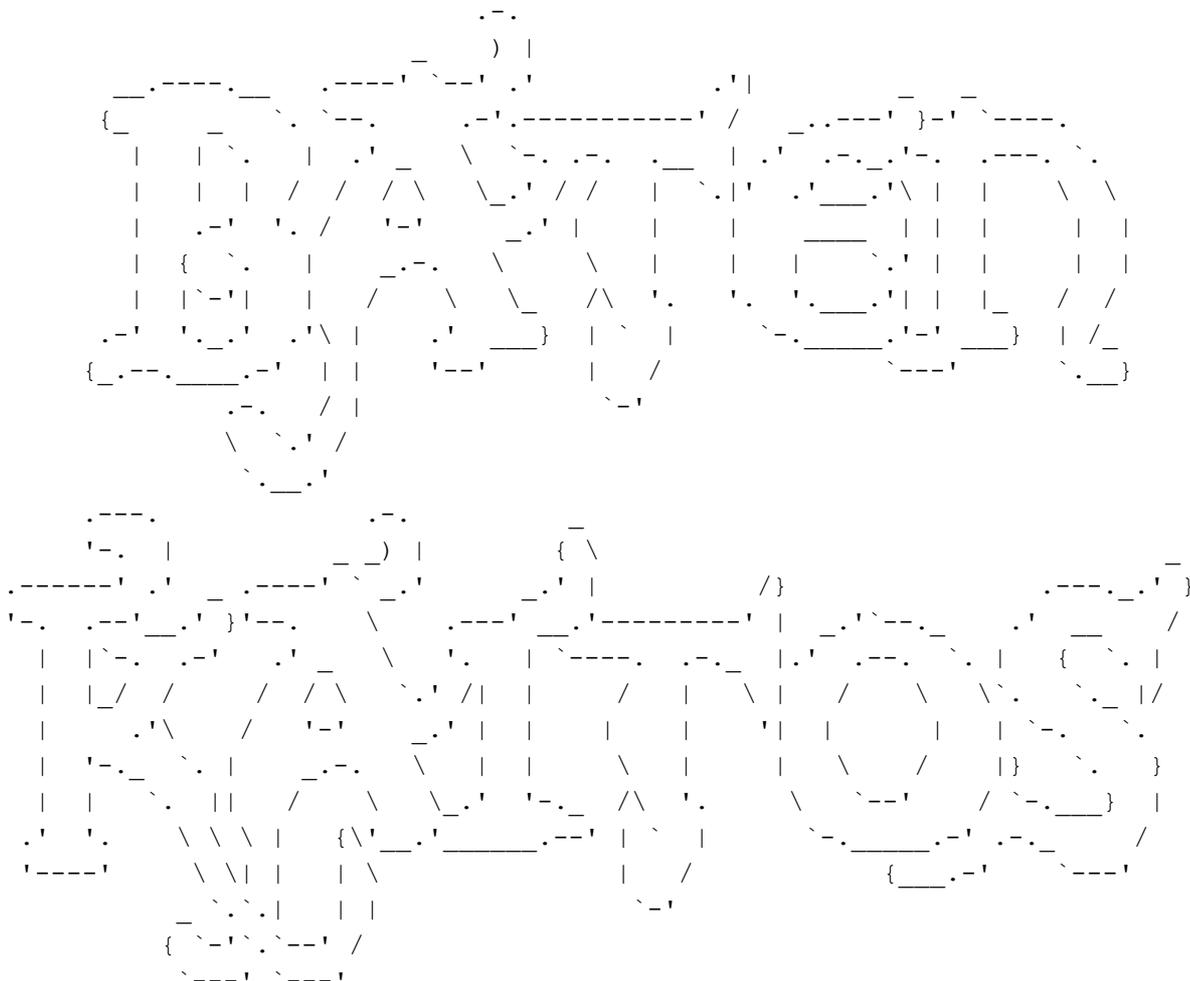


Baten Kaitos FAQ/Walkthrough

by DomZ Ninja

Updated to v1.2 on Mar 26, 2013

"In a parachute to glide, I am captive in your sky" - Mute Math



E T E R N A L W I N G S A N D T H E L O S T O C E A N

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BATEN KAITOS: ETERNAL WINGS AND THE LOST OCEAN

FAQ/Walkthrough
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NOTE: This guide does contain spoilers!

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FAQ/Walkthrough #16

Version 1.0 (07/02/06) - Finished everything except the walkthrough. The guide is finished up to the end of Disc 1.

Version 1.1 (07/24/06) - One week, three weeks, same thing. Well, at least I fulfilled my goal to complete this thing in the month of July. Hope you enjoy it folks!
(you better... *shakes fist*)

[2] CONTROLS

[0200]

- FIELD SCREEN -

Control Stick	Move
D-Pad	N/A
Start	Pause Game
A Button	Talk, Interact
B Button	Cancel
X Button	Discard Magnus (Menu)
Y Button	Open Camp Menu
Z Button	N/A
L Button	N/A
R Button	N/A
C-Stick	Open Quest Magnus Menu

- CAMP SCREEN -

Control Stick	Move Cursor
D-Pad	Move Cursor
Start	N/A
A Button	Confirm
B Button	Cancel, Close Camp Menu
X Button	Discard Magnus
Y Button	Sort Magnus
Z Button	Resize Magnus Window
L Button	Switch From Deck To Stock
R Button	Switch From Deck To Stock
C-Stick	Cycle Characters

- BATTLE SCREEN -

Control Stick	Choose Magnus
D-Pad	Choose Magnus
Start	N/A
A Button	Confirm Magnus
B Button	N/A
X Button	N/A
Y Button	N/A
Z Button	N/A
L Button	Select Enemy
R Button	Select Party Member
C-Stick	Confirm Magnus

[3] CHARACTERS

[0300]

KALAS

Kalas is a young lad that is on a journey to avenge the death of his brother and grandfather. His grandfather was a fantastic engineer and since Kalas was only born with one wing, his pa built him a Winglet. Like I stated earlier in the introduction, Kalas is no ordinary hero. He is an ass and does whatever he wants, whether or not it's "the right thing to do".

Kalas is spiritually bonded with a Guardian Spirit (you, the player). The Guardian Spirit ends up answering questions that determine your relationship with Kalas. The better it is, the stronger your attacks will be. If your relationship with him is the best it can be at the end of the game, you unlock a secret ending.

Kalas is your balanced player. He is with you for basically the whole game, and he should always be in your party. Kalas is not the strongest or fastest, but his finishers are very good later in the game.

Finishing Magnus

Blue Storm - Wind-based finishing attack. Found after defeating Sabre Dragon. Considering it's your first finisher, it isn't very useful late in the game.

Shadow Wings - Dark-based attack. Found in the Lord's Mansion (make sure to pick it up on your first trip there). Pretty useful finisher that should be used for a while.

Energy Wave - Wind-based finisher. Found after defeating the Iron Beetle. It is much better than Blue Storm and I think it should be used throughout the whole game.

Flash Explosion - Fire-based finisher attack. Found in Opo after giving Mayfee some Komo Mai cookies. This is a very strong finisher that should always be in your deck upon obtaining it.

Water Blade - Water-based finishing attack. Found in a chest in Nekton, Shrine of the Spirits. Not as powerful as the others, but it should always be used.

Dream Blade - Chronos-based attack. Found in the Lava Caves. This is a powerful finisher and should always be used.

Fangs of Light - Light-based finisher. Found in the Labyrinth of Dur. Probably the most important finisher next to the last one, so use it frequently.

Chaotic Illusion - Chronos-based finishing attack. Found after defeating Giacomo, Ayme, and Folon. This is much better than Dream Blade and should replace it.

Lord of the Wind - Wind-based attack and is Kalas's final finisher. Found in Cor Hydrae. It is definitely Kalas's best and most useful finishing attack.

Class-Up Magnus

Wild Strawberry - Raises Kalas's class to Level 2. Found after defeating Lord of the Spring.

Mana Stone - Raises Kalas's class to Level 3. Found in the Lesser Celestial River.

Coral Plant - Raises Kalas's class to Level 4. Found after defeating Lord of the Winds.

Ancient Branch - Raises Kalas's class to Level 5. Found after defeating Gnosis.

Azure Sand - Raises Kalas's class to Level 6. Found before fighting the trio of Giacomo, Ayme, and Folon in the Celestial Alps.

=====
XELHA
=====

Xelha is a mysterious young girl that meets up with Kalas in Cebalrai. They

part ways at first, but meet up shortly later when Kalas saves her from a monster. Xelha was being protected by two friends who are killed by the monster, and the duo end up working together. She has a strange connection to the Empire, and little is known about her past.

Xelha is your basic magic user in the game. You will get another mage way later in the game, so she is your best bet for most of the game. Since Xelha, like Kalas, is with you for nearly the whole time, always use her in your party. She has a wide variety of magic spells at her disposal, which makes her a great addition to your team.

Finishing Magnus

Dance of Light - Light-based finisher. You already have it when Xelha first joins your party. Like Blue Storm, it's good until later in the game.

Sparkle of Light - Light-based finishing attack. Found after defeating Giacomo. Much better attack than Dance of Light; keep it for a while.

Soul Flash - Light-based finishing attack. Found after defeating the Iron Beetle. This is better than the other light finishers, but not the best. Nonetheless, it should be kept in your deck until the end of the game.

Dancing Flames - Fire-based attack. Found after defeating the Tree Guardian. Not as powerful as the other finishers, but great for foes weak against fire.

Dark Embrace - Dark-based finisher. Found after defeating Sikri. This is her only dark finisher, but it isn't that powerful later in the game. Still, keep it in your deck for a long time.

Whispering Wind - Wind-based finisher. Found in the Imperial Fortress. A great addition to your finishers and another very strong one as well.

Bells of Fate - Chronos-based attack. Found in the Labyrinth of Dur. Grab some water jugs and bring it with you to the Cancerite. Give him the water and he'll give it to you. It's not the most useful finisher, but you should keep it with you at all times.

Seal of Water - Water-based finishing attack. Found after defeating Kulcaban. It's a semi-powerful finisher; just not as important as the others.

Wheel of Light - Light-based finisher. Found after defeating Sibling God He. This is Xelha's best finisher and one of the best finishing attacks in the whole game. ALWAYS keep it in your deck.

Class-Up Magnus

Shrike Statue - Raises Xelha's class to Level 2. Found in the room that she was imprisoned in the Lord's Mansion.

Heron Statue - Raises Xelha's class to Level 3. Found in the Lesser Celestial River. After killing the Thunderfish, let its skull drift down to the entrance of the river. Then hop onto the stone and open the chest for it.

Falcon Statue - Raises Xelha's class to Level 4. Found in the Ancient Library of Magic before fighting Folon.

Rarebird Statue - Raises Xelha's class to Level 5. Found after defeating Giacomo, Ayme, and Folon for the first time.

Linnet Statue - Raises Xelha's class to Level 6. Found in the Illusory Fortress.

=====
GIBARI
=====

Gibari used to be the head of the knights in Diadem. He now resides in Nashira and spends his time fishing and travelling the land on his boat. He teams up with Kalas and Xelha to find out why the Lesser Celestial River is flooded and sticks with them for the rest of the time. He's a kind-hearted bloke, but sometimes his temper can get the best of him.

Gibari is a real powerhouse. He is the strongest party member when you first get him and ends up being one of the most powerful throughout the game. He is slow though, and most of his attacks are Water or Wind type, so Gibari should only be used when his elemental attacks are needed.

Finishing Magnus

Dragon Uppercut - Water-based finisher. You already have it when Gibari joins your party. It's the weakest of his finishers and just not nearly as good as his other water-based ones.

Crystal Shot - Water-based finisher. You already have it when Gibari joins your party. Pretty useful attack that's certainly better than Dragon Uppercut. Keep it in your deck for a while.

Explosive Paddle - Fire-based finishing attack. Found in Anuenue Port. Although Gibari may be a water-based fighter, this move is very strong. It may not be as useful as his other finishing attacks though.

Smash Tackle - Chronos-based finisher. Found in the dense jungle of Holoholo Jungle. This finisher is very powerful and one of Gibari's best. Definitely reserve a spot for it through the rest of the game.

Whirlwind Hit - Dark-based finisher. Found in the Mystical Garden. It is a strong finishing attack, but Gibari's other dark attack is obviously better. Still, it can be useful at times.

Spiraling Gale - Wind-based attack. Found after defeating Naiad. This is one of Gibari's best and very useful at times. You should certainly keep this with him for the rest of the game.

Pendulum Blast - Light-based finishing attack. Found after giving 40 Constellation Magnus to the old guy in the church. This is another strong and useful finisher, but it's hard to get. Unless you are following a guide, you may not get it for quite a while.

Nemesis Fall - Dark-based finisher. Found after defeating Brokolis. It is better than Gibari's previous dark finisher, but not too useful through the rest of the game.

Ultimate Geyser - Water-based finishing attack. This is Gibari's third Water finisher and his final one. Found after defeating Sibling God Le. This is helpful against another Sibling God and overall a powerful finisher.

Class-Up Magnus

Shark Tooth - Raises Gibari's class to Level 3. Found after defeating the Iron Beetle.

Scarlet Shell - Raises Gibari's class to Level 4. Found in the Philosophy section of the Ancient Library of Magic.

Catfish Whiskers - Raises Gibari's class to Level 5. Found right before fighting Geldoblame in the Lava Caves.

Buoy of Light - Raises Gibari's class to Level 6. Found in the beginning of the Greater Celestial River

=====
LYUDE
=====

Lyude was once a member of the Empire (well, he still is in the beginning of the game). He is an Ambassador and frankly doesn't like his job that much. He ends up joining with the good guys after realizing how truly evil the Empire is. He's a silent dude and seems to be shy/nervous. Lyude is still a good guy that is an essential member to the party.

You first get Lyude right in the beginning of a battle, so he's thrown into your party. He may seem pretty lame at first, but his large range of Dark and Light attacks are very useful later on. He is also pretty strong, but doesn't have a lot of Defense Magnus at first. Use him the most when you need a Dark or Light fighter.

Finishing Magnus

Overture - Light-based finishing attack. You start off with this finisher. It is his weakest finisher so far, but sub-par compared to other starting finishers.

Concerto - Light-based finisher. Like Overture, you also start off with this attack. It is the same element as the previous finisher and is more powerful than the previous one.

Sforzando - Dark-based finishing attack. Found in the Ancient Library of Magic. It is another powerful finisher and a pretty cool one to boot. Definitely useful throughout the rest of the game.

Diminuendo - Dark-based attack. Found in the Outer Dimension, when fighting the eighth wave of enemies. Although it is not as cool-looking as Sforzando, it is a lot more powerful. Keep both in your deck at all times.

Intermezzo - Light-based finisher. Found in Mintaka. You can't get it the first time you're here; you must wait until the event where the party gets split up. It's found in Lyude's house. So far, this is the most powerful light finisher that Lyude has.

Crescendo - Dark-based finisher. Found after defeating Galatea. It's a good finishing attack overall. Find some room in your deck and leave it there, or just replace it with weaker finishers.

Rhapsody - Light-based attack. Found in a chest in Zosma Tower. Aside from Lyude's final finishing attack, this is the best light attack he has.

Presto - Dark-based finishing attack. Found after defeating Rampulus. This is Lyude's best dark finisher, so keep it in your deck at all times and replace it with some weaker ones.

Finale - Light-based finisher. Found after defeating Sibling God Bo. This is one of the most powerful attacks in the game and certainly Lyude's best. It's very useful against the final boss.

Class-Up Magnus

Heartlight Candle - Raises Lyude's class to Level 4. Found after defeating Folon for the first time.

Platter of Parting - Raises Lyude's class to Level 5. Found in the Labyrinth of Dur.

Jasper Gem - Raises Lyude's class to Level 6. Found in the Phantom Goldoba. It is impossible to miss; found in one of the side rooms of the main hall.

=====
SAVYNA
=====

Savyna is a very cunning mercenary and a mysterious individual. She is a monster hunter and is found at times bringing dead beasts to be sold. Townsfolk generally avoid her as she is a little strange. Little is known about her, although she does seem to be a wanderer and a loner. Savyna can be cold and ruthless at times, but only at certain times will she show positive emotions towards people. Savyna is a really talented fighter and can prove to be worthy at times.

Savyna relies on speed and power most of the time. She doesn't have much defense at the start, but boy, can she dish out the damage! As Lyude

specifies on Light and Dark, Savyna is all about Fire and Water. Just like Lyude, Savyna should only be used when needed because of her low range of elemental Magnus.

Finishing Magnus

Burning Arrow - Fire-based attack. Found when she first joins your party. It is another basic finisher and can really become worthless later in the game. Still, it can be handy when she is new to the party.

Erupting Flail - Fire-based finisher. Found when she first joins your party. Just a simple (yet cool looking) finisher that is more powerful than the previous one. Keep it with you for a while until you obtain better ones.

Splash Spear - Water-based finishing attack. Found when she first joins your party. This is the strongest of her starting finishers, but it won't be very useful at first. Still, it is a very strong attack when used in a specified situation.

Freezing Axe - Water-based finisher. Found after defeating Tree Guardian. The next water attack is more useful than the previous. Actually, it's one of the best for Savyna for a while.

Vanish Grenade - Fire-based finishing attack. Found after defeating Phantasm. This attack is quite powerful at this point in the game. Keep it in your deck for the whole game; it's very useful.

Hurricane Blade - Water-based attack. Found after defeating Thalassa. You should be using this strong finisher for a while, for it is the strongest one for her so far. Keep it close to you for the rest of the game.

Inferno Cannon - Fire-based attack. Found in Algorab Village. Just by the name, you should realize that this is a cool finishing move. Like all other finishers, this is stronger than the previous ones. This one is a great addition to your finishers.

Hellblood's Hammer - Water-based finisher. Found after defeating Sowzana. Like the previous finisher, this one also has a cool name. :) Anyways, it's also the second strongest move Savyna has, so it should have a surefire place in your deck for the rest of the game.

Deadly Heat Scythe - Fire-based finishing attack. Found after defeating Sibling God Ar. This is Savyna's most powerful attack and most definitely her most useful one. Stick with it for the rest of the game.

Class-Up Magnus

Wild Cherry Bud - Raises Savyna's class to Level 4. Found in the beginning of the Great Celestial Tree.

Purple Rose - Raises Savyna's class to Level 5. Found in the Garden of Death,

hidden behind the main house.

Dragon Plum Bud - Raises Savyna's class to Level 6. Found in Nihal Desert.

=====

MIZUTI

=====

And I thought Savyna was strange. Mizuti is a masked shaman and is one weird-ass dude! (well, dudette) Pretty much nothing is known about the Great Mizuti at first, for she has a mysterious past and you meet her somewhat late in the game. Lucky for us; Mizuti is a very talented fighter.

Mizuti is a spellcaster, just like Xelha. Hell, they're pretty much identical stat-wise and such. They are basically the same, so it's only preference to whom you use in your party.

Finishing Magnus

Sorcerer's Chakram - Non-elemental finisher. Found when Mizuti joins your party. This is the first neutral finishing attack (out of three), and Mizuti is the only one that has them. It's an interesting finisher for that aspect, but there are stronger ones.

Sorcerer's Breath - Non-elemental finisher. Found when Mizuti joins your party. This is another non-elemental finishing move. This is stronger than the previous move, and it should be kept in your deck when fighting enemies with high elemental resistance.

Sorcerer's Seal - Non-elemental finishing attack. Found when Mizuti joins your party. This is the best neutral finishing attack in the game, so save a spot for it in your deck.

Heaven's Pillar - Chronos-based attack. Found in the Labyrinth of Mirrors. There aren't many Chronos finishers in the game, so keep this one with you for the rest of the game.

Shadow Gate - Dark-based finishing attack. Found after defeat Geldoblame. The finisher is very strong and a definite pick to stay in your deck, for it's really useful through the game.

Mega Flood - Water-based finisher. Found after defeating Despina. Another powerful yet useful finishing move. If you have the room, stick it in the deck, although it isn't the best move for Mizuti.

Prominence - Fire-based finishing attack. Found after defeating Agyo and Ungyo. Just like Mega Flood, it's strong and useful, but not necessarily the best finisher out there.

Alias Fall - Wind-based attack. Found after defeating Wizard Shadow. Not many enemies have a weakness to Wind, but it is an insanely powerful move. I suggest keeping it in your deck.

Planet Soul - Chronos-based finisher. Found after defeating Sibling God Che. Like I said before, a Chronos finisher is a rare sight. With

that said, keep it with you and use it constantly; this finisher kicks ass.

Class-Up Magnus

Pinecone - Raises Mizuti's class to Level 4. Found after defeating Phantasm.

Shepherd's Purse - Raises Mizuti's class to Level 5. Found in the Ice Cliffs of Gomeisa.

Trandescantia Petals - Raises Mizuti's class to Level 6. Found in Zosma Tower.

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[4] THE BASICS

[0400]

=====
CARD BASICS
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Like I said earlier, Baten Kaitos is of course based on a card battle system. Neat, eh? (I'll leave that up to you) The game still has a turn-based battle system as well, but it's a lot more complicated than that.

The cards in the game are called Magnus, and you will use them for everything throughout the game: healing, collecting items, and simply proceeding through the game. You can find Magnus all over. You can buy them from shops, be awarded by people, found after defeating monsters, there are so many ways to acquire these cards.

Upon looking at these cards, you will realize some of their uses. Some Magnus can only be used on the field screen; these are called Camp Magnus. Others can only be used in battle (which are the majority of the Magnus). Some are Quest Magnus, and they are used for story purposes. As you can see, there's a wide variety of Magnus in Baten Kaitos.

One last thing; you may notice a small number in the corner of a Battle Magnus. These are called Spirit Numbers, and they can help you out in battles. More on that below.

=====
BATTLE BASICS
=====

Despite being a card battle system, the game still has a turn-based battle system as well, but it's a lot more complicated than that.

There are six elements in Baten Kaitos, and they are: Fire, Water, Light, Dark, Wind, and Chronos (Time). Like in any RPG, some contradict each other. For example, fire is weak against water (and vice versa), dark is weak against light (and vice versa), and so on.

The battle system is very deep. When you enter a battle, you are first given the choice to attack. Several cards are revealed on the screen. The Attack cards (Magnus) are used to deal damage to your opponent. At first, you are given an infinite amount of time to choose your first card to use. Later in the game, you will only have a matter of seconds to make that decision. Picking one card isn't it. You can choose numerous cards for your turn. Leveling up your character's class will increase the number of cards you can use on a turn.

After you attack, a screen will appear and show the accumulated damage and the total damage dealt. It also shows a lot of other tidbits, like if a card you used had an elemental weakness against the enemy, if you recovered HP during the turn, etc. It's really informative, so take a good look at it. I'm not telling you to study it every turn, but take a note of it instead of rapidly pressing A to get to the next turn. It sometimes provides you with very useful information.

When the enemy attacks, you will be in a defensive stance. You still have Magnus to choose from, but they will be used to defend. Once again, you can use a number of them for your defensive turn.

Let's get to the technical stuff now. The elemental stuff always gets in the way, right? Just about all enemies and bosses are of an element. That means that they are strong against one and weak against the other. If you use an elemental card that the enemy is weak against, the damage dealt will go up.

So if you know what the enemy is weak against and you have a lot of that card, use them all to deal the most damage possible. You can see if the enemy has an elemental weakness on the screen after your turn. If an elemental card has a + with a number next to it, it means you dealt extra damage because of the weakness. Then again, a - means damage was reduced because of an elemental strength.

If you happen to use contradicting elemental cards in the same turn, damage will also be reduced that way. The weaker one will be subtracted from the stronger one. For example, if you use a Fire and a Water attack in the same turn, they'll pretty much cancel each other out. The same thing goes for defending. Don't use a Wind and Chronos defense Magnus, for the weaker one will be subtracted from the other. That's not good, because more damage will be dealt to you!

One last thing: Spirit Numbers. The numbers can be used to your advantage, for using Magnus in a certain order (by their Spirit Numbers), you will create a combo, which in turn deals more damage. For example, if you use four Magnus in your attack turn. You use them in this order (by Spirit Numbers) 1-2-3-4. That's a combo, and you will deal more damage (shown on the screen after attacking).

There are a lot of other combos you can utilize. Simply pairing up two cards with the same Spirit Number will work. Patterns also work out as well. For example, 1-3-7-3-1 is a combo, as well as 6-6-7-7-2-2. Try all different methods in order to find new combos.

=====

LEVELING UP

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Leveling up is a little different in Baten Kaitos. It isn't like other RPG's where you will level up after gaining enough experience right after a battle.

And of course, fighting battles and defeating enemies nets you experience. Once you reach a certain amount of experience, you must visit a church.

Churches are only accessible by blue (save) flowers. Once at the church, talk to the priest and you are given the option to level up (if able to). So whenever you find a blue flower, pay a visit to the church to see if you can level up.

When you talk to the man in the church, you are given two options: you can level up or class up (of course, only if you've met the requirements). Leveling up is what I just talked about, but there's a little bit more to it. Not only do your stats grow when you level up, your deck capacity increases. Whenever you level up, your deck capacity increases by 5. That means you can put 5 new cards in your deck.

Now about your class. Your class determines how many cards you can use in battle. It also determines how many cards you can have in your hand. The highest class you can reach is level 6, which means you can use up to 6 cards when you reach that level. The only way to class up is to find certain Magnus scattered around the world. When you find one, bring it to the church and you will go up one class.

That's pretty much the bare-bones basics of the game. I hope it helps.

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[5] WALKTHROUGH (DISC 1) [0500]

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--< SADAL SUUD >--

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CEBALRAI [0501]

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Monsters: None

Magnus: Shish Kebab (S), Shish Kebab (M), Fire Burst Lvl. 1, Dark Flare
Lvl. 1

+-----+	You will first start off in a room in
- MAGNUS SHOP -	Cebalrai. Talk to the man standing next
+-----+	to the bed. He's Dr. Larikush, and he
Wheat Crackers.....300	has been taking care of Kalas after he
Long Sword.....200	was found in a nearby forest. Take your
Bamboo Shoot.....160	Winglet off of the desk nearby and leave
Safety Hood.....40	the house to find yourself in the town.
Shish Kebab (S).....30	
+-----+	The giant blue flower is a save flower.

When you step inside, it asks if you want to save your game or enter the church. The church is where you level/class up

(and where you can find the Constellation man). You can only access the church through blue flowers. The red flowers (usually found in dungeons) only let you save. You can't enter the church just yet, so make sure to save your game before heading on.

Head to the left to the town square. Talk to everyone here, and enter the houses. Even head into the stable and speak with the people inside. When you proceed near the bridge at the bottom, you will find a creature and a girl. You find out that the Greythorne, Meemai, saved you in the forest. You will thank her. After talking, go to the house in the back of town to speak with the mayor. Afterwards, talk to the girl again to find out she's being escorted to Moonguile Forest. Kalas ends up following her to the forest.

When on the world map, walk to the left and enter Moonguile Forest.

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MOONGUILE FOREST                                     [0502]
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Monsters: Shawra, Unuk

Magnus: Voice 1, Leather Hat, Bamboo Shoot, Ice Dagger, Escape, Fire Burst
Lvl. 1, Flame Sword, Dead Bluebird, Pristine Water

Man, your first dungeon! A quick note: there are no random encounters. The enemies are actually on the field screen, and colliding with them will result in a battle. Mmkay? Defeat the enemies onscreen and open the chest for Voice 1, then continue to the next area.

There is a guy sitting on the ground in the next area. Talk to him to learn all you need to know about battling. The log to the right is blocking the path, so ignore it for now. Defeat the enemies here and go north under the trees to find a Leather Hat. Cross the stream and open the chest for a Bamboo Shoot.

I suggest fighting enemies in these two areas until you have around 80 EXP. When you have enough, go back to Cebalrai and enter the church via the blue save flower. Talk to the priest in the back to level up. The man near the entrance is trying to retrieve Constellation Magnus scattered around the world. Whenever you find any, bring them to him for a reward. For more info, check out Section 7. When you reach level 2, return to Moonguile Forest.

Alright, when you return to the forest, proceed across the stream. Make sure to put your new Magnus in your deck. When ready, go north to the next area. You will find the girl, Xelha, who is being attacked by a vicious dragon. Her guardians are slain, and Kalas steps in to protect her.

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BOSS: Sabre Dragon
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HP: 230 Weak: Water (+80%) Strong: Fire (-80%)

Drop: Blue Storm, Fire Burst Lvl. 1, Draco

First off, the battle music for this fight is friggin' awesome. One of the best in the game. That is all.

Talk about easy bosses, right? Considering this is your first boss, have no worries. The Sabre Dragon is capable of dishing out three-hit combos, so watch your health. Use your Bamboo Shoots when your HP is low, especially Xelha, who has lower HP than Kalas. The nasty thing has a weakness to Water. Kalas may not have many Water Magnus in his deck, but that's why Xelha is here. She has a slew of magic spells in her deck. That's another reason to keep her alive; she is the best offensive member in your party.

Stray away from using Fire Burst and use combos (if possible) and Water attacks. Kalas can use normal attacks to take down the Sabre Dragon's HP just as quickly. You can also use Xelha's finisher if it comes up. If you have the chance, take a photo of Sabre Dragon, since it can rack in a nice amount of money if you can pull it off.

You should have no problem defeating this monster, so relax and use it like a practice battle for other tougher battles in the future. After defeating the Sabre Dragon, you receive Blue Storm (finisher for Kalas), Fire Burst Lvl. 1, and a Draco Constellation Magnus. Pretty good deal!

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After you kill Sabre Dragon, Xelha will mourn the loss of her guardians, her good friends. Kalas, being the complete asshole that he is, tries to steal their stuff for money. The two bicker for a while, then decide to team up for they're both heading deeper into the forest. (considering how they were just acting towards each other, that was actually unexpected) Go to the next area.

There is one more area to go through until you reach the heart of Moonguile Forest. Walk through the forest path, defeating the enemies along the way. You can find a Flame Sword and a Fire Burst Lvl. 1 in the two chests here.

Save your game at the red save flower. Remember that you can only save your game at the red flowers, nothing more. You can only visit the church at blue save flowers, so you're out of luck. Save your game and make sure to replace as many Water Magnus with Fire Magnus. Give Kalas his finisher, then head to the next area.

As you reach the spring in the middle of the forest, a voice will call out to you, and a large monster rises out of the water. Another boss? So soon? Yep!

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BOSS: Lord of the Spring

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HP: 300 Weak: Fire (+80%) Strong: Water (-80%)

Drop: Wild Strawberry, Scale Buckle

The Lord of the Spring isn't that hard, but he is indeed harder than Sabre Dragon. Make sure that you replaced the Water Magnus with Fire ones, because Fire is his weakness. In the beginning of the battle, he will use small combos against you. They shouldn't be too dangerous though, so don't worry.

When you start to damage the boss, then he will use a longer combo, and end

it with an attack called Thundering Falls. It is a fairly strong attack, so use Bamboo Shoots when you get the chance. Also make sure to counter with your Fire Magnus.

Use Kalas to deal neutral damage as well as attack with his new finisher, Blue Storm. Xelha should use all the Fire Magnus she has in her deck for this battle. Her finisher also works wonders here. After damaging Lord of the Spring a lot, he will begin to use a new attack.

His combos will finish with Dragon Press, an even stronger Water move that can really dish out the damage. Try to give him the finishing blow before he can use it again. Also, you may want to take a picture of him (as well as every boss you fight) to gain some cash. You will receive a Wild Strawberry and Scale Buckles for your troubles.

As the Lord of the Spring dies, he will warn you of the coming of Malpercio. Kalas learns that Malpercio is the God of Destruction. And well, he's evil, if you hadn't figured it out already. The dead monster drops a shining Magnus. As the two try to grab it, a large airship comes down from the sky. A high-ranking man comes to take the Magnus.

Kalas recognizes the man as the one who killed his grandfather and brother. Before he has a chance to attack the murderer, soldiers knock the two unconscious. You wake up to find Meemai with you. Xelha has been captured, and Meemai tags along with Kalas as he leaves for town again.

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CEBALRAI [0503]
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Monsters: None

Magnus: Explosives, Pow Milk, Mountain Apple, Stoked Flame, Ice Dagger, Puppis

When you're back in Cebalrai, Dr. Larikush tells Kalas to visit the mayor. Talk to the mayor at his house to receive a lecture on how dumb you are for going into the forest. Yawn. Afterwards, go to Larikush's house and talk to him. He will teach you how to use Blank Magnus. You can use Blank Magnus to trap the essence of items. He tells Kalas to go to Nunki Valley and clear the landslide over there.

Walk up to the dynamite on the table and press A to trap the essence of the explosives. After, talk to him again. Walk outside and get the Mountain Apple essence in one of the barrels. Give it to Dr. Larikush by using the C-Stick. He will reward you with an Ice Dagger.

Go inside the house next to the shop and talk to the woman. She needs Pow Milk to finish her cooking. Head to the stables and collect Pow Milk essence in the barrel. Return to her and give her the Pow Milk to get a Puppis Constellation Magnus. Go to the mayor's house and grab the Stoked Flame essence. Now is a good time to save and visit the church. Give your Constellation Magnus to the man and level up at the priest. You can also use the Wild Strawberry to level up Kalas's class to level 3.

Once ready, take a return trip to Moonguile Forest. Head to the battle basics

guy in the second area, then use the Stoked Flame to burn down the log. You will find an Ice Dagger. Head to the area where you fought the Lord of the Spring and open the chest for an Escape Magnus. Put this in a deck immediately, then exit the forest into the world map. Head to Nunki Valley to continue your quest.

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NUNKI VALLEY

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[0504]

Monsters: Shawra, Unuk, Doomer

Magnus: Flame Shield, Frozen Shield, Secret Recipe 1, Pristine Water

When you first enter Nunki Valley, approach the fallen tree. Walk across it to the upper ledge. Go down to the dead end for a chest. Open the chest to obtain a Frozen Shield, and make sure to put it in your deck. Return to the other side and go down the path. The path will be blocked by a small stream. Wait until the gushing water stops, then press A to jump across. Jump on the rock, then across. Continue down the path to the dead end for another chest, then open it for a Flame Shield.

Back at the entrance, go up the steep path. Just like before, you will have to wait for the water to stop. When it is calm, jump across. Head to the next area. When you reach the rocks, use your Explosives Magnus to destroy the rubble. Now your pathway is cleared! Proceed down the path and take out the enemies. Take the upper path near the stream.

Jump across the rocks, then head right to the next area. You should find a chest containing a Secret Recipe 1 behind the waterfall. Return to the previous area and hop back across the rocks. Take the other path to the new area.

Once on the other side of the waterfall, head up the ladder. Continue around and go behind the waterfall. Defeat the enemies up here, then proceed north to exit Nunki Valley.

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PERKAD

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[0505]

Monsters: None

Magnus: Dark Flare Lvl. 2, Shish Kebab (M), Pine Tree, Pyxis, Nameless Flower, Pebble, Mountain Apple, Weak Flame, Mountain Apple Wine, Terrible Painting

+-----+	As you can tell, Pherkad is a lot more
- MAGNUS SHOP -	lively than the previous town. The first
+-----+	thing to do is to talk to the girls on
Mink Coat.....350	the ground. They'll give you the Pyxis
Wheat Crackers.....300	Constellation Magnus. Make sure you talk
Wind Blow Lvl. 1.....260	to everyone on the streets. One man will
Flame Sword.....250	give you a Dark Flare Lvl. 2 just by
Light Flare Lvl. 1.....230	talking to him! The nearest house to the
Bananas.....180	right holds a Shish Kebab. It should be

Chain Mail.....120	on the bookcase at the far end of the
Chunk of Ice.....100	room. Exit to the streets again and go
Shish Kebab (S).....30	into the farthest house away; all the
+-----+	way in the back. You can find a Pine
	Tree in some barrels near the entrance.

Now you can head north to the next area. Man, this place sure is cloudy! The entranceway to the right leads to the home of Quzman. For more information on this sidequest, go to Section 8. Pass through this area and go through the archway. You will find yourself at the gates of Lord Rodolfo's Mansion. Of course, the guards won't let you in.

After talking to them, you will find a woman angrily chasing a young boy. Apparently the kid is a thief. Go back to the streets and enter the house on the right nearest the entrance; the same house you found the Shish Kebab in. You will find the kid, Palolo III, inside. Kalas asks him if there is a secret entrance to the mansion. Palolo keeps his mouth shut and will only help you if you happen to find him a Rainbow Spider's Web. Before you can ask where it's found, Palolo disappears.

The Rainbow Spider's Web is found back in Nunki Valley. It must be obtained from a monster, though. A very powerful monster. Let's head back to the valley now.

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NUNKI VALLEY [0506]
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Monsters: Shawra, Unuk, Doomer
 Magnus: Flame Shield, Frozen Shield, Secret Recipe 1, Pristine Water

Alright, we are back in the valley! There's nothing new here to find, but collect the other items if you haven't already. I suggest that you be around level 5 for this battle. You can find a blue flower in Pherkad, back near the docks. When you are around the desired level, head down the ladder and past the waterfall. Hop across the rocks again past the stream, then head to a small pathway to the side. You should see a giant nasty spider lying in there. Go down the ladder and approach the monster to start the fight.

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BOSS: Nunkirantula
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HP: 350 Weak: Fire (+50%), Dark/Wind (+30%)
 Strong: Water (-50%), Light/Chrono (-30%)

Drop: Duel Sword, Light Flare Lvl. 2

The Nunkirantula is a pretty formidable opponent. It is mainly a Water-based opponent, but it's weak against many things. You don't really have many Wind or Dark Magnus, so stick to utilizing it's weakness to Fire. Plus, it has a bigger weakness to Fire than other elements. Nunkirantula has a one-hit or a two-hit combo that is Water based, so use those Flame Mails.

A VERY annoying attack that Nunkirantula uses is Hardening Wax. This attack

greatly boosts its defense. This will render normal attacks pretty much useless, so definitely rack up combos and use any Fire Magnus. Make sure to use Blue Storm against Nunkirantula to deal a lot of damage. Also, bring along several Bamboo Shoots or Bananas to keep your HP up.

Still, The Nunkirantula isn't really THAT hard; it is just really annoying. After you defeat it, you will get a Duel Sword and a Light Flare Lvl. 2 for your effort. Of course, you will also get what you came here for: The Rainbow Spider's Web.

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With the Nunkirantula defeated, return to Pherkad.

You can find Palolo III in his secret hideout (go all the way to the back of the streets, then enter the area next to the house with the Pine Tree in it) Give Palolo the Rainbow Spider's Web, and he'll tell you that the secret entrance to the mansion is down the well. After an argument, Kalas and Xelha split up for the moment. Go down the well to enter the Lord's mansion.

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LORD'S MANSION [0507]

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Monsters: Imperial Soldier

Magnus: Frozen Shield, Chain Mail, Ice Dagger, Mink Coat, Shadow Wings, Wind Blow Lvl. 1, Chronos Blow Lvl. 1, Moon Buckle, Shrike Statue, Intriguing Mystery, Stagnant Water, Nameless Flower, Weak Flame

Kalas will jump out of a fountain and lands in the foyer of the mansion. Go up the stairs in front of you to the next floor. Here, Imperial Soldiers will patrol the floor. If they spot you, they will chase you. If caught, you'll have to battle them. You can run away from them, but I suggest getting the EXP by defeating them all. First off, get the Frozen Shield straight across from where you came up.

You can't go in the doors now, so go up the stairs to the left. You can find a Chain Mail Magnus all the way to the left. Enter the room and collect the Guestroom Key on the table. Once you grab the key, Rodolfo and a servant will enter the room and have a conversation. Kalas will hide himself behind a couch. After the conversation, they leave. Grab a Wind Blow Lvl. 1 Magnus from the chest. Exit the room and go back downstairs.

Now you can enter the rooms. The room to the left (nearest from your location) holds a Mink Coat. Go into the room next to it to find a new finisher for Kalas: Shadow Wings. Put it in your deck immediately. Across from the centerpiece, enter the room to find Xelha inside. She tells Kalas that she was captured. After the scene, she will join the party again.

Collect the Shrike Statue and Chronos Blow Lvl. 1 from the chests in the room. I suggest going through her deck and giving her newer, stronger Magnus. After re-equipping her, exit the room. The last room to the right has an Ice Dagger inside. After raiding the rooms, continue up the stairs to the right.

You will find a blue save flower here. Enter the church first and level up. The Shrike Statue you just found lets you raise Xelha's class to level 2. At this point, you should (hopefully) be around level 6. Give the Constellation

man any more Constellation Magnus, then leave. Save your game when you're done. The path here will be blocked by statues, but Xelha knows how to get by. After disabling them, go up the stairs.

Kalas and Xelha will find themselves on the dock of the mansion. The airship seen back in Moonguile Forest, the Goldoba, is docked here. Not a second later, it starts to disembark. The party jumps on the airship and confronts Giacomo, the man who killed Kalas's brother and grandfather. Payback time!

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BOSS: Giacomo

HP: 750 Weak: Water/Light (+30%) Strong: Fire/Dark (-30%)

Drop: Sparkle of Light, Chronos Blow Lvl. 1

First things first, this battle music is really weird. It's like reggae, but it gets good later. (Yeah, I honestly needed to tell you that.)

Just by looking at his health, you might think that Giacomo would be one tough customer. Well, he kind of is. If you have a lot of Water and Light Magnus in your decks (mostly Xelha's deck), then wallop him with them. His attacks are very strong, so use any defensive Magnus when you get the chance. He uses a four-hit combo ending in a strong finisher, End Slasher. It is a Dark-based attack, so you can't really prevent it considering you don't have any Light armor. The combo can deal almost 100 HP; use them Bananas.

Giacomo's HP is very high, but you should have no problem depleting it in a hurry. Kalas's new finisher won't be much help here, but Blue Storm should deal a lot of damage when used in a sufficient combo. Xelha should pummel Giacomo with Dance of Light to take a large chunk of HP off of him. When he has low HP, Giacomo will start to use End Slasher a lot more, so definitely keep your health up.

