawing on the ground at the entrance to receive it.

Carina: In Nashira, examine the small fish box against the right wall in the house at the left of the shop to find it.

Cygnus: In Cloud Passage, open the treasure chest near the save flower to find

it.

Hydra: In Castle Elnath, go back inside after the fight with Iron Beetle V and talk to one of the knights at the right of the room where the injured knights were resting. Tell him you'll help them clean the castle. All you need to do is to push all the rubble against the top or bottom wall to clear the way. Then, go back upstairs where the Diadem Royal Crest symbol is and talk to the knight here to receive your reward.

Pisces: Dropped by the Thunderfish boss in Lesser Celestial River.

Triangulum: Randomly dropped by the Albiero enemies in Cloud Passage.

Auriga: In Anuenue Port, enter the house on the cliff and examine the bookshelf at the back of the house to find it.

Taurus: In the Ancient Library of Magic, in the History Section, it is in a treasure chest at the back of the room.

Equuleus: In Holoholo Jungle, in the third area, climb down the cliff near the entrance and go right to find several treasure chests of which one of them contains it.

Lupus: In Opu, examine the pots in the top right corner of the house from where the waterwheel is activated to find it.

Perseus: In Opu, talk to the little girl playing on the ground in front of Savyna's house to get it from her.

Ursa Major: Randomly dropped by the Blood Leaf enemies in the Celestial Tree.

Crater: In the Celestial Tree, examine the crates inside the right hut at the bottom of the tree to find it.

Andromeda: Dropped by the Gnosis boss in Trail of Souls.

Corona Borealis: In the Shrine of Spirits, follow the path going south from the save flower to find a treasure chest containing it.

Piscis Australis: In Duke Calbren's Manor in Balancoire, examine the drums on the bottom wall in the museum room to find it.

Corona Australis: In the Labyrinth of Mirrors, open the treasure chest in the top right corner of the second area to find it.

Virgo: Dropped by the Sikri boss in the Shrine of Spirits.

Hercules: Randomly dropped by the Ray-moo enemies in the Shrine of Spirits.

Cepheus: Randomly dropped by the Filler enemies in the Shrine of Spirits.

Capricornus: Dropped by the Phantasm boss in the Labyrinth of Mirrors.

Ara: In Mintaka, examine the pots lined up against the left wall inside the troops' meeting room to find it.

Lepus: In Azha, go in the passage leading from the second floor to the third floor and in the middle, go right to find a secret passageway leading to a treasure chest that contains it.

Serpens: In the old mechanic's house near the Lava Caves in Azha, examine the barrel behind the bed to find it.

Ophiuchus: Dropped by the Naiad boss in the Interdimensional Crack of the Shrine of Winds.

Cancer: Dropped by the Thalassa boss in the Interdimensional Crack of Balancoire.

Lyra: Dropped by the Despina boss in the Interdimensional Crack of the Celestial Tree.

Libra: Dropped by the Galeata boss in the Interdimensional Crack of the Lava Caves.

Delphinus: Randomly dropped by the Flobo enemies in the Ice Cliffs of Gomeisa.

Sagitta: In the Komo Mai palace, talk to the guard next to the room at the left and give him Pow Milk Yogurt (age Pow Milk to get the Yogurt) and he will reward you with it.

Leo: In the Ice Cliffs of Gomeisa, it is in the first treasure chest on your left when you land there for the first time.

Sagittarius: In the Ice Castle of Wazn, examine the altar at the back of the ritual room on the third floor to find it.

Ursa Mirror: In Cursa the Snowy City, examine the frozen fish behind the window at the back of the room in the first house of the left part of the city to find it.

Scorpius: In the Imperial Fortress, on the fourth floor, go right all the way until you reach the end of the corridor and go through the hole in the wall to end up outside. Open the treasure chest at the right to find it.

Pegasus: In the Labyrinth of Duhr, when you come across a corpse on the ground, examine it to find this magnus.

Aries: In Algorab Village, examine the pots at the left of the kitchen in the major's house to find it.

Cassiopeia: In Algorab Village, examine the boxes with the book at the right of the window in the top right house to find it

Gemini: Dropped by Ungyo and Agyo in the Tower of Zosma.

Boötes: In Gemma Village, in the house with the cluckers, talk to the man near the fire and listen to his dialogue. Then, talk to him a second time to receive the magnus.

Centaurus: In Nihal Desert, inside the shelter at the entrance, examine the barrels at the left to find it.

Canis Minor: In Celestial Alps, go up the slope at the entrance for a treasure chest containing it.