Also, take a picture of Giacomo if you get the chance. It will be worth a lot of money. It's a somewhat long battle, but you should not be dying over and over if you have the right Magnus. After the battle, Giacomo will drop Sparkle of Light (new finisher for Xelha) and a Chronos Blow Lvl. 1.

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After the battle, Kalas and Xelha are knocked off of the airship. After fleeing from Imperial soldiers, they reach Palalo's hideout and stay there.

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5.08] PHERKAD

[0508]

Monsters: None
Magnus: None

The two keep low in Palalo's secret hideout while they continue to bicker. After some harsh words, Kalas and Xelha still continue to work together. Exit

the hideout, then go south and enter the area right below where you came from. You will find yourself in the docks. Save at the blue flower (and level up). Check out the shop and make sure to rest here. When you're ready, talk to the man next to the airship to board it. You will head off to Diadem, Land of the Clouds.

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NASHIRA

[0509]
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Monsters: None

Magnus: Pine Tree, Fire Yell Lvl. 1, Fire Burst Lvl. 2, Scale Shield, Feathered Hat, Shortcake (S), Carina, Salt, Salty Water, Sea Bream Filet, Stagnant Water

+-----+ Ah, what a peaceful little town. This is
| - MAGNUS SHOP - | your first stop in the new continent,
+-----+ Diadem. As you arrive, walk off of the
| Silver Buckle.....2500 | dock and into the building. Continue
| Fire Burst Lvl. 2.....950 | around the walkway and grab the Pine
| Aqua Burst Lvl. 2.....950 | Tree. You can also find a Fire Yell Lvl.
| Duel Sword.....900 | 1 to the right of the exit. Afterwards,
| Frozen Shield.....700 | head on outside. Continue across the
| Wheat Crackers.....300 | bridge to the town.
| Flame Sword.....250 |
| Honey.....200 | You will arrive in the fishing port. Go
| Chestnut Truffle.....100 | over to the dock and talk to the man
| Shish Kebab (M).....75 | with the red hair. He's Lyude, the
| Mineral Water.....50 | Imperial Ambassador. After the talk, go
| Power Helmet.....30 | around him to the left wall. You'll find
+-----+ a Scale Shield. Head on to the right
side of town and inspect the lantern on
the wall to find a Fire Burst Lvl. 2 Magnus. The central house with the red
glow is the shop. If you wish to buy any Magnus, then go right ahead. By now,
your various photos should be developed, such as Giacomo's. Sell them for a
nice reward.

Go inside the house to the left of the shop. Speak with the fortune teller for a somewhat long story. Inspect the dresser to find a Carina Constellation Magnus. Exit the house and go inside the house to the right of the shop. Climb up the ladder to find a Feathered Hat inside the bed.

The bar is a very lively place and your next destination. You can find it to the far right of the shop. Enter the bar and talk to everyone at the tables. Afterwards, talk to the bartender. She will mention how the Lesser Celestial River is flooded and that it is cutting off the road to the local city.

She suggests that you talk to the local fisherman, Gibari, in order to be ferried across the river. Unfortunately, it is prohibited to ferry strangers. Gibari enters the bar and despite the law, he helps Kalas and Xelha.

Gibari will join your party. Hurray! Gibari is pretty much a powerhouse, and he is a Water-based fighter. Give him any strong Water Magnus as well as other helpful Magnus, such as healing ones. Go back outside and head over to Gibari's boat. Time to head off to the Lesser Celestial River and see what the problem is.

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LESSER CELESTIAL RIVER

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[0510]

Monsters: Pul-Puk, Cancerite

Magnus: Chaos Edge, Heron Statue, Mana Stone, Stream Blade, Fire Burst Lvl. 2, Camera 1, Century Veil, Hemp Creel, Cloak of Dark Night, Thunderfish Bone

You really only fight two enemies here, and as you could've guessed, they are Water-based. Even though Gibari is all about Water, he is a great asset to your team here. The enemies drop healing Magnus, such as Honey and Grapes. Take them whenever you have the chance and add them into your deck.

When you start off, open the chest next to the entrance for Chaos Edge. You can't get the chest to the far left JUST yet, so hold on a bit; we'll come for it a bit later. Hop across the series of large rocks to the other side of the river. Collect the Mana Stone and Stream Blade.

The Mana Stone enables Kalas's class to reach level 3. If you must, you can return to Diadem and class up. You don't have to, but if you want to be on the safe side, then go right ahead. Jump over the stone back on the other side, then continue on to the next area.

Open the chest to the left to find a Camera. Put this in someone's deck immediately. Keep it in a deck pretty much for the rest of the game, just so you have a better chance of taking a rare boss's picture. Hop across the rocks to the north and enter the small alcove to find a Fire Burst Lvl. 2 Magnus.

Return to where you found the Camera and jump across the rocks next to where you found it. There are three waterfalls over here. If you walk into one, you will be swept back to where you found the Camera. Wait until the water stops, then hurry across. Continue doing so until you're past all three, then get the Century Veil from the chest and save.

Hop across the rocks up ahead and head to the next area, where you'll find the reason for the flood. A very big reason...

BOSS: Thunderfish

HP: 750 Weak: Fire/Dark (+50%) Strong: Water/Light (-50%)

Drop: Pisces, Energy Wave, Silver Anklet

I'm sure you could have figured out long before the battle that any boss here would be Water-based. Hopefully you traded in Water Magnus for Fire and some Dark ones. Even though you now have three party members, Gibari won't be much of help here, unless he uses his Wind Magnus. Thunderfish has a four-hit combo that ends with Thundercloud. You should be pretty strong by now, so the attack actually shouldn't be that bad. The Thunderfish can also use Venemous Droplets. It won't deal any damage, but it poisons one character.

Luckily for us, the Thunderfish really isn't hard at all. Despite its large amount of HP, you should chop it away with strong Fire and Dark combos. Shadow Wings works wonders in this battle. By now you should have a lot of Flame Swords and Flame Shields, so Kalas should be putting on the pain to it. Xelha should also be dealing a lot of damage with Fire Burst Lvl. 2's.

Like I said earlier, Gibari should not have much to do, so let him heal and take pictures. After killing the Thunderfish, you will be rewarded with Pisces, Energy Wave (yet another finisher for Kalas), and a Silver Anklet.

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After the defeat of the Thunderfish, the water in the river will return to normal. After the conversation, continue north and go across the shallow water to the left. Head to the left to find a Hemp Creel for Gibari, then continue on to the next area. You'll find two boys drowning. Rescue both of them (one is past the clouds) and they will thank you and return home.

After the defeat of the Thunderfish, the water in the river will return to normal. After the conversation, continue north and go across the shallow water to the left. Head to the left to find a Hemp Creel for Gibari, then continue on to the next area. You'll find two boys drowning. Rescue both of them (one is past the clouds) and they will thank you and return home.

Return to the entrance of this area and jump across the stone. Walk to the next area to find yourself at a dead end. Grab the Cloak of Dark Night here, then backtrack to where you fought the Thunderfish.

From here, keep on backtracking to the area with the waterfalls. They're gone now, but continue to backtrack across the stones. Once on the other side, walk over to the Thunderfish skull and press A to send it down the river.

Return to the first area of the Lesser Celestial River. You will find the skull block up the water near the chest to the left. You know, the chest that I told you about? The one that I said we'd be back later for? Well, now that the skull cleared the path up, hop across the stones to the chest. Open it for a Heron Statue. This item allows Xelha to reach class level 3. Nice.

With that done, collect the essence of the Thunderfish Bone and exit the river back to Nashira.

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NASHIRA [0511]

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Monsters: None
Magnus: None

It seems that the Imperial soldiers have infiltrated the town. They aren't

letting anyone leave the town, so you're kinda stuck here for a little bit. Enter the bar again to learn that the bartender, Anna, knows of a secret passage out of this town. Too bad though; she isn't here. exit the bar and go north to the building again near where you arrived in the town. You will find Anna here. After the scene, she will return to the bar and open the passage.

Before going to the passage, prepare in any way. Visit the church and level/class up and return any Constellation Magnus. Stop by the shop and sell any photos you have (like the Thunderfish, for example) Buy any Magnus if you want to as well. When you're ready, head through the secret passage.

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CLOUD PASSAGE [0512]
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Monsters: Albireo, Striper
Magnus: Cygnus, Aqua Burst Lvl. 2, Cloud

Make sure to fight the Albireos that fly around the Cloud Passage. They drop the Triangulum Constellation Magnus, and it is a must.

Upon entering the Cloud Passage, defeat the enemies and continue around the windy path to the next area. You will find yourself up on the clouds right above the Lesser Celestial River, where you saved the drowning kids. Stick to the right path and head to the next area. Just like the previous area, defeat the enemies and take the right fork to the last area.

Here, you will find a large piece of machinery. This device creates clouds, so take some cloud essence. Continue along past the machine and use the cloud essence on the dead end to create a pathway. Collect the Cygnus Constellation Magnus from the chest as well as the Aqua Burst Lvl. 2

Make sure to save at the red flower and return to the cloud machine. Get another cloud essence and return to the previous area. This time, go down the left pathway. Use the cloud essence to repair the road, then head on to the other side of the final area. Once you approach the bridge and the exit to the Cloud Passage, you will be ambushed by a giant machine.

BOSS: Iron Beetle I

HP: 1500 Weak: Water/Light (+30%) Strong: Fire/Dark (-30%)

Drop: Soul Flash, Shark Tooth

The fight against the Iron Beetle I is the toughest one to date. Be prepared when you enter this fight, or you're screwed. This massive machine packs a MEAN punch. It not only have a five-hit combo, but its ending attack, Voldocannon, ends up dealing around 200 damage to your whole party! Defend like hell with Water and Light Magnus in order to deplete some of the damage dealt. The Iron Beetle I is slow, but it'll try to prevent that weakness by using Nitro Boost. This move raises its attack. Not good.

Gibari is your main man in this battle, considering he has a ton of Water Magnus in his deck. Use all of his finishers in combos to deal a ton of damage to the Iron Beetle I. Have party members heal through the battle to try and prevent the opponent from finishing off anyone with Voldocannon.

Despite its strong attacks, the Iron Beetle I still isn't good enough, and you can overcome it with a bit of attack power. After the battle, you will get Soul Flash (third finisher for Xelha) and Shark Tooth, which raises Gibari's class to a higher level.

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After the battle, the Iron Beetle I will explode. Pass the rubble and exit the Cloud Passage towards Sheliak.

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SHELIAK [0513]

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Monsters: None

Magnus: Light Flare Lvl. 2, Clock Shield, Red and Blue Pencil, Fading Notebook, Ray of Truth, Calm Helmet, Voice 2, Nameless Flower, Stoked Flame

+-----+	As you enter the town, approach the first
- MAGNUS SHOP -	house. The group will overhear a
+-----+	conversation between Lyude, the Imperial
Shadow Cornet.....1600	Ambassador, and an Imperial Commander.
Ray of Truth.....1200	The gang finds out that Emperor
Light Flare Lvl. 2.....1050	Geldoblame is after the sealed power of
Dark Flare Lvl. 2.....1050	Malpercio. After a bit of talking,
Clock Shield.....1000	Lyude ends up disagreeing with the plans
Century Veil.....550	of the Imperial Army and Geldoblame. Once
Stream Blade.....520	the conversation is over, a guard will
Shadow Suit.....300	ask for Gibari's help in the castle.
Wheat Crackers.....300	
Mosquito.....250	Enter the house where Lyude was and check
Milk.....200	the cabinet for a Savings Book. Exit and
Rooster.....150	stock up on any items in the shop. Go
Chestnut Truffle.....100	right to the next area. Enter the first
Shish Kebab (M).....75	building and check the table for a Light
+-----+	Flare Lvl. 2. Grab the Clock Shield from
	the furniture up on the back wall. Leave

and continue to the next house. Inspect the bookcase for a Red and Blue Pencil. That's not all you can do here; push the bookcase aside to reveal a secret passage. Go through to the other side. Open all of the chests for a Calm Helmet, Ray of Truth, and Fading Notebook. One last Magnus is found in the next house; check the dresser for Voice 2.

You can find a blue save flower on one of the docks. Save and enter the church. If you can, level up any characters and make sure to raise Gibari's class to level 3. Once ready, head through the tunnel to the castle gate. It is blocked off by Imperial soldiers, and they won't let you in. Bummer. But you know what they say; when in doubt, steal something! Head back to the blue flower and jump on the Imperial ship. You will automatically ride it to the castle.

Monsters: Imperial Elite, Imperial Blackhelm

Magnus: Infinity Mask, Dark Sword, Dark Flare Lvl. 1, Light Flare Lvl. 1,
Magical Anklet, Dark Yell Lvl. 1, Light Yell Lvl. 1, Flash Armor,
Shadow Suit, Fading Notebook, Wheat Crackers, Diadem Royal Crest

+-----+	You will arrive on the castle rooftop.
- MAGNUS SHOP -	Exit the ship and go to the left. Save at
+-----+	the blue flower and open the chest for an
Cypress Creel.....350	Infinity Mask. Go down the stairs and go
Wheat Crackers.....300	on inside the castle. Talk to the lead
Chestnut Truffle.....100	knight to learn that the castle is being
Shish Kebab (M).....75	infiltrated by Imperial soldiers. He'll
+-----+	give you a Blank Magnus and the Diadem
	Royal Crest.

You will also be allowed to dispatch Diadem knights around the castle to help out other knights in battle. You get four classes: Squires, Apprentice Knights, Knights, and Senior Knights (ranking from worst to best). Continue to the left after the conversation to find a Dark Sword in the chest, then go down the stairs. You will find your first battle down here. Dispatch a Knight to win the fight against the Imperials. The knights will reward you with a Butterfly Magnus.

Go to the right of the battle and open the chest for a Dark Flare Lvl. 1, then get the Light Flare Lvl. 1 from behind where the battle was. Proceed down the stairs. Go left across the balcony and head down the stairs.

Enter the room to the left to find the infirmary. You can revive tired knights by showing them the Diadem Royal Crest. Revive the Knight and exit. Go back up the stairs and enter the room to the left. In this next battle, deploy a Knight to win. The knights will give you a Chronos Aura 1.

Exit the room and continue down the stairs. There is a battle going on to the right. Dispatch an Apprentice Knight and a Squire to win the fight. You will get a Fire Aura 1 afterwards. Grab the Dark Yell Lvl. 1 from the chest. Head downstairs to the next fight. Dispatch a Senior Knight at this next battle.

For winning, the knights reward you with a Light Aura 1. Return to the infirmary and revive a Senior Knight, Knight, Apprentice Knight, and a Squire.

Return to where the last battle was fought (in front of the double doors) and go down the stairs. Assist the knights to the right. Deploy Senior Knight and a Squire to win. You'll be rewarded with a Dark Aura 1. You can get a Flash Armor and Shadow Suit; both are at the base of the stairs.

Save at the red flower to the left, then go back up the stairs near the double doors. Head up the right set of stairs to the next area. At the fight, deploy an Apprentice Knight and a Knight. You will get an Aqua Aura 1. Get the Light Yell Lvl. 1 from behind the stairs.

Take one last trip back to the infirmary. Revive the last set of Diadem knights and return to the last battlefield. You can't go up the stairs; they are blocked for the moment. Enter the room to the right of the battlefield to

find one last fight. Dispatch the rest of your knights and you will get a Wind Aura 1 after winning.

The gang will climb up the window to the upper floor of the castle. Once in the upper floor, collect the Wheat Crackers from the pots and exit the room. Equip Kalas and Gibari with any new Magnus. Once you're ready, leave the room to start a long scene.

The Imperial soldiers and Lyude have confronted King Ladekahn. They quarrel for some time, then the Imperial commander demands that the king speaks with them. When the king lowers his defenses, he is shot by a woman. It turns out that the woman is Ayme, one of Giacomo's goons. Lyude is outraged by her actions, and tells her to stop. Kalas and Gibari jump down to confront Ayme, while Xelha helps King Ladekahn. Lyude sides with the good guys and a boss battle starts up!

BOSS: Iron Beetle V

HP: 1700 Weak: Water (+40%) Light (+30%)
 Strong: Fire (-40%) Dark (-30%)

Drop: Crescent Buckle, Shadow Cornet

I'd like to make a note: the battle music that plays during this boss is IMO the best music in the game. <3 Rumbling of the Earth.

Oh snap, what a turn of events. Kalas and Gibari are joined by the Imperial Ambassador Lyude for this battle. The Iron Beetle V is one tough (and big) cookie, and a boss isn't the perfect time to test out a new party member. Lyude is a Dark and Light based fighter, so he is really good during this fight. Use him to dish out the Light Magnus. This monstrous thing has a four-hit combo that ends with Plasma Cannon. It isn't that powerful of an attack though, which is a relief.

Kalas most likely doesn't have that many Light or Water Magnus, so he should stick with Wind Magnus or no element at all. Gibari is a Water master, so have him attack with anything he has. Lyude, like I said earlier, has a mix of Light and Dark. Stray from the Dark Magnus and use his neutral and Light Magnus. He has two Light finishers to use against this boss too, so things should go pretty smoothly at first.

After damaging the Iron Beetle V significantly, it will use a move called Self Repair. Unfortunately for you, this attack heals all 1700 of its HP. That pretty much means that the battle starts over. It can only use Self Repair once every deck shuffle, so make sure to act quickly before it can use it again.

After healing itself, the Iron Beetle V will start to use a five-hit combo, which ends with Diving Drill. It is stronger than its previous attack, but Lyude has a good supply of healing Magnus. Continue to pound the Iron Beetle V with more combos and it should go down quite fast. Once you beat the Iron Beetle V, you'll receive a Crescent Buckle and a Shadow Cornet.

Once you defeat the Iron Beetle V, it will plummet off of the bridge just as Ayme escapes from inside. It's a shame that the commander didn't have enough time to get out. Psyche!

Anyways, the gang will talk to Lyude about everything that's been going on. King Ladekahn tells the group of a passage behind his throne that leads to the Shrine of the Winds. Lyude agrees to join the party. Yay! After talking to the king, speak to the knights to view their shop.

Buy the Cypress Creel and any other healing Magnus, then visit the church at the blue save flower across from them. Cash in any Constellation Magnus and level/class up, then save your game. Proceed to the right of the knights to head off to the Shrine of the Winds.

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SHRINE OF THE WINDS [0515]

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Monsters: None
Magnus: None

Before entering the shrine, make your party consist of Kalas, Xelha, and Lyude. Once you enter, Xelha's pendant will start to glow. A giant creature will lower from the air and challenge the group to a battle. If they win, then they can have the shining Magnus. Sounds like a good deal to me.

BOSS: Lord of the Winds

HP: 1900 Weak: Chronos (+80%) Strong: Wind (-80%)

Drop: Coral Plant, Magic Pen

Woo, that's quite a bit of HP there! If your party is around level 13 before entering the battle, then you should be good. Gibari is a big no-no for this fight, considering how he has a bunch of Wind Magnus. The Lord of the Winds is sadly, really easy. He can use a five hit combo and Miraculous Gale, which isn't good. The attack can sometimes put you to sleep.

Slashing Winds is nowhere near as strong, but he uses this attack a lot more. His attacks can also poison you, but it should not be a problem. By now, you probably have enough Mineral Water Magnus to keep you from being poisoned constantly.

Xelha should be pummeling this guy with all of her Chronos Blow Magnus. Lyude is a good choice, since Lord of the Winds doesn't have any weakness towards Light or Dark. Remember to not use Kalas's Wind finishers a lot. He doesn't have really any Chronos Magnus, so stick to anything else except Wind. Remember to heal if needed, and Xelha will most likely have this battle won in no time. Once you defeat Lord of the Winds, you will obtain Coral Plant (raises Kalas's class to level 4) and a Magic Pen Magnus.

Once you kill of the Lord of the Winds, the shining Magnus will appear. Lyude will grab it, and out of nowhere, Ayme appears. Not only that, but Lyude gives the Magnus to her! What the hell? Lyude passes out, and the gang is totally thinking that he's a traitor. Is he?

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CASTLE ELNATH

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[0516]

Monsters: None

Magnus: Tempest Shield, Glass Earrings, Hydra

The party returns to the castle after the big event. Talk to Lyude in his room, and he will feel all guilty. We learn that Lyude was in a trance back in the Shrine of the Winds; possibly being controlled by someone. King Ladekahn defines the shining Magnus as End Magnus. Geldoblame has two so far, and the party much protect the other three. The End Magnus are on each of the last three continents. Kalas also says that Ayme was one of the people that killed Georg and Fee.

When you try to leave your room, the knight insists that you get a good night's rest. After sleeping, return to Lyude's room. Lyude will also join your party for good. King Ladekahn asks Kalas and the gang to deliver a letter to Queen Corellia in Anuenue. He tells you that his ship is ready to disembark, but don't leave just yet.

Once you gain control, return to the Head Knight right near the exit to the top of the castle. He will thank you for a job well done, and give you a Tempest Shield. If you happened to save all of the knights back in your first visit to the castle, then you will get Glass Earrings. Equip these to Lyude immediately. Return to the hallway outside of the infirmary and talk to the supervisor. He will give you the Hydra Constellation Magnus.

Head outside to the docks (where you first landed on the castle) and save at the blue flower. Level/class up and give away your Constellation Magnus. Make sure to give your party members any new Magnus, then dock the ship when you're ready to leave.

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--< ANUENUE >--

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After getting a small geography lesson on the Taintclouds, the party will arrive in the tropical continent of Anuenue.

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ANUENUE PORT

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[0517]

Monsters: None

Magnus: Snake Tuba, Explosive Paddle, Bamboo Grass Creel, Auriga

There is very little to do in Anuenue Port. Once you land, head to the ladder. The ladder going down leads to a platform containing Explosive Paddle. This is Gibari's third finisher, so pick it up immediately. The ladder going up leads to a house. Head on inside and inspect the pots to the right. You will find a Bamboo Grass Creel. Give it to Gibari and check the shelf in the back. You'll find an Auriga Constellation Magnus.

Exit the house and walk to the left. You will end up climbing up the tall tree. Jump to the branch, then walk to the very tip. Inspect the area for a Snake Tuba. Afterwards, climb down and go right to exit the port. Continue shortly to Komo Mai.

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KOMO MAI

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[0518]

Monsters: None

Magnus: Bananas, Black Scepter, Chronos Blow Lvl. 2, Sweetheart Picture, Secret Recipe 3, Deluxe Bananas, Flower Bud, Strawberries, Hair Dryer, Mattress, Nameless Flower, Egg, Stagnant Water, Adventure Novel, Popular Pickup Line, Weak Flame, Secret Information, Celestial Flower Seed

+-----+	Well, the change of scenery is nice,
- MAGNUS SHOP -	isn't it? As you enter the town, you'll
+-----+	notice that there's a lot of commotion.
Marvelous Sword.....4000	There is a festival going on to celebrate
Dark Sword.....2600	the blooming of the Celestial Tree. It
Black Scepter.....2300	only blooms every 30 years, so everyone
Shadow Cornet.....1600	is all upbeat and happy. Go south and
Shako.....1250	inspect the cart of bananas to find a
Light Flare Lvl. 2.....1050	Banana Magnus. Proceed over to the blue
Dark Flare Lvl. 2.....1050	save flower and save your game. The shop
Peach.....600	is up ahead, so take a visit and buy any
Wheat Crackers.....300	Magnus that catches your eye. After,
Fruity Gelatin.....200	go up the long ramp in the center of
Chestnut Truffle.....100	town. When you go up, you will see a
Shish Kebab (M).....75	strange woman not far behind.
+-----+	

Now you're in front of Queen Corellia's palace. Before going inside, walk up the stairs to the left and enter the door. You'll be inside the School of Magic. Enter the first classroom and inspect the cabinet to the right for a Chronos Blow Lvl. 2. Talk to the student in the top left seat. Talk to him four times, then talk to the kid behind him to obtain a Magical Piggy Bank. It's useful later in the game, so keep it out of your deck.

Exit the classroom and go inside the room to the left. You will find a Sweetheart Picture on the desk. Exit the School of Magic back into Komo Mai. This time, go up the stairs to the right and enter the school. Enter the classroom right near the entrance. Check the cabinet to the left to find a Black Scepter. Also check the bookcase on the right for a Secret Recipe 3.

Exit the classroom and head down the hall. Enter the room and go to the back, where you'll find a strange vat of liquid. Press A next to it to drink some.

After drinking it, talk to the woman next to you and she will give you a Silkworm.

Alright, now you can exit the School of Magic and head into Corellia's palace. From the entrance, ascend the long set of stairs to the throne room. The party will greet Queen Corellia and give her the letter from King Ladekahn. After, she will introduce them to Geldoblame! What's he doing here? Despite what Kalas and the party says, Geldoblame says that he has nothing to do with the End Magnus. What a blatant liar.

Afterwards, leave and head back down the stairs. From the entrance, go to the left and enter the room. Inspect the plants near the door for some Deluxe Bananas. Exit and this time, head inside the room to the right. Inspect the plants for a Flower Bud and the table next to it for Strawberries.

Leave the room and enter the room to the north. Check the bed for a Mattress and the cabinet to the left for a Hair Dryer. Inspect the cabinet next to Corellia's bed and capture the essence of a Celestial Flower Seed. Exit the room and ascend the long set of stairs to the throne room.

When the gang leaves the palace, a stranger will inform them of the Ancient Library of Magic, an old library that happens to be the home of a witch. Of course, the party listens to a complete stranger and recommends going there. Well, let's go!

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ANCIENT LIBRARY OF MAGIC [0519]
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Monsters: Skeleton Warrior, Cursed Spell Book, Cursed Grimoire
Magnus: Zeit Robe, Sforzando, Will O' Wisp Hat, Wave Blade, Kite Shield, Deluxe Shortcake, Falcon Statue, Scarlet Shell, Deluxe Cookies, Magnum Cornet, Silver Sword, Ruby Earrings, Deluxe Bonbon, Fruity Gelatin, Water Mirror Anklet, Taurus

OH YEAH, this place sucks! This place is a dump as if you couldn't already tell, and all of the enemies here are Dark-based. So you know what that means, right? Pack your decks with Light Magnus and set off. Open the chest near the counter for a Zeit Robe, then check the wall behind the counter to find a Geography Section Key.

All of the doors here are blocked off by keys, but at least we have one now! The Geography section is the door closest to the entrance, so take out the enemies and use the key on the force field.

Once inside, push the red bookcase to the left. Walk around it and hug the wall as you go around it. Push the next red bookcase down, but only as much as you need to get by to the left. Once on the left side of the room, walk up to find a chest containing a Will O' Wisp Hat. Go directly south in the corner to find a Philosophy Section Key.

The southern section right below the bookcase holds a chest with Sforzando. Once you have raided the chest, push the bookcase back up and go to the right. Inspect the bookcase to the right to find a Geography Book. Whoo. Now get out of the room and back to the entrance.

From the entrance to the library, go right and up the stairs. Take out the

enemies and open the chest all the way to the right for a Wave Blade. Go in the first doorway on the right and inspect the bookcase when you enter. Kalas will knock the bookcase down. Argh. Walk around the tables and open the chest for a Kite Shield. Push the red bookcase to the right, then exit. Walk around again and collect the History Section Key.

Alright, now go back downstairs and head to the last locked room. Enter using the new key. Check the bookcase right above you when entering for a Deluxe Bonbon, then simply walk to the other side of the room. Inspect the bookcase in the southwest corner for a History Book. Open the two chests north of the bookcase for a Taurus Constellation Magnus and a Fruity Gelatin. Exit the room and head back upstairs.

Once in the hallway, go in the first room on the left. Once in, ignore the first locked door to your left. As you walk past the first table, inspect the bookcase for a Deluxe Shortcake. Continue to the northern part of the room and open the chest for a Falcon Statue. This is required to raise Xelha's class to level 4, so don't miss it!

When you try to enter the door to the north, the party will read a note on the door. It seems that the door will only open if various books are placed on the bookcases in this room. Well, we have a Geography Book, so let's start off with that. Inspect the bookcases around the room and they will explain which book goes where. Find the designated spot for the Geography Book and put it there.

Save at the red flower and go towards the left side of the room now. Push the bookcase out of the way and use the Philosophy Section Key on the door to enter the room. Climb up on the ladder to end up on top of the bookcases, then jump across to the other side of the room. Once on the other side, go up and open the chest for Deluxe Cookies. Now go down and head to the southern corner to reach the Literature Section Key.

Push the red bookcase down, then go up the nearby ladder and jump across it to reach the section in the bottom corner. Open the chest for a Magnum Cornet and check the shelf for a Philosophy Book. Backtrack through the room and exit.

Save once again and place the Philosophy Book in its designated spot. The Literature section is in the south section of this large hub room, so go there next. Open the door using the key and head on inside. First off, go straight ahead and check the bookcase for a Silver Sword.

Go up and around the bookcase to the left side of the room. Push the red bookcase down (not all the way down) and hug the left wall. Open the chest on the bottom of the room for Ruby Earrings. Climb up the first ladder and jump across to the second ladder.

Position the red bookcase so it's right next to the bookcase in the corner (the one with the book on top). Walk across after climbing up the second ladder and collect the Literature Book. Now we have all four books!

Place the remaining books in their designated spots in the hub room and save at the red flower. Go through the northern door to enter the last room. The party is stopped abruptly by a weird clown-looking dude. Turns out that he's Folon, another one of Giacomo's buddies. He says that he made up the whole witch story, and there's no one here but himself! Time to wipe the nasty smirk off this punk's face, eh?

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BOSS: Folon

HP: 2300 Weak: Water (+30%) Light (+50%)
 Strong: Fire (-30%) Dark (-50%)

Drop: Heartlight Candle, Devil Eupho

Folon is a speedy little bugger, so keep your guard up. He has high agility and will go most likely before any of your party members. Be sure to keep Water and Light Magnus in your deck before fighting this goon. Lyude, Gibari, and Kalas should be your main team here. You should have gotten a bunch of Light Magnus in the library, like Rays of Truths and such, so hopefully you put them in your deck.

Folon has a nasty five-hit combo; sometimes he uses a move at the end called Chaotic Flames. It will deal a lot of damage if not protected, and it can set someone on fire. A party member on fire will lose HP over the turns, so use Fruity Gelatins if any are in your decks.

Over the course of mutilating Folon with your arsenal of Light and Water Magnus, the fight will start to become a bit more difficult. He will begin to use a very annoying attack called Lethal Injection. The attack greatly boosts his attack and agility. Use any and all defense Magnus after Folon uses Lethal Injection.

It'll wear off after a turn or two, so keep attacking in hope of defeating him before he can use it again. Folon's attacks cause almost three times more than normal when he uses Lethal Injection, so heal only when absolutely necessary and try to quickly finish him off. Once Folon finally bites the dust, you will get a Heartlight Candle (raises Lyude's class to level 4) and a Devil Eupho Magnus. Gnarly.

After the fight, Folon will attempt to finish you off, but the party is somehow transported to safety. It turns out that the bounty hunter we encountered in Komo Mai saved the gang. She walks off and continues to be a mysterious bitch. Yay. Anyways, there was one last treasure chest back where you fought Folon. Go all the way back there (I know, I didn't want to either) to find a Water Mirror Anklet. Equip it to Xelha and get the hell out of here.

KOMO MAI [0520]

Monsters: None
Magnus: Landmark Stone

Before actually going back to Komo Mai, stop at Holoholo Jungle and go inside. Talk to the man near the entrance to find out that you need a Landmark Stone to get through the dense foliage of the jungle. Return to Komo Mai and go to the School of Magic (the right wing).

Proceed into the back room and talk to the girl on the right. You learn that

she's the principal of the school, and she will give you a Landmark Stone. Before disembarking, visit the church and level/class up. Once ready, set off to Holoholo Jungle.

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HOLOHOLO JUNGLE

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[0521]

Monsters: Acheron, Mirabilis, Spell Shellfish, Undead Swordsman
Magnus: Silver Earrings, Ice Crystal Buckle, Brave Knight Helm, Heat Paddle, Fire Burst Lvl. 3, Wind Yell Lvl. 1, Smash Tackle, Equuleus

As a FAQer, I must let you know that Holoholo Jungle (and a later area) are total bitches to write a walkthrough for. I will try my best though, so bear with me. Luckily, you will only be here for a very short time. The massive amounts of trees block any sign of a pathway, so you really have to just walk around until you find a trail to walk down.

In the first area, take out all the enemies present to make exploring easier. Follow the only path, then look for a fork jutting to the southeast. Go down and press A at the dead end to open a chest containing an Ice Crystal Buckle.

Procee northwest to the next area. Once here, climb down the ladder right where you are and follow the path to a chest. Open it for Silver Earrings. Might as well give 'em to Lyude. Climb back up the ladder and follow the path.

Head towards the plethora of chests, and you should find another pathway. Go around the chests until you can reach them. Open all six chests to get a Brave Knight Helm, Heat Paddle, Smash Tackle, Fire Burst Lvl. 3, Wind Yell Lvl. 1, and Equuleus Constellation Magnus. Whoah! Once you got all of the rewards, return to the entrance to this area and go east out of this place. From the world map, continue to Opu.

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OPU

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[0522]

Monsters: None
Magnus: Ice Knuckles, Uncooked Rice, Curry, Flash Explosion, Lupus, Perseus, Boiled Egg, Stoked Flame, Weak Flame

+-----+	As you enter the village, the party will
- MAGNUS SHOP -	encounter a small girl named Mayfee. She
+-----+	will explain how the water wheel in the
Feathered Barrette.....5000	village isn't working. Follow her into
Wave Blade.....3000	her home and talk to her grandmother. She
Flame Sphere.....2400	will give you a lengthy speech about the
Light Yell Lvl. 1.....1600	history of the Celestial Tree and about
Dark Yell Lvl. 1.....1600	Anuenue. After the talk, go next door and
Wheat Crackers.....300	talk to Mayfee. She wants to help her
Shish Kebab (L).....250	grandmother, who is sick, but she needs
Fruity Gelatin.....200	Komo Mai cookies to do so. Time to do
Chestnut Truffle.....100	some good samaritan work! But first off,
+-----+	let's raid the village, shall we?

You can find Curry in the grandmother's house, in the bushes to the left. Enter the house next door and inspect the furniture in the southeast corner for Uncooked Rice. Go north and check the pots for a Lupus Constellation Magnus. Exit and go down the stairs to the southern part of the village. Open the chest for a Perseus Constellation Magnus. Save at the blue flower and leave the village.

Return to Komo Mai and talk to the salesperson outside of the palace. He will make the party Komo Mai Cookies, but he needs a special ingredient. If you took the Celestial Flower Seed Essence earlier, then give it to him. If not, then get one from Queen Corellia's room. The salesperson will make some for you, so return to Opu.

Give the Komo Mai Cookies to Mayfee, and after a series of events, the water wheel will begin to work and a secret alcove will open in the building. Open the chest in the alcove for Flash Explosion. Afterwards, go visit the hunter, who has returned to her house in the southern part of town. Go past the blue save flower and enter her house. After a conversation between the party and the hunter, she reveals that her name is Savyna and she joins your party.

Savyna suggests that the gang heads out to the Celestial Tree and get the End Magnus. Sounds like a plan to me. Before heading out, check the cabinet in Savyna's house for Ice Knuckles. You might as well give them to her.

Savyna is a very quick fighter who uses gauntlets as her weapons. She is also a Water and Fire based fighter. Frankly, I don't like her too much, but you can test her out and see for yourself.

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CELESTIAL TREE [0523]

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Monsters: Blood Leaf, Devil Claws
Magnus: Crater, Wild Cherry Bud, Gold Beetle Carapace

You will arrive at the camp zone at the base of the tree. Savyna will barge past the hippie guard dudes. Told you she was a bitch. The party will also learn that Mayfee is already climbing up the tree to find a remedy for her grandmother. Don't climb up the tree just yet; go inside the tent to the right and press A to find a Crater Constellation Magnus. Now climb up the left side of the base of the tree.

Fight Blood Leafs here until they drop an Ursa Constellation Magnus.

At the dead end, drop onto the platform and open the chest for a Wild Cherry Bud. Now you can raise Savyna's class to level 4. Return to the base of the tree and now climb up the right side up to the next area. Continue to climb up the tree. As you reach the platform, you will find Mayfee being attacked by a monster.

The tree splits up into two climbable paths. Ignore the left one (it's a dead end) and climb up the right one to the new area. Save at the red flower and go to the right. Climb down to find a small ledge where Mayfee is stranded. Defeat the Devil Claws that pursues her, and afterwards Mayfee will tag with you. She's not a playable character though, bummer.

Drop: None

Wow, you didn't expect this, did you? You won't have a chance to heal after the battle with the Tree Guardian, so immediately do so. Also, if Savyna was in your party in the previous battle, she will of course be replaced (I got Gibari).

If you have been using Savyna, you should realize that she's a quick fighter. She will most likely get the first attack. Don't worry though, she is really weak. Savyna has a six hit combo that ends with Burning Arrow. Like I said, it's a weak attack, but it is capable of causing flames.

Savyna has no elemental strengths or weaknesses, so go ahead and use pretty much any element you want (of course, don't use opposing elements in the same combo). You will most likely cut her health down quickly because of this. Savyna uses an attack called Healing Capsule near the end of the fight.

It heals her of 330 HP, but that's really nothing that you can't handle in one turn. Also, TAKE A PICTURE OF SAVYNA! It is a one-time shot of her that will nab you a lot of cash. You don't get any spoils for defeating Savyna.

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After, Savyna explains that she isn't an Imperial soldier, but she didn't want to turn down a fight. Wow, I hated her so much more just for this scene. Anyways, the party leaves the Celestial Tree on surprisingly good terms and heads back to Komo Mai.

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KOMO MAI [0524]

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Monsters: None
Magnus: None

Yep, back in Komo Mai. Head to Corellia's Castle and enter the throne room. The party will show Corellia the End Magnus and convince her of Geldoblame's true intentions. Corellia takes the End Magnus and after witnessing some strange and horrific visions, passes out.

Everyone waits in a guest room while the queen recovers, and we learn a bit more about Savyna. She used to be a mercenary, blah blah blah. You can tell that she's still hiding things, but lets move on to a different matter. A guard will tell the party to visit the queen, who has woken up.

Head to Queen Corellia's bedroom and speak with her. She will believe Kalas and the others about Geldoblame and intends to join with Diadem and fight the Empire. Savyna, along with permanently joining the party, will suggest that the group heads to Mira for the next End Magnus.

Alrighty, afterwards, exit and make sure to visit the church at the blue flower in the town square. Level/class up, and give any Constellation Magnus away for prizes. Remember to equip your party members with new Magnus, such as the various finishers we have been getting. I recommend that you be level

20 before moving on to Mira. Once ready, stop at the Mindeer at Anuenue Port to set off.

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--< MIRA >--
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Before actually getting to Mira, the party must pass through a strange dimension called the Trail of Souls.

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OUTER DIMENSION [0525]
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Monsters: Ghost Claws, Zelmer

Magnus: Half Plate, Aqua Burst Lvl. 3, Crystal Edge, Shish Kebab (L), Ice Knuckles, Green Oak, Kite Shield, Devil Eupho, Diminuendo, Wheat Crackers, Camera 2, Secret Recipe 4

First off, check out the ship and speak to Xelha, Lyude, and Savyna inside. Afterwards, head out towards the helm and talk to good ol' Gibari. Kalas is feeling a little worried about Lyude and Savyna; can they be trusted? Before the conversation can continue, the ship starts to rumble. Out of nowhere, the Battleship Goldoba comes out and firest upon the gang!

As the ship flies out of the Trail of Souls, Giacomo tells Ayme and Folon to cease fire. Back on the Mindeer, everyone except Kalas is knocked unconscious. Talk to everyone in the room to have them regain consciousness.

After everyone is awake, go out to the deck where Savyna was before to trigger a scene. Kalas and Xelha will have a long talk about Kalas's past until a strange being makes its way towards the ship. She introduces herself as the Great Mizuti and the two are baffled. I would be too. Anyways, Mizuti offers to help the gang get back on the trail to Mira, and Xelha agrees.

Once the conversation ends, save at the red flower. It's pretty important that you save here, because you will soon participate in a minigame where you can earn valuable Magnus. If you happen to miss out on them, then turn the game off and try again. Save and return to the inside of the ship to start the minigame.

It's pretty simple; you will control the Mindeer as you follow Mizuti through the Trail of Souls. Enemies will come out in waves and attack. Press A to shoot down the enemies and use the Control Stick to move. You can also strafe by holding L or R. Every time you defeat a wave of enemies, you will receive a Magnus. If you miss an enemy, then a random battle will be triggered.

+-----+
| ENEMY POSITION | MAGNUS GAINED |
+-----+
| Four in a row on the left | Half Plate |
|-----|
| Four in a row on the right | Aqua Burst Lvl. 3 |
|-----|

After defeating Gnosis, you will receive the Ancient Branch (raises Kalas's class to level 5), Brave Knight Helm, and an Andromeda Constellation Magnus.

After eliminating the pest that is Gnosis, the party will finally make its way to Mira, City of Illusion. From the world map, walk towards the first area: Parnasse, the Confectionary Village.