Canis Major: Randomly dropped by the Badwin enemies in Celestial Alps.

Corvus: In the Greater Celestial River, in the area where the save flower is, go to the end of the passage between the two cliffs at the right and open the

hidden treasure chest to find it.

Eridanus: Dropped by the Brokolis boss in Greater Celestial River.

Aquila: In the Zosma Tower, after clearing the third floor of the basement, open the treasure chest in the left corner.

Cetus: In the church, talk to the man who wants you to complete the Star Map and ask him about the next constellation magnus several times until he finally gives it to you (after handing over all the other fragments to him first).

Rewards:

Magnus: Pegasus Cloak

Magnus: Golden Anklet

Magnus: Crystal Helm

Magnus: Pendulum Blast

Magnus: The Fool

iv. Miscellaneous Sidequests

The Museum

In Lord Calbren's Manor back at Balancoire, enter the museum room later in the game and an old man will be there. Talk to him you'll have to bring four Magnus for the museum. You will receive a Magnus: Broken Birdie for it.

Thunderfish Bone from Lesser Celestial River

Golden Pick Axe from the Mystical Garden

Adventure Book from Gemma Village

Delinquency Stone from the Zosma Tower

Cebalrai Village

At the entrance of the village, talk to Maynee, the girl with the purple dress in the stairway. She'll entrust a pendant to you, which you must give to Aljeemo, her husband. You can find him in the Lord's Mansion in Pherkad, in one of the guessrooms. Give him the pendant to receive a Magnus: Voice 2 from him. Later in the game, return to Cebalrai and talk to Mayfee to receive a Magnus: Shampoo.

In the stable, talk to the girl milking the cow and be nice to her to receive a Magnus: Anklet of Calm Winds.

Nashira Village

In the tavern, talk to the man sitting at the counter and give him a Popular Pickup Line (see Quest Magnus section) to receive a Magnus: Shako.

Later in the game, give the Mountain Apple Wine to the man at the left table to receive a Magnus: Secret Recipe 9.

Later in the game, give the Secret Information to the man at the left table to receive a Magnus: Creel of the Whale.

Sheliak Town

After the fight with Iron Beetle V, give Stagnant or Pristine Water to the running soldier to receive a Magnus: Shadow Cornet.

After the fight with Iron Beetle V, give Salty Water (age a Cloud) to the woman washing a lamp at the entrance of the town to receive a Magnus: Flash Armor.

Later in the game, give a Royal Diadem Crest to the soldier standing at the left of the door leading to the Great Hall in Elnath Castle to receive a Magnus: Rainbow Ash.

At the end of the game, give the Apple Wine (age a Mountain Apple) to one of the men sitting around the fire to receive a Magnus: Flash Armor.

Komo Mai

After giving the Celestial Seed to the merchant in order to get the Komo Mai Cookies, give a second Celestial Seed to that same merchant to receive a Magnus: Doll.

In the house with the ducks, give the Rock Salt (found in Azha Villae) to the old woman later in the game to receive a Magnus: Deluxe Cookies.

School of Magic

In the right section of the School of Magic, in the first classroom, give the Popular Pickup Line (see Quest Magnus section) to the man wearing black at the third table to receive a Magnus: Zeit Robe when you talk to him later.

In the left corridor of the School of Magic in Komo Mai, give some Snow from Wazn to the kid standing next to the first classroom later in the game to receive a Magnus: Light Flare Lv5.

Opu Village

Later in the game, give the Secret Information (see Quest Manus section) to the woman at the bottom of the waterfall to receive a Magnus: Crimson Blossom.

Later in the game, give a Celestial Flower (age a Celestial Seed) to Mayfee in her house to receive a Magnus: Deluxe Sheesh Kebab.

Celestial Tree

Later in the game, give the Apple Vinegar (age a Mountain Apple) to the man at the bottom of the tree to receive a Magnus: Flugel Shield.

Balancoire

Give a cloud from Diadem to the woman at the entrance of the town to receive a Magnus: Arm Bomber.

Azha Village

Give a Hot Rock (age Lava) to the woman on the first floor of the house to receive a Magnus: Cetaka's Sword.

Give the Girl's Thoughts (see Quest Magnus section) to the kid on the third floor of the house to receive a Magnus: Red Oak.

Give tons of magnus to the kids at the entrance of Azha Village (for example, go in the Lava Caves and take a lot of Lava, then give it all to the kids and go back take more, then give it to the kids again, and do this until the man near the kids gives you something). The first time he will give you a Magnus: Mephistophes Cloak, and after you give more magnus to the kids, he will give you a Magnus: Secret Recipe 7.