PARNASSE

[0526]

Monsters: None

Magnus: Frozen Tangerine, Chronos Armor, Fresh Beef

+-----+		My god, this whole place...is made out of
	- MAGNUS SHOP -	candy! That is so badass. Like, you can
+-----+		eat your house and stuff, man. Anyways,
	Moonlight Creel.....12000	once the party enters the city, you will
	Half Plate.....8500	be graced by the presence of Melodia, the
	Brave Knight Helm.....7300	princess of Mira. She breaks up a fight
	Aqua Burst Lvl. 3.....7000	between two rival fighters. As she begins
	Flame Sphere.....2400	to walk ahead, she trips and falls to the
	Plain Pastry.....2200	the ground. Kalas, being a gentleman
	Bacon.....580	(I didn't think I'd be saying those words
	Wheat Crackers.....300	anytime soon) helps her up. She thanks
	Shish Kebab (L).....250	him and leaves. We learn that Melodia is
	Fruity Gelatin.....200	the granddaughter of Duke Calbren of
	Chunk of Ice.....100	Mira. Anyways, on with the quest.
	Chestnut Truffle.....100	
	Shish Kebab (M).....75	Enter the first building on the right to
+-----+		meet up with Kalas's childhood friend,

Trill. She works for one of the bakers that was fighting earlier on, Tisocco. She asks you a favor: to retrieve some Mira Chocolate for her. We have better things to do, but whatever. Exit the bakery and enter the building right above. You're in the rival baker, Donella's, workplace. Talk to the baker near the giant vat. In order to get some Mira Chocolate, you must fetch him some Mira Cream. Argh.

Return to Tisocco's bakery and examine the vase on the right to obtain some Mira Cream. Bring it to the baker in the other building and he will give you some Mira Chocolate in return. Just examine the vat to obtain it. Bring the chocolate to Trill and she will thank the party.

She goes on about a mystical garden north of town where she saw a strange shining Magnus. Maybe it's the End Magnus? Once that's done with, you can examine the town. Examine the refrigerator in Trill's bakery to find a Frozen Tangerine. Leave and head into the house in the center of town. Check the dresser to the right for some Chronos Armor and examine the cookie wall in the left corner for some Fresh Beef.

After collecting the goodies, head into the shop. A lot of the Magnus here are really expensive, but I recommend buying the Moonlight Creel. It's new equipment for Gibari which should prove to be useful in the oncoming dungeons. Stock up on any other Magnus that you need and save at the blue save flower. When you're ready, exit Parnasse. Follow the path on the world

map until you reach your next stop.

=====

MYSTICAL GARDEN

=====

[0527]

Monsters: Gormer, Slime, Devilish Hands, Magic Shellfish

Magnus: Silver Barrette, Whirlwind Hat, Mirage Weed, Pristine Water, Golden Pick Axe

This place is really messed up. The hub room which also serves as the entrance to the dungeon is really confusing, and you'll be here many times. Walk over to the red cube in the water and examine it to jump over to the other side. Talk to the woman. Ask her every option about the garden to make the Golden Hero appear. Head through the door to enter a weird 8-bit dungeon.

Defeat the Slimes in the room and follow the passage. Avoid the flames for now, as they can hurt you. Also ignore the gold walls blocking the path to a locked door. Enter the staircase in the middle of the room, at the top. Whoah, you're upside-down! Cross the red cube and speak with the Golden Hero leaning against the wall. He will give you the Jet Boots in return. Talk to him again to obtain the White Sword.

These are not Magnus, but valuable items to help get you through this garden. Go through the door and defeat the third Slime. Return to the Golden Hero and talk to him. Tell him the party is having trouble with the fire in the dungeon. He will give you a Red Necklace. Once again, this isn't a Magnus, but an item that allows you to walk through the fire.

Cross over the red cube and go through the doorway in the center. Once back in the dungeon, enter the staircase directly below you to reach a new room. There are several blocks and a giant scale in the center of the room. Walk to the back of the room and jump over the red cube to reach the scale. Collect two Pristine Water Essences from the pool.

Dump the two essences into the blue bowl to lower the blue cube into the water. Don't forget to open the two chests in the room; one contains a Silver Barrette, and the other contains Whirlwind Hit, one of Gibari's finishers! Now cross over the blue cube and return to the dungeon.

Once in the dungeon again, enter the staircase right below you. It should be the bottom staircase in the center of the dungeon. You will now return to the entrance of the garden. The red cube that was to the right of you is gone, but a blue cube now rests in the water to the left. Hop over it to the other side and go through the doorway. You're in the dungeon once again; walk over to the chest and open it to receive the Golden Pick Axe Essence. Hooray!

Return to the dungeon and go through the staircase in the middle of the room, at the top. Now you're upside-down again. Walk over to the chain connected to the block and use the Golden Pick Axe to break the chain. Now, return to the scales (go through the center door in the dungeon) and get some more Pristine Water. Fill the red bowl with two Pristine Water Essences.

Return to the dungeon and go to the bottom. Enter the stairs in the middle of the dungeon, at the bottom. You will now be right side up. Walk over to the Key and pick it up.

As you return to Parnasse, you will be greeted in a rather unfriendly way. The two guards claim that Lady Melodia was kidnapped, and that the group isn't trusted. So, they end up being locked in a house. Talk to everyone inside, with Gibari being last. He comes up with a clever idea: why not eat our way out? Since the whole damn house is made up of candy, lets eat a hole into a wall and escape?

Well, it seems like Gibari is the only one that can come through, so he ends up having to eat a whole wall. The gang finally escapes out of Parnasse. Return to the world map and pass the Mystical Garden, and enter the next town.

=====

REVERENCE

[0529]

=====

Monsters: None

Magnus: Monolith Pen, Tri-Crescendo Pen

+-----+		If you thought Parnasse looked weird,
	- MAGNUS SHOP -	well, check out Reverence. This town
+-----+		looks like something out of Katamari
	Silk Robe.....9800	Damacy, with its big paper cut-outs and
	Brilliant Horn.....8800	flashy colors. Anyways, cross the large
	Light Flare Lvl. 3.....8000	bridge and talk to the weird creature.
	Pegasus Cloak.....6700	Damn, there aren't even humans in this
	Millinery.....5100	weird town! Anyways, he wants some Mirage
	Shortcake (S).....2200	Weed. If you picked it up in the Mystical
	Sculpting Knife.....450	Garden, then give it to him. After some
	Wheat Crackers.....300	weird turn of events, the building in
	Shish Kebab (L).....250	the top-left corner of the town will be
	Fruity Gelatin.....200	opened. Lets go there now, shall we?
	Uncooked Rice.....120	
	Chunk of Ice.....100	Enter the building and speak with the old
	Chestnut Truffle.....100	fortune teller inside. She talks about
	Shish Kebab (M).....75	how Kalas doesn't have any Magnus, and
+-----+		the party defends him. Whatever. Once you

are done talking to her, leave the house. After, the party will be informed that some strangers with a hooded woman have made their way to Nekton, Shrine of the Spirits. Before pursuing the group, explore the town a little bit more.

Go inside the house on the right and examine the two dressers. You will find a Monolith Pen and a Tri-Crescendo Pen. Hmm, paying homage to the creators? Either way, I'm pretty sure the two Magnus are useless. Lastly, visit the shop. Pick up a Brillaint Horn for Lyude and a Light Flare Lvl. 3. Stop at the blue flower and level/class up. After all of that, leave the city in pursuit of the strangers.

=====

SHRINE OF THE SPIRITS

[0530]

=====

Monsters: Gray Cancerite, Filler, Ray-Moo

Magnus: Wind God Blade, Water Blade, Corona Borealis

Make sure to fight Fillers and Ray-Moos in this area. Fillers drop the Cepheus Constellation Magnus, and the Ray-Moos drop the Hercules Constellation Magnus. In fact, you can get two more Constellation Magnus here, but they are described in the walkthrough.

You may actually recognize this place. In the beginning of the game, this is where Kalas met his guardian spirit. Okay then, follow the main path in this dark-lit area until you come to a fork. Follow the upper path until you reach a dead end with a chest. Open it for a Wind God Blade. It's a pretty sweet Magnus, so give it to Kalas now.

Return to the fork and take the lower path. Follow until you come to a sharp turn. Instead of following the trail north, check the corner and you should find a chest. It's pretty hard to spot in this dark place, but it's there. Open it for the Corona Borealis Constellation Magnus. Proceed north down the passage and you will come to a tunnel. Right in front of the tunnel entrance is another treasure chest. Open the chest for a Water Blade and go through the tunnel to the other side.

There is a red flower straight ahead. Save at it and prepare for battle. Stack your decks with Dark and Wind Magnus for the fight ahead. I suggest to stick Xelha, Kalas, and Gibari in your main party; they should do the trick. After, walk past the red flower into the next chamber.

You will encounter none other than Lady Melodia, yay! Except she's being held captive by the likes of Giacomo and his two goons. He asks Melodia about the End Magnus, yet she knows nothing. Ayme reminds that the princess must stay safe, since she's personal friends with Emperor Geldoblame. Hm. Anyways, the good guys confront the trio, and before a battle can ensue, a monster comes forth from a portal. Gnosis? Nope, another look-alike!

BOSS: Sikri

HP: 3000 Weak: Dark (+80%) Wind (+50%)
 Strong: Light (-80%) Chrono (-50%)

Drop: Golden Buckle, Dark Embrace, Virgo

Well, luckily we have a very easy fight on our hands. Unlike the two previous bosses, Sikri is actually weak against two elements. That means that Xelha is just dandy for this battle. I went with her, Kalas, and Gibari. Lyude works just as well, so it's a tossup between the two. Sikri uses a combo ending with Unholy Symbol, which not only deals a somewhat large amount of damage, but can also paralyze. Why do these bosses paralyze everyone all of a sudden?

As for a level, you will be fine if you're around level 21. Kalas should be able to tear this monster apart with all of his Wind Magnus in his deck. Xelha should be packed with Dark and Wind Magnus, and Gibari can fare for himself with his Wind Magnus.

Near the end of the battle, Sikri will begin to use Life Drain. He will drain around 250 HP from a party member and add it to its own health. Yawn. Even that isn't a big threat to you now. Despite that (lame) trick up its sleeve, Sikri should succumb to your power in a hurry. You will earn a Golden Buckle,

Dark Embrace (a finisher for Xelha) and the Virgo Constellation Magnus.

The battle ends, but Sikri isn't dead. Instead of slaying the beast, Melodia steps in and tells the monster to calm down. It then leaves the group in a nice manner. Yay! Some guards come to retrieve Melodia, and they leave. As the party is about to leave, Kalas makes a shocking discovery: he can't find the Che End Magnus! It's gone! That really sucks for them. The group decides to trace their steps back to all of the areas that they were at.

Back at the Mindeer, everyone tries to figure out what could have happened to the End Magnus. Savyna throws in that as opposed to Kalas losing it, maybe someone stole it? She makes the accusation that someone in the party stole the End Magnus! While the gang tries to figure out who could have stolen it, Gibari tells everyone to ignore the matter for now, as they move onto Balancoire.

=====

BALANCOIRE

[0531]

=====

Monsters: None

Magnus: Sugar Cane, Millinery, Pot of Air, Cedar Tree, Deluxe Red Wine, Bacon, Stoked Flame, Piscis, Jill's Jewelry Box, Sleet Shawl, Tearless Mermaid, Secred Recipe 5, The Silent Woman, Robe of Firelight, Stagnant Water

+-----+	It seems that this is the only NORMAL
- MAGNUS SHOP -	place in Mira. At least it looks that
+-----+	way. Enter the first house that you come
Skipjack.....10000	to and talk to the people inside. After,
Chronos Blow Lvl. 3.....9000	make sure to inspect the furniture behind
Mayfly.....8500	the table to find Sugar Cane. Check the
Dark Flare Lvl. 3.....8000	dresser for Millinery. Exit the house and
Apple Pie (Slice).....5000	save at the blue flower. Level/class up
Tekken (Iron Fists).....4800	and if you wish, stop at the Shop and buy
Mini Cream Puff.....2200	some Magnus.
Persimmons.....1800	
Wheat Crackers.....300	Go up the stairs and enter the house on
Shish Kebab (L).....250	the left. Examine the plants on the left
Fruity Gelatin.....200	for a Cedar Tree and examine the cabinet
Chunk of Ice.....100	in the back for a Pot of Air. Yay air!
Chestnut Truffle.....100	Speak with the inhabitants inside and
Shish Kebab (M).....75	leave. Finally, enter the house on the
+-----+	right and speak with Trill's father. You

and Bacon behind the bar. Once you have talked with everyone in the houses, exit to see a scene with Lady Melodia.

She makes her way to Duke Calbren's Manor with some guards. When you begin to follow her, you'll hear some hoodlums talking about how people with only one wing are curses. Despite the harsh talk, Kalas is used to it by now. Go back up the stairs and go through the arch between the two houses. Onto Duke Calbren's Manor!

The guards won't stop you, so make your way into the mansion. Go up the

stairs and head through the giant door in the middle to enter the throne room. You will find Duke, Melodia, and Mizuti inside. The Great Mizuti claims that she is here to protect the End Magnus, and that she knew that the group was coming here.

Duke Calbren tells everyone that the End Magnus, Bo, is hidden underneath the mansion. Right as the Duke is finished, Giacomo enters the room. Man, those guards need to do a better job protecting the manor. He claims that he will find the End Magnus first and runs off.

Exit the throne room and go back down the stairs. Make a right and enter the room here, which seems to be a museum of sorts. Mizuti will appear in the room and after a short conversation, she will join the party. Whoopee! Mizuti is very similar to Xelha, but I always like Mizuti more. I mean, she's so great! Anyways, you can follow Giacomo to the basement through the trap door, but lets put that off for now and explore the mansion. I mean, sure we have to stop the evil guys now, but lets explore the mansion anyways.

In the same room, examine the drums to find a Piscis Constellation Magnus. Inspect the grandfather clock near the entrance for Jill's Jewelry Box. Return to the foyer and go back up the stairs. Enter the room on the right. Examine the cabinet nearest to the entrance for a Secret Recipe 5. Mm, love those secret recipes. Examine the dresser in the back of the room to find The Silent Woman Magnus.

After getting those two, leave the room and enter the one to the left of the throne room. We're in the princess's bedroom. Ooh. Examine the counter on the right side of the room for a Sleet Shawl and check the bed for a Tearless Mermaid.

Alright, now we can follow Giacomo. Return to the museum and go down the trap door into the basement. Open the chest on the right for a Robe of Firelight. The doorway on the left leads to one of the most obnoxious and annoying dungeons in the game, so I hope you're ready.

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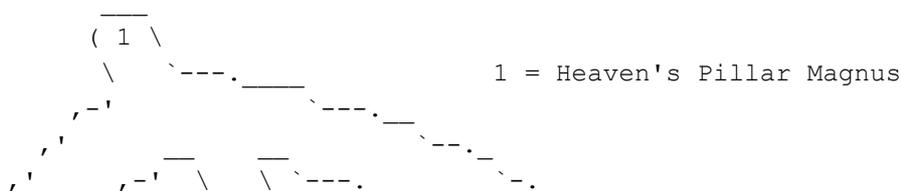
LABYRINTH OF MIRRORS [0532]

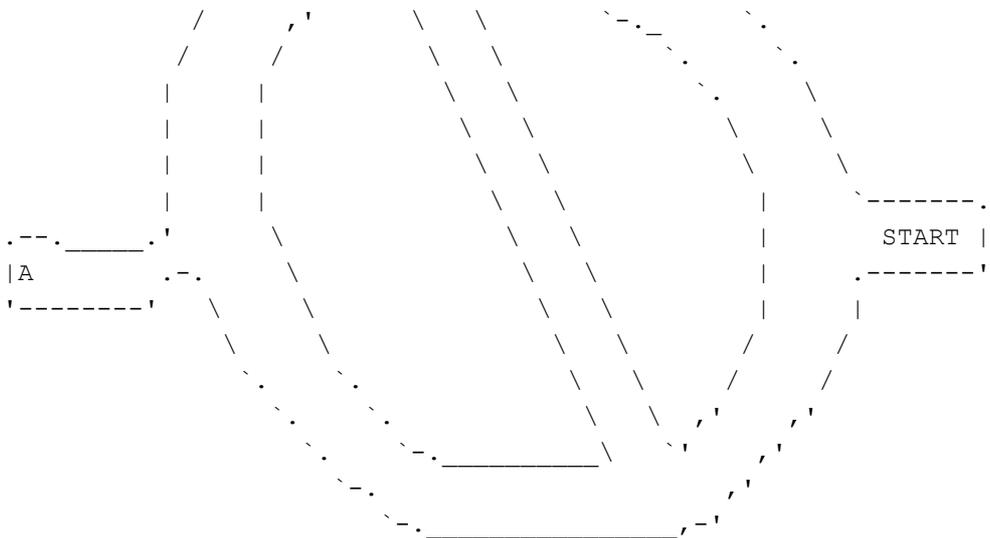
=====

Monsters: Wokoob Kakish, Crystal Spider, Sbarb
Magnus: Heaven's Piller, Corona Australis

This place is like, a FAQer's nightmare. The whole screen looks like shattered glass, so you can't really move around like you normally would. You pretty much have to look on each shard of glass to see where Kalas is and control him from there.

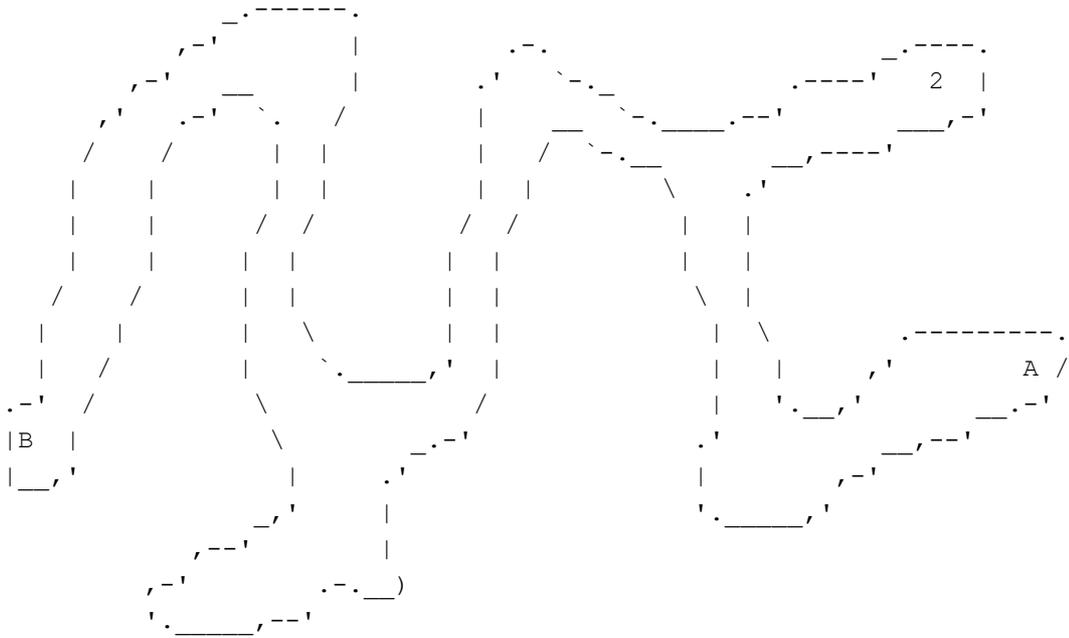
It's best to eliminate all of the monsters on screen so you have an easier time to walk around. Initially, you start at the end with the star rod and you must reach the end with the moon rod. Yeah, it's pretty much impossible to give directions, but I have made ASCII maps of the layout of the floors.



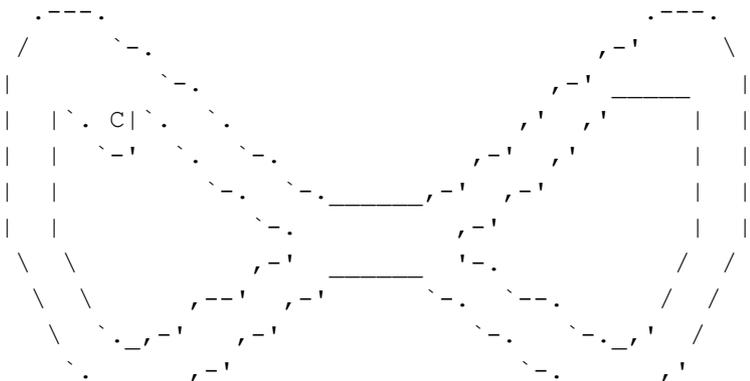


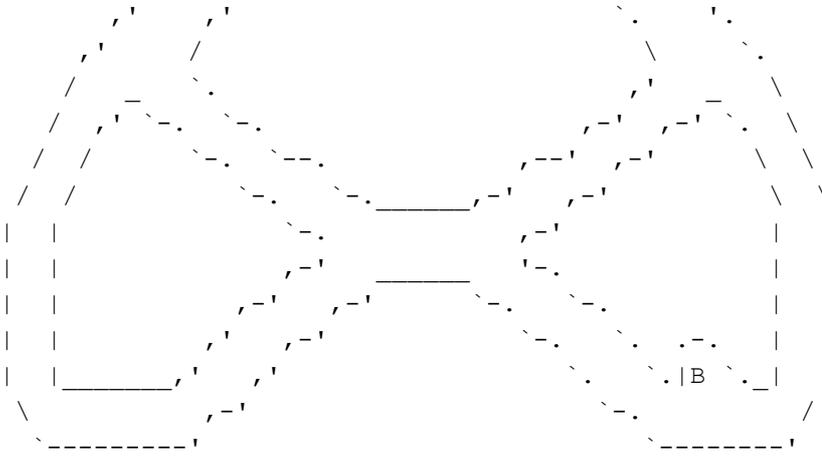
Well, you start on the right side of the map. The room is a giant circle with a bridge crossing the center. There are two other paths sticking out of the sides. One holds a treasure chest with a Heaven's Pillar. Make sure to pick it up, since it's Mizuti's level 4 finisher. The other path, straight across from the entrance, is the exit. Stand next to the moon rod to teleport to the next floor.

2 = Corona Australis



The second floor is a hell of a lot easier to navigate, since you have a bird's eye view of the floor. You start at point "A". Go north to the fork and take the right path. Open the chest for a Corona Australis Magnus. Take the left path instead. All you need to do is follow the trail leading to point "B", where the exit is. Easy.





The third floor is a lot trickier, but I've provided a somewhat accurate layout of the floor. You start off at point "B" and you need to go to point "C". The floor is like the first one, with the whole screen imitating shattered glass.

Defeat all of the enemies and find Kalas on the screen, then follow him through the floor. There are no items on the floor, so make your way to the moon rod immediately. It's a pain in the ass, but hopefully I've helped you in some way. When you get to point "B", you will teleport into the final (normal) room.

Giacomo has beaten the gang here, and he breaks the seal of the End Magnus. Like usual, he summons the guardian for us to deal with. Joy.

=====

BOSS: Phantasm

HP: 3000 Weak: Dark (+80%) Wind (+50%)
 Strong: Light (-80%) Chrono (-50%)

Drop: Pinecone, Vanish Grenade, Capricornus

Phantasm is your usual guardian boss, but he is an easy one at that. He, like Sikri, is weak against Dark and Wind; strong against Light and Chrono. The boss uses a fairly weak and small combo, ending with Eyes of Terror. It deals mostly neutral-based damage, but it deals some Chronos-based damage as well.

It really isn't anything to worry about, honestly. I went with Kalas, Lyude, and Mizuti this time (I wanted to try Mizuti out, and she did just fine). I suggest you do the same with her, since she rocks. Just give Mizuti some of Xelha's stronger Magnus and she will hold her ground.

Other than that one attack, Phantasm is a joke. Eyes of Terror can put you to sleep, but don't count on it. If anyone happens to die, you can try out Mizuti's healing Magnus. Sacred Wine can cure Death, and Holy Grail has a 66% chance of curing Death. They are extremely useful later in the game.

Okay, back to Phantasm. Uh, he is a really big pushover. Kalas will maul him, and Lyude can also deal a lot of damage to the monster. Well, Phantasm will fall before you know it. After that sad attempt at a battle, you will obtain a Vanish Grenade (finisher for Savyna), Pinecone (raises Mizuti's class to level 4), and a Capricornus Constellation Magnus. That's a damn good deal.

=====
After the battle, Phantasm will do his usual guardian thing "beware Malpercio blah blah" and then dies. The End Magnus begins to unseal, but Kalas stops it with the Shadow Magnus. Then, Giacomo steals it right in front of everyone's eyes. Way to go team. Ayme steals the pendant on Xelha's neck, and the two escape. Mizuti faints, and the team regroups at Duke Calbren's manor.

While Mizuti is still out, Duke explains that the End Magnus are actually the body parts of the evil god Malpercio. Che is Malpercio's chest, Ar is his arm, Le is his leg, Bo is his body, and He is his head. To be honest, I noticed that a long, long time ago. Well, at least it's original.

After that, another cutscene awaits. The group all talk by themselves about the slew of events that have been going on. Kalas and Xelha talk a bit, and Savyna and Gibari still wonder about Che. Lyude wonders how he can face his fears back at Alfard ever since he joined the good guys. And well, Mizuti is still weird.

Once you gain control again, Duke tells Kalas to meet up with Melodia in her room. Exit the throne room and make one last pit stop. Head over to the blue flower in Balancoire. Level/class up and trade in your Constellation Magnus. When you're ready, enter the manor and go to the room to the left of the throne room. Melodia will take you to the Empire, since she is in good terms with the emperor. After that, well, it's go time!

Oh, and it's the end of Disc 1. Hooray!

=====
[6] WALKTHROUGH (DISC 2) [0600]

=====
Pop in Disc 2 and get the show on the road!

=====
--< ALFARD >--

=====
Well, we are finally at the Imperial capital, Alfard.

=====
MINTAKA [0601]

=====
Monsters: None

Magnus: Secret Recipe 6, Picked Eggplants, Viking Helmet, Coffin Shield,
Scale Mail, Ara, Sleet Shawl, Apple Pie (Slice), Stoked Flame,
Girl's Thoughts

=====

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+-----+
|           - MAGNUS SHOP -           |
+-----+
| Deluxe Red Wine.....17000 |
| Blue Sky Mail.....9500 |
| Wind Blow Lvl. 3.....9000 |
| Magic Beans-Death.....8000 |
| Arm Bomber.....6200 |
| Tongue Birdie.....6000 |
| Dark Yell Lvl. 1.....1600 |
| Light Yell Lvl. 1.....1600 |
| Wheat Crackers.....300 |
| Shish Kebab (L).....250 |
| Fruity Gelatin.....200 |
| Bamboo Shoot.....160 |
| Uncooked Rice.....120 |
| Chunk of Ice.....100 |
| Chestnut Truffle.....100 |
| Shish Kebab (M).....75 |
+-----+

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Here we are, in the belly of the beast. This is Mintaka, the Imperial Capital of the Alford Empire. This place is big, so there are a lot of places to go exploring and I'll cover them all.

First off, Kalas, Melodia, and the others will be greeted by General Fadroh. He then leaves with Lady Melodia. Now we can have some time to explore the city. Save at the blue flower at the end of the port and level/class up; do the normal stuff at the church. Head over to the building next and walk past the door. You can actually walk onto the long, pointy obstructions coming from the wall. Walk to the tip of the nearest one and open the chest to find a Secret Recipe 6.

Next, go on inside the building that was just passed. Examine the potted plants to the right to find Pickled Eggplants and the bright thing on the back wall for a Viking Helmet. Exit the house and proceed to the left to reach the inner portion of the city.

Follow the road until the gang bumps into a small child. It turns out that the little kid is some really rude asshole who basically sounds like a dictator of sorts. Lyude explains that children are taught to be like that, but he was actually homeschooled. Walk to the left to spot a hologram of Geldoblame, which does nothing except boast to the civilians.

Enter the building to the left of the hologram and search the furniture, like we do in every single house in this game. Open the two chests to the right for a Coffin Shield and Scale Mail. Inspect the pot to the left of the table for the Ara Constellation Magnus. Go up the stairs to the roof as Lyude is confronted by some Imperial soldiers. They basically make fun of him, that is all. Once the conversation is over, return to the inside of the building.

Continue past the hologram and where the little kid was. The shop is to the right of the intersection. You can check it out if you'd like. After, go north at the fork to reach another section of the city. Follow the road to the lone house and go on inside. Talk to the man inside to learn a story of a great doctor. He was a totally awesome doctor who lived in Mira, but died when he accidentally set his lab on fire. Yeah, he's awesome alright...

Anyways, examine the bed for a Sleet Shawl and open the chest for an Apple Pie (Slice). Exit the house and return to the main portion of the city. Return to the hologram to notice that the crowd of people is gone. Walk down the street that was previously blocked to reach another home.

Lyude will tell the party that this is his abode, and invites everyone in. He introduces everyone to his nurse and basically his mother, Almarde. Lyude never knew his parents, so he was raised by Almarde his whole life. Not long after, two Imperial officers barge into the room. What seem like normal bad guys, these two turn out to be Lyude's brother and sister, Skeed and Vallye.

Unlike normal loving siblings, they demand that Lyude hand over Kalas and the others. Kalas thinks Lyude turned on them, but the traitor stands back and refuses.

All of a sudden, Almarde pulls out a gun and threatens to fire at Skeed and Vallye. The two officers then shoot Almarde and leave the house. Not only does Almarde (who was like a mother to Lyude) die, but now the Empire is after the good guys. Lyude is all emotional, but he leads the gang out the back door. Also, I'm sure by now that you realized that you can't get the chest in the house yet. I know, boo hoo.

You must return to the port and track down the Battleship Goldoba. As you make your way through Mintaka, guards will be patrolling the streets. You can fight them, and in fact, it's a good idea that you do so. They give a lot of EXP, so make sure to battle most of them (if not all of 'em). Once you reach your ship, save at the blue flower and head on inside.

It wouldn't be too terrible of an idea to create another save file before boarding your ship. The boss battle up next is considered by many as the toughest fight in the game, and you're basically screwed if you are underleveled. Save here, and if you can't beat the boss, then stay at Mintaka and level up. Oh, I'd say I was around level 25 at this point. You may want to be at that level or higher.

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=====
BATTLESHIP GOLDOBA                                     [0602]
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Monsters: Imperial Walker

Magnus: Rainbow Straw Hat, Sleet Shawl, Grace Shield, Robe of Firelight,
Cetaka's Sword, Rice Paper, Crystal Nails, Assassin's Hood,
Viking's Helmet

You will start out on the ship's deck. Look familiar? This is where you fought Giacomo, and your party will have to deal with three Imperial Walkers. They are normal enemies (despite the boss music). Once they are done with, the party will enter the Goldoba.

From the start, go up the stairs next to you and save at the red flower. If you have a separate save file, make sure not to save over it. You always want to have a save file at Mintaka (or earlier). The thing is, you cannot leave this place, so if you cannot beat the boss at the end, then you are boned. The door at the end of the walkway is locked, so go back down the stairs and enter the next area.

Enter the first room, which is to the left of the central door. Open the treasure chest to obtain a Rainbow Straw Hat. Examine the left bunk bed for a Sleet Shawl. Pass over the central room (we will go there later) and enter the northeast room. Once again, open the chest and inspect the bunk bed. You will get a Grace Shield and a Robe of Firelight, respectively.

Follow the walkway and go inside the room to the right. Walk down the stairs and around the bend. Open the two chests for a Cetaka's Sword and Rice Paper. Leave the room to the central hub.

Follow the path south to enter another small room. In fact, I believe it's the engine room; it looks important. Open the chest for Crystal Nails and return to the hub. Finally, enter the central room and approach the computer. You must input a password to open the door at the entrance, but you can use others to get cool things, like Magnus. To get the codes normally, you would have to defeat the Imperial Walkers wandering around, but you don't have to!

Here are the useful codes:

- 4653 - Unlocks door
- 0819 - Obtain Assassin's Hood
- 3291 - Obtain Viking's Helm

Get the two Magnus first, then use the code to unlock the door. Afterwards, return to the starting point. Make sure to save at the red flower, as it's time to make final preparations. Make sure to equip all party members with Light Magnus. This is a must. You would also be good with some Water Magnus.

Despite having Water Magnus in your deck, I would advise that you do not use Gibari. My party for the upcoming fight was Kalas, Mizuti, and Lyude. Xelha will do fine, but Kalas and Lyude are a must. Once you feel that you are ready, enter the door...

...to meet up with our buddies, Giacomo, Ayme, and Folon! Kalas and Giacomo stand off, and the evil man offers Kalas to join him. Kalas refuses and demands that he stands and fights. Well, that is what we will get. It's a three-on-three battle of the century!

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BOSS: Giacomo, Ayme, Folon

Giacomo - HP: 3800 Weak: Water (+50%) Light (+30%)
 Strong: Fire (-50%) Dark (-30%)

Ayme - HP: 2400 Weak: Chrono (+50%) Light, Fire (+30%)
 Strong: Wind (-50%) Dark, Water (-30%)

Folon - HP: 2700 Weak: Light (+50%) Water (+30%)
 Strong: Dark (-50%) Fire (-30%)

Drop: Hermit's Creel, Rarebird Statue

Holy guacamole, are you ready for one hell of a fight? I really hope you're prepared, since you'll most likely be here for a while. Okay, Giacomo has the most health of the trio, and he attacks twice. Despite that, it is best to leave him for last. Folon is still his same ol' self, but he is the most deadly member of the evil gang.

Still, I find it best to target Ayme first. She has the lowest HP of the three, and she is fairly weak. It's best to cut her down quickly to make this a two-on-three match. This is how I won the battle, so you might want to pay attention here.

This is your first battle with Ayme, so make sure to take a picture of her. That's not the most important of things, but use your Camera Magnus if you get it. Ayme has a nine-hit combo ending with Crazy Rabbit. Yes, NINE-HIT COMBO. Surprisingly, it won't do that much damage to you. In fact, Ayme is really weak (she is the fastest one of the three though).

Use Chrono Magnus against her (Mizuti has a Chronos-based finisher, Heaven's Pillar; use it) and some Light or Fire Magnus. Like I said, Ayme should bite the dust rather quickly if you use massive combos on her.

With Ayme out of the picture, focus on Folon for the time being. He has very dangerous attacks, like Energy Injection from the last fight with him. It drastically increases his Attack and Agility; that is NEVER good. Folon's attacks, when powered up, can set you on fire. Heal any characters that are put on fire immediately. Of course, the little creep has a new trick up his sleeve: Warg Laser. It deals Dark and Chronos damage, so make sure to block it, because it kills.

Damage Folon with your Light and Water Magnus. Lyude should use all of his finishers on Folon, since his deck will most likely be shuffled when Giacomo is the only one left. Have Kalas and Mizuti use Water Magnus to attack. This is the point where your characters may be starting to wear down. Make sure to keep an eye on all three members' HP: when it goes below 1000, try to use healing Magnus. Folon is a very powerful and deadly foe, so take him out quickly to narrow it down to only one opponent left: Giacomo.

With the big man standing alone, you would expect things to go rather smoothly. Well, not exactly. Every time I died in the battle, it was when Giacomo was the only foe standing. By now, your deck count is probably very low, so you may be stuck with some useless Magnus. This alone can kill you, so make sure to block all of Giacomo's attacks with only armor Magnus, not weapons.

Use all of your offensive Magnus on Giacomo, especially Light and Water Magnus. Mizuti can use Sacred Wine and Holy Grails to revive and fallen characters now, if you have them. This part is at times, the toughest part of the battle (well for me it was).

Once the deck has shuffled for all three characters, it's much easier for everyone. Giacomo will use two finishers in the fight: Imperial Force and End Slasher. We saw the latter in the first fight with him, but Imperial Force is much deadlier. It deals way more damage than End Slasher, so those two moves that Giacomo has can really be the turning point of the battle. Still, stick with it and use Light/Water Magnus to finish him off.

This battle is known as the toughest boss battle in Baten Kaitos. I was level 25 when I fought these guys. I followed the same tactic: eliminate Ayme first, then finish off Folon. Leave Giacomo last, even though he has the most HP. In all honesty, I didn't think the fight was that hard. I don't mean to brag, but I beat it on my second try. After the battle is over, you will get Hermit's Creel (some armor for Gibari) and Rarebird Statue (raises Xelha's class to level 5). Nice!

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Dear lord, that was not fun. The trio are all left wounded, but Giacomo isn't finished yet. After a (what is thought to be final) talk with Kalas, Giacomo reveals some very shocking information. The gang finds out that Giacomo was the one who stole the Che End Magnus.

Even bigger, the party learns that Georg was Giacomo's father. Since Georg is Kalas's grandpa, Giacomo is none other than... Kalas's father! Wowie gee! He says that he was supposed to inherit Georg's power, but he didn't. In a burst of rage, he sets the ship on self-destruct mechanism.

Well, the Battleship Goldoba will blow up in five minutes, oh joy. Good thing that this aircraft is so tiny to maneuver through, the time limit is a gift. Exit the bridge and save at the red flower (could you imagine the game getting turned off without you saving here, having to fight the boss again? Truly chaotic). Enter the hub and walk to the other end.

Follow the path to the engine room and collect Oil Essence in the golden pods on either side of the tanks. Once you have some, inspect the second tank on the left to use the Oil. The party hops in the tank and escapes as the Battleship Goldoba explodes. Is this the end of Giacomo and his goons?

The party lands in the middle of a desert; Nihal Desert. Kalas will begin to talk to the group, which ends in everyone leaving to find a nearby town. Lyude bows down to remember Almarde, and heads off with the group.

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AZHA

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[0603]

Monsters: None

Magnus: Green Tea, Sculpting Knife, Crimson Oak Blossom, Lepus, Jumbo Pastry, Pork Ribs, Sunflower Coin, Mephistopheles Cloak, Secret Recipe 7, Rock Salt

+-----+	Man, what a dull town. This shantytown is
- MAGNUS SHOP -	made up of dirty caves and a nasty
+-----+	landscape, if you ask me. Not exactly a
Aqua Burst Lvl. 4.....13000	place where you'd want to spend your
Death Pendulum.....10000	vacation at. There aren't buildings, but
Mohawk Birdie.....9999	large caves where the people reside in.
BLue Sky Mail.....9500	
White Scepter.....9200	Lyude will give you some background info
Chronos Blow Lvl. 3.....9000	on this place. Supposedly Geldoblame used
Panther Claws.....7500	the people here as slaves. After a while,
Coffin Shield.....2500	the evil emperor sent Imperial troops to
Apple.....1000	dispose of anyone who resisted. The squad
Red Pickle Veggies.....380	sent to eliminate the civilians was the
Wheat Crackers.....300	Mad Wolf unit. The party realizes that
Shish Kebab (L).....250	the squad leader was none other than...
Fruity Gelatin.....200	Savyna. So, in turn, Savyna laid waste to
Chestnut Truffle.....100	many innocent people here, and in turn,
Shish Kebab (M).....75	she is immensely hated. I'm surprised she
Soybeans.....20	is let inside the village. First off, you
+-----+	should save at the blue flower.

I am sure you've noticed the crowd of kids chasing after you wherever you go. Annoying, I know. They want some Magnus, so why not give some to them? Any Magnus will do, so I usually give 'em junk like Pristine Water or any other Quest Magnus that you don't need anymore. You can even pick up some Rock Salt Essence (found on the second floor of the cave) and give that to them. Once you give the kids thirteen Magnus, they will reward you with the Mephistopheles Cloak. If you give them 21 Magnus, they'll hand over Secret Recipe 7.

When you're ready, enter the first cave. Check the furniture near the door for some Green Tea. Head through the door to the next floor. You can obtain a Sculpting Knife and Crimson Oak Blossom if you inspect the furniture. Go through the doorway, but walk to the right. You should be able to spot a secret tunnel leading to the right. Walk to the end and press A to open a chest. You will get the Lepus Constellation Magnus. Return to the doorway and go to the top floor.

As you make your way in the top floor of the cave, the party meets up with some children. They won't let you pass, so go back down to the first floor. As you start to leave the cave, a little kid will yell at Savyna and call her a murderer. After, you will witness a super-duper flashback! It's of Savyna and her partner, Azdar, killing some people in this exact house years ago. We find out that Savyna's emotions get the better of her at times.

The soldiers blocking the entrance to the Lava Caves leave. Still, visit the Shop before departing. Pick up a Mohawk Birdie and Aqua Burst Lvl. 4. Check out the new weapons as well. After spending some cash and getting those goodies, head to the Lava Caves.

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LAVA CAVES [0604]
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Monsters: Ceratobus, Foytow, Lanocaulis, Magma Beast
Magnus: Dream Blade, Serpens, Grumble Pen, Shadow Thruster, Catfish
Whiskers, Gold Earrings, Solar Saber, Lava, Sparkling Snow

Before we actually enter the fiery hellhole that is the Lava Caves, we will end up in a long tunnel. Walk down the shaft towards the large door. As Kalas tries to open the door, he soon realizes that it's locked. A man will come over and invite you to his house. This guy is actually a mechanic, and he can easily fix the door. You learn that this mechanic was good friends with Larikush (from Cebalrai, remember?) and Kalas's grandfather, Georg.

After a small talk, he will open the door. But first, there is a chest in the mechanic's house. Open it in the back of the room for Kalas's newest finisher: Dream Blade. Open the other chest for a Grumble Pen. Inspect the nearby barrel for a Serpens Constellation Magnus as well. Don't wanna forget that! Return to the wooden door and head inside the Lava Caves.

Of course, the Lava Caves is perfect for Gibari, so keep him in your party at all times. Travel across the path towards the fork, then follow it to the left. Open the treasure chest along the way to get a Shadow Thruster, then continue into the next room. The road is inaccessible, for lava is streaming across the area. Well, we're stuck.

Return to the mechanic for some help on passing through the volcano. He asks for some Flame Ice, wherever that may be. Return to the Lava Caves and take the right path this time. You will soon reach a dead end, which is inhabited by much Flame Ice. Pick some and bring it to the mechanic. He turns it into Sparkling Snow Essence. You will get two Sparkling Snow Essences, which should help let you continue through the fiery wasteland.

Head back to the Lava Caves and return to the left path. Follow it until you reach the lava river, then use one of the Sparkling Snow Essences on it to turn the lava into molten rock. You can not only cross it, but descend it as well. Walk down the frozen lava to the bottom and walk to the right to come to a dead end. Open the two chests at the end for Catfish Whiskers (raises Gibari's class to level 5) and Gold Earrings (armor for Lyude). Return to the upper path and walk through the cavern.

On the other end is yet another lava river. Use the last Sparkling Snow Essence on it to turn it into stone. Walk to the bottom to find a red flower. Save here, and stop. The upper path leads to the boss's chamber, but we don't

want to go there yet. Return to the blue flower in Azha and visit the church. Level up and cash in the Constellation Magnus, and use Gibari's new item to raise his class. Once you have prepared, return to this spot.

This upcoming boss is really, really tough. I find it to be harder than our previous boss fight. Have Kalas, Mizuti, and Gibari in the party. Give them Water Magnus, as well as armor Magnus that resists Death. Believe me, you will need it. Mizuti's Sacred Wines and Holy Grails are a big help here. Once you are ready, walk past the lava river and enter the doorway.

Once in the large chamber, Xelha will find her pendant again and takes it back. The gang not only spots the final guardian, but Geldoblame as well. He has all five End Magnus, and as the guardian dissipates, the evil emperor begins to summon Malpercio.

Turns out that he is far too weak to do so, and he only summons the evil god's castle, Cor Hydrae. Not only that, but the summoning also turned Geldoblame into a giant monster. It looks like it's time to finally deal with this fat sucker once and for all.

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BOSS: Geldoblame
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HP: 5500 Weak: Light (+80%) Water (+20%) Wind (+30%)
 Strong: Dark (-80%) Fire (-20%) Chrono (-30%)

Drop: Shadow Gate, Powder Snow Anklet

Yeah, I said it. Geldoblame is tougher than the trio of Giacomo, Ayme, and Folon. You wanna know why? The main reason why is simply because Geldoblame is a cheap bastard. He has one attack, Forfeit Your Life, which well, kills you in one hit. Yes, it is a big pain in the ass.

The only problem is that Geldoblame uses the attack at the start of the battle. I faced him over 20 times, and EVERY single time he used Forfeit Your Life on his first turn. That means that unless your party member ends up having some Death-resistant armor in his hand and ends up surviving, then you're basically screwed.

What I did was pack all three party members with armor like Shadow Suits and Assassin's Hoods. Their Death resistance can sometimes help against the attack. If not, then continue on with the battle with two characters. Use Holy Grails and Sacred Wines immediately on downed party members so you don't stay at a disadvantage.

With that aside, Geldoblame is still one tough mofo. He uses a five-hit combo, ending with one of three finishers (Forfeit Your Life being one of them; he uses the attack rarely after the first time). Seal of Evil is his most deadly, dealing well over 500 damage each turn if unprotected. Poisonous Pollen deals less damage, but it can poison a character. On top of all of this, Geldoblame will use an extra turn to use Divine Seal, which restores his HP by 110. He uses it nearly every turn. Man I hate this guy.

Once you get past all of the attacks, you have to deal with his high HP count. 5500 is a LOT, but his massive weakness towards Light is his real downfall. Pound Geldoblame with Light Magnus, and use Gibari to attack with

Water Magnus. Geldoblame is friggin' tough, especially if he uses Forfeit Your Life again. I ended up beating him with only Kalas left alive.

If you're down to one character, don't give up! After defeating Geldoblame, you will get Shadow Gate (finisher for Mizuti) and Powder Snow Anklet (armor for Xelha). It's over! Yes!! *pumps fists*

Let me warn you that the next cinema is effin spoiler-ridden, and I will describe it in every detail. If you don't wanna get spoiled, then skip over to the next section. 'Kay?

Geldoblame will start to go out of control and act all funny. Typical crazy antagonist maneuvers. Out of nowhere, Melodia and several guards will enter the chamber. She orders the guards to shoot him down. They immediately target Geldoblame, who is shot off of a cliff and sent into the lava pits below. It turns out the Lady Melodia is the true evil, and she was using Geldoblame to obtain the End Magnus!

So, Melodia was the strange narrator who was talking about Malpercio every time a guardian was defeated. She addresses the party and commands that her servant steps forward. The gang realizes that there was a traitor in the party, but who? In the most shocking event of the game, none other than Kalas steps forward and greets Melodia! It looks like the main protagonist, the person you're playing as in the game, is actually a bad guy!

It turns out that Kalas was working with Melodia for a while now, and that Che was never actually stolen. Remember when Lady Melodia tripped and fell in Parnasse, your first visit there? Kalas was oh so willing to help her up? In fact, Kalas not only helped Melodia up from the ground, but slipped her the Che End Magnus!

Melodia rewards Kalas with the almighty power of Malpercio. As Kalas turns into a demonic form of himself, the group is in awe. They tell him to stop, but he continues to grow stronger (and grow new wings). Kalas tosses his Guardian Spirit aside (why I'm appauled!). Well, Kalas has been reborn into an evil villain, and you have just witnessed the biggest plot twist in the history of gaming.

===== IMPERIAL FORTRESS [0605] =====

Monsters: None

Magnus: Fire Burst Lvl. 4, Pot of Air, Whispering Wind, Spark Hat, Stagnant Water

The screen will be dark for a while, but the room lights up to reveal Xelha and Meemai. Despite Kalas tossing it to the curb, the Guardian Spirit pairs up with Xelha now, since she's the next-best good guy. Now we control Xelha for the time being!

Leave the cell and walk to the left. Enter the cell and open the chest for a Fire Burst Lvl. 4. Leave and continue down the hallway to the left. Pass through the circular room to the next hall and step inside the first cell. Open the chest for a Pot of Air and exit. Go inside the next cell to find

Whispering Wind (finisher for Xelha). After leaving the cell, Xelha will hear some rumbling noises.

Continue down the hall to a dead end and open the treasure chest to get a Spark Hat. Proceed to the right to find a large hole, and head on through it. Xelha will come across a large white dragon, with three women trotting beside it. These old women, Kodelle, Glamys, and Catranne, all call Xelha a queen.

We don't really know who they are or how they know Xelha, but that's all we will find out for now. The dragon leaves as Kalas spies from afar. Ooh, he's all evil and stuff.

And just for the record, you can visit all five continents from now on.

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KOMO MAI [0606]
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Monsters: None
Magnus: None

Xelha meets up with the leaders of the remaining three continents: King Ladhekahn of Diadem, Queen Corellia of Anuenue, and Duke Calbren of Mira. The leaders discuss battle tactics to put a stop to the minions of darkness who have escaped from Cor Hydrae. The three witches who found Xelha also help out. Corellia proclaims that the Interdimensional Cracks have appeared where the End Magnus once were. Why not check 'em out, right?

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SHRINE OF THE WINDS [0607]
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Monsters: None
Magnus: None

Initially, you must visit each of the five continents to inspect the Interdimensional Cracks. Each crack holds a boss you must fight. Afterwards, you will rescue one of your party members.

I have received an email from AquaticTiger with some interesting information: "While you're right on where the party members exactly are, the boss you fight for a given area is NOT dependent on where you go - instead, I'm positive that who you fight in a given area is dependent on how many characters you've freed already (Naiad when freeing the first, Thalassa when freeing the second, etc.).

I say this because when I played that part I wound up going to Mira, then Alfard, then Anuenue, then Diadem, and instead of having the order be jumbled and getting Thalassa first, I still fought them in the order of Naiad, Thalassa, Despina, Galatea." - Thanks a lot AquaticTiger!

With this new piece of info in hand, it really doesn't matter which order you take when saving your party members.

When you reach the shrine, enter the crack to be transported to a temple. Approach the gate to read a clue. In order to open the gate, you must use a Magnus on it. The clue reads:

"Set here the white Magnus. The symbol of freedom which flies in the sky."

Well, I don't know about you, but a Cloud Magnus seems to fit the description. Head out to Cloud Passage and get a Cloud Magnus from the wacky machine, then return to the temple. Use it on the gate to open it up, and a boss will appear immediately after.

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BOSS: Naiad

HP: 1400 Weak: Light (+50%) Water (+30%)
 Strong: Dark (-50%) Fire (-30%)

Drop: Goldfish Bowl, Spiraling Gale, Ophiuchus

Wow, this is a really pathetic boss fight, if you couldn't tell from the measly HP count. Even though it's a one-on-one fight, you should really fly through it. If you have a Camera with you, wait until you can take a picture of Naiad. The picture isn't worth a lot, but if you're a collector, then do so. I believe Naiad only has one attack; a very pathetic one-hit attack that deals less than 100 damage. Heh, this guy is a mess.

Pelt the boss with anything you've got; any Magnus will do. It's weak against Light and Water. If you have a lot of Light Flares and Aqua Bursts, you can probably kill Naiad in two or three turns. After the short battle, you will get a Goldfish Bowl (armor for Xelha), Spiraling Gale (finisher for Gibari), and Ophiuchus Constellation Magnus. That's a lot of stuff for such an easy battle. ;)

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After the battle, proceed to the walkway to free Gibari. Now you have a team of two! Leave the temple and head on to Mira, which is the next easiest area.

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BALANCOIRE

[0608]

Monsters: None

Magnus: None

Enter Duke Calbren's manor and head to the basement. Return to the entrance to the Labyrinth of Mirrors. Don't worry, we won't have to traverse through that hellhole again. Step into the crack and approach the gate.

"Set here the illusory Magnus. The plant which listens not to the reasons of this world."

Hmm, tricky. The only plant that I know of in Mira that was of importance is

the Mirage Weed. And in fact, that is the Magnus we need. Head to the Mystical Garden and pick up some Mirage Weed growing on the walls. Return to the crack and use the Magnus. Hoorah, another boss battle!

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BOSS: Thalassa

HP: 2300 Weak: Light (+50%) Fire (+30%)
 Strong: Dark (-50%) Water (-30%)

Drop: Golden Barette, Hurricane Blade, Cancer

Thalassa is yet another easy centaur boss. This boss is weak against Fire, just the opposite of the last boss from Diadem. Thalassa has a finisher, as well as a several-hit combo (ending with Tears of Destruction) to deal with. His attacks can freeze your party members, so cure if needed. Other than that, you don't have to worry about anything.

Attack with more Light Magnus, since he is also weak against Light. Thalassa is also weak against Fire Magnus. I know Gibari doesn't have any Fire Magnus, so try to avoid his Water Magnus and stick with Wind. Even though Thalassa has a lot more HP than Naiad, it's still borderline pathetic. Once Thalassa is defeated, you will obtain a Golden Barette (armor for Savyna), Hurricane Blade (new finisher for Savyna) and a Cancer Constellation Magnus.

Once Thalassa is done for, approach the altar to free none other than The Great Mizuti. After the short chit-chat, exit the manor. Anuenue is our next stop, so head off.

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CELESTIAL TREE [0609]

Monsters: None
Magnus: None

Climb to the top of the Celestial Tree and enter the Interdimensional Crack. You will get another clue when you approach the gate:

"Set here the Magnus of life. The seed of life from a glorious tree - a joyous reminder produced once every thirty years."

Well, that's pretty obvious; we need a Celestial Flower Seed. Return to Corellia's Palace and get one from her bedroom. Return to the gate and use the Celestial Flower Seed to open it. Get ready for the next boss.

=====

BOSS: Despina

HP: 3700

Weak: Light (+50%) Wind (+30%)
Strong: Dark (-50%) Chrono (-30%)

Drop: Tearful Birdie, Mega Flood, Lyra

Unlike the other bosses that we had to breeze through, Despina may give you some trouble. He has a lot more HP to cut through, and he uses another long combo. Despina will also use a deadly attack: Hours of Reckoning. While it is rarely used, it can instantly kill a character. Yeah, the nightmares of Geldoblame are already resurfacing. Hopefully one of your party members has some Sacred Wines and Holy Grails, so you should be fine.

This boss is weak against, Wind, and you should have enough Magnus despite Kalas being absent. Pummel the boss with all Magnus and like the others, he should go down quickly. The only thing to worry about is the Hours or Reckoning Spell. Once Despina is gone, you will get the Tearful Birdie (armor for Mizuti), Mega Flood (finisher for Mizuti), and a Lyra Constellation Magnus.

Rescue Savyna from the altar and head off to Alfard. This is getting boring...

LAVA CAVES [0610]

Monsters: None
Magnus: None

Return to the Lava Caves through Azha and head to the back chamber, where you fought Geldoblame. Enter the crack and walk over to the gate to receive your next clue. Oh goody!

"Set here the blistering hot Magnus. An all-consuming, fiery heat found in the infernal cavern."

Well, that's easy; it's obviously Lava Magnus. You can find Lava in the earlier parts of the cave. When you pick up some Lava Magnus, return to the gate to fight the final boss in the Interdimensional Cracks.

BOSS: Galatea

HP: 5600
Weak: Light (+50%) Chrono (+30%)
Strong: Dark (-50%) Wind (-30%)

Drop: Amethyst Earrings, Crescendo, Libra

Well, Galatea does have a lot of HP, even more than Geldoblame. Even though, don't expect much of a fight from Galatea. Luckily, we won't have to deal

with an instant-death spell like our last fight. Galatea also has a big combo, ending with Heart of the Maelstrom. It can deal a lot of Wind damage, so be careful of his attacks. Don't get too cocky, because Galatea isn't as much of a pushover like the others.

I went with Xelha, Mizuti, and Gibari again for this fight. Savyna isn't really anything special. Once again, exploit Galatea's weakness for Light Magnus by using all of Xelha's Light finishers and other party members' Light Magnus. You can stick with Chronos Magnus as well. Galatea is the hardest out of the four bosses, but you should not have much trouble with him. Once you defeat Galatea, you will get Anethyst Earrings (armor for Lyude), Crescendo (finisher for Lyude), and the Libra Constellation Magnus.

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Well, now it's time to rescue Lyude. The gang, all regrouped, will decide to return to Anuenue and discuss plans with the leaders of the other continents.

Before going to Anuenue, stop at Mintaka. You can do this either before or after the boss fight at the Interdimensional Crack, but now seems more fitting. Return to Lyude's house and pick up those treasures: Intermezzo, Rice Papers, and Pretty Flowers. Give Lyude his new finisher and head to Komo Mai.

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KOMO MAI [0611]

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Monsters: None
Magnus: None

The group decides what to do next. Entering Cor Hydrae head on won't do, since Kalas and Fadroh are too powerful. Mizuti mentions Wazn to the group, which seems like a good idea. The gang agrees to enter Wazn to find the witch queen, who could be of some help. After the conversation, return to the Mindeer to embark on a journey to Wazn. I recommend being around level 32 before leaving for Wazn; you can always level/class up at Komo Mai.

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--< WAZN >--

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Here we are, in the mysterious ice lands of Wazn.

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ICE CLIFFS [0612]

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Monsters: Arachnid, Floomer, Flobo, Snow Cancerite

Magnus: Leo, Forseti Robe, Aqua Burst Lvl. 4, Tower Shield, Deluxe Pastry,
Shepherd's Purse, Snow, Sparkling Snow

Fight Flobos in the area until they drop the Deplhinus Constellation Magnus.

I'll inform you now that this place is a pain in the ass. Most of the time you can't see anything because of the wind, and trudging through the snow really slows you down. Argh. Anyways, walk over to the first chest in the corner and open it for a Leo Constellation Magnus. Before you get any farther, a mysterious voice will tell you of a barrier blocking the way to the castle. It won't be easy to get through. Yeah, whatever.

Walk to the next area and begin to go up the hill. Open the chest for a Forseti Robe and go left at the fork. You should spot a large portal thing at the end of the cliff. Press A next to it to make it disappear. You learn that this is one of the keys to break the barrier.

Take a right this time to come to yet another fork. Walk to the edge of the cliff to find another barrier. Press A next to it to break the seal, then go right again to the next area.

Once you reach the next intersection, stick to the right until you soon come to yet another fork. There is a chest near the wall, so open it for an Aqua Burst Lvl. 4. Again, stay to the right until you reach a cliffside. Break the key and go left this time to find yet another key.

Well, that's it; the barrier is destroyed after breaking the fourth key. Now return to the first intersection and take a left. Wade through the deep snow until you come to another buried chest. Open it for a Tower Shield and proceed north.

The seal is broken now, so you can continue across. Get the Deluxe Pastry on the right and the Shepherd's Purse farther up on the left. The latter will level up Mizuti's class to level 5. Keep following the path until you reach a dead end. The group will try to figure out another way across to the castle, but Xelha has a plan. Somehow, she creates a bridge leading to the castle, to everyone's surprise.

=====
KAFFALJIDHMA

[0613]
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Monsters: None

Magnus: Dancing Flames, Light Flare Lvl. 4, Young Wasabi Root, Shortcake
(L), Phoenix Helm, Eel, Birdie Fatale, Green Tea, Full Helm, Golden
Bugle, Snow, Stagnant Water

The group is surprised about Xelha, since she and everyone around her is acting weird. To make a long story short, it turns out that Xelha is actually the queen of Wazn. She will tell Barnette, her royal nanny, about Gram and Leon.

Remember, those two dudes who died in like, the first 10 minutes of the game? Yep, those two were Xelha's royal guards. Barnette tells Xelha that the Ocean Mirror can rid the world of the evil. It's found in the Lake of the Dragon, but preparations must be made first.

Okay, inspect the bed to find a Dancing Flames finisher. Check the pot to the left for a Young Wasabi Root and the table above for a Light Flare Lvl. 4. Exit the room and head to the red save flower to the right. Save, then go down the stairs in the center of the room.

Once on the previous floor, enter the room to the left. Examine the pot in the room for Shortcake (L). If you want to partake in the Wazn Animal Quest (more info in section 8), then talk to the old woman. Leave the room and visit the one to the right.

Open the chest inside for a Phoenix Helm, then examine the furniture for an Eel and Birdie Fatale. Hopefully you still have the Warriors' Mementos from the very beginning of the game. If so, then you're in luck. First off, the Warriors' Mementos changes into the Warriors' Memories after 40 hours of gameplay.

Talk to the women in the room and give them either the Warriors' Mementos or the Warriors' Memories. Depending on which one you have, you will receive the Full Helm or Golden Bugle, respectively.

Leave and descend the stairs to the first floor. Walk to the room to the left and go inside. You can find Green Tea in the pot. Exit the room afterwards and exit the castle. That's all we can do for now in Kaffaljidhma (I hate that name).

=====
CURSA [0614]
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Monsters: None
Magnus: Cloudy Emblem, Dark Flare Lvl. 4, Soybeans, Ursa Minor

+-----+ Xelha will give you the cold hard details
| - MAGNUS SHOP - | about her journey to Sadal Suud. We learn
+-----+ that the three witches were sisters of
| Wave Cutter.....17500 | Barnette, and they were disguised as the
| Death Pendulum.....10000 | three fortune tellers the party met
| Saxoflare.....15800 | through their long adventure. Yep, that
| Aqua Impulse.....13000 | sums up everything.
| Wind Blow Lvl. 3.....9000 |
| Grace Shield.....7700 | Go to the right side of town to find a
| Beef.....3800 | large dock. Enter the doorway to find
| Wheat.....1500 | yourself in the Shop. Buy the new weapon
| Apple.....1000 | Magnus: Wave Cutter, Saxoflare, and Aqua
| Wheat Crackers.....300 | Impulse. Also pick up anything else you
| Shish Kebab (L).....250 | might need. Return to the center of town
| Fruity Gelatin.....200 | and save at the blue flower. Go to the
| Chestnut Truffle.....100 | left and enter the first house. Inspect
| Soybeans.....20 | the frozen fish in the back to obtain the
+-----+ Ursa Minor Constellation Magnus. Exit and
enter the house to the left. Examine the
furniture to the right for Soybeans, then check the bin to the left for a

Dark Flare Lvl. 4. Leave the house and examine the snowman on the left. You will find a Cloudy Emblem inside. Yep, that's really it in Cursa. Small place, I know. After scrounging for those Magnus, return to the castle.

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KAFFALJIDHMA

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[0615]

Monsters: None

Magnus: Sagittarius, Snow, Stagnant Water

We only have to make one more stop in Kaffaljdhma. From the first floor, go up the stairs to the right and enter the room. This is the dock of the White Dragon. This is not only the mode of transportation for royalty, but it's also the "mascot" of Wazn. I can tell, that thing looks kickass. After learning a bit about the dragon, a messenger will inform Xelha that Barnatte is ready for her in the Ritual Room.

Go up one two floor and go to the room on the right. Save at the red flower and enter to find Barnatte. Before talking to her, go around the altar and inspect the back wall for the Sagittarius Constellation Magnus. Talk to Barnatte to head off to the Lake of the Dragon.

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LAKE OF THE DRAGON

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[0616]

Monsters: None

Magnus: None

You will fight a very strange boss battle here, just Xelha herself against the Goddess of Ice. In order to obtain the Ocean Mirror, you must be faced in one of her "tests". It isn't a normal battle, let me tell you that.

It looks like a boss battle, but it isn't. When the test begins, seven Magnus face down will appear on the screen. A Magnus with a picture on it will appear in the top left corner. What you must do is randomly pick a card from the seven-card hand and hope that you get the one matched with the Magnus in the corner.

If you pick a wrong card, then it will disappear and you will take around 100 damage. If you pick the correct card, the hand will disappear and the Goddess of Ice will take some damage. Pick four correct cards to win the battle.

There are two special cards found in each hand. The Camera Magnus will take a picture of the Goddess. Hopefully you will get one, since a picture of her is worth a lot. The other Magnus, a Chance Magnus, will reduce the number of cards in your hand from seven to two.

So if you draw the Chance Magnus, you have a 50-50 chance of getting the right Magnus. It's really easy, since you probably won't come even close to dying. After the test, you'll get a Holy Grail, Sacred Wine, and the Ocean's Mirror.

The party will then return to Kaffaljdhma.

Monsters: None

Magnus: None

After the party rests, return to the Ritual Room and speak to Barnette. She says that you must embark on a task before riding the White Dragon. Each of the four ice sculptures of soldiers are without a weapon. Exit the castle into Cursa, and make your way in the second house on the left.

Talk to the man to learn that he is an ice sculpter. Unfortunately, he can't help out Xelha. On the other hand, his son is pretty darn good at sculpting and he can make the weapons for you. He says that Sparkling Snow is needed for him to make them.

Return to the Ice Cliffs and head to the second area. There is a patch of Sparkling Snow in the middle (need to find it? It's the patch that sparkles, Einstein). Trap the Sparkling Snow Essence and hurry back to Kaffaljdhma. It turns into Pristine Water quickly, so hurry back to Kaffaljdhma and enter the ritual room. Give him the Sparkling Snow and he agrees to make you the weapons. Inspect the sculptures to find out which one needs which weapon.

The bottom left one needs a shield, the top left one needs a bow, the top right one needs a halberd, and the bottom right one needs an axe. After choosing, talk to the boy and he says that he'll need a day to work on them. Return to Cursa and enter the shop. Choose "rest your wings" to sleep for the day. After, return to the boy and he will be done. Good job! And he doesn't even get paid or anything, shame...

Well, that's it! Head back to Cursa and enter the port on the right. Step on the White Dragon to head off to Komo Mai. Xelha reveals her royalty to the leaders, and everyone is surprised. After a short conversation, you can leave. Return to Anueve Port. Ride the White Dragon to Mintaka; we have unfinished business to do...

Monsters: Gagarek

Magnus: None

There isn't much to do story-wise in Mintaka. The city has been invaded by Gagarek's, some of Malpercio's evil henchman. Many innocent civilians are being attacked by them through the city. Defeat them to help out the people, even though you won't receive anything other than EXP. Go around the city and keep fighting these monsters.

Your next destination is the Imperial Fortress, which is a very challenging area. Level up until your party members are around level 34 or 35. Gagarek's are pretty easy, so fight them until you have enough EXP, then level up at

the blue flower near the entrance. Once you're ready, exit Mintaka via the southwest exit and head to the Imperial Fortress.

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IMPERIAL FORTRESS

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[0619]

Monsters: Corrupted Walker, Zuzlani, Iron Beetle II, Beberum, Contaminated Walker

Magnus: Wave Cutter, Light Flare Lvl. 4, Fire Burst Lvl. 4, Phoenix Helm, Aqua Yell Lvl. 1, Aqua Impulse, Deluxe Cream Puff, Wolf Fangs, Full Helm, Scorpius, Dark Flare Lvl. 4, Pot Of Air, Aqua Burst Lvl. 4, Golden Bugle, Inferno Fists, Efreeti Suit, Dragonfly, Asura Tuba, Blood Sword, Birch, Crown of Bubbles, Cute Doll, Stagnant Water

My god, that's a lot of garbage to find in the fortress. As the gang approaches the entrance, a rather nice soldier will inform the group that Melodia and Fadroh are deep inside. Defeat the Iron Beetle II outside and open the two chests at the end of the wall, both containing a Wave Cutter and Light Flare Lvl. 4. Enter the fortress through the gate and prepare for hell.

This place is BIG, and it's easy to get lost, since many of the rooms look similar. Luckily for us, the enemies on the first floor move in a scripted pattern, so it's easy to avoid them. Proceed to the left to reach a room with two elevators in it. Continue to the left to enter a mess hall. Open the chest in the corner for a Fire Burst Lvl. 4, then return to the previous room.

Enter the left elevator, the one with the red arrow. This will bring up to the second floor. Once you get out, go to the room to the left to find yourself in an identical area. Go left once more to enter a bedroom. Inspect the bed to find Wolf Fangs. The description is pretty funny.

Examine the dresser next to the bed for a Deluxe Cream Puff and go right two rooms until you're back at the elevator room. From here, go right once more. Proceed north to a room and open the chest for an Aqua Impulse. Talk to the soldier and he will ask you to protect his cat, Whiskers. It's part of the Wazn Animal Quest, so go for it.

Exit the room and go to the right to find yourself in another elevator room. Pass through and head into the room on the right. Well, this is the bathroom. Inspect the third urinal for an Aqua Yell Lvl. 1 and walk over to the stalls.

Open the first stall to find a guard, looking at porno?!? Holy crap, what a surprise. He gets pissed and fights you. Eh, he's really damn weak. After disposing of him, examine the next stall for a Phoenix Helm. Open the third stall to find a guard hiding. He falls from the toilet and knocks himself unconscious. Xelha will grab the Prison Key from him.

Leave the bathroom and return to the elevator room that was used to reach this floor. Walk to the left to find an identical elevator room and ride it up. You may find this floor to be familiar; this is the floor where Xelha was held captive. Continue to the left and enter the first cell. Get the Pot of Air inside and leave, then continue to the dead end.

Grab the Elevator Card from the desk. Return to the elevator room and go right until you find a giant hole in the wall. Go inside and open the chests to find

Dark and Chronos damage, so block with proper Magnus. Your combos should deal over 500 damage to Fadroh.

Not long after the battle starts, Fadroh will use a devastating move called Orb of Magical Offense. The spell drastically increases his Attack. Now his combos will be dealing over 1000 damage, even if you block them! Needless to say, the battle becomes much more difficult.

After Fadroh powers himself up, the battle is a lot harder. His 7000 HP is still easy to cut through, so keep using combos. His massive weakness to Wind should ultimately be his downfall. I used Gibari, Xelha, and Lyude in this battle. All of the characters should have enough Magnus to suit his elemental weaknesses.

Your characters may die near the end, but use Sacred Wines if you get any in your hand. Fadroh is pretty tough, but you should still overcome him on your first try. You will get Camera 3 and Freezing Axe (finisher for Savyna) at the end of the battle with Fadroh.

As Fadroh dies, he warns the party about the birth of Malpercio. Wow, like we haven't heard crap like that before. Proceed through the corridor to another room. Hm, another red flower? This can't be good. Save here and prepare your party for an even more difficult boss battle.

I switched Xelha for Mizuti, since she has the powerful Heaven't Pillar finisher. Switch out all Wind Magnus and replace any Wind Blows with Chronos Blows. try to replace Dark Magnus with Light Magnus and give anyone armor that resists Paralysis.

Trust me, they help if you have 'em. For me, Lyude had Golden Earrings, which had 90% resistance to Paralysis. I switched Gibari's Goldfish Bowl with Moonlight Creel. Even though it lowers pretty much all his stats, it gives him a 100% Resistance to Paralysis.

I gave Mizuti, who was vulnerable, Pretty Flowers, Ocean's Mirror, and Curry, which all had Paralysis resistance. I don't usually flip out about all of this, but it will help.

Approach the catwalk to meet up with Melodia and Kalas. After a few quick words, she will sick Kalas on the group. Kalas, still corrupted, will vow to kill the group if they stand in Malpercio's way.

BOSS: Kalas: Angel of Darkness

HP: 9000 Weak: Light (+80%) Chrono (+40%)
 Strong: Dark (-80%) Wind (-40%)

Drop: None

You know what? We have a winner here. Kalas is the hardest boss in the game so far. Congrats kid. It should be pretty obvious that Kalas is weak against Chronos, but he's also weak against Light. You know, since he's all evil and stuff. Kalas has an obnoxiously large amount of HP, a lot more than Fadroh.

He also has two very deadly finishers. Not only that, but he uses them after an eight-hit combo. After, he will either use Binding Winds or Fangs of Darkness. Binding Winds most likely will paralyze whomever it is used on, unless they use a form of resistance. Fangs of Darkness will drain your HP and restore his own. Unblocked, it will drain 596 HP from you and give it to him. Unfortunately, Kalas uses Fangs of Darkness a lot.

If you do not have Paralysis-resistant armor or Magnus in general, then you are done for. For now, Kalas will only use one attack per turn; either a seven-hit combo or an eight-hit combo ending with the deadly Binding Winds. He usually saves Fangs of Darkness for the end of the battle. I went with Mizuti, Gibari, and Lyude. I only chose Mizuti instead of Xelha because her stats were higher. You can choose either one, since both have finishers that Kalas is weak against.

Lyude should have a lot of Light Magnus with him, as well as some Light finishers. I only picked Gibari over Savyna because he was the more powerful of the two. He has a lot of Wind Magnus, but that is alright. The beginning of the fight may seem rather easy. Attack him with everything you have, especially Chronos Blows and Light Flares. Things should go rather smoothly for a large portion of the fight.

When Kalas has less than half of his HP left, the battle will become a royal pain in the behind. Kalas will start to attack twice in a row. What's even deadlier about it is that he uses Binding Winds in the first attack, then uses Fangs of Darkness. That means if your character gets paralyzed, then he will use Fangs of Darkness on you unblocked.

Kalas will end up not only dealing a lot of damage from the first attack, but also drains 596 HP from you, giving it to him. This strategy makes the battle virtually never-ending if your party members keep getting paralyzed.

Pretty Flowers, Roosters, Curry, and the Ocean Mirror really helps. The key to winning is to have your characters stay unparalyzed. Then you can block Kalas's second attack, and the HP drained will be much lower. Revive your characters with Sacred Wines and Holy Grails, and be sure to cure paralysis immediately. Attack Kalas for more damage than he gains, and the battle should end after a long time of fighting. On top of that difficult battle, you don't even get anything!

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After Kalas is defeated, Melodia proclaims that they key to ressurecting Malpercio are actually the party. She states that after every battle won, their power has rivaled that of a god, and they are the key to Malpercio's revival. Now that's what I call bad news.

Xelha uses the Ocean Mirror on Kalas, thinking that it will cure him. Instead, it begins to slowly kill him. You'll see a flashback of Barnette. Even though she said that the Ocean Mirror could help Kalas, she really lied in order to make Xelha happy.

Well, this REALLY isn't good for the gang. Melodia ultimately summons Malpercio, whom looks cool yet lame at the same time. Kalas ends up removing the power given to him, and now he's back to normal! Malpercio attacks the party, but Mizuti stands in its way.

Several strange beings appear and help Mizuti weaken the beast significantly. Malpercio and Melodia escape afterwards. Drat. Kalas has a pretty long

flashback about Fee and Georg, and how they promised to see the ocean together. Well, that didn't work out obviously. Poor kid.

After the shocking scene, the party regroups at some random house with Kalas. He tries to apologize to everyone, but it must be hard. I mean, he kind of betrayed everyone and left behind his Guardian Spirit. Bastard. Anyways, the gang accepts him (especially Xelha, ooh) and the Guardian Spirit returns to Kalas. Mizuti ends up revealing that the people that showed up ealier were the Children of the Earth, and she is one of them.

Mizuti says that the Children of the Earth live in Duhr, which is located under the Taintclouds. Gibari explains that there is no way for them to enter, since the Taintclouds are poisonous. Mizuti responds by telling them to simply hold their breath. Yeah, like that won't be hard.

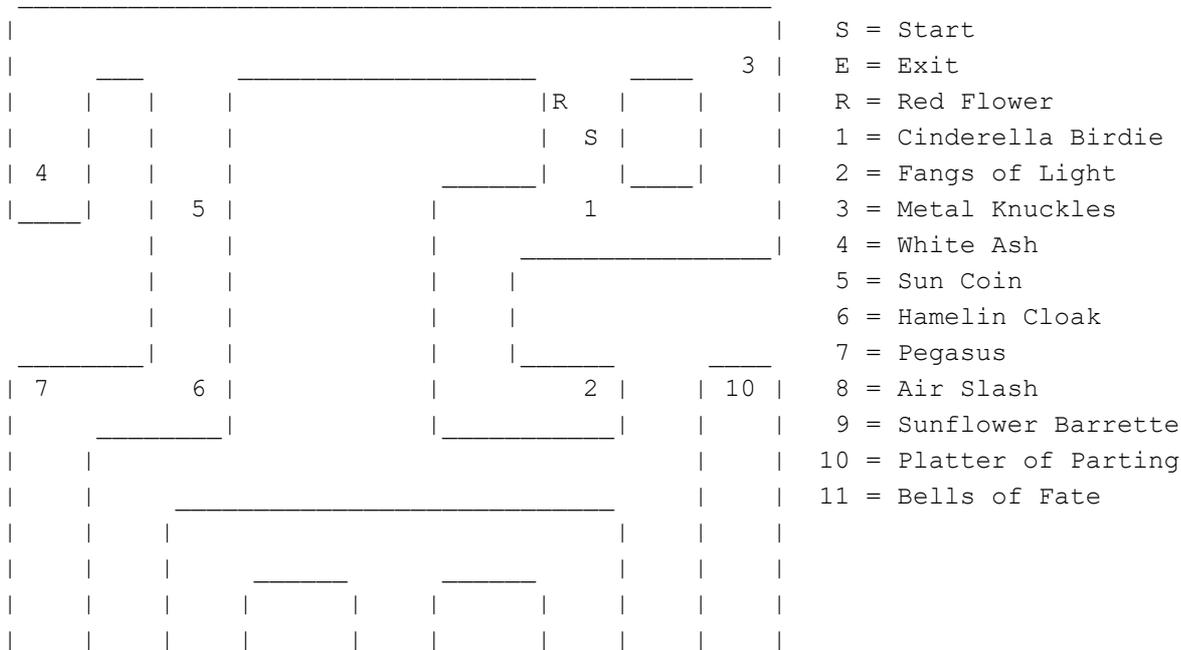
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Either way, the party goes along with it, and they end up at the Taintclouds. The group drops into the clouds and ultimately fall into a strange labyrinth. Apparently, Mizuti made a wrong turn somewhere. Don't worry, you're still kickass Mizuti.

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LABYRINTH OF DUR [0620]
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Monsters: Bar-Mool, Bauganum, Mad Cancerite, Mafreega
Magnus: Cinderella Birdie, Fangs of Light, Metal Knuckles, White Ash, Sun Coin, Hamelin Cloak, Pegasus, Air Slash, Sunflower Barrette, Platter of Parting, Bells of Fate, Pristine Water, Stagnant Water

Why not provide a map of a somewhat difficult area to traverse through? Okay!



+-----+ - MAGNUS SHOP -	+-----+ - MAGNUS SHOP (CONT.) -
Peanuts.....1500	Forlorn Woman.....70000
Grapes.....950	Shrimp.....13500
Flower Bud.....850	Skipjack.....10000
Egg.....800	Eel.....8500
Sugar Cane.....800	Salted Sweetfish.....7500
Cucumbers.....700	Deluxe Bananas.....6800
Peach.....600	Mattress.....4000
Green Bananas.....500	Strawberries.....3800
Frozen Tangerine.....400	Beef.....3800
Milk.....250	Custard Pudding.....2700
Bamboo Shoot.....160	Squid.....2500
Rooster.....150	Cedar Tree.....2100
Uncooked Rice.....120	Persimmons.....1800
Chunk of Ice.....100	Pine Tree.....1700
Green Plums.....100	Wheat.....1500
Soybeans.....20	+-----+

Despite this being a town full of Mizuti-like inhabitants, it's pretty normal. First off, the shop. There is a lot of damn stuff in the shop, but most of it is useless junk. Second, the shop is inaccessible for the moment, but we'll get to that in a moment.

Your first priority would be to talk to the Great Kamroh, but he is busy with a meeting of sorts. Alright then, lets explore the town. Save at the blue flower and proceed up the stairs on the left side of town. Mizuti will meet up with Kee, one of her friends.

After the scene, enter the nearby house to encounter Mizuti's parents. Surprisingly, they aren't as weird as her. They will thank the gang for helping Mizuti and also scold Mizuti for calling herself "great" all the time. Haha. Examine the shelves in the room for an Oakwood and Large Teamug, then exit.

Return to the right side of town (near the blue flower) and go up the stairs. Enter the house inside and examine the dresser on the right. Ignore the warning and take what's inside for a Slight Debt. Further on, you may notice a crapload of chickens. Pick one of those up, a Clucker, if you are taking part in the Wazn Animal Quest. Inspect the shelf on the left wall for some Peanuts, then talk to the man sitting near the large pot.

He will ask to see Xelha's pendant. It turns out that the pendant is actually a piece of the Earth Sphere, an ancient artifact that was stolen from the Earth Children by the ancestors of Duke Calbren. It's safe to assume that it broke, and a piece was passed down to Melodia. She then gave it to Geldoblame, where Xelha stole it afterwards back in Pherkad.

Well, we can't really do much to stop Malpercio with a shard of it, so now it can be used as a normal Magnus. Still, the Broken Earth Sphere is really useful; it's similar to the Ocean Mirror yet it doesn't break. Give it to Xelha or Mizuti.

Talk to the man again and he will give you the Bootes Constellation Magnus, then leave the house. Return to the throne room and the meeting should just be wrapping itself up. A man (who appears to have been the one talking to Kamroh) barges out of the room in a rage and leaves. Head on inside and speak to Kamroh. Kalas thanks him for helping the gang earlier with Malpercio. They

exchange words and the group even learns that Mizuti is a girl. Sure, I've been using "she" to refer to her, so you MAY have caught on earlier. ;)

The Great Kamroh suggests that the group collects the Sword of Heavens, the third artifact. It is found in Capella, the Garden of Death. He gives you the Garden of Death Key and sends the gang on their way.

Before leaving though, we have one last thing to do. Go to the left side of the town and ascend the stairs. There is a flashing teleporter on the left. Go inside to be teleported to another side of town. There are teleporters all throughout the town, but if you enter the flashing ones, you will be taken to a rooftop with a chest. Open the chest for an Earth Buckle and equip it to Kalas.

Head over to the throne room and talk to the man on the right side of the ledge. He will be dumbfounded that you were able to open the chest; he says it's been there for ages and no one could reach it. He rewards your intelligence with a Siegfried Magnus. Now, off to the Garden of Death.

=====
GARDEN OF DEATH [0622]
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Monsters: Almanek, Ghoulish Skirmisher
Magnus: Flashy Earrings, Whitecap Shield, Full Plate, Purple Rose, Rubber Mud

This place reminds me of the Ancient Library of Magic, mostly for the fact that both places suck. At least we won't be here for very long. The worst part is that the majority of the area is filled with thick mud that's hard to walk through. First, collect Rubber Mud Essence and trudge to the right. We'll take the right path so we can get a treasure.

Once at the next area, walk by the logs until you reach the top, then walk onto the top log and proceed back down. Once you reach the final log, open the chest found at the end for Flashy Earrings, armor for Lyude. Get off the logs and back into the mud, then continue north.

Once you reach the small hut, save at the red flower and walk to the left. There are three chests hidden on the side of the hut. Open the first two for a Whitecap Shield and Full Plate. The third chest is hidden behind the hut; open it for a Purple Rose. You can use the Purple Rose to raise Savyna's class to level 5.

Go inside the hut and approach the slab of stone in the back. By the looks of things, the Sword of Heavens is missing. Who knows where it is or who took it, but there's no need to stay here. After the gang finds out that the sword is gone, you will be teleported to the entrance. You can return to Gemma and give the Rubber Mud to open up the shop. Buy whatever you need there and return to the world map. Head past the Garden of Death to Algorab Village.

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ALGORAB [0623]
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Monsters: None

Magnus: Aries, Cherries, Curry, Divorce Papers, Cassiopeia, Weak Flame,
Stoked Flame

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+-----+ Well, another barren wasteland. Yawn.
|           - MAGNUS SHOP -           | Duhr really sucks. This "town" mostly
+-----+ consists of three houses and a shop. The
| Chronos Yell Lvl. 1.....1700 | shop doesn't have much to offer either.
| Wind Yell Lvl. 1.....1700 | There is a crowd of people standing next
| Dark Yell Lvl. 1.....1600 | to the shop in front of an alley. There's
| Light Yell Lvl. 1.....1600 | a really good item in said alley, but too
| Aqua Yell Lvl. 1.....1500 | bad the people won't move. Argh, we will
| Fire Yell Lvl. 1.....1500 | get it sooner or later.
| Wheat Crackers.....300 |
| Shish Kebab (L).....250 | Go up the ramp to the left and enter the
| Fruity Gelatin.....200 | first house on the left. Talk to the few
| Chestnut Truffle.....100 | inhabitants inside to find out that the
+-----+ mayor, Krumly, has taken the Sword of
Heavens and left for Zosma Tower. Looks
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like he is going to offer it to "a god". Hmm, I wonder which god? I just can't figure it out!! Anyways, examine the jar on the left side of the house for an Aries Constellation Magnus and check the shelf near the top for some Cherries.