Wazn

In the Ice Castle, give the Warriors' Memories (age the Warriors' Mementos) to Gram and Leon's wives to receive a Magnus: Golden Bugle.

V. Magnus Lists

i. Class-Up Magnus

Kalas

Wild Strawberry (Class Lv2): Dropped by the Lord of the Spring boss in Moonguile Forest.

Mana Stone (Class Lv3): In Lesser Celestial River, go straight and cross the water by jumping over the rocks in the river. Then go down for a treasure chest.

Coral Plant (Class Lv4): Dropped by the Lord of the Winds boss in the Shrine of Winds.

Ancient Branch (Class Lv5): Dropped by the Gnosis boss in Trail of Souls.

Azure Sand (Class Lv6): In Celestial Alps, open the treasure chest at the right of the house atop the mountain.

Xelha

Shrike Statue (Class Lv2): In the room where Xelha was being hold in the Lord's Mansion, open the treasure chest.

Heron Statue (Class Lv3): In Lesser Celestial River, go back to the area just before the boss one. Across from the red save flower, you'll see the Thunderfish's skull floating above the water. Get to the other side and make the skull drift down the river. Go back to the first area of Celestial River and get to the skull again. Make it drift to the bottom of the river so it stops the water from flowing on the rocks. Now you can get the treasure chest at the left of the entrance.

Falcon Statue (Class Lv4): In the Ancient Library of Magic, open the treasure chest at the right of the door leading to the room where you fought Folon.

Rarebird Statue (Class Lv5): Dropped by Ayme, Giacomo and Folon after the first battle against them.

Linnet Statue (Class Lv6): In the Illusory Fortress of the Book, in a treasure chest next to one of the doors.

Gibari

Shark Tooth (Class Lv3): Dropped by the Iron Beetle 1 boss in Cloud Passage.

Scarlet Shell (Class Lv4): In the Ancient Library of Magic, inside one of the treasure chests in the Philosophy Section.

Catfish Whiskers (Class Lv5): Dropped by the Gnosis boss in Trail of Souls.

Buoy of Light (Class Lv6): In the Greater Celestial River, climb up the cliff, then go right for a treasure chest.

Lyude

Heartlight Candle (Class Lv4): Dropped by Folon in the Ancient Library of Magic.

Platter of Parting (Class Lv5): In the Labyrinth of Duhr, inside a treasure chest.

Jasper Gem (Class Lv6): Inside the Phantom Goldoba, in a treasure chest in the top right room.

Savyna

Wild Cherry Bud (Class Lv4): At the Celestial Tree, climb up the tree by the left side to come to a treasure chest.

Purple Rose (Class Lv5): In Capella the Garden of Death, look at the left of the house for three treasure chests. The one behind the house contains it.

Dragon Plum Bud (Class Lv6): In Nihal Desert, open the treasure chest inside the shelter.

Mizuti

Pinecone (Class Lv4): Dropped by the Phantasm boss in the Labyrinth of Mirrors.

Shepherd's Purse (Class Lv5): In the Ice Cliffs of Gomeisa, inside a treasure chest in the last area.

Tradescantia Petals (Class Lv6): On the first floor of the Zosma Tower's basement, open the treasure chest after you place all the blocks.

ii. Quest Magnus

Popular Pickup Line > Outdated Pickup Line

Where: In the School of Magic, right section, talk to the couple in the corridor to get it

Purpose: Give it to a man in the Nashira tavern and to a guy in the first classrom of the right section of the School of Magic

Girl's Thoughts

Where: In Mintaka, in the house where a little girl keeps a secret journal, examine the journal later on to get them

Purpose: Give it to the kid on the third floor of the house in Azha (can be missed if you wait too long)

Secret Information > Well-known Story

Where: In Queen Corellia's palace, in the room at the right, talk to the maid inside to get it

Purpose: Give it to a woman in Opu Village and to a man in the Nashira tavern

Pristine Water > Stagnant Water

Where: In the Moonguile Forest spring or from Sparkling Snow

Purpose: Give it to a woman in Pherkad and to a running soldier in Sheliak

Stoked Flame > Weak Flame

Where: In any house that has a fireplace

Purpose: Burn the trunk in Moonguile Forest and the frozen pot in the Ice Castle

Pow Milk > Pow Milk Yogurt > Pow milk Cheese

Where: In the Cebalrai stable

Purpose: Give the Milk to a woman in Cebalrai, the Yogurt and Cheese to two women in the Lord's Mansion and also the Yogurt to a guard in Queen Corellia's palace