Exit the house and save at the blue flower. Level/class up at the church and head to one of two houses on the north end of town. You can find Divorce Papers and Curry in the left house. There is a Cassiopeia Constellation Magnus on a shelf in the top-right corner in the house on the right. After getting all the goods, save once again and head off to Zosma Tower to stop Krumly. Some people...

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ZOSMA TOWER [0624]
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Monsters: Gul-Bar-Mool, Mysterious Shellfish
Magnus: Firedrake Barrette, Burning Shield, Rhapsody, Weak Flame

Zosma Tower isn't your normal dungeon, because it actually features puzzles! And if you're like me, than that really sucks. Talk to the old men at the entrance to learn the whole jist of the place. It can get pretty complicated, but listen to his tutorial. Push the red block into the hole to create a staircase to the next floor. Grab as many Weak Flame Essences as you can hold (don't discard any valuable Quest Magnus though) and head up to the first floor of the tower.

Here's your true test of knowledge. Light the torch and push the blue block into the wall. When the red block raises up, climb up to it and push it into the wall. After the red block is implanted in the wall, another blue block will appear. Push it into the wall to make a path appear.

Go over to the walkway and you should see a yellow block fall and rise in the air; it's an elevator. Once it falls to the ground and acts as a platform, cross it to the other side. Open the chest for a Firedrake Barrette and return to the yellow block. This time step on it and ride it to the top. Head up to the second floor.

Light the torch and climb on the raised blocks. Push the blue block into the wall and drop down to the right. Push the red block into the hole to make three floating red blocks appear. Climb the floating red blocks all the way until you're at the top one. Push it so it slides into the wall, then drop down to the next one.

Slide that one into the wall, and do the same with the last red block. Once all three red blocks are pushed into the walls, climb up the stairs to the right to reach the yellow block. Ride it to the third floor.

Yay for difficulty! Climb the blocks in the center and light the torch. Push the red block off of the blocks onto the ground, then into the hole behind it. Go to the top-left corner of the room and push the blue block into the wall to make some floating blocks appear.

Climb them to the top and push both of them into the walls. Next, ride the moving block on the right side to the top. From here, push a red block to the ground and ride back down. Push the red block into the hole that's right in front of the moving block.

Okay then, ride the block one more time to reach a sliding yellow block that moves to the left and right. As you ride it, you will reach a blue block. You must push the blue block into the wall while sliding across the room. After, a chest will appear on the ground. Go ALL the way back down and open the chest for a Burning Shield, then go ALL the way back up. Go back on the yellow block and once you reach the left side of the room, step off and go to the fourth floor. Geez, what a pain.

Okay, we are on the final puzzle! And it's pretty annoying. Light the torch of course and climb over the ledge to the other side. Push the red block so it is under either of the two raised red blocks. Once you do so, climb the red block you just pushed and push the raised red block to the ground below. Follow it to the floor below and push it to the center of the room.

There is a hole in the middle of the floor; it's kinda hard to see because it is slightly hidden by the two ledges. Push the red block that just fell to the ground into the hole.

Climb the ledge to the other side to reach the other red block. You know, the one that should still be next to the ledge. Push that into the green hole next to you. Make sure that the hole that you push the red block into ISN'T below the other raised red block.

Now climb the ledge and push the final red block so it falls into the hole below. I made this last floor sound really challenging and it may be hard to understand me, but it's pretty much common sense once you figure out the first step or two.

Climb the large pyramid that was just formed. Save at the red flower on the right and venture to the left side to find a chest. Open it for Rhapsody, one of Lyude's finishers. Give it to him and climb the pyramid, then ride the yellow block to the final floor.

Okie dokey, we are on the final floor. Light the torch here and ride the yellow block to the top. Push the blue block on the right into the wall to make part of the floor lower. What's that, a giant head? Go to the left side of the room and push the blue block into the wall. Another head!

Keep going back and forth, pushing the blue blocks into the walls to lower the

floor, revealing the ground, and two nasty dog foes. Once a red block appears on the left, walk over to it.

Prepare your party right now for an upcoming battle (geez, I wonder against who?). I went with Kalas, Mizuti, and Gibari. You should really substitute Savyna instead of Gibari, since she is in a much better position here. The only reason I didn't use her is because she really sucks in my file. Oh well, push the red block in the hole on the ground to be lowered to the ground, right at the feet of these massive stone dogs! Arf arf!

BOSS: Agyo, Ungyo

Agyo - HP: 7000 Weak: Water (+80%) Strong: Fire (-80%)

Ungyo - HP: 7000 Weak: Fire (+80%) Strong: Water (-80%)

Drop: Gemini, Prominence, Poseidon's Creel

See? This is why Savyna REALLY works in this battle. Agyo and Ungyo are two elemental dogs which both share opposite strengths and weaknesses. Agyo is the fire dog; weak against Water. Ungyo is the Water one; he's weak against Fire. As shown, both of these guys have 7000 HP, which is a doozy in itself. Both Agyo and Ungyo have seven-hit combos. Agyo's finisher is Pillar of Flames, which can set you on fire. Ungyo uses Column on Ice, which can freeze you. Both dogs can deal around 600-700 damage with these attacks.

Also both foes have a move that boosts their stats. Agyo can raise his Attack, whereas Ungyo boosts his Defense. With that said, take out Agyo first. With boosted Attack, his combo can deal around 1200 damage or more.

Mizuti should be fine with her Aqua Bursts and Savyna can use her Water Magnus to deal a nice amount of damage to Agyo. It is pretty easy to rack up nearly 1000 damage if you have the right cards. Make sure to use healing Magnus and any Sacred Wines, because seeing your party members die isn't very rare in this battle.

You should be able to take down Agyo without any serious trouble. Revive any characters and make sure to cure them of Freeze, because having them frozen is a real bummer. The battle is even easier if Agyo is hesitant to use his Attack-boosting spell (for whatever reason that may be). With Agyo out of the picture, it's a three-on-one assault on poor Ungyo. His raised Defense will make the battle longer, but you should have little to no trouble disposing of Ungyo, especially with all the Fire Magnus in your decks.

I had a lot of trouble with this battle, but that's probably because my Savyna... royally sucks. After the fight, you will receive the Gemini Constellation Magnus, Prominence (finisher for Mizuti) and Poseidon's Creel (armor for Gibari).

Once the guardian dogs, Agyo and Ungyo, are finished, the party will reach the tower summit. Krumly is there, getting ready to offer the Sword of Heavens to Malpercio. Despite the gang's threats, he goes along with the plan. Krumly breaks the barrier around Duhr that kept the people safe from

the events in the sky, and Malpercio ultimately appears.

Melodia, being the evil villain that she is, denies the offering as Malpercio shoots a laser beam at Krumly. She says that Malpercio doesn't have to reason with him, and the deadly duo leave to Algorab, ready to dispose of the Children of Earth. Well, there's our next stop.

The gang leaves Zosma Tower (finally!). Before entering Algorab, switch out Savyna for Lyude and equip any nice, new Magnus that you got in Zosma Tower. It's even a good idea to stop at Duhr Port just to visit a blue flower. Once you're ready, proceed to Algorab.

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ALGORAB [0625]
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Monsters: None
Magnus: None

You see the village in wreckage, and Mizuti's parents are present, along with many others. They tell the gang to leave immediately and take the Sword of Heavens back up to the sky. They say that they'll deal with Malpercio, and the party leaves angered.

They reach the Labyrinth of Duhr, where Kalas stops. He tells the gang that he can't abandon everyone for dead, and that they must help out the Children of Earth, no matter what it takes. Aw, and here I thought he was an arrogant assclown this whole time.

The gang returns to Algorab, ready to face Malpercio! Everyone here is already dealt with, and the evil god is towering above the fallen inhabitants. In sheer rage and anger, Mizuti's mask breaks and she fires a blast at Malpercio. Melodia gets pissed and sicks him on the party. It...is...time!!

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BOSS: Malpercio
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HP: 10000 Weak: Light (+80%) Chrono (+30%) Water (+20%)
 Strong: Dark (-80%) Wind (-30%) Fire (-20%)

Drop: None

You'd think that the main antagonist of the game, an evil god bent on nothing but destruction and the pain of others, would be somewhat difficult in battle. Well... no. Despite a high HP count, Malpercio is a cinch. Hey, that is fine with me. Malpercio has a 6-hit combo that really isn't much to worry about. He has no finisher, but does use a move near the end of the battle which proves to be quite annoying.

Also, this fight is a good opportunity to take a picture of Mizuti. Since her mask is broken and her face is revealed, a shot of her is really valuable. If you're lucky, you can get a picture of her smiling, which is worth a lot of cash. I was fortunate enough to get one, and I sold it for a heap.

You can really take Malpercio down a notch or two if you use Light, Water, and Chronos Magnus. You should be dealing a lot of damage to him, and if Kalas has the Sword of Heavens in his deck, that'll be good as well. Once Malpercio is on one knee, he will begin to use Soul Drain. Similar to the battle with Kalas, Malpercio will attack, then drain your HP equal to the damage delivered.

He probably won't even reach 1000 damage, so that means he will only heal for less than 1000 HP. While that may seem like a lot, you should be dealing almost that much with each character. If you're at least level 40, then the fight should be a breeze. Sadly, you don't get any Magnus afterwards.

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Malpercio will fall, but he gets back up again and *gasp* destroys the Sword of Heavens. Man, all of those artifacts are now junk because of Malpercio. The gang really needs to take care of their valuables. :)

Malpercio and Melodia leave once again, and the party returns to Gemma. The Great Kamroh gives Mizuti a mask that was passed down for generations. Why does it look the same as her last one then? The group discusses with Kamroh the fate of Duhr. Since Krumly broke the barrier here, no one is safe from Malpercio's minions. It's decided that the Children of Earth will take shelter in Anuenue.

Leave Gemma and head to Duhr Port. Save at the blue flower and heal up; you know, the normal stuff at the church. Once you're ready, board the White Dragon to return to Anuenue.

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--< SIDEQUESTS >--

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Once at Komo Mai again, speak to the leaders at the throne room. After the witches enter the room, they inform the group that a shield has been raised around Cor Hydrae, so there's no way of getting in. The witches deliver a letter to Kalas; from Larikush. Apparently he wants to speak with Kalas back in Cebarlrai. Head over to the farming hamlet from Anuenue Port.

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CEBALRAI

[0626]

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Monsters: None

Magnus: None

When was the last time we were here? Like, in the first 10 minutes of the game. Wow, deja vu. You should still be familiar with the layout of this place. Head to the right side of town and enter Larikush's abode. Kalas will ask the gang to stay outside, for only personal matters will be discussed between the two.

Prepare for a really long scene here, and most of it is boring junk. Except

for a few good twists. Larikush talks about his past with Georg and working in the Empire. He speaks about Georg's desire to create artificial life through a Magnus. One day he finally achieved that goal, and the creation is Kalas.

Kalas isn't a normal human being; he was created from a Magnus by Georg. Now that's what I call a shocker. Georg also created Fee using the same methods, although Fee was an all-around better result than Kalas.

Larikush also explains that Giacomo, Ayme, and Folon were not artificially created, but they were given power from the research, ultimately becoming super-human beings I suppose. In the end, Geldoblame wasn't happy with Kalas and ordered Georg to dispose of him.

He refused (well duh) and him and Larikush agreed to destroy the lab so their work couldn't be tainted by evil. Larikush then goes really indepth about why the witches couldn't detect Kalas's Magnus. Some long lecture about blood, yawn.

Larikush tells Kalas to stop at the Celestial Alps. Him and Georg built a cottage where something very important is stored there, and that Georg wanted Kalas to have it. As Kalas is ready to leave, he asks Larikush one last question: who gave him his name? Larikush says that none other than Emperor Geldoblame gave Kalas his name. Kalas leaves and regroups, although shaken up from the coversation. Save at the blue flower nearby and exit Cebalrai.

Go to Pherkad and board the White Dragon on the dock. We're off to the Celestial Alps, another random island floating in the sky.

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CELESTIAL ALPS [0627]
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Monsters: Badwin, Rulug
Magnus: Canis Minor, Apocolypse Sword, Air Slash, Azure Sand, Chaos Mail,
Efreeti Saber, Silk Veil, Avocado, Straw, Skull Buckle, Holy Armor,
Milk, Void Phantom

For one thing, the scenery is really purdy here. I like it. Walk up the hill from the entrance to the daed end, and open the treasure chest for a Canis Minor Constellation Magnus. Once you move to the left, a large tentacle will stop you. It turns out that this stupid bugs, Rulugs, keep interfering with your journey.

Every time you reach an area, there is one to stop your progress. It is right below the hill, so walk back down to the entrance and go to the left. Approach it to battle it. Once the Rulug is dead, the tentacle will disappear. Walk past where it once stood to reach the next area.

You will be stopped shortly by another tentacle; climb down the wall and dispose of the Rulug. Climb back up and jump down to the lower ledge. Continue to the left to find another tentacle.

Climb down the wall again and go to the right. There's a chest on the ledge, but another tentacle blocks it. Go back to the left and drop to the lower ledge. There's another chest at a dead end next to a climbable wall, but another tentacle is here to block it. Go back to where you jumped down and hop

to the ground.

Defeat the Rulug to take down one of the tentacles. Now only two left. Move to the right to find yet another Rulug. Defeat it and return to the entrance. Climb back up to the top of the hill and drop down. Climb down the wall and go to the right towards first chest. Open it for an Apocolypse Sword, ooh. You might as well equip it to Kalas, since it's a good Magnus.

Climb back up the wall and continue to the left. Drop down onto the lower path and defeat the final Rulug. Climb down the wall to the bottom, where the second chest lies. Open it for an Air Slash and climb back up. Head to the left to finally reach the end.

This whole area is filled with Caplins, sheep-looking things. You can collect Caplins and Black Caplins (hidden to the left of the cottage, in a bush) for the Wazn Animal Quest. To the right of the cottage is a treasure chest; open it for an Azure Sand. This increases Kalas's class to level 6.

Approach the red flower and open the chest next to it for Chaos Mail. Make sure to save at the red flower. It may not be too bad of an idea to leave and go back to a place where a blue flower is present. This next battle is really tough, and you need all the help you can get. I suggest your party be at least level 45 for the upcoming fight. When you're ready, enter the abandoned cottage.

You won't get very far in the cottage until you hear a familiar voice. Giacomo?! Yep, the caped madman is back, not without his two henchman of course. It turns out that Giacomo didn't die in the crashing of the Goldoba, and he even picked up a new weapon to use against the party.

He throws some sort of dagger at the walls, which prevents Kalas's Guardian Spirit from communicating with him. I don't know what this does, because you can still use Spirit Attacks in battle. Oh well, prepare for a damn tough battle!

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BOSS: Giacomo, Ayme, Folon

Giacomo - HP: 7000

Weak: Water (+50%) Light (+30%)
Strong: Fire (-50%) Dark (-30%)

Ayme - HP: 5000

Weak: Chrono, Light, Fire (+30%)
Strong: Wind (-50%) Dark, Water (-30%)

Folon - HP: 5500

Weak: Light (+50%) Water, Wind (+30%)
Strong: Dark (-50%) Fire, Chrono (-30%)

Drop: Chaotic Illusion

Surprised to see these goons again? Well I wasn't, and I wanted to cry. The battle against the terrible trio is more or less the same as the previous fight with them. All three members' HP have risen dramatically, and they are all weak against the same Magnus. The team will also heal themselves in the battle, which is a big pain.

Giacomo still attacks twice in one turn. Folon still uses Energy Injection to

boost his Attack, but now Ayme will use Rough 'Em Up Drink on herself, which will raise her Defense. Bitch. And of course, all members use potions to heal each other, usually for around 1000 HP. Oh sweet joy, I love this fight.

Instead of targeting Ayme first like last time, go for the big man Giacomo. He can attack twice, and if he happens to use a potion both turns, he can heal an ally of his for 2000 HP. We can't have that be happenin' through the fight. He also has the most HP of them all, so we're tackling the biggest problem first. Giacomo still uses Imperial Force and End Slasher. What I've noticed though is that Giacomo is actually the weakest of the trio.

Pound Giacomo with Kalas, Gibari, and Mizuti; use any Light or Water Magnus you can find. With me, Giacomo fell in a rather short period of time; I was pretty surprised myself. Ayme will try to heal him when he is down to low health, but that shouldn't stop you.

Once big bad Giacomo is down for the count, the battle gets significantly easier. Go for Ayme next, since her nine-hit combo is a pain. She is most likely the reason why you have to shuffle your deck so early and constantly.

Ayme also uses a finisher which can freeze you. She does have the lowest HP count, so hit with Light, Fire, and Chronos Magnus to put her away quickly.

With only Folon left, the battle is virtually a joke. He still uses Chaotic Flames and Worg Laser, but he's no match for three opponents (assuming that no one died). Gibari alone could take him down with all of his Water and Light Magnus. Folon should be out in no time. Battle over! Or is it...?

Okay, here's the real sucky part. After the battle ends, you will see a small cutscene. Nothing major, Giacomo just trash talks Kalas and breaks his wing. All of a sudden, the mantlepiece breaks to reveal another winglet inside! Georg's gift? Kalas puts it on and the fight starts over again! Yep, you have to fight all three enemies again.

Of course, your party is healed and fully shuffled, but it still sucks big time. Well, if you can beat them once, you can beat 'em again! Once the battle ends (again), you will receive the Chaotic Illusion Magnus (a finisher for Kalas). I promise, that's the last time you have to fight these guys!

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After your second tango with the trio, Giacomo is shown lying on the ground, mortally wounded. Ayme and Folon are fine though, but Giacomo is hanging on by a thread. In his last words, he asks Ayme and Folon to help Kalas and the others. After that, Giacomo dies (finally!). I think that's too bad, because Giacomo kicked ass. Oh well.

Despite Giacomo's request, Ayme and Folon cannot come to terms with the gang. The two explain that they were born in Azha, then taken by Geldoblame as test subjects. Ayme says they're still enemies, and that she is actually happy that Georg is gone.

With that, the two of them leave, bitter to the end. As they leave, Ayme does some sort of hand gesture. I can't tell if she was flipping the party off or giving them thumbs up. Grr. Well, screw them, we don't need their help! The group leaves the Celestial Alps and returns to Komo Mai.

Oh yeah, the treasures here. There's a lot of stuff there, so don't miss out on it. You can come and pick it up whenever you want in the future, but for now we are headed to Komo Mai.

Monsters: None

Magnus: None

Many odd things have been occurring throughout the world. Speak to Catranne to learn about all of the unfortunate events. This starts the character sidequests, so after this, Cor Hydrae is next. Once you have listened to her, the group will leave.

Each character sidequest is located on the following continents: Diadem, Anuenue, Mira, Alfard, and Duhr. Since we're already in Anuenue, we might as well go for that sidequest. It just so happens to be Xelha's quest.

Before leaving the palace, enter the guest room on the right. Talk to the maid to obtain the Secret Information Essence. Leave the palace and enter the School of Magic on the right side. Enter the far-right room and talk to the little girl at the table reading the book.

She just so happens to be the principal of this place, and she is reading the Book of Magic. She won't share it with the gang until you retrieve her a book that was stolen from her.

Exit the school and enter from the left side of town. Go in the far-left room and inspect the bookcase on the left wall. Collect the Adventure Novel Essence and return to the principal. Give her the novel and she will allow you to read the book. All of a sudden, the room flashes and the party is transported to a strange realm. Was this the doing of the book?

Monsters: Alavarum, Varalba

Magnus: Apple Pie (Whole), Aqua Truth, Bloody Vortex, Linnet Statue, Skull Anklet, Silk Veil

No one knows where the hell they are, and they seem to be in a room filled with many doorways. Only one of the 12 doorways leads further into the fortress; the others are a random monster encounter. It's actually good training to fight the monsters in the fortress, since they give good EXP.

If you want to hurry through, then go through the doorway that is third on the left (going from top to bottom). Go through and open the chests in the hallway for an Apple Pie (Whole) and Aqua Truth. Xelha will use her weirdness to open the door, and witness a flashback of when she was young.

Afterwards, the gang seems a little concerned about her, since no one else saw the flashback. The next room is the same as the entrance; another set of doors. Enter the topmost door on the right to find yourself in another hallway.

Open the set of treasure chests for a Bloody Vortex and Linnet Statue. The Linnet Statue raises Xelha's class to level 6. Xelha will open the door and see another flashback.

Into the third room. Just like the entrance, go through the doorway that is third on the left (going from top to bottom). Once again, collect the chests for a Skull Anklet and Silk Veil and save at the red flower. Equip these new Magnus and go through the door. Xelha and the gang find the real Book of Magic on the ground.

Xelha gets ready and unleashes its power. The room fades and several ghosts appear. Xelha tells them that she is the last Ice Queen, and they test her. They test her by throwing a menacing beast at her!! How proper.

BOSS: Kulcabaran

HP: 10000 Weak: Wind (+80%) Strong: Chrono (-80%)

Drop: Galeos Fangs, Aqua Burst Lvl. 6, Seal of Water

Kulcabaran is a big phony. A big, fat phony! In all seriousness, I figured these character sidequests would test the strength of the party as well as the featured character. Well, no. Kulcabaran is just a stupid Sabre Dragon impersonator, and he's about as easy as said boss. He will use a five-hit combo for most of the battle. He only has one weakness, but it's a serious one. Use Kalas and Gibari to destroy him with Wind Magnus, and I'm sure Xelha can use some Wind Blows to take out a lot of damage.

The fact that you are probably dealing over 1000 damage with each hit is pretty impressive. Near the end of the battle, when Kulcabaran is wearing down, he will begin to use Dark Implosion. Not only will it deal a lot of Chronos damage, but he will absorb all damage dealt to you. Still, that should only be around 500-600 damage, so no biggie.

Don't expect much out of Kulcabaran, because you will be seriously brought down if you do. Once the dragon is done for, you will get an Aqua Burst Lvl. 6, Galeos Fangs, and Seal of Water (finisher for Xelha). Nice spoils if you ask me, considering the boss was about as cool as a steaming turd.

The party will be transported out of the book once Kulcabaran is dead. From here, you can go for any character sidequest. The order that I list has no real importance, so it really doesn't matter that much. Personally, I went with Gibari's quest for no real reason. Off to Diadem!

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NASHIRA	[0630]
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Monsters: None
Magnus: Creel of the Whale

The town is filled with monsters, but Gibari will destroy them all and help out the knights. Kalas learns that Gibari was once a Diadem knight, and he asks him why he quit such a rad job. Gibari replies that he doesn't need to explain his life story to a 19-year old. Ouch, harsh; did Kalas strike a nerve or something?

Anyways, go into the bar on the right side of town. Walk over to the table on the left (nearest the entrance) and talk to the man on the far side of the table. Give him the Secret Information Essence and he will reward you with the Creel of the Whale. Equip it to Gibari and head outside.

Enter the house on the right of the shop to meet up with an old grandma. Apparently her grandson, Shorty, has fallen ill. Okay, stop right here: who the hell names their kid Shorty? That kid probably gets the snot kicked out of him in school.

Anyways, the kid is sick and Anna, the barkeeper, has ventured to the Greater Celestial River to get some medicine (Pekusa Seaweed). Rebllys, Gibari's longtime rival, has gone to help her. The river is dangerous, so Gibari and Kalas agree to find them safely.

Return to the White Dragon in Sheliak and board it. The Greater Celestial River will appear on the world map; select it and embark to your next destination.

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GREATER CELESTIAL RIVER	[0631]
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Monsters: Maw-Maw-Goo, Shadow Claws

Magnus: Power Blade, Buoy of Light, Battle Suit, Corvus, Skull Creel

The Greater Celestial River is more or less the same as the Lesser Celestial River. It's kinda ironic, the Greater Celestial River is a lot shorter than the Lesser Celestial River. Whatever, sidequests are supposed to be short.

Walk down the path until you reach the edge; you should be able to climb down to a small ledge. Open the chest on the ledge for a Power Blade and climb back up. Go up the ramp and open the next chest for a Buoy of Light. This increases Gibari's class to level 6.

Enter the next area to find Rebllys, exhausted. He says that Anna is further ahead. Walk to the left to find a chest and a dead end. Open the chest for a Battle Suit. Go to the right this time and walk to the edge, you will end up under a rock (you can't see yourself). Press A to pick up the Corvus Constellation Magnus.

Now walk up the ramp in the center and open the treasure chest for a Skull Creel. Jump over the gap at the right to reach the red flower. Save here, and I'm sure you know what's coming next. Enter the next area to find Anna.

After a conversation, she says that the river is flooded, and there's no way to get the seaweed for Shorty. Rebllys arrives on the scene and suggests to go fishing! Wha? Gibari says that if they catch a fish and gut it, there's bound to be some seaweed in its stomach!

Gibari and Rebllys fish the badass way; with giant logs. Rebllys finally catches a giant fish, and Gibari helps to reel it in. Unfortunately, the fish on the reel is the Lord of the Greater Celestial River. That doesn't sound to good, and I'm sure this fish is pissed.

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BOSS: Brokolis

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HP: 13000 Weak: Fire (+80%) Strong: Water (-80%)

Drop: Dragoon Gale, Balgora's Paddle, Nemesis Fall

Brolokis has the highest amount of HP so far, but surprisingly, he is not as tough as you'd think. Gibari must be in your party for this one, and I went with Kalas and Mizuti. Savyna could substitute out Mizuti if she's good enough. Brolokis has a decent attack.

The most annoying part about the battle is Venomous Droplets. Brolokis, like the Thunderfish earlier, will use Venomous Droplets, this time on two characters. That's an instant poison spell, which can be a pain in the butt. Brolokis also uses a six-hit combo ending in Frost Cloud. The latter can freeze your party members, so watch out for that one, mmkay?

Frost Cloud doesn't deal that much damage and doesn't usually freeze a character. The big fish can deal around 1000 damage if you're not careful. Use Mineral Waters and healing Magnus to protect your party.

The battle might take a long time because of the high HP, but your party should have enough Fire Magnus to give this guy a run for his money. With the 80% weakness against it, attacking him with Fire Magnus is the key to winning. The fight against Brolokis is fairly long, but not very hard.

After defeating Brolokis, you will earn a Dragoon Gale, Balgora's Paddle, and Nemesis Fall (new finisher for Gibari). Can't complain about those, right?

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After the fight ends, Gibari will find some Pekusa Seaweed in Brolokis's mouth. The two rivals begin to fight in the most CHILDISH WAY POSSIBLE, and it's really annoying. Hey, lets have a laughing contest! Stupid Gibari. Onto better news, Shorty is cured and granny thanks everyone back in Nashira.

Rebllys presents Gibari with Balgora's Paddle and the gang leaves. See ya! From here, I went to the Phantom Goldoba, but it's all up to you.

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PHANTOM GOLDOBA

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[0632]

Monsters: Master Revenant

Magnus: Hades Horn, Jasper Gem, Skull Earrings, Agni Tuba, Mithril Helmet

its own. Luckily, it doesn't hit often. In fact, I was never hit by it.

The key to beating Rampulus is to deal a lot of damage quickly so your characters aren't put asleep or killed in a flash. That's tricky because of his increased Defense though. It may take a while, but the Rampulus will fall at your test of might. You get an Apple Pie (Whole), Vishnu, and Presto (finisher for Lyude) at the conclusion of the battle.

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After Rampulus is history, Lyude will see the four illusions one last time before they disappear into the air. The gang (somehow) leaves the Phantom Goldoba, and that's that. I chose to go with Savyna's sidequest next, so if you're following my route, then onward!

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NIHAL DESERT [0633]

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Monsters: Laramooga

Magnus: Skull Barette, Rooser, Dragon Plum Bud, Centaurus, Red Impulse, Galeos Fangs, Chaos Mail, Holy Armor, Stoked Flame, Pristine Water

+-----+	The group meets up with Imperial soldiers
- MAGNUS SHOP -	at a small camp in the middle of the
+-----+	desert. The party enters a cave, where
Shrimp.....13500	Savyna encounters Azdar again. He thanks
Deluxe Pastry.....10000	the group for their help and says that
Skipjack.....10000	monsters are waiting on the other side of
Eel.....8500	the cave. It's best to take them out the
Salted Sweetfish.....7500	next day. Well, okay then, time to rest.
Young Wasabi Root.....7100	
Squid.....2500	The party camps outside as Savyna opens
Shampoo.....1500	up to the group. She explains how she was
Deluxe Shish Kebab.....1000	one of the soldiers at Mira when Georg
Wheat Crackers.....300	and Fee were killed. She says that she
Shish Kebab (L).....250	was raised to kill, and she didn't know
Fruity Gelatin.....200	what else to do other than run. Savyna
Chestnut Truffle.....100	says that she is different for the fact
+-----+	that she cannot kill innocent people

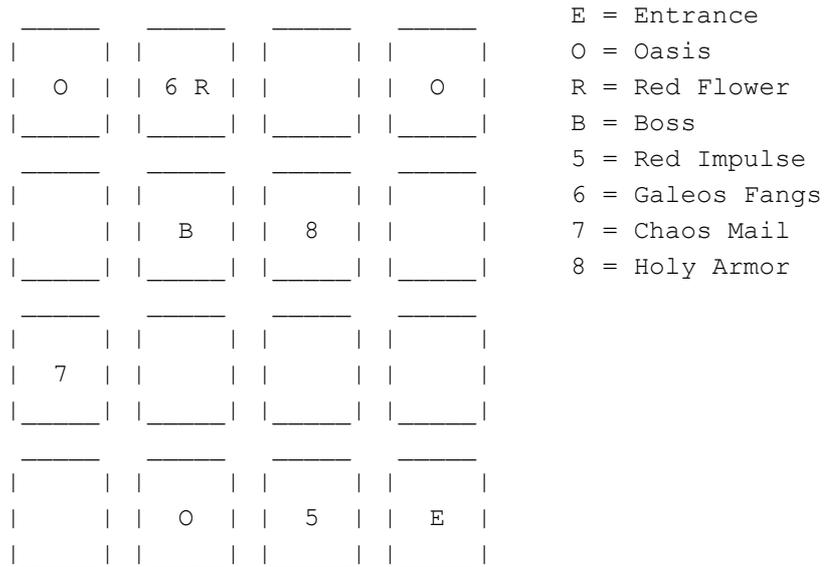
any more. Well that's good. The group gets some rest and returns to the cave in the morning. Well, it's time to prepare. Search the barrels on the left for a Centaurus Constellation Magnus.

Open the chest on the right for a Dragon Plum Bud; it's essential for leveling Savyna's class to level 6. Search the furniture nearby for a Rooster. Leave the cave to the entrance and walk up on the hill. It's hard to see, but there's a chest out there. Open it for a Skull Barette and return inside. Also, Savyna spots a girl who was back at Azha, one who told her to leave and called her a murderer.

Before leaving for the desert, go over to the pots on the lower left side of the cave and collect Pristine Water Essences. Get as many as you can (I held six at the beginning). Once you have enough, talk to the girl near the ladder. She will give you a compass and lets you go out to the desert.

The desert is composed of square areas. To exit/enter an area, you use up one

Pristine Water Essence. If you run out of Pristine Water Essences when you try to leave or enter an area, you will faint and be returned to the cave. Below is a pretty basic (but accurate) map of Nihal Desert.



Each number represents where you can get a Magnus. To get the desired Magnus, you must talk to the person stranded. Give him a Pristine Water Essence and he will give you the Magnus. Remember, that's one less essence you need. Do the math and figure out if you will have enough to make it to an oasis, where you can restock your supply of Pristine Water Essences.

I suggest getting all Magnus here. A small side note: in the oasis next to where you find the Red Impulse, you can catch Olifants. So if you're doing the Wazn Animal Quest, pick one up. Once you get all the Magnus and you have enough Pristine Water Essences, go to the Red Flower (don't go through the area with the boss in it). Save and go south to fight a boss. Azdar and his band of men will be sidelined by monsters, until all of a sudden a giant beast rises from the sand!

=====

BOSS: Sowzana

=====

HP: 12000 Weak: Water (+80%) Strong: Fire (-80%)

Drop: Green Light, Phoenix Crest, Hellblood's Hammer

It's like we are fighting Fadroh all over again! Sowzana looks just like the evil general, and luckily he is just as easy. Just like the fight with Rampulus, this one will be quite long. Just as Fadroh used Orb of Magical Offense, Sowzana will use the opposite: Orb of Magical Defense.

This spell raises his Defense dramatically, making it very hard to put a dent into his HP. He also uses a six-hit combo, ending in either Evil Vermin or Hyper Wicked Light. Both are pretty fearsome attacks, causing over 800-900 damage at the end.

My Savyna still sucked eggs up at this point, so this battle was very annoying and somewhat hard. Just like how Brolokis poisoned us and Rampulus put us to sleep, Sowzana can paralyze us. The joys of status effects. His main weakness is Water, so use Kalas, Savyna, and Gibari for this encounter.

Make sure to heal characters' HP using goodies such as Eels and Salted Sweetfish. Sowzana's Defense will most likely be boosted through the whole battle, so try and cut him down with Water Magnus. Once Sowzana is defeated, you will earn a Green Light, Phoenix Crest, and Hellblood's Hammer (finisher for Savyna).

Once the battle ends, Sowzana will be poised and ready to attack. The little girl who called Savyna a murderer runs into the battlefield shouting "father". Savyna learns that this monster was once the girl's father. She says that the people in Azha were disposed of in the Lava Caves, and the taint of Malpercio must have turned all the corpses into monsters.

Sowzana attacks Savyna, but she stands defenseless. He then goes over to the little girl and swings his mace at her, but Azdar stops it. He tells the girl to leave, and that her father is no more. Savyna runs up to deliver the finishing blow on Sowzana.

After the scene, everyone is at peace in the desert. The little girl will thank Savyna and gives her a gift before running away. Finally, the girl who hated Savyna for the evil deeds she performed on Azha has forgiven her. Savyna recieves the Phoenix Crest, and the gang says farewell to Azdar and the soldiers. One more character sidequest to go. I'm lookin' at you, Mizuti! Head down to Duhr and stop at Zosma Tower.

=====

ZOSMA TOWER

[0634]

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Monsters: Breacher, Gul-Bar-Mool, Mysterious Shellfish

Magnus: Tradescantia Petals, Aquila, Skull Birdie, Weak Flame, Delinquency Stone

When the party lands in Duhr Port, a Child of the Earth will tell Mizuti that Kamroh, Krumly, and Kee have entered the bowels of Zosma Tower. It's dangerous in there, so lets try and find them, eh? From the world map, head down to Zosma Tower.

Once again, collect Weak Flames from the fire and a yellow block will appear on the ground, moving to the basement. Collect as many Weak Flames as you can before stepping down into the basement. I must warn you, these puzzles are flippin' HARD, and you will get pissed at them.

Onto the first floor, joy. Climb across the series of red blocks to reach a platform with a torch. Light it and climb up the red block again. Your task is to push the high red block to the right. Make sure the yellow block that you came down on is out of the way.

Once it is, push the red block to make it crash into the one beside it. That red block will be pushed into a hole in the wall, while the first one will be moved over to the right. Return to the block with the torch and climb down to the ground. Walk to the right side of the room and climb up the next set of blocks.

Defeat the Breacher in the way and climb up the red block to the right. The

block that you previously moved is right in front of you; push it to the back wall. Return to the torch again and stand near the red block next to you.

This is the hard part. What you must do is line up the yellow block so it is NEXT to the red block on the other side of the room. The yellow block will stop moving once you push the red block. Wait for the two blocks to be lined up, then push the red block to your right.

If you're lucky, it will crash into the red block on the other side of the room and be stopped by the yellow block. Go over to the right side of the room again; there should be three blocks left. Push the one on the right so it slides into the rightmost wall. This should raise a block right next to you.

Step on the raised block and push the top-right red block into the back wall. Finally, push the last block into the back wall.

A staircase is created and a chest appears at the top. Climb up the stairs and open the chest for a Tradescantia Petals. These allow Mizuti's class to be raised to level 6. Personally, this is one of the harder floors despite the first one. Step onto the newly found yellow block and go to the second floor.

Light the torch on the left once you reach the platform. The yellow block will stop at two spots: the upper floor and the lower floor. It doesn't go all the way to the ground. And by the way, you're on the upper floor. Ride the block to the lower floor and step to the left.

Begin to push the nearby red block across the platform. Now here's the tricky part: begin to push slowly. Once it is adjacent to the top platform, get ready. SLOWLY push it about halfway across the remainder of the platform. Make sure that there is still room on the other side of the block, or you will have to start over.

Return to the upper floor and walk to the end of the platform. Climb down onto the red block, then climb down to the other side of the platform. Now push the red block backwards across the platform. Push it all the way so it falls down to the ground and into a hole. That was the hard part. Now go to the right side of the lower floor and push the two blue blocks into the walls. Some enemies will appear on the ground; go down and defeat them.

Use the yellow block to ride back up to the upper floor and step to the right. Push the red block off of the platform and onto the lower floor, where the blue blocks were. Return to the red block and walk AROUND it. Push it down onto the ground. Make sure not to push the red block to the right, or it will get stuck. From there, push the red block to the bottom corner of the room and into the hole. That's it! Ride the yellow block to the third floor.

You will be lowered onto a platform; climb down to the ground. Defeat all of the enemies on the ground to make moving things a lot easier. Light the torch to the left and walk over to the lone red block. Push it to the right and sit it right in front of the pillar made up of two blocks.

Use the red block to climb up the pillar and to the top. There's nothing but a Gul-Bar-Mool here, but you must defeat it or it'll get in the way later. With it out of the way, climb back down to the ground.

Take the red block and push it to the left side of the room, in front of another pillar. Climb up to the top of the pillar and walk to the left. Here you will find another red block, but DON'T PUSH IT. Just climb over it to a high ledge. Climb back down on the other side to reach a red block.

To the right of the red block is where the Gul-Bar-Mool was; if you tried to push the red block he would have been in the way. So now push the red block to the right and off of the platform. It'll fall into a hole.

Climb back down to the ground and take the red block again. Ah, that trusty red block. There is a hole in the upper-left corner of the room, but DON'T PUSH IT IN. Simply push the red block so it is diagonal from the hole. Climb up on the red block and you will be able to reach a ledge.

In fact, you are behind the red block that I specifically told you not to push. Now you can push it down the path and into the hole at the end. With that done, return to the ground and push the final red block into the hole. The treasure chests will be lowered to the ground. Open them for an Aquila Constellation Magnus and Skull Birdie. Ride down to the fourth floor.

We are almost done! I can taste the sweet victory. Luckily, this floor is the easiest one! Light the torch and push the red block that's next to you. Push it so it lands on the ground. Climb down onto the ground and walk to the left side of the room.

Climb back up so you're on the other side of a red block. Push this red block across the path (the path was created by the red block that's now on the ground). Push it so it is right in front of the torch. Climb down and get on the platform with the torch, then push the red block down. It will fall into one of four holes. Climb down where you just placed the red block to reach the other end of the room.

Climb up the platform and push the nearby red block so it falls to the ground. Walk across to the other red block and push it to the left. Make sure that it DOESN'T FALL TO THE GROUND. Drop down to the ground and return to the other side of the room. Push the block that's on the ground into the hole, then do the same with the other block that is on the ground. Return to the final block and push it into the last hole.

That's it, we are done! A red flower will appear near the top of the room and the blocks and platforms will all disappear. Ride the yellow block to the red flower and save. Return to the ground floor and ride the other yellow block to the basement.

Mizuti and the gang will find Krumly, Kamroh, and Kee. You will see some other people, specifically Mizuti's parents, but it looks like they're ghosts. Did they die at Algorab when fighting Malpercio? Huh. They are face to face with the Wizard Shadow, and they want the shadow to give them the Ring of Stars, which will help Mizuti and the others fight Malpercio. The evil wizard says that they aren't worthy, and attacks them all.

Mizuti runs over to Kee and scolds him for staying away from danger. He tells her that he only wanted to help, and he was tired of Mizuti sticking up for him all his life. It was his turn to help the fight. Mizuti thanks Kee, and stands up to the Wizard Shadow.

Like Xelha's test back in the Lake of the Dragon, Mizuti is given the same thing with Wizard Shadow. It's not a battle, but a game of luck. The Wizard Shadow draws a card, and Mizuti must pick a face-down card out of a hand of seven.

If she draws the matching card, then Wizard Shadow will get hurt. If not, then Mizuti is the one who takes damage. If you draw a Camera, then you'll take a picture of Wizard Shadow (it's worth a lot!). Drawing a chance card will drop

the remaining cards down to two; it's now a 50-50 shot of picking the right card.

This "battle" is all about luck, so it's all up to you. Once the battle ends, you will get a Wizard Robe, Fire Burst Lvl. 6, and Alias Fall (finisher for Mizuti).

After the test, Mizuti boasts and continues to call herself great as her parents lash out on her. Ha ha. The party leaves the tower and returns to Anuenue. Head out to Komo Mai to make preparations for the final battle.

=====
--< THE FINALE >--
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This is your last chance to do ANYTHING. Make sure that you have completed all sidequests (if you wanted to; I recommend it) and are around at least level 60. There is a blue flower in Cor Hydrae, so not all is lost. Once you are ready, return to Komo Mai and enter Corellia's Palace.

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KOMO MAI [0635]
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Monsters: None
Magnus: None

Speak to Corellia when you're ready. The party will meet up with everyone at the palace to discuss the final preparations. The witches appear, with Lord Rodolfo as well. It looks like he will be helping out with this too.

Corellia states that they will use the power of four End Magnus to break the shield; using Sadal Suud, Diadem, Anuenue, and Mira. Since Geldoblame is dead, there is no one with the potential to harness the power of the End Magnus, so Alfard is out of the question. The gang will get some rest in a bedroom.

While in the room, the party talks about Melodia and Malpercio. Xelha brings up a point how everything in the world contradicts itself. Maybe Melodia was the curse to Malpercio, while Kalas is his prayer. Maybe Kalas is the omen to Malpercio, and they were destined to fight. Ah, who cares anyways. The group rests and returns to the palace in the morning.

The four continents all use the power of the End Magnus to break the shield, but nothing is working at first. It seems that the power is too weak to break the shield. All has failed, and Malpercio has finally won. Or so it seems.

All of a sudden, the power of the End Magnus from Alfard shoots towards the shield. Who could harness the power though? It turns out that Ayme and Folon have returned, and they are using the power to break the shield. The shield around Cor Hydrae breaks, and the party flies in. This is it!

=====
COR HYDRAE CASTLE [0636]
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Monsters: Apollion, Demonic Hands, Diabolos, Vorleg, Wolgarb

Magnus: Chronos Blow Lvl. 6, Fire Burst Lvl. 6, Shield of Hope, Mermaid Nails, Sybil's Crown, Wind Blow Lvl. 6, Voice 6, Firefly, Wind Blow Lvl. 6, Brahma Eupho, Lord of the Wind, Dark Flare Lvl. 6, Desperada, Light, Flare Lvl. 6, Venus Garb, Chronos Blow Lvl. 6, Esperanza, Aqua Burst Lvl. 6, Golden Helm

This is the mother of all dungeons, the home of the God of Destruction: Cor Hydrae Castle. Ah, lovely. As the party enters the castle, they are greeted with five ghastly entities. In fact, they are the five Sibling Gods: He, Ar, Bo, Che, and Le.

It looks like we will have to get through them first before facing Malpercio and Melodia. They disappear as the group worries about their power. Open the two chests in the entrance for a Chronos Blow Lvl. 6 and a Fire Burst Lvl. 6.

Go through the doorway and walk across the path. You will see on reach what I like to call the hub room. It not only has a blue flower inside, but five separate paths to take.

Each path leads to a Sibling God, and you're willing to tackle them in any order. My order shown in the walkthrough isn't necessarily the best, but it's the order that I beat them in the game. First off, clear the room of enemies and visit the good ol' church. Level up here and prepare for your first Sibling God battle. Hopefully you should be around level 60 or 61. Save, then head north down the first path.

Almost immediately after entering, the room will be swarmed by Diaboloses. You will have to battle a few of them, so don't try to avoid them. While battling them, open the chests along the way for a Shield of Hope and Mermaid's Nails. Exit the hallway to reach a small room. Open the chest near the door for a Wind Blow Lvl. 6.

There is a glowing orb on the other side of the room. Examine it to make a chest appear somewhere else in the castle. Make sure your party consists of Kalas, Lyude, or Mizuti (or Xelha). Walk through the doorway at the end to confront the first Sibling God, He!

=====
BOSS: Sibling God He
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HP: 14000 Weak: Dark (+100%) Strong: Light (-100%)

Drop: Wheel of Light

He is pretty easy for your first Sibling God. In fact, they're all somewhat simple fights. The fact that Lyude is in your party should totally bring He to his knees. He is weak to Dark Magnus (with a very BIG weakness at that) and Lyude has plenty of 'em in his deck. He is capable of dishing out a seven-hit combo, ending with Flash Bang, which is very a powerful move. He will also use Seal of Sanity, which can confuse a party member in an instant.

Like I said, Lyude will be your main man in this battle. Mizuti has a nice amount of Dark Flares, and Kalas might have a couple Dark Magnus in his deck. Lyude has plenty of Dark finishers, such as Diminuendo and Sforzando. You will most likely be dealing over 1000 damage each turn with your party members.

Near the end of the fight, He will use Seal of Health, which restores his health by 2100. Still, it doesn't do much good with your all-out assault. He should fall in no time. Once the battle ends, you will get Xelha's final finisher, Wheel of Light. In fact, the Sibling Gods drop all of your final finishers after you kill them.

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With Sibling God He out of the picture, a beam of light will appear in the center of the hub room. It looks like once we defeat the rest of the Sibling Gods, we can use the portal in the center to reach Malpercio. Return to the hub room and save/level up.

From the hub room, take the upper-right passage. Demonic Hands will storm the hallway, but it's possible to avoid them. Avoid the enemies and examine the orb. A chest will appear in another room. Enter the next area and open the chests to get Voic 6 and a Firefly. Stack your decks with the new Magnus and switch Lyude out for Savyna. Enter the next room to face off with Ar.

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BOSS: Sibling God Ar

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HP: 14000 Weak: Water (+100%) Strong: Fire (-100%)

Drop: Deadly Heat Scythe

Sibling God Ar is just like He, but he has a major weakness to Water. He should be a hell of a lot easier than the previous god, mostly because of Savyna. My Savyna sucked, but regardless, she kicked major ass here. She should have plenty of Water Magnus, as well as Gibari and Kalas. Yep, I switched out Mizuti for Gibari. Seems reasonable.

Ar has a seven-hit combo ending with Firebird, which can put a party member on fire. Like all of the other gods, he can use Seal of Sanity and Seal of Health. He doesn't use the latter until the end of the battle, so that is a pretty big plus.

Savyna and Gibari will decimate Ar alone, and Kalas should also take out a lot of HP with his Aqua Truths and Water Blade finisher. You should still keep an eye on your character's health, since Ar can deal a lot of damage with his attacks. Once Ar uses Seal of Health, you know it's almost over. Deliver the finishing blows and he will be gone in no time. Once Ar is defeated, you will earn Savyna's last finisher, Deadly Heat Scythe.

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Equip that finisher to Savyna immediately, as we will need it for another Sibling God. Leave the room and return to the hub. Another beam of light will appear; only three more gods to eliminate. Heal and save at the blue flower, then take the upper-left path.

Once again, avoid the Demonic Hands in the narrow hallways. It is possible to do so. Enter the next room and open the chests for a Wind Blow Lvl. 6 and Brahma Eupho. Examine the orb to make a treasure chest appear somewhere else in the castle. Go through the door, where Che is waiting for you.

BOSS: Sibling God Che

HP: 14000 Weak: Wind (+100%) Strong: Chrono (-100%)

Drop: Ultimate Geyser

Like Ar, Sibling God Che is another pushover. Gibari and Kalas alone can take him out, and Mizuti should do just as well. Che is weak to Wind Magnus, therefore your party should destroy him. He has a nasty seven-hit combo, ending in Spark of Time. This attack can paralyze a party member, which is annoying to no end (especially if he uses the attack frequently). Cure the character of the ailment or at least watch their HP so they don't die on you.

Anyways, your offense should be pretty obvious. Kalas most likely has several strong Wind Magnus with him, as well as Gibari. Both have at least one Wind finisher, and Mizuti has Alias Fall. Those alone can really put the pain on Che. With the right cards, you can deal over 2000 damage in one combo. Che will use Seal of Health at the end of the battle, but that should be rendered useless by your nine-hit combos. After the battle, you will earn Ultimate Geyser, Gibari's final finisher. Now that's what I like to see.

Three down, two to go! Once Che is down for the count, return to the hub room once again. Make sure to heal and level up some more, and switch Gibari for Savyna at this time. Take the bottom-left path to reach a rather complicated room.

This area is filled with teleporters, and it can get pretty hectic. From the start, go down the path and enter the teleporter at the end. You will be transported to an area higher up. Now go BACK in the teleporter that you just came from to end up to an area above. Now enter the northern teleporter. You should be taken to an area with a chest. Open it for a Desperada. Go back in the teleporter you came from.

You'll be taken to a dead end. Go back in the teleporter again. Walk down the path to the nearby teleporter and step in. You will be at the top of the room again. Go south to the red teleporter and go on in. You will find yourself at another treasure chest. Open it for Kalas's last finisher, Lord of the Winds.

Equip it immediately and step back in the teleporter. Follow the walkway to reach another orb. Inspect it to make a chest appear somewhere else in the castle.

Return to the teleporter you came out of and go inside. Open the next chest for a Dark Flare Lvl. 6. Step through the teleporter to end up at the entrance to the room. Go back in the teleporter you came out of to end up above you. Enter the southern teleporter to end up at the top of the room again. Go inside the leftmost teleporter to reach a walkway.

Go across the exit this damned room. Once in here, open the lone chest for a Light Flare Lvl. 6. Equip it to your characters and enter the room to face off with Bo.

=====

BOSS: Sibling God Bo

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HP: 14000 Weak: Fire (+100%) Strong: Water (-100%)

Drop: Finale

Once again, another pushover of a Sibling God. Bo is the complete opposite of Ar, and he's just as easy. Like before, use Savyna for this battle. The plus side about the situation is that you now have Deadly Heat Scythe, which is a Fire Magnus. And what exactly is Bo weak against? Nice. on the bad side, Bo has a mean seven-hit combo, which he ends with Icy Burst. It can freeze you, and it happens quite frequently. Still, the goods overcome the bads in this battle (like most of the boss battles in Cor Hydrae).

Sibling God Bo still isn't much to overcome. Savyna can take him out on her own. Mizuti and Kalas can also hold their ground, with their share of Fire Bursts, Efreeti Sabers, etc. Bo will use Seal of Sanity and Seal of Health, but he only uses the latter once. Once he does, you know it's time to use your full-out assault to take him down once and for all. With Bo defeated, you will receive Finale, Lyude's final (LOL) finisher.

Ok, now Sibling God Bo is destroyed. That leaves only Le! Go back to the hub room and level up/save. You should have gained a good five or six levels since the start of this dungeon. I was around level 67 when I fought the final Sibling God (my lesser-used characters were only level 60, mind me). Take the bottom-right path to enter another annoying room.

This room is full of elevators, which will lower and raised platforms in the room. Approach the green pillar nearby and examine it to raise the platform. Walk over to the nearby chest and open it for a Venus Garb. Lower yourself back to the ground and walk towards the red pillar in front of you.

Inspect it to raise the platform, reaching another chest. Open it for a Chronos Blow Lvl. 6. Lower yourself again and check the nearby green pillar. You will lower to the bottom, then walk over to the red pillar. Check it to raise back up to the ground level.

Run over to the green pillar all the way on the right, then examine it to lower down below the ground. Step onto the platform with the red pillar, then inspect it to raise back up. Go over to the next green pillar to raise up, then step to the red pillar to the left. Examine it to raise up to the orb. Examine it to make a chest appear somewhere else in the castle.

Lower yourself to the green pillar, then use that to lower yourself again. Step on the red pillar next to you to go back down to the green pillar. Examine that to raise back up. We're doing everything in reverse now! Go back to the left and examine the red pillar in the middle of the room. You will lower to a green pillar. Use that to raise back up to normal level.

Finally, now you can run across to the right and finally reach the exit! Exit to another small room. Switch Savyna out for Gibari and open the nearby chest for an Aqua Burst Lvl. 6. Go through the doorway to meet up with the final Sibling God, Le!

=====

BOSS: Sibling God Le

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HP: 14000 Weak: Chrono (+100%) Strong: Wind (-100%)

Drop: Planet Soul

Wowie, a semi-tough Sibling God? I can't believe my eyes! The main reason for that is because Le is weak against Chrono. With Chronos Magnus being the most scarce in the game, you really have to rely on your other Magnus (except Wind) to beat him. My Gibari only had three Chronos Magnus in his deck, and Kalas had somewhere close. Mizuti had plenty of Chronos Blows, and all three party members have Chronos finishers. Despite that, Le is still a pretty hard and long boss battle.

Le will use a seven-hit combo, ending with a nasty finisher which can poison you. He'll use the finisher often, so you might have two or even all three party members poisoned at one time. Use them Mineral Waters to prevent that and take down Le with Chronos Magnus. Gibari's Smash Tackle, Kalas's Dream Blade and Chaotic Illusion, and Mizuti's Heaven's Pillar should all work nicely. Once past that, it gets quite annoying.

Stick with any Magnus other than Wind and you should still deal a lot of damage to Le. Once he uses Seal of Health, deplete his remaining HP to defeat the final Sibling God. Once Le is gone, you'll get Mizuti's final finisher, Planet Soul.

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Finally, all five Sibling Gods have fallen to the might of the party. The final beam has been created and the center tile in the hub room has turned into a large portal. Return to the hub room and level up, as well as save. I recommend fighting some battles and level up before facing Malpercio. You should be at least level 70 before facing the evil god. Once you are ready, enter the portal to be taken to the upper level.

Head north to enter a walkway, then avoid the Demonic Hands that run across. Prepare your party and I suggest having Kalas, Mizuti, and Lyude in the party. Once you're ready to face the God of Destruction, step into the next room.

The group first sees the spirits of the five Sibling Gods as they enter the chamber. The gang meets up with the duo, and Melodia has decided to finally put you away, in what she calls the Throne Room of the Gods. Malpercio flies down and stands in the way of the heroes.

=====

BOSS: Malpercio

=====

HP: 16000

Weak: Light (+50%) Wind (+20%)
Strong: Dark (-50%) Chrono (-20%)

Drop: None

You're up against Malpercio yet again, and the fight isn't much different then the battle in Algorab Village. Malpercio has a lot of HP, but damn, it will whittle away fast enough if you're a smart player. Malpercio has a seven-hit combo that ends with Divine Doom.

It's a pretty nasty attack which can inflict numerous status effects on a character. His attacks will do around 1000-1500 damage normally, but they're a lot less when you block them with the proper Magnus. Malpercio will also use Soul Drain through the battle, draining your HP and adding it to his own. That's a drag, of course.

I cannot stress this enough, pay attention to the effin' Spirit Numbers! I didn't really use them that much through the game, and I started to during this battle. If you can get a couple pairs of cards or even a straight, then the damage dealt to Malpercio is incredible. Mizuti is the easiest to use for this, since her attacks are slow. I had an attack that went through totaling normally for around 1500 damage.

Luckily, the bonuses from Spirit Numbers increased the damage to around 4000. I mean, it makes things go so much faster and easier. Attack Malpercio with the normal Wind and Light Magnus, and this one should end rather quickly. I wouldn't worry about status effects here unless they are deadly ones, such as Paralysis. Other than that, just ignore them and pound him into submission.

Melodia will be enraged at Malpercio losing, but the leaders make their presence at the battlefield. Duke Calbren will beg Melodia to stop, but she refuses. Then, the duke finally reveals something horrible about Melodia's past. He will tell Melodia about something that happened nine years ago. Apparently, Melodia was struck with a plague that killed her parents, and she was slowly fading. Nothing would work, and Melodia actually died. Yep, Melodia died nine years ago.

Duke Calbren couldn't live with the fact that his granddaughter was gone. He heard a voice that night that he could bring her back. So, Duke went down into the Labyrinth of Mirrors with Melodia's body. He then used the power of the End Magnus to revive her! And that's that.

You'd expect Melodia to be surprised, and she is. In fact, she's pissed that the duke couldn't just leave her to die in peace. Wow, make up your mind woman. In a blind rage, she flies into Malpercio's body and merges with him!

Malpercio also absorbs the power of the five Sibling Gods and turns into a superhuman version of the God of Destruction. He actually looks pretty cool, well cooler than his previous form. Malpercio then flies out of the castle and makes his way onto the roof. You can actually go back to the first floor and save at the blue flower. That would actually be the best move, so you can level up to around 73 or 74.

When you meet those requirements (or somewhere around that), return to the Throne Room of the Gods and go to the right. Ascend the stairs and open the

chest along the way for a Golden Helm. Save at the red flower along the way, then go up the next flight of stairs. My party for this fight was Kalas, Mizuti, and Gibari (I forgot to switch him out for Lyude, so use Lyude here).

My levels were as followed: Kalas was 74, Mizuti was 73, and Gibari was 73. (Lyude was 73 as well, but bah). Step onto the rooftop to meet up with super Malpercio. It is time to end this once and for all. This is the final confrontation with the God of Destruction, Malpercio.

=====
BOSS: Malpercio
=====

HP: 20000 Weak: Light (+80%) Strong: Dark (-80%)

Drop: None

This is definitely a difficult battle, but I may have gotten lucky; I beat Malpercio on my first try. I bet it was luck. Malpercio is nothing like the form that we just fought previously. He has all new attacks, and they suck even more than the last arsenal.

Malpercio has a nine-hit combo that can deal almost 2000 damage. That's bad enough on his own, but he also has seven-hit combos ending with one of two incredibly obnoxious finishers.

His first finisher is Dark Arrow, which will inflict every status effect in the game except Freeze and Headache. That is a major pain in the ass. If you have the Broken Ocean's Mirror, which has a 100% resistance to all status effects, use it on the seventh hit to come out clean. I happened to get it twice during the attack.

One spell that seems to piss EVERYONE off (they have a good reason to be mad) is Seal of Entrophy. When Malpercio uses this (he'll probably use it twice or three times during the battle), he will change his element. That means he has all new strengths and weaknesses.

Look at the colors and effects when he uses it. Blue bubbles means he's Water and fire means he's well, Fire. Dark green circles means he's Chronos and light green rays means Malpercio is Wind. Black means he is Dark and of course, White light means he is Light. It's a major pain, since you'll pretty much have to change your whole battle strategy.

Make sure to attack Malpercio with as much Light Magnus at the start of the battle before he uses Seal of Entrophy. Like the last fight, it is very much possible to deal up to 4000 damage in one combo. Pay attention to Spirit Numbers and use them to your advantage. Heal any and all characters who are at 2000 health or below, since that's the danger zone. Salted Sweetfish, Peanuts, and Avocados help here.

Malpercio shows no signs of fatigue through the battle by his battle stance. The only real way to know if Malpercio is about to die is if he uses Enchanted Blade. Used at the end of a seven-hit combo, the attack will drain HP and add it to his own.

Not only that, but Malpercio will use the attack on all three characters. You MUST block the attacks or it's possible for Malpercio to gain as much as 4000

HP from that flurry of attacks. If you do block them all, then the attack will be rendered virtually useless.

20000 HP is a hell of a lot of HP, so the battle will take a long time, especially if Malpercio keeps changing his damn element. You might have to shuffle your deck twice or even three times during the fight. The battle is hard, but you can do it, even after a couple tries. I know, I beat Malpercio on my first try, so that's possible as well. Either way, Malpercio is a very worthy "final boss".

This next couple of paragraphs are filled with spoilers, so read at your own risk. I will go into pretty good detail, so watch out.

Once the battle ends, Kalas will tell Mizuti to use a spell to bind Malpercio. With that, he takes a leap of faith INTO Malpercio to help rescue Melodia from the gut of the evil god. With that, you are given another flashback of Fee dying. Yep, that's about the sixth time we've seen this cutscene. But there's more. Melodia shows up after and it turns out that she was the one who introduced Kalas to the Guardian Spirit.

Kalas will keep asking Melodia to snap out of things, and she is finally pulled out of the belly of the beast. Melodia is finally back to normal, and she has blue hair! Weird. Kalas and Melodia restore the three ancient artifacts and use its power to finally destroy Malpercio.

Malpercio is eviscerated, and the leaders reach the rooftop. The White Dragon and a ship arrives and the group jumps on, leaving Cor Hydrae to be sucked into another dimension. Finally, the battle is over. But wait! The continents are all being pulled down; they are falling to the ground!

Just as they are about to plummet to the ground, the spirits of the five Sibling Gods catch each of the five continents. They freeze over, and the land of the skies become one with the Earth.

Back in Komo Mai, the party and the leaders have a celebration feast. Kalas talks to each of the leaders and party members, learning about their futures.

It's pretty funny; Lyude is asked to be the new leader of Alford and Savyna decided to be a chef. Once the party wraps up, Kalas returns to Sadal Suud and meets up with Xelha in Moonguile Forest. They have a long talk with Kalas asking Xelha why she didn't tell him that she was the queen of Wazn. The conversation is cut off by a strange force and a familiar voice. Geldoblame?!

Yes, Geldoblame is back. In fact, he never left, since according to him, he "is the Earth". I don't know how it happened, but he is. His menacing face comes out of the ground and challenges the two to one final battle.

Yep, another fight. Don't worry, it's a joke. Keep attacking with Kalas and Xelha, ignoring the cards used. Wait until Kalas gets a Spirit Attack and use it. The battle will end immediately after, and Geldoblame will finally be ridden of the universe.

After that strange interruption, the two get back to their talk. Kalas asks Xelha why she is considered the "Last Ice Queen". After a shocking turn of events, Xelha proclaims that she IS the ocean. Xelha says the ocean is inside of her and asks Kalas and the Guardian Spirit to help remove it from here.

Kalas refuses, knowing it will kill her. Xelha promises that she will never leave him. Still, he goes along with it and releases the ocean from Xelha.

As Xelha lay dying, she confesses to Kalas that she never gave up on him, because she was in love with him. She just wanted the two of them to be a couple for the whole time. After that, Xelha dies in Kalas's arms. And for the first time, it rains.

The rain continues for an everlasting time, until the land floods and an ocean is created. The ocean has finally appeared on the Earth. Not only that, but all the Greythornes of the world come unto one point, and they all merge to form...a whale. The whale falls into the ocean and begins its life.

Kalas and the rest of the party meets up in the Shrine of the Spirits, also with many of the supporting cast. Not long after, two boys run over to Kalas and tell him that they found Xelha's pendant on the beach and that you can hear the ocean if you put your ear up to it. Kalas does so, and a surge of water pours out of the pendant.

The water forms into a being; none other than Xelha. She hugs Kalas and tells him that she promised never to leave him. The group rejoices and turns to the Guardian Spirit. The party thanks and says their final goodbye to the Guardian Spirit as the screen fades.

And that wraps up Baten Kaitos: Eternal Wings and the Lost Ocean. I hope you enjoyed the game and my guide! Later folks!

[7] CONSTELLATION MAGNUS

[0700]

I will list all of the Constellation Magnus and where to find them.

If you enter the church and talk to the man south of the entrance, he will ask for your help in retrieving Constellation Magnus from around the world.

=== DRACO =====

Found: Moonguile Forest

Notes: Found after defeating the Sabre Dragon.

=== VELA =====

Found: Moonguile Forest

Notes: Dropped by Shawras; fight them until one drops it.

=== PUPPIS =====

Found: Cebalrai

Notes: Enter the house to the right of the shop and talk to the woman. Give her Pow Milk and she will give it to you.

=== AQUARIUS =====

Found: Pherkad

Notes: Give Pristine Water to the woman inside the first house on the right and she will give it to you.

=== PYXIS =====

Found: Pherkad

Notes: There are several children found at the entrance of the city. Talk to the one staring at the ground to receive the Magnus.

=== CARINA =====

Found: Nashira

Notes: Go inside the house to the left of the shop and check the drawer on the right side of the room to find it.

=== CYGNUS =====

Found: Cloud Passage

Notes: Found in a chest in the Cloud Passage, right before fighting the Iron Beetle I.

=== HYRDA =====

Found: Castle Elnath

Notes: After defeating the Iron Beetle V, help the knights clean up the castle and one of them will give it to you.

=== PISCES =====

Found: Lesser Celestial River

Notes: Found after defeating the Thunderfish.

=== TRIANGULUM =====

Found: Cloud Passage

Notes: Dropped by Albireos; fight them until one drops it.

=== AURIGA =====

Found: Anuenue Port

Notes: Enter the house on the port and examine the dresser in the back of the room to find it.

=== TAURUS =====

Found: Ancient Library of Magic

Notes: From the entrance, enter the second room on the left. The Magnus is found in the back end of the room.

=== EQUUELEUS =====

Found: Holoholo Jungle

Notes: There is a special area with several chests (resort to walkthrough for detailed directions). It is found in one of the chests.

=== LUPUS =====

Found: Opu

Notes: Examine the plants behind the gears in the first house to find it.

=== PERSEUS =====

Found: Opu

Notes: Talk to the little girl next to the blue save flower and she will give the Magnus to you.

=== URSA MAJOR =====

Found: Celestial Tree

Notes: Dropped by Blood Leafs; fight them until one drops it.

=== CRATER =====

Found: Celestial Tree

Notes: Examine the tent to the right at the base of the tree to find it.

=== ANDROMEDA =====

Found: Outer Dimension

Notes: Found after defeating Gnosis.

=== CORONO BOREALIS =====

Found: Shrine of the Spirits

Notes: Found in one of the treasure chests in the Shrine of the Spirits.

=== PISCIS AUSTRALIS =====

Found: Balancoire

Notes: Found in Duke Calbren's manor. Head to the museum and examine the drum set to obtain the Magnus.

=== CORONA AUSTRALIS =====

Found: Labyrinth of Mirrors

Notes: Found on the second floor in the labyrinth. Refer to the ASCII map in the walkthrough for more details.

=== VIRGO =====

Found: Shrine of the Spirits
Notes: Found after defeating Sikri.

=== HERCULES =====

Found: Shrine of the Spirits
Notes: Dropped by Rays; fight them until one drops it.

=== CEPHUES =====

Found: Shrine of the Spirits
Notes: Dropped by Fillers; fight them until one drops it.

=== CAPRICORNUS =====

Found: Labyrinth of Mirrors
Notes: Found after defeating Phantasm.

=== ARA =====

Found: Mintaka
Notes: Enter the Imperial Quarters (building on the left on the second screen) and examine the pots to find it.

=== LEPUS =====

Found: Azha
Notes: Look for a secret passage in between the second and third caves. The Magnus is found at the end of the long passage.

=== SERPENS =====

Found: Mintaka
Notes: Head into Dr. Georg's house (near entrance to the Lava Caves) and examine the barrel to find it.

=== OPHIUCHUS =====

Found: Shrine of the Winds
Notes: Found after defeating Naiad.

=== CANCER =====

Found: Balancoire
Notes: Found after defeating Thalassa.

=== LYRA =====

Found: Celestial Tree
Notes: Found after defeating Despina.

=== LIBRA =====

Found: Lava Caves
Notes: Found after defeating Galatea.

=== DELPHINUS =====

Found: Ice Cliffs
Notes: Dropped by Flobos; fight them until one drops it.

=== SAGITTA =====

Found: Komo Mai
Notes: Enter Corellia's Palace and give Pow Milk Yogurt to the soldier on the right to get the Magnus.

=== LEO =====

Found: Wazn
Notes: Found in a treasure chest in Wazn.

=== SAGITTARIUS =====

Found: Cursa
Notes: Examine the altar in the back of the ritual room.

=== URSA MINOR =====

Found: Cursa
Notes: Examine the big frozen fish in one of the shops.

=== SCORPIUS =====

Found: Imperial Fortress
Notes: Go through the hole in the wall on the fourth floor of the fortress.

=== PEGASUS =====

Found: Labyrinth of Dur
Notes: Examine the fallen man in one of the hallways to find it.

=== ARIES =====

Found: Algorab
Notes: Enter the mayor's house and examine one of the jars next to the bed.

=== CASSIOPEIA =====

Found: Algorab

Notes: Go inside the house on the top right and examine one of the shelves.

=== GEMINI =====

Found: Zosma Tower

Notes: Found after defeating Agyo and Ungyo.

=== BOOTES =====

Found: Gemma Village

Notes: Go into the house with the cluckers in it (walk up the right set of stairs and enter the house to the right) and talk to the man inside.

=== CENTAURUS =====

Found: Nihal Desert

Notes: At the entrance of the desert, examine the barrels on the left.

=== CANIS MINOR =====

Found: Celestial Alps

Notes: Found at the entrance of the Celestial Alps. Go up the hill to find it inside the treasure chest.

=== CORVUS =====

Found: Greater Celestial River

Notes: Found inside a chest hidden beneath the red save flower.

=== ERIDANUS =====

Found: Greater Celestial River

Notes: Found after defeating Brolokis.

=== AQUILA =====

Found: Zosma Tower

Notes: After solving the puzzle on the third basement of the tower, open the nearby treasure chest to obtain the Magnus.

=== CETUS =====

Found: Church

Notes: Return to the church and talk to the man who gave you the task. Ask him about the next Constellation Magnus a couple times, and eventually he'll give it to you. He will only give the Magnus to you if you have already returned the previous 49. Simply give the Cetus Magnus back to him to complete the sidequest.

Once you have returned all 50 Constellation Magnus, you will be given several nice rewards: the Pegasus Cloak Magnus, Golden Anklet, Crystal Helm, Pendulum

I will list all of the family members needed to sign Quzman's family tree.

In order to start the sidequest, go to Pherkad and enter the second area. Go inside the house and talk to the old man. You learn that he is to die soon, and he wants all of his family members to sign his family tree before his time runs out.

=== TAYMIYA ===

Found: Pherkad

Notes: Talk to Quzman's wife after speaking with the man himself. She should be the first person to sign the family tree.

=== USAYBIA ===

Found: Pherkad

Notes: Later in the game, return to Quzman's house in Pherkad. After checking out the picture of Quzman's ex-wife, he will sign it for you.

=== HAWQAL ===

Found: Moonguile Forest

Notes: In the area right before where the Lord of the Springs was found, help the man catch the bluebirds for you. He will sign the tree afterwards.

=== SURAYJ ===

Found: Cebalrai

Notes: Speak with the woman in the stable, next to the Pows and she will sign it for you.

=== RUSHD ===

Found: Pherkad

Notes: Go to the docks in Pherkad and talk to the little girl sitting on the fence. Give her the dead bluebird and she will sign it for you.

=== SABIN ===

Found: Pherkad

Notes: Talk to the man next to Rushd to make him sign. If Nubata already signed the family tree, then you must give Sabin the Naughty Novel. It can be found on a table in Quzman's house.

=== SALLAM =====

Found: Pherkad

Notes: After both Rushd and Sabin have signed, talk to the little boy running around the docks and he will sign the family tree as well.

=== AL-ATHIR =====

Found: Lord's Mansion

Notes: Enter the kitchen in the Lord's Mansion and talk to the girl. She will only sign if you give her Pow Milk Cheese. To get it, have some Pow Milk stand over time.

=== MAYMUN =====

Found: Nashira

Notes: Talk to the woman on the second floor of the warehouse and she will sign the family tree for you.

=== RUSTAH =====

Found: Lesser Celestial River

Notes: After defeating the Thunderfish, enter the several areas behind the area where you fought it. You will find two boys drowning. Save the one closest to you and he will sign the family tree.

=== HISHAM =====

Found: Lesser Celestial River

Notes: Walk past Rustah to find another drowning boy. Save him as well and he will gladly sign the family tree.

=== QUTAYBA =====

Found: Cloud Passage

Notes: After saving the two drowning boys, talk to the man in the Cloud Passage and he will sign it for you.

=== TUFAYR =====

Found: Ancient Library of Magic

Notes: After defeating Folon, return to the Philosophy room and talk to the man. He will then sign the family tree for you.

=== TULUN =====

Found: Komo Mai

Notes: Enter the right side of the School of Magic and go inside the first room. Talk to the girl against the wall. If Tufayr signed the family tree, then she will also sign it.

=== NUBATA =====

Found: Parnasse

Notes: Talk to the fat man lying on the ground. If Sabin signed it, then you'll need to give him a Roasted Bird for him to sign it. In order to get one, cook a Bluebird in one of Trill's ovens.

=== MISJAH =====

Found: Reverence

Notes: Talk to the woman standing on the bridge. In order to get her to sign the family tree, you must give her the Terrible Painting. It is found in one of the drawers in Quzman's house.

=== QASIM =====

Found: Mintaka

Notes: Talk to the man donned in black standing near the docks and he will sign the family tree for you.

=== YAMIN =====

Found: Cursa

Notes: In Cursa, speak with the woman standing next to the shop. She will sign it only if Usaybia has already done so.

=== YUNUS =====

Found: Ice Cliffs

Notes: Talk to the father in the Ice Cliffs who is searching for his daughter. Head to the next area below, then take the right path and stay to the left. You should find the girl at a dead end. She'll only sign if Yamin has already done so.

=== GABIROL =====

Found: Ice Cliffs

Notes: After finding Yunus, talk to her father again and he will sign it.

=== BAJJA =====

Found: Pherkad

Notes: After the previous three people have signed it, return to Quzman's house and talk to Yamin. She will sign the family tree for Bajja.

=== BATTUTA =====

Found: Labyrinth of Dur

Notes: Head to the dead end in the labyrinth and talk to the man. He will then sign the family tree for you.

=== WAHSHIYAH =====

Found: Gemma Village

Notes: Enter Gemma Village and talk to the elderly woman standing near the entrance to get her to sign it.

=== AL-KHATIB =====

Found: Celestial Alps

Notes: After defeating the trio of Giacomo, Ayme, and Folon, talk to the woman at the entrance. Talk to the woman and her daughter until the girl asks you to push her up to the cliff. Do so, then she will sign it.

=== AL-RUMI =====

Found: Celestial Alps

Notes: She will sign the family tree for you after you've pushed her daughter up to the cliff.

=== TUMART =====

Found: Illusory Fortress of the Book

Notes: In the Illusory Fortress of the Book, enter the second room and head through the second door on the right. Save the man inside and he will sign the family tree for you.

=== KEMAL =====

Found: Pherkad

Notes: After saving Tumart, return to Quzman's house and talk to Tumart. He'll sign the family tree for Kemal.

=== ZHUR =====

Found: Nihal Desert

Notes: From the entrance, go west three times to find a woman buried in the sand. Give her Pristine Water and she'll sign.

=== ASAKIR =====

Found: Nunki Valley

Notes: After saving Zhur, go to Nunki Valley and talk to the man training under the waterfall and he will sign the family tree.

=== MAJA =====

Found: Pherkad

Notes: After Asakir has signed, go back to Quzman's house and talk to Asakir. He will sign the family tree for Maja.

=== RABBIH =====

Found: Zosma Tower

Notes: Go to the fourth floor of the tower and talk to the man. He will only sign if you bring him Delinquency Stones. You can find them on the first floor. Bring them to him and he will sign.

After all 31 people have signed the family tree and Quzman has passed away, talk to his wife. She will give you Sorcerer's Seal, Silver Ash, Voice 4, Aurora Constellation Magnus, Endeavoring Woman, Fairy Shield, and Platinum Earrings. Equip the latter to Lyude immediately. Well, that's the end of another sidequest!

=====

[9] ANIMALS

[0900]

=====

Here, I'll list all of the animals needed for the Wazn Animal Quest.

In order to start the sidequest, go to the Ice Castle of Wazn (located in Kaffaljidhma), and go to the second floor. Talk to the woman in the room to the left and she will ask you to bring her various animals scattered around the continents.

=== BUNNYCAT =====

Found: Imperial Fortress

Notes: This animal is found in the second visit in the Imperial Fortress. Enter the hallway on the second floor and head into the room. Talk to the soldier for him to give you a Bunnycat.

=== CAPLIN (WHITE) =====

Found: Celestial Alps

Notes: Make your way to the hut at the peak of the mountain. You should be able to spot a group of white sheep-looking animals. Take one.

=== CAPLIN (BLACK) =====

Found: Celestial Alps

Notes: You can also find these next to the hut. They are hidden in the bushes to the far left of the hut, past the White Caplins.

=== CLOUDGULL =====

Found: Pherkad

Notes: Talk to the man standing next to Quzman's house and he will give a Cloudgull to you.

=== CLUCKER =====

Found: Gemma Village

Notes: Speak to the woman standing in the middle of the house to the right.

She will give you one of the Cluckers running around.

=== FANTAIL DUCKLING =====

Found: Cebalrai

Notes: Talk to the girl next to Dr. Lakirush's house and she will give you a Fantail Duckling.

=== FANTAIL DUCK (REGULAR) =====

Found: Cebalrai

Notes: Talk to the girl next to Dr. Lakirush's house and she will give you a Regular Fantail Duck.

=== FANTAIL DUCK (WHITE) =====

Found: Cebalrai

Notes: Talk to the girl next to Dr. Lakirush's house and she will give you a white Fantail Duck.

=== FLUFFPUP =====

Found: Mintaka

Notes: Enter the house next to the dock and talk to the girl. She will offer you a Fluffpup.

=== HOG RAT =====

Found: Balancoire

Notes: Enter Duke Calbren's manor and make your way to the entrance to the Labyrinth of Mirrors. Climb down the ladder into the water to find a bunch of Hograts.

=== KOA MONKEY =====

Found: Lord's Mansion

Notes: Make your way into Lord Rodolfo's mansion. Enter one of the guest rooms to find a Koa Monkey sitting on a table. Talk to the maid and she will beg you to take it.

=== OLIFANT =====

Found: Nihal Desert

Notes: You will find Olifants located in an oasis. To reach there, go west two times from the entrance to the desert.

=== PIGEON =====

Found: Celestial Tree

Notes: Once at the base of the Celestial Tree, you will find pigeons near the back of the tree near the tents.

=== POLLYWHALE =====

Found: Balancoire

Notes: From where you got the Hograts (at the entrance to the Labyrinth of Mirrors), go south of the sewer to exit Duke Calbren's Manor. Follow the canal to find a Pollywhale at the end.

=== PRANCER =====

Found: Cebalrai

Notes: Head into the stables and talk to the man in the bottom-left corner. He will then give away a Prancer to you.

=== POW =====

Found: Cebalrai

Notes: After getting a Prancer, exit the stable and re-enter. Talk to the same man to receive a Pow.

=== WATERLARK =====

Found: Opu

Notes: Go over to Mayfee's house and look on the left side of the home to find a hidden ladder. Climb on top of her house and you'll find a group of Waterlarks near the waterwheel.

Once you present the woman with all of the animals, she will reward you with a Pegasus Anklet and an Endeavoring Woman Magnus. Yipee!