Cloud > Salty Water > Salt

Where: In Cloud Passage, where the device to gather clouds is

Purpose: Give the Cloud to a lady in Balancoire and the Salty Water to the woman washing a lamp in Sheliak (can be missed if you wait too long)

Rock Salt

Where: Azha Village

Purpose: Give it to an old woman in Komo Mai, in the second house at the right from the entrance (only later in the game)

Lava > Hot Rock > Pebble

Where: In the Lava Caves

Purpose: Give the Hot Rock to an old lady in Azha Village, at the far left on the first floor of the house

Sparkling Snow > Pristine Water

Where: Ice Cliffs of Gomeisa or in the old mechanic's house in Azha

Purpose: Used to melt lava

Snow > Stagnant Water

Where: Ice Cliffs of Gomeisa

Purpose: Give it to a kid in the left corridor of the School of Magic (only later in the game)

Celestial Flower Seed > Celestial Flower Bud > Celestial Flower

Where: In Corellia's room, on the shelf at the right of the bed

Purpose: Give the Seed to the Komo Mai Cookies merchant and the Celestial Flower to Mayfee in Opu Village

Fantail Duck Egg > Boiled Egg

Where: In Komo Mai, in the house with the ducks

Purpose: Give the Boiled Eggs to the starving kids in Azha

Sea Bream Fillet > Rotten Fillet

Where: In the Nashira fish warehouse

Purpose: ?

Rubber Mud > Chunk of Rubber

Where: Capella, Garden of Death

Purpose: Give the Rubber Mud to the shopkeeper in Gemma Village to repair his shop and another Rubber Mud to the little girl skating and falling in Cursa

Gold Beetle Carapace > Gold Nugget

Where: Celestial Tree, in an alcove if you climb up at the right of the save flower

Purpose: Give the Gold Nugget to a man or a woman in Balancoire

Oil

Where: Gemma Village

Purpose: Used aboard the Goldoba

Mirage Weed

Where: On the walls of the Mystical Garden

Purpose: Give it to somebody in Reverence to open up the path to the old fortune teller's house

Nameless Flower > Pressed Flower

Where: In any house or town that has flowerbeds or pots

Purpose: Give the Pressed Flower to a girl at the start of the game in Pherkad (can be missed after you leave Pherkad)

Mountain Apple > Mountain Apple Wine > Apple Vinegar

Where: In barrels at Cebalrai

Purpose: Give the Wine to a man in the Nashira tavern and the Vinegar to a man at the Celestial Tree

Golden Pick Axe

Where: In the Mystical Garden

Purpose: Display it at the museum in Calbren's Manor

Diadem Royal Crest

Where: Castle Elnath (in Sheliak)

Purpose: Give it to a guard in Elnath Castle later in the game (at the left of the door leading to the Great Hall)

Picture Book

Where: In the girl's room in the Imperial Fortress

Purpose: Give it to a girl in Calbren's Manor later in the game

Adventure Novel

Where: Gemma Village

Purpose: Display it at the museum in Calbren's Manor and also give one to a girl in the School of Magic to enter the Illusory Fortress

Naughty Novel

Where: In Quzman's bedside table in his house at Pherkad

Purpose: Give it to Sabin if he refuses to sign the Family Tree

Terrible Painting > Treasured Painting

Where: In Quzman's dresser at the right of his bed in his house at Pherkad

Purpose: Give it to the old woman near the bridge in Reverence so that she

signs the Family Tree

Dead Bluebird = Roasted Bird > Maggot-ridden Meat

Where: Moonguile Forest, in the area with the ruins

Purpose: Give the Dead Bluebird to the little girl in the Pherkad port and the Roasted Bird (cook the dead bluebird in Trill's oven to get the roasted bird) to the fat guy in Parnasse

Thunderfish Bone

Where: In Lesser Celestial River, after defeating the boss, floating in the river

Purpose: Display it at the museum in Calbren's Manor

Delinquency Stone

Where: On the first floor of the Zosma Tower's basement

Purpose: Display it at the museum in Calbren's Manor

Family Tree

Where: Quzman's house in Pherkad

Purpose: Find Quzman's relatives to get rewards

Warriors' Mementos > Warriors' Memories

Where: At the beginning of the game (one time only object)

Purpose: Give the Warriors' Memories to Gram and Leon's wives in the Castle of Ice

VI. Contact/Disclaimer

Please visit my Youtube channel for video walkthroughs and more :)

<https://www.youtube.com/WishingTikal>

If you wish to contact me about the FAQ, may it be questions, comments or suggestions, please do so using this email address: wishingtikal@hotmail.com and precise the subject of your mail.

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