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[10] BESTIARY [1000]

=====

ENEMIES [1010]

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+-----+-----+-----+-----+	
ACHERON	FOUND: Holoholo Jungle
+-----+-----+-----+-----+	
HP: 380 AGL: 51 EXP: 68	A mollusk-type creature with a shell
PHOTO: 2.5 stars	on its back. It can't bundle its
Fire: +60 Light: 0 Wind: 0	four legs into its shell, but it has
Water: -60 Dark: 0 Chrono: 0	great defensive strength.
+-----+-----+-----+-----+	
Death: 0	Sleep: 0 Paralysis: 0 Freeze: 0
Flame: 0	Poison: 0 Headache: 0 Confusion: 0
+-----+-----+-----+-----+	

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+-----+-----+
| ALAVARUM | FOUND: Illusory Fortress of the Book |
+-----+-----+
| HP: 1420   AGL: 159   EXP: 8200 | Humanoid Guardian, protector of the |
|-----| labyrinth. Created by ancient |
| PHOTO: 2 stars | magicians, this guardian doesn't |
|-----| discriminate good or evil. |
| Fire: +30  Light: -30  Wind: -30 | |
| Water: -30  Dark: +30  Chrono: +30 | |
+-----+-----+
| Death: 0           Sleep: 100           Paralysis: 100           Freeze: 0 |
| Flame: 0           Poison: 0             Headache: 0             Confusion: 50 |
+-----+-----+

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+-----+-----+
| ALBIREO | FOUND: Cloud Passage |
+-----+-----+
| HP: 155   AGL: 38   EXP: 20 | An odd creature found in Diadem. |
|-----| Everything except the head is |
| PHOTO: 2.5 stars | covered in slimy mucous. Stinky, |
|-----| slimy, yet surprisingly tasty! |
| Fire: 0   Light: 0   Wind: -50 | |
| Water: 0   Dark: 0   Chrono: +50 | |
+-----+-----+
| Death: 0           Sleep: 0           Paralysis: 0           Freeze: 0 |
| Flame: 0           Poison: 0           Headache: 0           Confusion: 0 |
+-----+-----+

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+-----+-----+
| ALMANEK | FOUND: Garden of Death |
+-----+-----+
| HP: 1300  AGL: 130  EXP: 5820 | Powerful monster created by evil |
|-----| gods during an ancient war. It lost |
| PHOTO: 3 stars | its master long ago, and has been |
|-----| lashing out in fury ever since. |
| Fire: 0   Light: +80  Wind: 0 | |
| Water: 0   Dark: -80  Chrono: 0 | |
+-----+-----+
| Death: 50          Sleep: 0           Paralysis: 0           Freeze: 0 |
| Flame: 0           Poison: 0           Headache: 0           Confusion: 0 |
+-----+-----+

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+-----+-----+
| APOLLION | FOUND: Cor Hydrae Castle |
+-----+-----+
| HP: 2700  AGL: 200  EXP: 15600 | Servant of the gods in charge of |
|-----| guarding the castle. Its enormous |
| PHOTO: 2.5 stars | spiked morningstar even strikes fear |
|-----| in the hearts of creatures lurking |
| Fire: 0   Light: +30  Wind: 0 | around the castle. |
| Water: 0   Dark: -30  Chrono: 0 | |
+-----+-----+
| Death: 70          Sleep: 0           Paralysis: 0           Freeze: 0 |
| Flame: 0           Poison: 0           Headache: 0           Confusion: 0 |
+-----+-----+

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+-----+-----+
| ARACHNID | FOUND: Ice Cliffs |
+-----+-----+
| HP: 680   AGL: 125   EXP: 960 | Crystal creature found in the Ice |
|-----| Lands. It covers itself with ice by |
| PHOTO: 2.5 stars | releasing cold air from all over its |
|-----| body! |
| Fire: +80  Light: -30  Wind: 0 |
| Water: -80  Dark: +30  Chrono: 0 |
+-----+-----+
| Death: 0           Sleep: 0           Paralysis: 50           Freeze: 100 |
| Flame: 0           Poison: 0           Headache: 0           Confusion: 0 |
+-----+-----+

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+-----+-----+
| BADWIN | FOUND: Celestial Alps |
+-----+-----+
| HP: 1100  AGL: 151   EXP: 8000 | Blood-sucking creature that lives in |
|-----| the mountains. Stronger than its |
| PHOTO: 2.5 stars | relative, the Shawra, as it must |
|-----| survive in harsh environments. |
| Fire: 0   Light: 0   Wind: -50 |
| Water: 0   Dark: 0   Chrono: +50 |
+-----+-----+
| Death: 0           Sleep: 50           Paralysis: 0           Freeze: 0 |
| Flame: 0           Poison: 0           Headache: 0           Confusion: 0 |
+-----+-----+

```

```

+-----+-----+
| BAR-MOOL | FOUND: Labyrinth of Dur |
+-----+-----+
| HP: 1040  AGL: 115   EXP: 3070 | An amphibious creature that lives in |
|-----| humid areas. It doesn't need much |
| PHOTO: 2.5 stars | water to survive. Tasty. |
|-----| |
| Fire: +50  Light: 0   Wind: +30 |
| Water: -50  Dark: 0   Chrono: -30 |
+-----+-----+
| Death: 0           Sleep: 0           Paralysis: 0           Freeze: 0 |
| Flame: 0           Poison: 0           Headache: 0           Confusion: 0 |
+-----+-----+

```

```

+-----+-----+
| BAUGANUM | FOUND: Labyrinth of Dur |
+-----+-----+
| HP: 1170  AGL: 120   EXP: 3870 | Fearful animal that hunts intruders |
|-----| in the old ruins. |
| PHOTO: 2.5 stars | |
|-----| |
| Fire: +50  Light: 0   Wind: 0 |
| Water: -50  Dark: 0   Chrono: 0 |
+-----+-----+
| Death: 0           Sleep: 0           Paralysis: 0           Freeze: 0 |
| Flame: 0           Poison: 0           Headache: 0           Confusion: 0 |
+-----+-----+

```

BEBERUM		FOUND: Mintaka Empire	
HP: 860	AGL: 116	EXP: 2145	This Imperial soldier was
PHOTO: 4 stars		transformed by the powers of	
Fire: -20		Light: +80	Wind: 0
Water: +20		Dark: -80	Chrono: 0
Death: 0		Sleep: 0	Paralysis: 50
Flame: 0		Poison: 0	Headache: 0
		Freeze: 0	
		Confusion: 0	
+-----+-----+-----+-----+			
BLOOD LEAF		FOUND: Celestial Tree	
HP: 360	AGL: 75	EXP: 98	Vampiric creature found in Anuenue's
PHOTO: 2.5 stars		large colonial trees. Its narrow	
Fire: 0		Light: 0	Wind: -80
Water: 0		Dark: 0	Chrono: +80
Death: 0		Sleep: 0	Paralysis: 0
Flame: 0		Poison: 0	Headache: 0
		Freeze: 0	
		Confusion: 0	
+-----+-----+-----+-----+			
BREACHER		FOUND: Zosma Tower	
HP: 1600	AGL: 155	EXP: 8600	Two-headed animal that reigns as
PHOTO: 2 stars		king of the animals in the ancient	
Fire: -75		Light: 0	Wind: 0
Water: +75		Dark: 0	Chrono: 0
Death: 0		Sleep: 0	Paralysis: 0
Flame: 100		Poison: 0	Headache: 0
		Freeze: 0	
		Confusion: 0	
+-----+-----+-----+-----+			
CANCERITE		FOUND: Lesser Celestial River	
HP: 130	AGL: 33	EXP: 16	Human-shaped amphibious creature
PHOTO: 2.5 stars		found lurking by the riverside.	
Fire: +50		Light: 0	Wind: 0
Water: -50		Dark: 0	Chrono: 0
Death: 0		Sleep: 0	Paralysis: 0
Flame: 0		Poison: 0	Headache: 0
		Freeze: 20	
		Confusion: 0	
+-----+-----+-----+-----+			

```

+-----+-----+
| CERATOBUS | FOUND: Lava Caves |
+-----+-----+
| HP: 760   AGL: 55   EXP: 780 | Fierce animal found in volcanoes. |
|-----| Shoots flames from its body, never |
| PHOTO: 4.5 stars | burning itself. Maybe you can grill |
|-----| it up. |
| Fire: -100 Light: 0   Wind: 0 |
| Water: +100 Dark: 0   Chrono: 0 |
+-----+-----+
| Death: 0   Sleep: 0   Paralysis: 0   Freeze: 100 |
| Flame: 100 Poison: 0   Headache: 0   Confusion: 0 |
+-----+-----+

```

```

+-----+-----+
| CONTAMINATED WALKER | FOUND: Imperial Fortress |
+-----+-----+
| HP: 920   AGL: 118   EXP: 2445 | This mechanical soldier is a product |
|-----| of Imperial science and engineering. |
| PHOTO: 2 stars | Its functions have been enhanced by |
|-----| a wicked power of some sort. |
| Fire: -20 Light: +20   Wind: +20 |
| Water: +20 Dark: -20 Chrono: -20 |
+-----+-----+
| Death: 100   Sleep: 0   Paralysis: 0   Freeze: 0 |
| Flame: 0   Poison: 0   Headache: 100   Confusion: 100 |
+-----+-----+

```

```

+-----+-----+
| CORRUPTED WALKER | FOUND: Imperial Fortress |
+-----+-----+
| HP: 820   AGL: 115   EXP: 1920 | Robotic soldier build with Imperial |
|-----| technology. its offensive and |
| PHOTO: 2.5 stars | defensive power has been enhanced by |
|-----| an evil force. |
| Fire: -20 Light: +20   Wind: +20 |
| Water: +20 Dark: -20 Chrono: -20 |
+-----+-----+
| Death: 100   Sleep: 0   Paralysis: 0   Freeze: 0 |
| Flame: 0   Poison: 0   Headache: 100   Confusion: 0 |
+-----+-----+

```

```

+-----+-----+
| CRYSTAL SPIDER | FOUND: Labyrinth of Mirrors |
+-----+-----+
| HP: 540   AGL: 88   EXP: 278 | Crystalline creature from another |
|-----| dimension. Its hard body is |
| PHOTO: 2.5 stars | difficult to shatter. Very powerful. |
|-----| |
| Fire: +30 Light: -50   Wind: 0 |
| Water: -30 Dark: +50 Chrono: 0 |
+-----+-----+
| Death: 0   Sleep: 0   Paralysis: 0   Freeze: 100 |
| Flame: 0   Poison: 0   Headache: 0   Confusion: 0 |
+-----+-----+

```

```

+-----+-----+
| CURSED GRIMOIRE | FOUND: Ancient Library of Magic |
+-----+-----+
| HP: 290   AGL: 46   EXP: 53 | An old evil book made more evil with |
|-----| the evil power. Great evil power |
| PHOTO: 2.5 stars | dwelled evilly in this strong, evil |
|-----| book, but now it's really, really |
| Fire: +30  Light: -30  Wind: -30 | evil. |
| Water: -30  Dark: +30  Chrono: +30 | |
+-----+-----+
| Death: 0           Sleep: 50           Paralysis: 0           Freeze: 0 |
| Flame: 0           Poison: 0           Headache: 0           Confusion: 0 |
+-----+-----+

```

```

+-----+-----+
| CURSED SPELL BOOK | FOUND: Ancient Library of Magic |
+-----+-----+
| HP: 225   AGL: 44   EXP: 47 | An old spell book animated by the |
|-----| powers of darkness. It eats small |
| PHOTO: 2.5 stars | animals and insects. Digestive |
|-----| system unknown. |
| Fire: +30  Light: -30  Wind: -30 | |
| Water: -30  Dark: +30  Chrono: +30 | |
+-----+-----+
| Death: 0           Sleep: 0           Paralysis: 0           Freeze: 0 |
| Flame: 0           Poison: 0           Headache: 0           Confusion: 50 |
+-----+-----+

```

```

+-----+-----+
| DEMONIC HANDS | FOUND: Cor Hydrae Castle |
+-----+-----+
| HP: 1900  AGL: 187  EXP: 9600 | A very peculiar life-form resembling |
|-----| a spider. They say a demon's hands |
| PHOTO: 2 stars | were cut off as punishment. Those |
|-----| hands then developed a will! Creepy. |
| Fire: 0    Light: +50  Wind: -20 | |
| Water: 0    Dark: -50  Chrono: +20 | |
+-----+-----+
| Death: 0           Sleep: 0           Paralysis: 50           Freeze: 0 |
| Flame: 0           Poison: 0           Headache: 0           Confusion: 0 |
+-----+-----+

```

```

+-----+-----+
| DEVIL CLAWS | FOUND: Celestial Tree |
+-----+-----+
| HP: 225   AGL: 44   EXP: 47 | A huge insect that nests in |
|-----| Anuenue's giant trees. So violent |
| PHOTO: 2.5 stars | that those who attempt to catch it |
|-----| may be killed. Fry up this big bug |
| Fire: -30  Light: 0    Wind: -20 | for an excellent meal! |
| Water: +30  Dark: 0    Chrono: +20 | |
+-----+-----+
| Death: 0           Sleep: 0           Paralysis: 50           Freeze: 0 |
| Flame: 0           Poison: 0           Headache: 0           Confusion: 0 |
+-----+-----+

```

```

+-----+-----+
| DEVILISH HANDS | FOUND: Mystical Garden |
+-----+-----+
| HP: 600 AGL: 79 EXP: 172 | A very peculiar life-form resembling |
|-----| a spider. They say a demon's hands |
| PHOTO: 2.5 stars | were cut off as punishment. Those |
|-----| hands then developed a will! Creepy. |
| Fire: -20 Light: +20 Wind: +20 | |
| Water: +20 Dark: -20 Chrono: -20 | |
+-----+-----+
| Death: 0 Sleep: 0 Paralysis: 50 Freeze: 0 |
| Flame: 0 Poison: 0 Headache: 0 Confusion: 0 |
+-----+-----+

```

```

+-----+-----+
| DIABOLOS | FOUND: Cor Hydrae Castle |
+-----+-----+
| HP: 2000 AGL: 192 EXP: 10700 | Low-ranking magical creature that |
|-----| wanders about the castle. Although |
| PHOTO: 2 stars | it's not so tough, its power |
|-----| shouldn't be taken lightly since |
| Fire: +30 Light: +50 Wind: -20 | it's allowed to live in Cor Hydrae. |
| Water: -30 Dark: -50 Chrono: +20 | |
+-----+-----+
| Death: 0 Sleep: 100 Paralysis: 100 Freeze: 50 |
| Flame: 0 Poison: 0 Headache: 0 Confusion: 0 |
+-----+-----+

```

```

+-----+-----+
| DOOMER | FOUND: Nunki Valley |
+-----+-----+
| HP: 45 AGL: 19 EXP: 7 | Enigmatic flame-filled creature that |
|-----| roams through the valley. A fairly |
| PHOTO: 4.5 stars | common sight. it's known to swallow |
|-----| wind attacks. |
| Fire: -100 Light: 0 Wind: 0 | |
| Water: +100 Dark: 0 Chrono: 0 | |
+-----+-----+
| Death: 0 Sleep: 0 Paralysis: 0 Freeze: 0 |
| Flame: 100 Poison: 0 Headache: 0 Confusion: 0 |
+-----+-----+

```

```

+-----+-----+
| ELITE IMPERIAL GUARD | FOUND: Mintaka City |
+-----+-----+
| HP: 585 AGL: 97 EXP: 426 | Senior soldier and guard of the |
|-----| Imperial city. Popular among women |
| PHOTO: 2.5 stars | because of his dignified look, |
|-----| stable income, and nice uniform. Of |
| Fire: -30 Light: +50 Wind: 0 | course, very strong! |
| Water: +30 Dark: -50 Chrono: 0 | |
+-----+-----+
| Death: 0 Sleep: 0 Paralysis: 0 Freeze: 0 |
| Flame: 0 Poison: 0 Headache: 0 Confusion: 0 |
+-----+-----+

```

```

+-----+-----+
| FILLER | FOUND: Shrine of the Spirits |
+-----+-----+
| HP: 480   AGL: 95   EXP: 213 | Energy-sucking creature which seems |
|-----| to exist between two dimensions. |
| PHOTO: 2.5 stars | Many have spotted this creature in |
|-----| areas rich in folklore. Stabs |
| Fire: 0   Light: -50   Wind: 0 | victims with a needle to suck the |
| Water: 0   Dark: +50   Chrono: 0 | life out. |
+-----+-----+
| Death: 0   Sleep: 0   Paralysis: 0   Freeze: 0 |
| Flame: 0   Poison: 0   Headache: 50   Confusion: 0 |
+-----+-----+

```

```

+-----+-----+
| FLOBO | FOUND: Ice Cliffs |
+-----+-----+
| HP: 720   AGL: 120   EXP: 1090 | Strange flying creature found in the |
|-----| Ice Cliffs. Everything but the head |
| PHOTO: 2 stars | is covered in mucous. Its fat tastes |
|-----| great! |
| Fire: +60   Light: 0   Wind: -30 | |
| Water: -60   Dark: 0   Chrono: +30 | |
+-----+-----+
| Death: 0   Sleep: 0   Paralysis: 0   Freeze: 0 |
| Flame: 0   Poison: 0   Headache: 50   Confusion: 0 |
+-----+-----+

```

```

+-----+-----+
| FLOOMER | FOUND: Ice Cliffs |
+-----+-----+
| HP: 720   AGL: 155   EXP: 1570 | Mysterious flame-filled creature |
|-----| that wanders the blustery Ice |
| PHOTO: 3.5 stars | Cliffs. Its flames are actually |
|-----| incredibly frigid and cause |
| Fire: +100   Light: 0   Wind: -30 | frostbite if touched. |
| Water: -100   Dark: 0   Chrono: +30 | |
+-----+-----+
| Death: 0   Sleep: 0   Paralysis: 0   Freeze: 100 |
| Flame: 0   Poison: 0   Headache: 0   Confusion: 0 |
+-----+-----+

```

```

+-----+-----+
| FOYTOW | FOUND: Lava Caves |
+-----+-----+
| HP: 560   AGL: 108   EXP: 605 | Huge insect that lives in volcanoes. |
|-----| Its long beak sucks the bodily |
| PHOTO: 2.5 stars | juices out of its prey. Moves much |
|-----| faster than it looks. |
| Fire: -80   Light: 0   Wind: -60 | |
| Water: +80   Dark: 0   Chrono: +60 | |
+-----+-----+
| Death: 0   Sleep: 0   Paralysis: 0   Freeze: 0 |
| Flame: 70   Poison: 0   Headache: 0   Confusion: 0 |
+-----+-----+

```

```

+-----+-----+
| GAGAREK                                     | FOUND: Mintaka Empire |
+-----+-----+
| HP: 790      AGL: 110      EXP: 1645 | This Imperial soldier used to be |
|-----| quite the lady's man, but ever since |
| PHOTO: 2 stars | his soul was touched by the power of |
|-----| the wicked gods, he just hasn't been |
| Fire: -20   Light: +80     Wind: 0   | himself. In fact, he's a full- |
| Water: +20  Dark: -80     Chrono: 0  | fledged monster. |
+-----+-----+
| Death: 0           Sleep: 0           Paralysis: 50           Freeze: 0 |
| Flame: 0           Poison: 0          Headache: 0           Confusion: 0 |
+-----+-----+

```

```

+-----+-----+
| GHOST CLAWS                                 | FOUND: Trail of Souls |
+-----+-----+
| HP: 315      AGL: 68       EXP: 123  | A huge insect that lives between |
|-----| dimensions. Truly a hideous bug that |
| PHOTO: 2.5 stars | eats its prey alive. |
|-----| |
| Fire: -60   Light: -60     Wind: -60 | |
| Water: -60  Dark: -60     Chrono: -60 | |
+-----+-----+
| Death: 0           Sleep: 0           Paralysis: 0           Freeze: 0 |
| Flame: 0           Poison: 100        Headache: 50          Confusion: 0 |
+-----+-----+

```

```

+-----+-----+
| GHOULISH SKIRMISHER                       | FOUND: Garden of Death |
+-----+-----+
| HP: 1120     AGL: 135     EXP: 5070 | An extremely powerful ghost residing |
|-----| in a corpse. The muscles have |
| PHOTO: 1.5 stars | deteriorated, but it's still very |
|-----| strong. Fight with caution. |
| Fire: 0      Light: +80    Wind: 0   | |
| Water: 0      Dark: -80    Chrono: 0  | |
+-----+-----+
| Death: 0           Sleep: 0           Paralysis: 50           Freeze: 0 |
| Flame: 0           Poison: 0          Headache: 0           Confusion: 0 |
+-----+-----+

```

```

+-----+-----+
| GORMER                                         | FOUND: Mystical Garden |
+-----+-----+
| HP: 450      AGL: 110     EXP: 159   | Mysterious flame-filled creature |
|-----| that wanders about mysterious places |
| PHOTO: 4.5 stars | in a mysterious atmosphere. Its |
|-----| flames look intense, but aren't so |
| Fire: -100  Light: 0       Wind: 0   | hot to the touch. |
| Water: +100 Dark: 0       Chrono: 0  | |
+-----+-----+
| Death: 0           Sleep: 0           Paralysis: 0           Freeze: 0 |
| Flame: 100        Poison: 0          Headache: 0           Confusion: 0 |
+-----+-----+

```

```

+-----+
| GRAY CANCERITE | FOUND: Shrine of the Spirits |
+-----+
| HP: 520      AGL: 75      EXP: 240 | Strange creature found lurking in |
|-----| the mystical forest. Looks a bit |
| PHOTO: 2.5 stars | spooky, but it's probably just a |
|-----| fairy, or is it? |
| Fire: +30  Light: -30  Wind: 0 | |
| Water: -30  Dark: +30  Chrono: 0 | |
+-----+
| Death: 0      Sleep: 0      Paralysis: 0      Freeze: 0 |
| Flame: 0      Poison: 0      Headache: 0      Confusion: 0 |
+-----+

```

```

+-----+
| GUL-BAR-MOOL | FOUND: Zosma Tower |
+-----+
| HP: 1150     AGL: 145     EXP: 7620 | An amphibious creature that lives in |
|-----| and around old ruins. Unlike others |
| PHOTO: 2.5 stars | of its kind, it contains no poison. |
|-----| But it tastes awful! |
| Fire: +50  Light: +30  Wind: 0 | |
| Water: -50  Dark: -30  Chrono: 0 | |
+-----+
| Death: 50      Sleep: 0      Paralysis: 0      Freeze: 0 |
| Flame: 0      Poison: 0      Headache: 0      Confusion: 0 |
+-----+

```

```

+-----+
| IMPERIAL BLACKHELM | FOUND: Castle Elnath |
+-----+
| HP: 280      AGL: 42      EXP: 38 | Well-trained, highly skilled soldier |
|-----| of the Imperial Army. Other soldiers |
| PHOTO: 2 stars | refer to them in awe as part of the |
|-----| "Dark Unit". |
| Fire: 0      Light: +50  Wind: 0 | |
| Water: 0      Dark: -50  Chrono: 0 | |
+-----+
| Death: 0      Sleep: 0      Paralysis: 0      Freeze: 0 |
| Flame: 0      Poison: 0      Headache: 0      Confusion: 0 |
+-----+

```

```

+-----+
| IMPERIAL ELITE | FOUND: Castle Elnath |
+-----+
| HP: 230      AGL: 42      EXP: 38 | High ranking soldier in the Imperial |
|-----| Army. More mature and experienced |
| PHOTO: 2 stars | than those in the lower ranks. |
|-----| |
| Fire: 0      Light: +50  Wind: 0 | |
| Water: 0      Dark: -50  Chrono: 0 | |
+-----+
| Death: 0      Sleep: 50      Paralysis: 0      Freeze: 0 |
| Flame: 0      Poison: 0      Headache: 0      Confusion: 0 |
+-----+

```

```

+-----+-----+
| IMPERIAL GUARD | FOUND: Mintaka City |
+-----+-----+
| HP: 630      AGL: 103   EXP: 475 | Soldier serving at the Imperial |
|-----| capital, Mintaka. His main duty is |
| PHOTO: 2.5 stars | to police the area and maintain |
|-----| security. Well-trained and very |
| Fire: -30   Light: +50   Wind: 0 | strong! |
| Water: +30   Dark: -50   Chrono: 0 | |
+-----+-----+
| Death: 0      Sleep: 0      Paralysis: 0      Freeze: 0 |
| Flame: 0      Poison: 0     Headache: 0     Confusion: 0 |
+-----+-----+

```

```

+-----+-----+
| IMPERIAL SOLDIER | FOUND: Lord's Mansion |
+-----+-----+
| HP: 70      AGL: 19   EXP: 11 | Soldier of the Imperial Army, and |
|-----| backbone of the Alfard Empire. Take |
| PHOTO: 2.5 stars | them out before they get you! |
|-----| |
| Fire: -20   Light: 0     Wind: 0 | |
| Water: +20   Dark: 0     Chrono: 0 | |
+-----+-----+
| Death: 0      Sleep: 0      Paralysis: 0      Freeze: 0 |
| Flame: 0      Poison: 0     Headache: 0     Confusion: 0 |
+-----+-----+

```

```

+-----+-----+
| IMPERIAL WALKER | FOUND: Alfard Empire |
+-----+-----+
| HP: 660      AGL: 110   EXP: 535 | An Imperial technological feat. |
|-----| Loaded with the world's first |
| PHOTO: 2.5 stars | mechanical brain. It can only |
|-----| process basic orders, however. |
| Fire: -20   Light: +20   Wind: +20 | |
| Water: +20   Dark: -20   Chrono: -20 | |
+-----+-----+
| Death: 100     Sleep: 0      Paralysis: 0      Freeze: 0 |
| Flame: 0      Poison: 0     Headache: 0     Confusion: 0 |
+-----+-----+

```

```

+-----+-----+
| IRON BEETLE II | FOUND: Alfard Empire |
+-----+-----+
| HP: 960      AGL: 98    EXP: 1770 | Based on the original Iron Beetle |
|-----| and specially manufactured for the |
| PHOTO: 2.5 stars | Emperor's personal guards. Looks |
|-----| similar to its predecessor, but |
| Fire: -50   Light: +30   Wind: 0 | performance is superior. |
| Water: +50   Dark: -30   Chrono: 0 | |
+-----+-----+
| Death: 0      Sleep: 100     Paralysis: 100     Freeze: 0 |
| Flame: 0      Poison: 0     Headache: 0     Confusion: 0 |
+-----+-----+

```

```

+-----+-----+
| LANOCAULIS | FOUND: Lava Caves |
+-----+-----+
| HP: 750     AGL: 110     EXP: 890 | Heat-resistant "mimic" creature. Its |
|-----| white coloring reduces heat |
| PHOTO: 3.5 stars | absorption. |
|-----| |
| Fire: -30  Light: 0     Wind: +30 | |
| Water: +30  Dark: 0     Chrono: -30 | |
+-----+-----+
| Death: 0           Sleep: 0           Paralysis: 0           Freeze: 0 |
| Flame: 100        Poison: 50          Headache: 0           Confusion: 0 |
+-----+-----+

```

```

+-----+-----+
| LARAMOOGA | FOUND: Nihal Desert |
+-----+-----+
| HP: 1510    AGL: 163     EXP: 8400 | One of the desert people killed in |
|-----| Operation Sweep. His hatred and |
| PHOTO: 2 stars | bitterness combined with Malpercio's |
|-----| power brought him back. |
| Fire: -20   Light: +80   Wind: 0 | |
| Water: +20  Dark: -80   Chrono: 0 | |
+-----+-----+
| Death: 0           Sleep: 0           Paralysis: 50          Freeze: 0 |
| Flame: 0           Poison: 0           Headache: 0           Confusion: 0 |
+-----+-----+

```

```

+-----+-----+
| MAD CANCERITE | FOUND: Labyrinth of Dur |
+-----+-----+
| HP: 1100    AGL: 113     EXP: 3420 | Human-shaped amphibious creature |
|-----| that prefers to live in dark places. |
| PHOTO: 2.5 stars | Doesn't need water, but can't get to |
|-----| without its special eggnog. |
| Fire: +50   Light: 0     Wind: +30 | |
| Water: -50  Dark: 0     Chrono: -30 | |
+-----+-----+
| Death: 0           Sleep: 0           Paralysis: 0           Freeze: 0 |
| Flame: 0           Poison: 0           Headache: 0           Confusion: 50 |
+-----+-----+

```

```

+-----+-----+
| MAFREEGA | FOUND: Labyrinth of Dur |
+-----+-----+
| HP: 1240    AGL: 125     EXP: 4420 | Heinous monster created by evil gods |
|-----| during an ancient war. Has vowed to |
| PHOTO: 3.5 stars | destroy humans and awaits its |
|-----| master's return. |
| Fire: -80   Light: 0     Wind: +20 | |
| Water: +80  Dark: 0     Chrono: -20 | |
+-----+-----+
| Death: 0           Sleep: 0           Paralysis: 100         Freeze: 0 |
| Flame: 0           Poison: 0           Headache: 0           Confusion: 0 |
+-----+-----+

```

```

+-----+-----+
| MAGIC SHELLFISH | FOUND: Mystical Garden |
+-----+-----+
| HP: 200   AGL: 77   EXP: 149 | Strange shellfish found in Mira. Its |
|-----| body-protecting shell is so hard |
| PHOTO: 3.5 stars | that normal attacks won't scratch |
|-----| it. |
| Fire: +20  Light: +20  Wind: +20 | |
| Water: +20  Dark: +20  Chrono: +20 | |
+-----+-----+
| Death: 30   Sleep: 30   Paralysis: 30   Freeze: 30 |
| Flame: 30   Poison: 30   Headache: 30   Confusion: 30 |
+-----+-----+

```

```

+-----+-----+
| MAGMA BEAST | FOUND: Lava Caves |
+-----+-----+
| HP: 720   AGL: 106   EXP: 685 | Fierce beast that thrives in hot |
|-----| climates, such as volcanic regions. |
| PHOTO: 2.5 stars | High resistance to heat. Can't |
|-----| survive in cooler regions. |
| Fire: -90  Light: 0   Wind: 0 | |
| Water: +90  Dark: 0   Chrono: 0 | |
+-----+-----+
| Death: 0   Sleep: 0   Paralysis: 0   Freeze: 0 |
| Flame: 100  Poison: 0   Headache: 0   Confusion: 0 |
+-----+-----+

```

```

+-----+-----+
| MASTER REVENANT | FOUND: Battleship Goldoba |
+-----+-----+
| HP: 760   AGL: 55   EXP: 780 | Corpse controlled by an evil will. |
|-----| The bones have been warped by wicked |
| PHOTO: 4.5 stars | magic, contorting them to look |
|-----| unhuman. |
| Fire: -100 Light: 0   Wind: 0 | |
| Water: +100 Dark: 0   Chrono: 0 | |
+-----+-----+
| Death: 0   Sleep: 0   Paralysis: 0   Freeze: 100 |
| Flame: 100  Poison: 0   Headache: 0   Confusion: 0 |
+-----+-----+

```

```

+-----+-----+
| MAW-MAW-GOO | FOUND: Greater Celestial River |
+-----+-----+
| HP: 1390  AGL: 80   EXP: 8200 | A shelled mollusk that prefers dark, |
|-----| humid places. Its body contains a |
| PHOTO: 2.5 stars | poisonous liquid. Touching it will |
|-----| give you a nasty ulcer! |
| Fire: +80  Light: 0   Wind: 0 | |
| Water: -80  Dark: 0   Chrono: 0 | |
+-----+-----+
| Death: 0   Sleep: 0   Paralysis: 0   Freeze: 0 |
| Flame: 0   Poison: 0   Headache: 0   Confusion: 50 |
+-----+-----+

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+-----+-----+
| MIRABILIS | FOUND: Holoholo Jungle |
+-----+-----+
| HP: 450   AGL: 55   EXP: 87 | Large "mimic" creature found in |
|-----| jungles. Catches prey by imitating |
| PHOTO: 3.5 stars | giant plants. Sucks juices for its |
|-----| victims with quills at the end of |
| Fire: +30  Light: 0   Wind: +30 | its wings. |
| Water: -30  Dark: 0   Chrono: -30 | |
+-----+-----+
| Death: 0   Sleep: 0   Paralysis: 0   Freeze: 0 |
| Flame: 0   Poison: 0   Headache: 0   Confusion: 0 |
+-----+-----+

+-----+-----+
| MYSTERIOUS SHELLFISH | FOUND: Zosma Tower |
+-----+-----+
| HP: 550   AGL: 165   EXP: 6670 | Strong shellfish with substantial |
|-----| magical power in Duhr. Smarter than |
| PHOTO: 4.5 stars | the others of its kind, and knows |
|-----| more powerful magic. Only the truly |
| Fire: +20  Light: +20  Wind: +20 | brave stand a chance! |
| Water: +20  Dark: +20  Chrono: +20 | |
+-----+-----+
| Death: 30   Sleep: 30   Paralysis: 30   Freeze: 30 |
| Flame: 30   Poison: 30   Headache: 30   Confusion: 30 |
+-----+-----+

+-----+-----+
| PUL-PUK | FOUND: Lesser Celestial River |
+-----+-----+
| HP: 110   AGL: 27   EXP: 13 | An amphibious creature found in and |
|-----| around the celestial rivers. Tasty, |
| PHOTO: 2.5 stars | indeed, but if not prepared right, |
|-----| its poisonous meat can be deadly. |
| Fire: +80  Light: 0   Wind: 0 | Better not try it. |
| Water: -80  Dark: 0   Chrono: 0 | |
+-----+-----+
| Death: 0   Sleep: 0   Paralysis: 50   Freeze: 0 |
| Flame: 0   Poison: 0   Headache: 0   Confusion: 0 |
+-----+-----+

+-----+-----+
| RAY-MOO | FOUND: Shrine of the Spirits |
+-----+-----+
| HP: 495   AGL: 90   EXP: 190 | Unusual winged creature found in the |
|-----| mystical forest. No one has dared to |
| PHOTO: 2.5 stars | try eating such an odd creature from |
|-----| such a spooky place. |
| Fire: 0   Light: -30  Wind: -30 | |
| Water: 0   Dark: +30  Chrono: +30 | |
+-----+-----+
| Death: 0   Sleep: 0   Paralysis: 0   Freeze: 0 |
| Flame: 0   Poison: 50  Headache: 0   Confusion: 0 |
+-----+-----+

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+-----+-----+
| RULUG                                     | FOUND: Celestial Alps |
+-----+-----+
| HP: 1290   AGL: 154   EXP: 8000 | Gigantic insect that lives high up | |
|-----|-----| in the mountains, where it has an |
| PHOTO: 2.5 stars | array of prey to choose from. Sucks |
|-----|-----| bodily juices from its victims in an |
| Fire: 0   Light: +30   Wind: -60 | instant! |
| Water: 0   Dark: -30   Chrono: +60 | |
+-----+-----+
| Death: 0           Sleep: 0           Paralysis: 0           Freeze: 0 |
| Flame: 0           Poison: 50          Headache: 0           Confusion: 0 |
+-----+-----+

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+-----+-----+
| SBARB                                     | FOUND: Labyrinth of Mirrors |
+-----+-----+
| HP: 570   AGL: 86   EXP: 327 | Feared two-headed hunting dog of the | |
|-----|-----| evil gods. Definitely not man's best |
| PHOTO: 2 stars | friend, since it eats him. |
|-----|-----| |
| Fire: -75   Light: 0   Wind: 0 | |
| Water: +75   Dark: 0   Chrono: 0 | |
+-----+-----+
| Death: 0           Sleep: 50          Paralysis: 0           Freeze: 0 |
| Flame: 0           Poison: 0          Headache: 0           Confusion: 0 |
+-----+-----+

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+-----+-----+
| SHADOW CLAWS                             | FOUND: Greater Celestial River |
+-----+-----+
| HP: 950   AGL: 160   EXP: 8600 | A huge insect found in the Greater | |
|-----|-----| Celestial River. It's attracted to |
| PHOTO: 2.5 stars | rotten meat. Leaves dead prey for |
|-----|-----| days before eating it. |
| Fire: -80   Light: -80   Wind: -80 | |
| Water: -80   Dark: -80   Chrono: -80 | |
+-----+-----+
| Death: 0           Sleep: 0           Paralysis: 0           Freeze: 0 |
| Flame: 0           Poison: 100        Headache: 0           Confusion: 0 |
+-----+-----+

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+-----+-----+
| SHAWRA                                   | FOUND: Moonguile Forest |
+-----+-----+
| HP: 15    AGL: 8     EXP: 2     | Blood-sucking creature that lives in | |
|-----|-----| the forests. Doesn't have a mouth, |
| PHOTO: 2.5 stars | but sucks blood from a needle at the |
|-----|-----| tip of its tail. |
| Fire: 0    Light: 0   Wind: -30 | |
| Water: 0    Dark: 0   Chrono: +30 | |
+-----+-----+
| Death: 0           Sleep: 0           Paralysis: 0           Freeze: 0 |
| Flame: 0           Poison: 0          Headache: 0           Confusion: 0 |
+-----+-----+

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+-----+-----+
| SKELETON WARRIOR | FOUND: Ancient Library of Magic |
+-----+-----+
| HP: 285   AGL: 42   EXP: 42 | A wicked ghost residing in the bones |
|-----| of a dead human. It's not possessed |
| PHOTO: 2 stars | with hate-filled strength and |
|-----| bitterness, so it shouldn't be hard |
| Fire: +30  Light: +60  Wind: 0 | to beat. |
| Water: -30  Dark: -60  Chrono: 0 | |
+-----+-----+
| Death: 0   Sleep: 0   Paralysis: 0   Freeze: 0 |
| Flame: 0   Poison: 0   Headache: 0   Confusion: 0 |
+-----+-----+

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+-----+-----+
| SLIME | FOUND: Mystical Garden |
+-----+-----+
| HP: 540   AGL: 76   EXP: 142 | Jelly-like creature that lurks about |
|-----| the Tower of DRUAGA. Looks tasty, |
| PHOTO: 3 stars | but doesn't actually taste like a |
|-----| melon! |
| Fire: +80  Light: 0   Wind: 0 | |
| Water: -80  Dark: 0   Chrono: 0 | |
+-----+-----+
| Death: 0   Sleep: 0   Paralysis: 0   Freeze: 0 |
| Flame: 0   Poison: 0   Headache: 0   Confusion: 0 |
+-----+-----+

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+-----+-----+
| SNOW CANCERITE | FOUND: Ice Cliffs |
+-----+-----+
| HP: 660   AGL: 110  EXP: 1290 | Human-shaped amphibious creature |
|-----| that loves cold places. It must |
| PHOTO: 2 stars | continuously drink spiked eggnog to |
|-----| keep it from freezing to death. |
| Fire: +80  Light: -25  Wind: 0 | |
| Water: -80  Dark: +25  Chrono: 0 | |
+-----+-----+
| Death: 0   Sleep: 0   Paralysis: 0   Freeze: 100 |
| Flame: 0   Poison: 0   Headache: 0   Confusion: 0 |
+-----+-----+

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+-----+-----+
| SPELL SHELLFISH | FOUND: Holoholo Jungle |
+-----+-----+
| HP: 180   AGL: 49   EXP: 60 | Shellfish floating softly in midair. |
|-----| It's found in jungles, and has the |
| PHOTO: 4 stars | ability to cast spells. Swallows its |
|-----| prey whole. |
| Fire: +20  Light: +20  Wind: +20 | |
| Water: +20  Dark: +20  Chrono: +20 | |
+-----+-----+
| Death: 30   Sleep: 30   Paralysis: 30   Freeze: 30 |
| Flame: 30   Poison: 30   Headache: 30   Confusion: 30 |
+-----+-----+

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+-----+-----+
| STRIPER | FOUND: Cloud Passage |
+-----+-----+
| HP: 170   AGL: 31   EXP: 25 | Fierce beast in Diadem's Cloud |
|-----|-----|
| PHOTO: 2 stars | has recently been spotted both |
|-----|-----|
| Fire: 0   Light: 0   Wind: -50 |
| Water: 0   Dark: 0   Chrono: +50 |
+-----+-----+
| Death: 0   Sleep: 0   Paralysis: 0   Freeze: 0 |
| Flame: 0   Poison: 50   Headache: 0   Confusion: 0 |
+-----+-----+

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+-----+-----+
| UNDEAD SWORDSMAN | FOUND: Holoholo Jungle |
+-----+-----+
| HP: 340   AGL: 52   EXP: 77 | A powerful ghost residing in a |
|-----|-----|
| PHOTO: 2 stars | sword, and won't go down easy. |
|-----|-----|
| Fire: 0   Light: +50   Wind: -30 |
| Water: 0   Dark: -50   Chrono: +30 |
+-----+-----+
| Death: 0   Sleep: 0   Paralysis: 0   Freeze: 0 |
| Flame: 0   Poison: 60   Headache: 0   Confusion: 0 |
+-----+-----+

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+-----+-----+
| UNUK | FOUND: Moonguile Forest |
+-----+-----+
| HP: 23   AGL: 8   EXP: 4 | This fearsome beast lives in |
|-----|-----|
| PHOTO: 2.5 stars | solely for combat. Swallows its prey |
|-----|-----|
| Fire: -30   Light: 0   Wind: 0 |
| Water: +30   Dark: 0   Chrono: 0 |
+-----+-----+
| Death: 0   Sleep: 0   Paralysis: 0   Freeze: 0 |
| Flame: 0   Poison: 50   Headache: 0   Confusion: 0 |
+-----+-----+

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+-----+-----+
| VARALBA | FOUND: Illusory Fortress of the Book |
+-----+-----+
| HP: 1650   AGL: 161   EXP: 8600 | Beast guardian of the labyrinth. |
|-----|-----|
| PHOTO: 2 stars | Created with magil and modeled after |
|-----|-----|
| Fire: -30   Light: +30   Wind: +30 | evil beasts. It may not look so |
| Water: +30   Dark: -30   Chrono: -30 | bright, but it actually is quite |
|-----|-----|
| Fire: -30   Light: +30   Wind: +30 | skilled with magic. |
| Water: +30   Dark: -30   Chrono: -30 |
+-----+-----+
| Death: 0   Sleep: 100   Paralysis: 100   Freeze: 0 |
| Flame: 0   Poison: 0   Headache: 0   Confusion: 0 |
+-----+-----+

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+-----+-----+
| VORLEG                                     | FOUND: Cor Hydrae Castle |
+-----+-----+
| HP: 2100   AGL: 195   EXP: 12000 | Crafty, evil animal that wanders |
|-----| through the castle. Its high level |
| PHOTO: 2.5 stars | of intelligence will turn lower- |
|-----| ranked evil creatures pale with |
| Fire: -30  Light: +30  Wind: 0 | fear. |
| Water: +30  Dark: -30  Chrono: 0 | |
+-----+-----+
| Death: 50           Sleep: 100         Paralysis: 100         Freeze: 0 |
| Flame: 0           Poison: 0           Headache: 0           Confusion: 0 |
+-----+-----+

```

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+-----+-----+
| WOKOOB KAKISH                             | FOUND: Labyrinth of Mirrors |
+-----+-----+
| HP: 600     AGL: 87     EXP: 386 | A strong beast created by evil gods |
|-----| during an ancient war. Its blood |
| PHOTO: 4 stars | still boils with the fighting spirit |
|-----| of old. |
| Fire: 0     Light: -50  Wind: 0 | |
| Water: 0     Dark: +50  Chrono: 0 | |
+-----+-----+
| Death: 50           Sleep: 0           Paralysis: 0           Freeze: 0 |
| Flame: 0           Poison: 0           Headache: 0           Confusion: 0 |
+-----+-----+

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+-----+-----+
| WOLGARB                                     | FOUND: Cor Hydrae Castle |
+-----+-----+
| HP: 2350   AGL: 235   EXP: 13600 | Loyal watchdog of the gods that |
|-----| wanders freely about the castle. |
| PHOTO: 2.5 stars | Released to devour unfaithful |
|-----| servants or intruders. |
| Fire: 0     Light: +30  Wind: 0 | |
| Water: 0     Dark: -30  Chrono: 0 | |
+-----+-----+
| Death: 0           Sleep: 0           Paralysis: 0           Freeze: 0 |
| Flame: 0           Poison: 0           Headache: 70          Confusion: 0 |
+-----+-----+

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+-----+-----+
| ZELMER                                     | FOUND: Trail of Souls |
+-----+-----+
| HP: 270     AGL: 93     EXP: 137 | A fireball-type creature living in |
|-----| the outer dimension. Exhibits a |
| PHOTO: 2 stars | peculiar aura that gives chills to |
|-----| anyone in its path. |
| Fire: -60  Light: -60  Wind: -60 | |
| Water: -60  Dark: -60  Chrono: -60 | |
+-----+-----+
| Death: 0           Sleep: 0           Paralysis: 0           Freeze: 0 |
| Flame: 100         Poison: 0           Headache: 0           Confusion: 0 |
+-----+-----+

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+-----+-----+
| ZUZLANI                                     | FOUND: Imperial Fortress |
+-----+-----+
| HP: 1000   AGL: 120   EXP: 2820 | This Imperial soldier was |
|-----| transformed by the powers of |
| PHOTO: 4 stars | darkness. Originally he belonged to |
|-----| special forces, suffering from |
| Fire: +20   Light: +80   Wind: 0 | excessive amounts of stress. Very |
| Water: -20   Dark: -80   Chrono: 0 | strong. |
+-----+-----+
| Death: 0           Sleep: 0           Paralysis: 50           Freeze: 0 |
| Flame: 0           Poison: 0          Headache: 0           Confusion: 0 |
+-----+-----+

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BOSSSES [1020]
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-----
BOSS: Sabre Dragon
-----
HP: 230           Weak: Water (+80%)           Strong: Fire (-80%)
Drop: Blue Storm, Fire Burst Lvl. 1, Draco
-----

```

First off, the battle music for this fight is friggin' awesome. One of the best in the game. That is all.

Talk about easy bosses, right? Considering this is your first boss, have no worries. The Sabre Dragon is capable of dishing out three-hit combos, so watch your health. Use your Bamboo Shoots when your HP is low, especially Xelha, who has lower HP than Kalas. The nasty thing has a weakness to Water. Kalas may not have many Water Magnus in his deck, but that's why Xelha is here. She has a slew of magic spells in her deck. That's another reason to keep her alive; she is the best offensive member in your party.

Stray away from using Fire Burst and use combos (if possible) and Water attacks. Kalas can use normal attacks to take down the Sabre Dragon's HP just as quickly. You can also use Xelha's finisher if it comes up. If you have the chance, take a photo of Sabre Dragon, since it can rack in a nice amount of money if you can pull it off.

You should have no problem defeating this monster, so relax and use it like a practice battle for other tougher battles in the future. After defeating the Sabre Dragon, you receive Blue Storm (finisher for Kalas), Fire Burst Lvl. 1, and a Draco Constellation Magnus. Pretty good deal!

```

-----
BOSS: Lord of the Spring
-----
HP: 300           Weak: Fire (+80%)           Strong: Water (-80%)
Drop: Wild Strawberry, Scale Buckle

```

The Lord of the Spring isn't that hard, but he is indeed harder than Sabre Dragon. Make sure that you replaced the Water Magnus with Fire ones, because Fire is his weakness. In the beginning of the battle, he will use small combos against you. They shouldn't be too dangerous though, so don't worry.

When you start to damage the boss, then he will use a longer combo, and end it with an attack called Thundering Falls. It is a fairly strong attack, so use Bamboo Shoots when you get the chance. Also make sure to counter with your Fire Magnus.

Use Kalas to deal neutral damage as well as attack with his new finisher, Blue Storm. Xelha should use all the Fire Magnus she has in her deck for this battle. Her finisher also works wonders here. After damaging Lord of the Spring a lot, he will begin to use a new attack.

His combos will finish with Dragon Press, an even stronger Water move that can really dish out the damage. Try to give him the finishing blow before he can use it again. Also, you may want to take a picture of him (as well as every boss you fight) to gain some cash. You will receive a Wild Strawberry and Scale Buckles for your troubles.

BOSS: Nunkirantula

HP: 350 Weak: Fire (+50%), Dark/Wind (+30%)
 Strong: Water (-50%), Light/Chrono (-30%)

Drop: Duel Sword, Light Flare Lvl. 2

The Nunkirantula is a pretty formidable opponent. It is mainly a Water-based opponent, but it's weak against many things. You don't really have many Wind or Dark Magnus, so stick to utilizing it's weakness to Fire. Plus, it has a bigger weakness to Fire than other elements. Nunkirantula has a one-hit or a two-hit combo that is Water based, so use those Flame Mails.

A VERY annoying attack that Nunkirantula uses is Hardening Wax. This attack greatly boosts its defense. This will render normal attacks pretty much useless, so definitely rack up combos and use any Fire Magnus. Make sure to use Blue Storm against Nunkirantula to deal a lot of damage. Also, bring along several Bamboo Shoots or Bananas to keep your HP up.

Still, The Nunkirantula isn't really THAT hard; it is just really annoying. After you defeat it, you will get a Duel Sword and a Light Flare Lvl. 2 for your effort. Of course, you will also get what you came here for: The Rainbow Spider's Web.

BOSS: Giacomo

HP: 750 Weak: Water/Light (+30%) Strong: Fire/Dark (-30%)

Drop: Sparkle of Light, Chronos Blow Lvl. 1

First things first, this battle music is really weird. It's like reggae, but it gets good later. (Yeah, I honestly needed to tell you that.)

Just by looking at his health, you might think that Giacomo would be one tough customer. Well, he kind of is. If you have a lot of Water and Light Magnus in your decks (mostly Xelha's deck), then wallop him with them. His attacks are very strong, so use any defensive Magnus when you get the chance. He uses a four-hit combo ending in a strong finisher, End Slasher. It is a Dark-based attack, so you can't really prevent it considering you don't have any Light armor. The combo can deal almost 100 HP; use them Bananas.

Giacomo's HP is very high, but you should have no problem depleting it in a hurry. Kalas's new finisher won't be much help here, but Blue Storm should deal a lot of damage when used in a sufficient combo. Xelha should pummel Giacomo with Dance of Light to take a large chunk of HP off of him. When he has low HP, Giacomo will start to use End Slasher a lot more, so definitely keep your health up.

Also, take a picture of Giacomo if you get the chance. It will be worth a lot of money. It's a somewhat long battle, but you should not be dying over and over if you have the right Magnus. After the battle, Giacomo will drop Sparkle of Light (new finisher for Xelha) and a Chronos Blow Lvl. 1.

BOSS: Thunderfish

HP: 750 Weak: Fire/Dark (+50%) Strong: Water/Light (-50%)

Drop: Pisces, Energy Wave, Silver Anklet

I'm sure you could have figured out long before the battle that any boss here would be Water-based. Hopefully you traded in Water Magnus for Fire and some Dark ones. Even though you now have three party members, Gibari won't be much of help here, unless he uses his Wind Magnus. Thunderfish has a four-hit combo that ends with Thundercloud. You should be pretty strong by now, so the attack actually shouldn't be that bad. The Thunderfish can also use Venemous Droplets. It won't deal any damage, but it poisons one character.

Luckily for us, the Thunderfish really isn't hard at all. Despite its large amount of HP, you should chop it away with strong Fire and Dark combos. Shadow Wings works wonders in this battle. By now you should have a lot of Flame Swords and Flame Shields, so Kalas should be putting on the pain to it. Xelha should also be dealing a lot of damage with Fire Burst Lvl. 2's.

Like I said earlier, Gibari should not have much to do, so let him heal and take pictures. After killing the Thunderfish, you will be rewarded with Pisces, Energy Wave (yet another finisher for Kalas), and a Silver Anklet.

BOSS: Iron Beetle I

HP: 1500

Weak: Water/Light (+30%)

Strong: Fire/Dark (-30%)

Drop: Soul Flash, Shark Tooth

The fight against the Iron Beetle I is the toughest one to date. Be prepared when you enter this fight, or you're screwed. This massive machine packs a MEAN punch. It not only have a five-hit combo, but its ending attack, Voldocannon, ends up dealing around 200 damage to your whole party! Defend like hell with Water and Light Magnus in order to deplete some of the damage dealt. The Iron Beetle I is slow, but it'll try to prevent that weakness by using Nitro Boost. This move raises its attack. Not good.

Gibari is your main man in this battle, considering he has a ton of Water Magnus in his deck. Use all of his finishers in combos to deal a ton of damage to the Iron Beetle I. Have party members heal through the battle to try and prevent the opponent from finishing off anyone with Voldocannon.

Despite its strong attacks, the Iron Beetle I still isn't good enough, and you can overcome it with a bit of attack power. After the battle, you will get Soul Flash (third finisher for Xelha) and Shark Tooth, which raises Gibari's class to a higher level.

BOSS: Iron Beetle V

HP: 1700

Weak: Water (+40%) Light (+30%)

Strong: Fire (-40%) Dark (-30%)

Drop: Crescent Buckle, Shadow Cornet

I'd like to make a note: the battle music that plays during this boss is IMO the best music in the game. <3 Rumbling of the Earth.

Oh snap, what a turn of events. Kalas and Gibari are joined by the Imperial Ambassador Lyude for this battle. The Iron Beetle V is one tough (and big) cookie, and a boss isn't the perfect time to test out a new party member. Lyude is a Dark and Light based fighter, so he is really good during this fight. Use him to dish out the Light Magnus. This monstrous thing has a four-hit combo that ends with Plasma Cannon. It isn't that powerful of an attack though, which is a relief.

Kalas most likely doesn't have that many Light or Water Magnus, so he should stick with Wind Magnus or no element at all. Gibari is a Water master, so have him attack with anything he has. Lyude, like I said earlier, has a mix of Light and Dark. Stray from the Dark Magnus and use his neutral and Light Magnus. He has two Light finishers to use against this boss too, so things should go pretty smoothly at first.

After damaging the Iron Beetle V significantly, it will use a move called Self Repair. Unfortunately for you, this attack heals all 1700 of its HP. That pretty much means that the battle starts over. It can only use Self Repair once every deck shuffle, so make sure to act quickly before it can use it again.

the battle with the Tree Guardian, so immediately do so. Also, if Savyna was in your party in the previous battle, she will of course be replaced (I got Gibari).

If you have been using Savyna, you should realize that she's a quick fighter. She will most likely get the first attack. Don't worry though, she is really weak. Savyna has a six hit combo that ends with Burning Arrow. Like I said, it's a weak attack, but it is capable of causing flames.

Savyna has no elemental strengths or weaknesses, so go ahead and use pretty much any element you want (of course, don't use opposing elements in the same combo). You will most likely cut her health down quickly because of this. Savyna uses an attack called Healing Capsule near the end of the fight.

It heals her of 330 HP, but that's really nothing that you can't handle in one turn. Also, TAKE A PICTURE OF SAVYNA! It is a one-time shot of her that will nab you a lot of cash. You don't get any spoils for defeating Savyna.

BOSS: Gnosis

HP: 3600 Weak: None
 Strong: Dark (-100%) Fire/Water (-50%)
 Light/Wind/Chrono (-50%)

Drop: Ancient Branch, Brave Knight Helm, Andromeda

The biggest pain about Gnosis is that he is strong against all Magnus elements, especially Dark. Don't bother using any Dark Flares or Magnus of the sort, since it deals no damage. All other damage from elements are halved. Gnosis has an attack called Dark Force which will paralyze a party member when hit with it. He will use this move frequently, so make sure to keep track of paralyzed member's HP, so it doesn't dwindle down too fast. Other than that attack, Gnosis's other moves are pretty tame.

Definitely skip over Xelha and Lyude in this battle. I went with Kalas, Savyna, and Gibari and did fairly well against Gnosis. Try to stray from elemental Magnus, though I'm aware that it's pretty hard to do, especially with Savyna and Gibari.

The plan is to use mostly physical attacks with neutral Magnus so that the damage delivered to Gnosis isn't cut down by elemental strengths. The battle is pretty tough, especially if your characters get paralyzed left and right. After defeating Gnosis, you will receive the Ancient Branch (raises Kalas's class to level 5), Brave Knight Helm, and an Andromeda Constellation Magnus.

BOSS: Magnus Giganticus

HP: 4000 Weak: None Strong: All (~50%)

Drop: Emerald Earrings, Gleaming Helm

Drop: Pinecone, Vanish Grenade, Capricornus

Phantasm is your usual guardian boss, but he is an easy one at that. He, like Sikri, is weak against Dark and Wind; strong against Light and Chrono. The boss uses a fairly weak and small combo, ending with Eyes of Terror. It deals mostly neutral-based damage, but it deals some Chronos-based damage as well.

It really isn't anything to worry about, honestly. I went with Kalas, Lyude, and Mizuti this time (I wanted to try Mizuti out, and she did just fine). I suggest you do the same with her, since she rocks. Just give Mizuti some of Xelha's stronger Magnus and she will hold her ground.

Other than that one attack, Phantasm is a joke. Eyes of Terror can put you to sleep, but don't count on it. If anyone happens to die, you can try out Mizuti's healing Magnus. Sacred Wine can cure Death, and Holy Grail has a 66% chance of curing Death. They are extremely useful later in the game.

Okay, back to Phantasm. Uh, he is a really big pushover. Kalas will maul him, and Lyude can also deal a lot of damage to the monster. Well, Phantasm will fall before you know it. After that sad attempt at a battle, you will obtain a Vanish Grenade (finisher for Savyna), Pinecone (raises Mizuti's class to level 4), and a Capricornus Constellation Magnus. That's a damn good deal.

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BOSS: Giacomo, Ayme, Folon

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Giacomo - HP: 3800 Weak: Water (+50%) Light (+30%)
 Strong: Fire (-50%) Dark (-30%)

Ayme - HP: 2400 Weak: Chrono (+50%) Light, Fire (+30%)
 Strong: Wind (-50%) Dark, Water (-30%)

Folon - HP: 2700 Weak: Light (+50%) Water (+30%)
 Strong: Dark (-50%) Fire (-30%)

Drop: Hermit's Creel, Rarebird Statue

Holy guacamole, are you ready for one hell of a fight? I really hope you're prepared, since you'll most likely be here for a while. Okay, Giacomo has the most health of the trio, and he attacks twice. Despite that, it is best to leave him for last. Folon is still his same ol' self, but he is the most deadly member of the evil gang.

Still, I find it best to target Ayme first. She has the lowest HP of the three, and she is fairly weak. It's best to cut her down quickly to make this a two-on-three match. This is how I won the battle, so you might want to pay attention here.

This is your first battle with Ayme, so make sure to take a picture of her. That's not the most important of things, but use your Camera Magnus if you get it. Ayme has a nine-hit combo ending with Crazy Rabbit. Yes, NINE-HIT COMBO. Surprisingly, it won't do that much damage to you. In fact, Ayme is really weak (she is the fastest one of the three though).

Use Chrono Magnus against her (Mizuti has a Chronos-based finisher, Heaven's Pillar; use it) and some Light or Fire Magnus. Like I said, Ayme should bite the dust rather quickly if you use massive combos on her.

With Ayme out of the picture, focus on Folon for the time being. He has very dangerous attacks, like Energy Injection from the last fight with him. It drastically increases his Attack and Agility; that is NEVER good. Folon's attacks, when powered up, can set you on fire. Heal any characters that are put on fire immediately. Of course, the little creep has a new trick up his sleeve: Warg Laser. It deals Dark and Chronos damage, so make sure to block it, because it kills.

Damage Folon with your Light and Water Magnus. Lyude should use all of his finishers on Folon, since his deck will most likely be shuffled when Giacomo is the only one left. Have Kalas and Mizuti use Water Magnus to attack. This is the point where your characters may be starting to wear down. Make sure to keep an eye on all three members' HP: when it goes below 1000, try to use healing Magnus. Folon is a very powerful and deadly foe, so take him out quickly to narrow it down to only one opponent left: Giacomo.

With the big man standing alone, you would expect things to go rather smoothly. Well, not exactly. Every time I died in the battle, it was when Giacomo was the only foe standing. By now, your deck count is probably very low, so you may be stuck with some useless Magnus. This alone can kill you, so make sure to block all of Giacomo's attacks with only armor Magnus, not weapons.

Use all of your offensive Magnus on Giacomo, especially Light and Water Magnus. Mizuti can use Sacred Wine and Holy Grails to revive and fallen characters now, if you have them. This part is at times, the toughest part of the battle (well for me it was).

Once the deck has shuffled for all three characters, it's much easier for everyone. Giacomo will use two finishers in the fight: Imperial Force and End Slasher. We saw the latter in the first fight with him, but Imperial Force is much deadlier. It deals way more damage than End Slasher, so those two moves that Giacomo has can really be the turning point of the battle. Still, stick with it and use Light/Water Magnus to finish him off.

This battle is known as the toughest boss battle in Baten Kaitos. I was level 25 when I fought these guys. I followed the same tactic: eliminate Ayme first, then finish off Folon. Leave Giacomo last, even though he has the most HP. In all honesty, I didn't think the fight was that hard. I don't mean to brag, but I beat it on my second try. After the battle is over, you will get Hermit's Creel (some armor for Gibari) and Rarebird Statue (raises Xelha's class to level 5). Nice!

BOSS: Geldoblame

HP: 5500 Weak: Light (+80%) Water (+20%) Wind (+30%)
 Strong: Dark (-80%) Fire (-20%) Chrono (-30%)

Drop: Shadow Gate, Powder Snow Anklet

Yeah, I said it. Geldoblame is tougher than the trio of Giacomo, Ayme, and

Folon. You wanna know why? The main reason why is simply because Geldoblame is a cheap bastard. He has one attack, Forfeit Your Life, which well, kills you in one hit. Yes, it is a big pain in the ass.

The only problem is that Geldoblame uses the attack at the start of the battle. I faced him over 20 times, and EVERY single time he used Forfeit Your Life on his first turn. That means that unless your party member ends up having some Death-resistant armor in his hand and ends up surviving, then you're basically screwed.

What I did was pack all three party members with armor like Shadow Suits and Assassin's Hoods. Their Death resistance can sometimes help against the attack. If not, then continue on with the battle with two characters. Use Holy Grails and Sacred Wines immediately on downed party members so you don't stay at a disadvantage.

With that aside, Geldoblame is still one tough mofo. He uses a five-hit combo, ending with one of three finishers (Forfeit Your Life being one of them; he uses the attack rarely after the first time). Seal of Evil is his most deadly, dealing well over 500 damage each turn if unprotected. Poisonous Pollen deals less damage, but it can poison a character. On top of all of this, Geldoblame will use an extra turn to use Divine Seal, which restores his HP by 110. He uses it nearly every turn. Man I hate this guy.

Once you get past all of the attacks, you have to deal with his high HP count. 5500 is a LOT, but his massive weakness towards Light is his real downfall. Pound Geldoblame with Light Magnus, and use Gibari to attack with Water Magnus. Geldoblame is friggin' tough, especially if he uses Forfeit Your Life again. I ended up beating him with only Kalas left alive.

If you're down to one character, don't give up! After defeating Geldoblame, you will get Shadow Gate (finisher for Mizuti) and Powder Snow Anklet (armor for Xelha). It's over! Yes!! *pumps fists*

BOSS: Naiad

HP: 1400 Weak: Light (+50%) Water (+30%)
 Strong: Dark (-50%) Fire (-30%)

Drop: Goldfish Bowl, Spiraling Gale, Ophiuchus

Wow, this is a really pathetic boss fight, if you couldn't tell from the measly HP count. Even though it's a one-on-one fight, you should really fly through it. If you have a Camera with you, wait until you can take a picture of Naiad. The picture isn't worth a lot, but if you're a collector, then do so. I believe Naiad only has one attack; a very pathetic one-hit attack that deals less than 100 damage. Heh, this guy is a mess.

Pelt the boss with anything you've got; any Magnus will do. It's weak against Light and Water. If you have a lot of Light Flares and Aqua Bursts, you can probably kill Naiad in two or three turns. After the short battle, you will get a Goldfish Bowl (armor for Xelha), Spiraling Gale (finisher for Gibari), and Ophiuchus Constellation Magnus. That's a lot of stuff for such an easy battle. ;)

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BOSS: Thalassa

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HP: 2300 Weak: Light (+50%) Fire (+30%)
 Strong: Dark (-50%) Water (-30%)

Drop: Golden Barette, Hurricane Blade, Cancer

Thalassa is yet another easy centaur boss. This boss is weak against Fire, just the opposite of the last boss from Diadem. Thalassa has a finisher, as well as a several-hit combo (ending with Tears of Destruction) to deal with. His attacks can freeze your party members, so cure if needed. Other than that, you don't have to worry about anything.

Attack with more Light Magnus, since he is also weak against Light. Thalassa is also weak against Fire Magnus. I know Gibari doesn't have any Fire Magnus, so try to avoid his Water Magnus and stick with Wind. Even though Thalassa has a lot more HP than Naiad, it's still borderline pathetic. Once Thalassa is defeated, you will obtain a Golden Barette (armor for Savyna), Hurricane Blade (new finisher for Savyna) and a Cancer Constellation Magnus.

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BOSS: Despina

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HP: 3700 Weak: Light (+50%) Wind (+30%)
 Strong: Dark (-50%) Chrono (-30%)

Drop: Tearful Birdie, Mega Flood, Lyra

Unlike the other bosses that we had to breeze through, Despina may give you some trouble. He has a lot more HP to cut through, and he uses another long combo. Despina will also use a deadly attack: Hours of Reckoning. While it is rarely used, it can instantly kill a character. Yeah, the nightmares of Geldoblame are already resurfacing. Hopefully one of your party members has some Sacred Wines and Holy Grails, so you should be fine.

This boss is weak against, Wind, and you should have enough Magnus despite Kalas being absent. Pummel the boss with all Magnus and like the others, he should go down quickly. The only thing to worry about is the Hours or Reckoning Spell. Once Despina is gone, you will get the Tearful Birdie (armor for Mizuti), Mega Flood (finisher for Mizuti), and a Lyra Constellation Magnus.

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BOSS: Galatea

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HP: 5600 Weak: Light (+50%) Chrono (+30%)
 Strong: Dark (-50%) Wind (-30%)

Drop: Amethyst Earrings, Crescendo, Libra

Drop: None

You know what? We have a winner here. Kalas is the hardest boss in the game so far. Congrats kid. It should be pretty obvious that Kalas is weak against Chronos, but he's also weak against Light. You know, since he's all evil and stuff. Kalas has an obnoxiously large amount of HP, a lot more than Fadroh.

He also has two very deadly finishers. Not only that, but he uses them after an eight-hit combo. After, he will either use Binding Winds or Fangs of Darkness. Binding Winds most likely will paralyze whomever it is used on, unless they use a form of resistance. Fangs of Darkness will drain your HP and restore his own. Unblocked, it will drain 596 HP from you and give it to him. Unfortunately, Kalas uses Fangs of Darkness a lot.

If you do not have Paralysis-resistant armor or Magnus in general, then you are done for. For now, Kalas will only use one attack per turn; either a seven-hit combo or an eight-hit combo ending with the deadly Binding Winds. He usually saves Fangs of Darkness for the end of the battle. I went with Mizuti, Gibari, and Lyude. I only chose Mizuti instead of Xelha because her stats were higher. You can choose either one, since both have finishers that Kalas is weak against.

Lyude should have a lot of Light Magnus with him, as well as some Light finishers. I only picked Gibari over Savyna because he was the more powerful of the two. He has a lot of Wind Magnus, but that is alright. The beginning of the fight may seem rather easy. Attack him with everything you have, especially Chronos Blows and Light Flares. Things should go rather smoothly for a large portion of the fight.

When Kalas has less than half of his HP left, the battle will become a royal pain in the behind. Kalas will start to attack twice in a row. What's even deadlier about it is that he uses Binding Winds in the first attack, then uses Fangs of Darkness. That means if your character gets paralyzed, then he will use Fangs of Darkness on you unblocked.

Kalas will end up not only dealing a lot of damage from the first attack, but also drains 596 HP from you, giving it to him. This strategy makes the battle virtually never-ending if your party members keep getting paralyzed.

Pretty Flowers, Roosters, Curry, and the Ocean Mirror really helps. The key to winning is to have your characters stay unparalyzed. Then you can block Kalas's second attack, and the HP drained will be much lower. Revive your characters with Sacred Wines and Holy Grails, and be sure to cure paralysis immediately. Attack Kalas for more damage than he gains, and the battle should end after a long time of fighting. On top of that difficult battle, you don't even get anything!

BOSS: Agyo, Ungyo

Agyo - HP: 7000 Weak: Water (+80%) Strong: Fire (-80%)

Ungyo - HP: 7000 Weak: Fire (+80%) Strong: Water (-80%)

Drop: Gemini, Prominence, Poseidon's Creel

See? This is why Savyna REALLY works in this battle. Agyo and Ungyo are two elemental dogs which both share opposite strengths and weaknesses. Agyo is the fire dog; weak against Water. Ungyo is the Water one; he's weak against Fire. As shown, both of these guys have 7000 HP, which is a doozy in itself. Both Agyo and Ungyo have seven-hit combos. Agyo's finisher is Pillar of Flames, which can set you on fire. Ungyo uses Column on Ice, which can freeze you. Both dogs can deal around 600-700 damage with these attacks.

Also both foes have a move that boosts their stats. Agyo can raise his Attack, whereas Ungyo boosts his Defense. With that said, take out Agyo first. With boosted Attack, his combo can deal around 1200 damage or more.

Mizuti should be fine with her Aqua Bursts and Savyna can use her Water Magnus to deal a nice amount of damage to Agyo. It is pretty easy to rack up nearly 1000 damage if you have the right cards. Make sure to use healing Magnus and any Sacred Wines, because seeing your party members die isn't very rare in this battle.

You should be able to take down Agyo without any serious trouble. Revive any characters and make sure to cure them of Freeze, because having them frozen is a real bummer. The battle is even easier if Agyo is hesitant to use his Attack-boosting spell (for whatever reason that may be). With Agyo out of the picture, it's a three-on-one assault on poor Ungyo. His raised Defense will make the battle longer, but you should have little to no trouble disposing of Ungyo, especially with all the Fire Magnus in your decks.

I had a lot of trouble with this battle, but that's probably because my Savyna... royally sucks. After the fight, you will receive the Gemini Constellation Magnus, Prominence (finisher for Mizuti) and Poseidon's Creel (armor for Gibari).

BOSS: Malpercio

HP: 10000 Weak: Light (+80%) Chrono (+30%) Water (+20%)
 Strong: Dark (-80%) Wind (-30%) Fire (-20%)

Drop: None

You'd think that the main antagonist of the game, an evil god bent on nothing but destruction and the pain of others, would be somewhat difficult in battle. Well... no. Despite a high HP count, Malpercio is a cinch. Hey, that is fine with me. Malpercio has a 6-hit combo that really isn't much to worry about. He has no finisher, but does use a move near the end of the battle which proves to be quite annoying.

Also, this fight is a good opportunity to take a picture of Mizuti. Since her mask is broken and her face is revealed, a shot of her is really valuable. If you're lucky, you can get a picture of her smiling, which is worth a lot of cash. I was fortunate enough to get one, and I sold it for a heap.

You can really take Malpercio down a notch or two if you use Light, Water, and Chronos Magnus. You should be dealing a lot of damage to him, and if

Kalas has the Sword of Heavens in his deck, that'll be good as well. Once Malpercio is on one knee, he will begin to use Soul Drain. Similar to the battle with Kalas, Malpercio will attack, then drain your HP equal to the damage delivered.

He probably won't even reach 1000 damage, so that means he will only heal for less than 1000 HP. While that may seem like a lot, you should be dealing almost that much with each character. If you're at least level 40, then the fight should be a breeze. Sadly, you don't get any Magnus afterwards.

BOSS: Giacomo, Ayme, Folon

Giacomo - HP: 7000 Weak: Water (+50%) Light (+30%)
 Strong: Fire (-50%) Dark (-30%)

Ayme - HP: 5000 Weak: Chrono, Light, Fire (+30%)
 Strong: Wind (-50%) Dark, Water (-30%)

Folon - HP: 5500 Weak: Light (+50%) Water, Wind (+30%)
 Strong: Dark (-50%) Fire, Chrono (-30%)

Drop: Chaotic Illusion

Surprised to see these goons again? Well I wasn't, and I wanted to cry. The battle against the terrible trio is more or less the same as the previous fight with them. All three members' HP have risen dramatically, and they are all weak against the same Magnus. The team will also heal themselves in the battle, which is a big pain.

Giacomo still attacks twice in one turn. Folon still uses Energy Injection to boost his Attack, but now Ayme will use Rough 'Em Up Drink on herself, which will raise her Defense. Bitch. And of course, all members use potions to heal each other, usually for around 1000 HP. Oh sweet joy, I love this fight.

Instead of targeting Ayme first like last time, go for the big man Giacomo. He can attack twice, and if he happens to use a potion both turns, he can heal an ally of his for 2000 HP. We can't have that be happenin' through the fight. He also has the most HP of them all, so we're tackling the biggest problem first. Giacomo still uses Imperial Force and End Slasher. What I've noticed though is that Giacomo is actually the weakest of the trio.

Pound Giacomo with Kalas, Gibari, and Mizuti; use any Light or Water Magnus you can find. With me, Giacomo fell in a rather short period of time; I was pretty surprised myself. Ayme will try to heal him when he is down to low health, but that shouldn't stop you.

Once big bad Giacomo is down for the count, the battle gets significantly easier. Go for Ayme next, since her nine-hit combo is a pain. She is most likely the reason why you have to shuffle your deck so early and constantly.

Ayme also uses a finisher which can freeze you. She does have the lowest HP count, so hit with Light, Fire, and Chronos Magnus to put her away quickly.

With only Folon left, the battle is virtually a joke. He still uses Chaotic Flames and Worg Laser, but he's no match for three opponents (assuming that

no one died). Gibari alone could take him down with all of his Water and Light Magnus. Folon should be out in no time. Battle over! Or is it...?

Okay, here's the real sucky part. After the battle ends, you will see a small cutscene. Nothing major, Giacomo just trash talks Kalas and breaks his wing. All of a sudden, the mantlepiece breaks to reveal another winglet inside! Georg's gift? Kalas puts it on and the fight starts over again! Yep, you have to fight all three enemies again.

Of course, your party is healed and fully shuffled, but it still sucks big time. Well, if you can beat them once, you can beat 'em again! Once the battle ends (again), you will receive the Chaotic Illusion Magnus (a finisher for Kalas). I promise, that's the last time you have to fight these guys!

BOSS: Kulcabaran

HP: 10000 Weak: Wind (+80%) Strong: Chrono (-80%)

Drop: Galeos Fangs, Aqua Burst Lvl. 6, Seal of Water

Kulcabaran is a big phony. A big, fat phony! In all seriousness, I figured these character sidequests would test the strength of the party as well as the featured character. Well, no. Kulcabaran is just a stupid Sabre Dragon impersonator, and he's about as easy as said boss. He will use a five-hit combo for most of the battle. He only has one weakness, but it's a serious one. Use Kalas and Gibari to destroy him with Wind Magnus, and I'm sure Xelha can use some Wind Blows to take out a lot of damage.

The fact that you are probably dealing over 1000 damage with each hit is pretty impressive. Near the end of the battle, when Kulcabaran is wearing down, he will begin to use Dark Implosion. Not only will it deal a lot of Chronos damage, but he will absorb all damage dealt to you. Still, that should only be around 500-600 damage, so no biggie.

Don't expect much out of Kulcabaran, because you will be seriously brought down if you do. Once the dragon is done for, you will get an Aqua Burst Lvl. 6, Galeos Fangs, and Seal of Water (finisher for Xelha). Nice spoils if you ask me, considering the boss was about as cool as a steaming turd.

BOSS: Brokolis

HP: 13000 Weak: Fire (+80%) Strong: Water (-80%)

Drop: Dragoon Gale, Balgora's Paddle, Nemesis Fall

Brolokis has the highest amount of HP so far, but surprisingly, he is not as tough as you'd think. Gibari must be in your party for this one, and I went with Kalas and Mizuti. Savyna could substitute out Mizuti if she's good enough. Brolokis has a decent attack.

The most annoying part about the battle is Venomous Droplets. Brolokis, like the Thunderfish earlier, will use Venomous Droplets, this time on two characters. That's an instant poison spell, which can be a pain in the butt. Brolokis also uses a six-hit combo ending in Frost Cloud. The latter can freeze your party members, so watch out for that one, mmkay?

Frost Cloud doesn't deal that much damage and doesn't usually freeze a character. The big fish can deal around 1000 damage if you're not careful. Use Mineral Waters and healing Magnus to protect your party.

The battle might take a long time because of the high HP, but your party should have enough Fire Magnus to give this guy a run for his money. With the 80% weakness against it, attacking him with Fire Magnus is the key to winning. The fight against Brolokis is fairly long, but not very hard.

After defeating Brolokis, you will earn a Dragoon Gale, Balgora's Paddle, and Nemesis Fall (new finisher for Gibari). Can't complain about those, right?

BOSS: Rampulus

HP: 13000 Weak: Light (+80%) Wind (+50%)
 Strong: Dark (-80%) Chrono (-50%)

Drop: Apple Pie (Whole), Vishnu, Presto

Rampulus is by far the most annoying sidequest boss that I have had to deal with. Having HP as high as Brolokis, Rampulus is weak against two elements. Rampulus only has a four-hit combo, ending in Symbol of Slumber. This attack usually puts a party member to sleep.

While that is annoying on it's own, Rampulus also uses a spell to increase its Defense. He uses it often, so you really never get a chance to deal a lot of damage to him. Because of this, the battle tends to be pretty long at times, especially if your characters are all asleep. =/

Its weakness to both Light and Wind is very important, so Kalas and Lyude should have a field day here. The battle gets annoying again when Rampulus starts to use Death Count. It's a one-hit KO attack, so that's bad enough on its own. Luckily, it doesn't hit often. In fact, I was never hit by it.

The key to beating Rampulus is to deal a lot of damage quickly so your characters aren't put asleep or killed in a flash. That's tricky because of his increased Defense though. It may take a while, but the Rampulus will fall at your test of might. You get an Apple Pie (Whole), Vishnu, and Presto (finisher for Lyude) at the conclusion of the battle.

BOSS: Sowzana

HP: 12000 Weak: Water (+80%) Strong: Fire (-80%)

Drop: Green Light, Phoenix Crest, Hellblood's Hammer

It's like we are fighting Fadroh all over again! Sowzana looks just like the evil general, and luckily he is just as easy. Just like the fight with Rampulus, this one will be quite long. Just as Fadroh used Orb of Magical Offense, Sowzana will use the opposite: Orb of Magical Defense.

This spell raises his Defense dramatically, making it very hard to put a dent into his HP. He also uses a six-hit combo, ending in either Evil Vermin or Hyper Wicked Light. Both are pretty fearsome attacks, causing over 800-900 damage at the end.

My Savyna still sucked eggs up at this point, so this battle was very annoying and somewhat hard. Just like how Brolokis poisoned us and Rampulus put us to sleep, Sowzana can paralyze us. The joys of status effects. His main weakness is Water, so use Kalas, Savyna, and Gibari for this encounter.

Make sure to heal characters' HP using goodies such as Eels and Salted Sweetfish. Sowzana's Defense will most likely be boosted through the whole battle, so try and cut him down with Water Magnus. Once Sowzana is defeated, you will earn a Green Light, Phoenix Crest, and Hellblood's Hammer (finisher for Savyna).

BOSS: Sibling God He

HP: 14000 Weak: Dark (+100%) Strong: Light (-100%)

Drop: Wheel of Light

He is pretty easy for your first Sibling God. In fact, they're all somewhat simple fights. The fact that Lyude is in your party should totally bring He to his knees. He is weak to Dark Magnus (with a very BIG weakness at that) and Lyude has plenty of 'em in his deck. He is capable of dishing out a seven-hit combo, ending with Flash Bang, which is very a powerful move. He will also use Seal of Sanity, which can confuse a party member in an instant.

Like I said, Lyude will be your main man in this battle. Mizuti has a nice amount of Dark Flares, and Kalas might have a couple Dark Magnus in his deck. Lyude has plenty of Dark finishers, such as Diminuendo and Sforzando. You will most likely be dealing over 1000 damage each turn with your party members.

Near the end of the fight, He will use Seal of Health, which restores his health by 2100. Still, it doesn't do much good with your all-out assault. He should fall in no time. Once the battle ends, you will get Xelha's final finisher, Wheel of Light. In fact, the Sibling Gods drop all of your final finishers after you kill them.

BOSS: Sibling God Ar

HP: 14000 Weak: Water (+100%) Strong: Fire (-100%)

Drop: Deadly Heat Scythe

Sibling God Ar is just like He, but he has a major weakness to Water. He should be a hell of a lot easier than the previous god, mostly because of Savyna. My Savyna sucked, but regardless, she kicked major ass here. She should have plenty of Water Magnus, as well as Gibari and Kalas. Yep, I switched out Mizuti for Gibari. Seems reasonable.

Ar has a seven-hit combo ending with Firebird, which can put a party member on fire. Like all of the other gods, he can use Seal of Sanity and Seal of Health. He doesn't use the latter until the end of the battle, so that is a pretty big plus.

Savyna and Gibari will decimate Ar alone, and Kalas should also take out a lot of HP with his Aqua Truths and Water Blade finisher. You should still keep an eye on your character's health, since Ar can deal a lot of damage with his attacks. Once Ar uses Seal of Health, you know it's almost over. Deliver the finishing blows and he will be gone in no time. Once Ar is defeated, you will earn Savyna's last finisher, Deadly Heat Scythe.

BOSS: Sibling God Che

HP: 14000 Weak: Wind (+100%) Strong: Chrono (-100%)

Drop: Ultimate Geyser

Like Ar, Sibling God Che is another pushover. Gibari and Kalas alone can take him out, and Mizuti should do just as well. Che is weak to Wind Magnus, therefore your party should destroy him. He has a nasty seven-hit combo, ending in Spark of Time. This attack can paralyze a party member, which is annoying to no end (especially if he uses the attack frequently). Cure the character of the ailment or at least watch their HP so they don't die on you.

Anyways, your offense should be pretty obvious. Kalas most likely has several strong Wind Magnus with him, as well as Gibari. Both have at least one Wind finisher, and Mizuti has Alias Fall. Those alone can really put the pain on Che. With the right cards, you can deal over 2000 damage in one combo. Che will use Seal of Health at the end of the battle, but that should be rendered useless by your nine-hit combos. After the battle, you will earn Ultimate Geyser, Gibari's final finisher. Now that's what I like to see.

BOSS: Sibling God Bo

HP: 14000 Weak: Fire (+100%) Strong: Water (-100%)

Drop: Finale

Once again, another pushover of a Sibling God. Bo is the complete opposite of

Ar, and he's just as easy. Like before, use Savyna for this battle. The plus side about the situation is that you now have Deadly Heat Scythe, which is a Fire Magnus. And what exactly is Bo weak against? Nice. on the bad side, Bo has a mean seven-hit combo, which he ends with Icy Burst. It can freeze you, and it happens quite frequently. Still, the goods overcome the bads in this battle (like most of the boss battles in Cor Hydrae).

Sibling God Bo still isn't much to overcome. Savyna can take him out on her own. Mizuti and Kalas can also hold their ground, with their share of Fire Bursts, Efreeti Sabers, etc. Bo will use Seal of Sanity and Seal of Health, but he only uses the latter once. Once he does, you know it's time to use your full-out assault to take him down once and for all. With Bo defeated, you will receive Finale, Lyude's final (LOL) finisher.

BOSS: Sibling God Le

HP: 14000 Weak: Chrono (+100%) Strong: Wind (-100%)

Drop: Planet Soul

Wowie, a semi-tough Sibling God? I can't believe my eyes! The main reason for that is because Le is weak against Chrono. With Chronos Magnus being the most scarce in the game, you really have to rely on your other Magnus (except Wind) to beat him. My Gibari only had three Chronos Magnus in his deck, and Kalas had somewhere close. Mizuti had plenty of Chronos Blows, and all three party members have Chronos finishers. Despite that, Le is still a pretty hard and long boss battle.

Le will use a seven-hit combo, ending with a nasty finisher which can poison you. He'll use the finisher often, so you might have two or even all three party members poisoned at one time. Use them Mineral Waters to prevent that and take down Le with Chronos Magnus. Gibari's Smash Tackle, Kalas's Dream Blade and Chaotic Illusion, and Mizuti's Heaven's Pillar should all work nicely. Once past that, it gets quite annoying.

Stick with any Magnus other than Wind and you should still deal a lot of damage to Le. Once he uses Seal of Health, deplete his remaining HP to defeat the final Sibling God. Once Le is gone, you'll get Mizuti's final finisher, Planet Soul.

BOSS: Malpercio

HP: 16000 Weak: Light (+50%) Wind (+20%)
 Strong: Dark (-50%) Chrono (-20%)

Drop: None

You're up against Malpercio yet again, and the fight isn't much different then the battle in Algorab Village. Malpercio has a lot of HP, but damn, it will whittle away fast enough if you're a smart player. Malpercio has a seven

-hit combo that ends with Divine Doom.

It's a pretty nasty attack which can inflict numerous status effects on a character. His attacks will do around 1000-1500 damage normally, but they're a lot less when you block them with the proper Magnus. Malpercio will also use Soul Drain through the battle, draining your HP and adding it to his own. That's a drag, of course.

I cannot stress this enough, pay attention to the effin' Spirit Numbers! I didn't really use them that much through the game, and I started to during this battle. If you can get a couple pairs of cards or even a straight, then the damage dealt to Malpercio is incredible. Mizuti is the easiest to use for this, since her attacks are slow. I had an attack that went through totaling normally for around 1500 damage.

Luckily, the bonuses from Spirit Numbers increased the damage to around 4000. I mean, it makes things go so much faster and easier. Attack Malpercio with the normal Wind and Light Magnus, and this one should end rather quickly. I wouldn't worry about status effects here unless they are deadly ones, such as Paralysis. Other than that, just ignore them and pound him into submission.

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BOSS: Malpercio

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HP: 20000 Weak: Light (+80%) Strong: Dark (-80%)

Drop: None

This is definitely a difficult battle, but I may have gotten lucky; I beat Malpercio on my first try. I bet it was luck. Malpercio is nothing like the form that we just fought previously. He has all new attacks, and they suck even more than the last arsenal.

Malpercio has a nine-hit combo that can deal almost 2000 damage. That's bad enough on his own, but he also has seven-hit combos ending with one of two incredibly obnoxious finishers.

His first finisher is Dark Arrow, which will inflict every status effect in the game except Freeze and Headache. That is a major pain in the ass. If you have the Broken Ocean's Mirror, which has a 100% resistance to all status effects, use it on the seventh hit to come out clean. I happened to get it twice during the attack.

One spell that seems to piss EVERYONE off (they have a good reason to be mad) is Seal of Entrophy. When Malpercio uses this (he'll probably use it twice or three times during the battle), he will change his element. That means he has all new strengths and weaknesses.

Look at the colors and effects when he uses it. Blue bubbles means he's Water and fire means he's well, Fire. Dark green circles means he's Chronos and light green rays means Malpercio is Wind. Black means he is Dark and of course, White light means he is Light. It's a major pain, since you'll pretty much have to change your whole battle strategy.

Make sure to attack Malpercio with as much Light Magnus at the start of the battle before he uses Seal of Entrophy. Like the last fight, it is very much

possible to deal up to 4000 damage in one combo. Pay attention to Spirit Numbers and use them to your advantage. Heal any and all characters who are at 2000 health or below, since that's the danger zone. Salted Sweetfish, Peanuts, and Avocados help here.

Malpercio shows no signs of fatigue through the battle by his battle stance. The only real way to know if Malpercio is about to die is if he uses Enchanted Blade. Used at the end of a seven-hit combo, the attack will drain HP and add it to his own.

Not only that, but Malpercio will use the attack on all three characters. You MUST block the attacks or it's possible for Malpercio to gain as much as 4000 HP from that flurry of attacks. If you do block them all, then the attack will be rendered virtually useless.

20000 HP is a hell of a lot of HP, so the battle will take a long time, especially if Malpercio keeps changing his damn element. You might have to shuffle your deck twice or even three times during the fight. The battle is hard, but you can do it, even after a couple tries. I know, I beat Malpercio on my first try, so that's possible as well. Either way, Malpercio is a very worthy "final boss".

[11] THANKS/CREDITS

[1100]

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"I'm a soldier and a poet, but I'm a dancer at best"
- Head Automatica

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